- Developer
- / Documentation
- / Unreal Engine ∨
- / Unreal Engine 5.4 Documentation
- / Understanding the Basics
- / Project Settings
- / Engine
- / Rendering Ovderrides

Rendering Ovderrides

Reference for the Rendering Overrides section of the Unreal Engine Project Settings.

Rendering Overrides (Local) Shader Permutation Reduction

| Section | Description |
|--------------------------------------|---|
| Force All Shader Permutation Support | Enabling this will locally override all Shader Permutation Reduction settings from the Rendering section and enable all of those settings. |
| | The displayed status of the settings in that section will not change. |
| | This is saved to your local configuration files and only affects the current project. |