Streaming

Reference for the Streaming Settings section in the Unreal Engine Project Settings.

Streaming
Package Streaming

Section	Description
Async Loading Thread Enabled	Enables separate thread for package streaming. Changing this setting requires restarting Unreal Engine.
Warn If Time Limit Has Been Exceeded	Enables log warning if time limit for time-sliced package streaming has been exceeded.
Time Limit Exceeded Warning Multiplier	Multiplier for the time limit before logging warning messages.
Minimum Time Limit For Time Limit Exceeded Warning	Minimum time before logging warning messages when loading a package.
Minimum Bulk Data Size For Async Loading (deprecated)	Minimum time that triggers the time limit exceeded warning when elapsed. This setting has been deprecated and should not be used

Level Streaming

Section	Description
Use Background Level Streaming	Defines whether to allow background level streaming.
Async Loading Use Full Time Limit	Defines whether to use the entire time limit even if blocked on I/O.
Async Loading Time Limit	Maximum amount of time to spend doing

Section	Description
	asynchronous loading, in miliseconds per frame.
Priority Async Loading Extra Time	Additional time to spend doing asynchronous loading during a high-priority load.
Actor Initialization Update Time Limit	Maximum allowed time to spend for actor registration steps during Level streaming, in miliseconds per frame. Streaming a Level can take a long time. Using this value, you can control how much time per frame Unreal Engine spends doing Actor initialization.
Priority Actor Initialization Update Extra Time	Additional time to spend on Actor registration steps during a high-priority load or if you are in a seamless travel, in miliseconds per frame. High-priority loading is driven by the replicated flag `bHighPriorityLoading` in the **World Settings** panel.
Components Registration Granularity	Batching granularity used to register Actor components during Level streaming. This number controls how many components are updated or registered before the engine checks again the time limit (per frame) allowed for adding Levels to the world.
Added Primitive Granularity	Batching granularity used to add primitives to the scene in parallel when registering Actor components during Level streaming. If this option is set to 0, there is no parallel registration.
Component Unregister Update Time Limit	Maximum allowed time to spend while unregistering components during Level streaming, in miliseconds per frame. Similarly to streaming in a Level into the world, streaming out a Level can also take some time. Use this to control how much time per frame the engine spends removing Levels from the world.
Components Unregistration Granularity	Batching granularity used to unregister actor components during Level streaming. This number controls how many components are unregistered before the engine checks again the time

Section	Description
	limit (per frame) allowed for removing Levels from the world.

General

Section	Description
Flush Streaming when Exiting the Application	If enabled, streaming will be flushed when exiting the application, otherwise it will be canceled.

Deprecated Settings

Section	Description
Use Event-Driven Loader (Disabling Not Recommended)	Enables the event-driven loader (EDL) in cooked builds. This setting is enabled by default. ⚠️ Disabling this option will result in using a deprecated loading path. For this reason, disabling EDL is not recommended.