

Scalem

Unreal Scalability Editor
Gotta Scal'em All!

problem vs solution

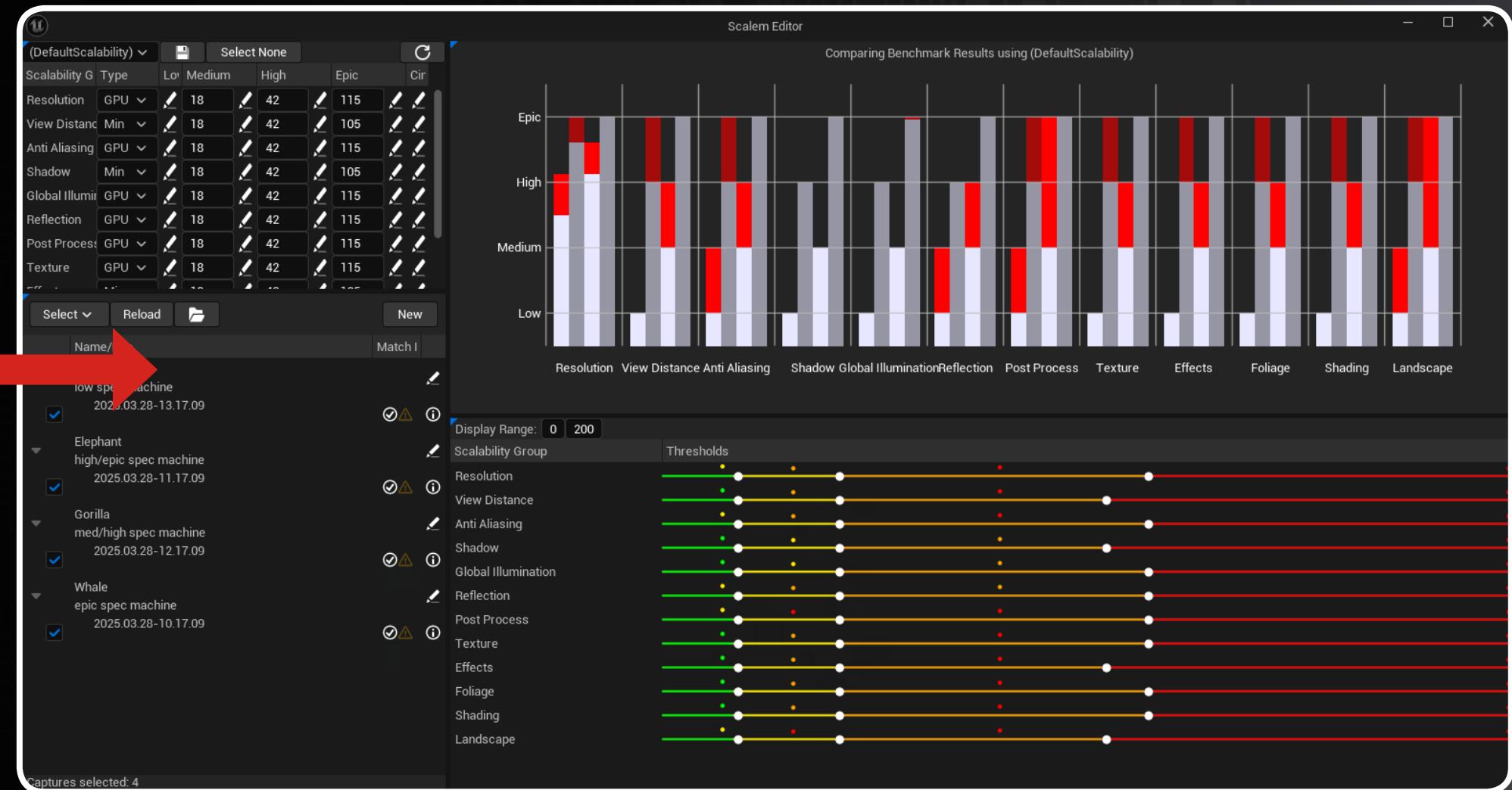
```
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PerfIndexThresholds_ResolutionQuality="GPU 18 42 115"
PerfIndexThresholds_ViewDistanceQuality="Min 18 42 105"
PerfIndexThresholds_AntiAliasingQuality="GPU 18 42 115"
PerfIndexThresholds_ShadowQuality="Min 18 42 105"
PerfIndexThresholds_GlobalIlluminationQuality="GPU 18 42 115"
PerfIndexThresholds_ReflectionQuality="GPU 18 42 115"
PerfIndexThresholds_PostProcessQuality="GPU 18 42 115"
PerfIndexThresholds_TextureQuality="GPU 18 42 115"
PerfIndexThresholds_EffectsQuality="Min 18 42 105"
PerfIndexThresholds_FoliageQuality="GPU 18 42 115"
PerfIndexThresholds_ShadingQuality="GPU 18 42 115"

PerfIndexValues_ResolutionQuality="50 71 87 100 100"
```

[ResolutionQuality]

Computer	Description	FPS Goal	CPU Bench	GPU Bench
Ant	Small laptop	30	19	17
Gorilla	Medium Tower PC	30	43	37
Elephant	Average gamer PC	60	109	95
Whale	Good gamer PC	60	250	265
Target0	Test machine AMD	40	110	95
Target1	Test machine NVIDIA	30	97	123
Target2	Test machine Intel	60	116	87
Target3	Test machine Linux	60	106	92
Sam	Business notebook	25	72	35

without Scalem



with Scalem

problem vs solution

Computer	Description	FPS Goal	CPU Bench	GPU Bench
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PerfIndexThresholds_EffectsQuality="Min 18 42 105"
PerfIndexThresholds_FoliageQuality="GPU 18 42 115"
PerfIndexThresholds_ShadingQuality="GPU 18 42 115"

PerfIndexValues_ResolutionQuality="50 71 87 100 100"

[ResolutionQuality]
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+ResolutionPresets=(Name="Default", ResolutionQuality=0.0)
```

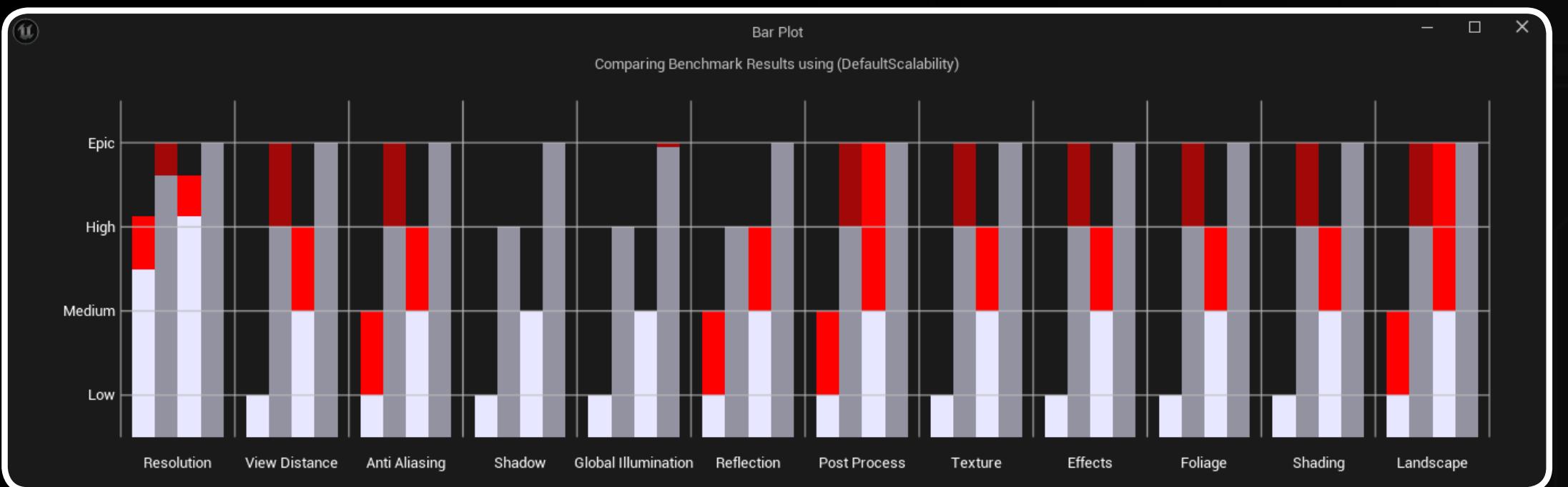
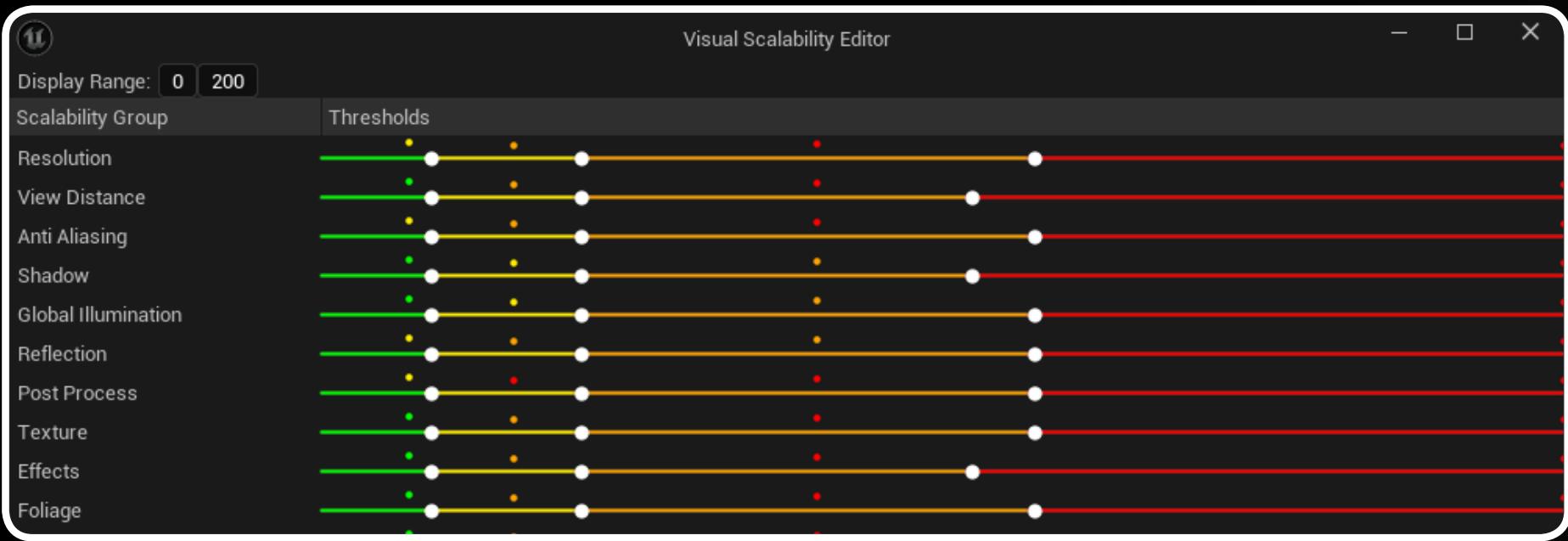
without Scalem
many chaotic numbers



with Scalem
clean data visualization

visual tools

- visuals instead of numbers
- actual data instead of guessing
- easy and responsive overview



Scalability Editor

(DefaultScalability) Select None

Scalability Group	Type	Low	Medium	High	Epic	Cir
Resolution	GPU	18	42	115	115	
View Distance	Min	18	42	105	105	
Anti Aliasing	GPU	18	42	115	115	
Shadow	Min	18	42	105	105	
Global Illumination	GPU	18	42	115	115	
Reflection	GPU	18	42	115	115	
Post Process	GPU	18	42	115	115	
Texture	GPU	18	42	115	115	
Effects	Min	18	42	105	105	
Foliage	GPU	18	42	115	115	
Shading	GPU	18	42	115	115	
Landscape	Min	18	42	105	105	

Machines and Captures

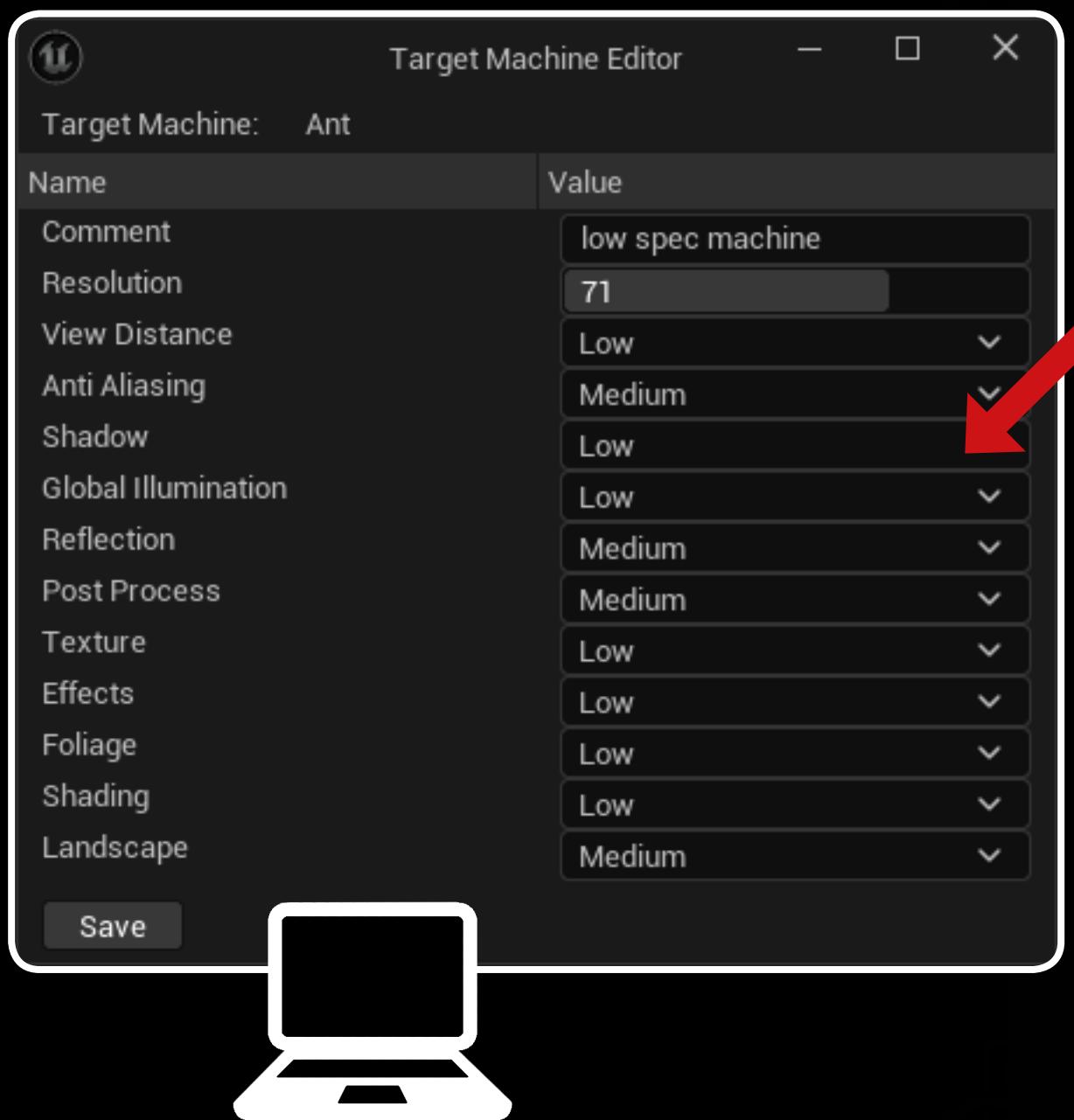
Select Reload New

Name/Info	Match
Ant low spec machine 2025.03.28-13.17.09	<input checked="" type="checkbox"/>
Elephant high/epic spec machine 2025.03.28-11.17.09	<input checked="" type="checkbox"/>
Gorilla med/high spec machine 2025.03.28-12.17.09	<input checked="" type="checkbox"/>
Whale epic spec machine 2025.03.28-10.17.09	<input checked="" type="checkbox"/>

Captures selected: 4

work with real hardware data

- target machines and performance captures
- get early warnings and focus on hotspots

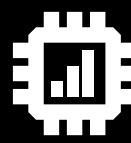


Name/Info		Match I
Ant	low spec machine	
	2025.03.28-13.17.09	
Elephant	high/epic spec machine	
	2025.03.28-11.17.09	
Gorilla	med/high spec machine	
	2025.03.28-12.17.09	
Whale	epic spec machine	
	2025.03.28-10.17.09	

Captures selected: 4

Name	Value
General	
Target Machine	Whale
Comment	
Timestamp	2025.03.28-10.17.09
Benchmark	
CPU Benchmark Results	250
GPU Benchmark Results	530
Base Quality Levels	
Resolution	100
View Distance	Epic
Anti Aliasing	Epic
Shadow	Epic
Global Illumination	Epic
Reflection	Epic
Landscape	Epic



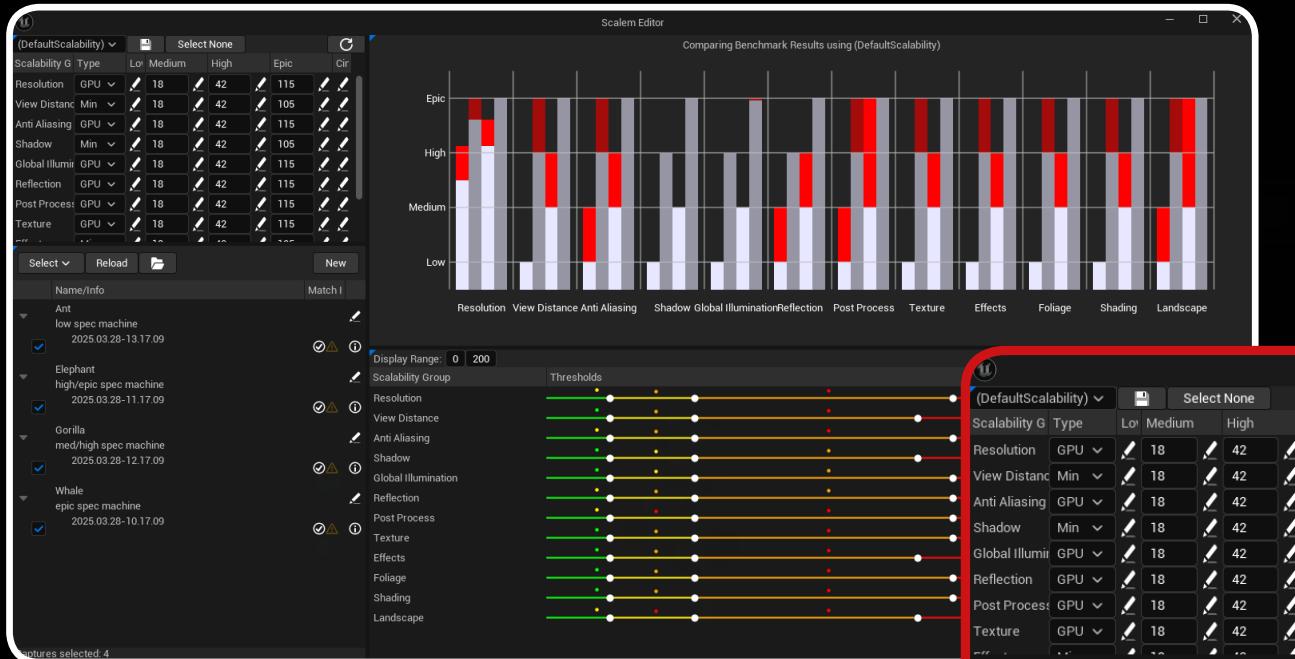


show, don't tell

Align your team around data, not debates.



John



Alex



charly

