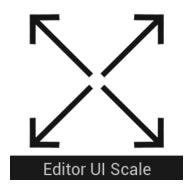
**Editor UI Scale** 

**UE4/UE5 Unreal Engine plugin** 



**Editor UI Scale** is a UE4/UE5 **Editor plugin** that allows to scale Editor's **User Interface** independent on OS DPI settings.

#### Usage:

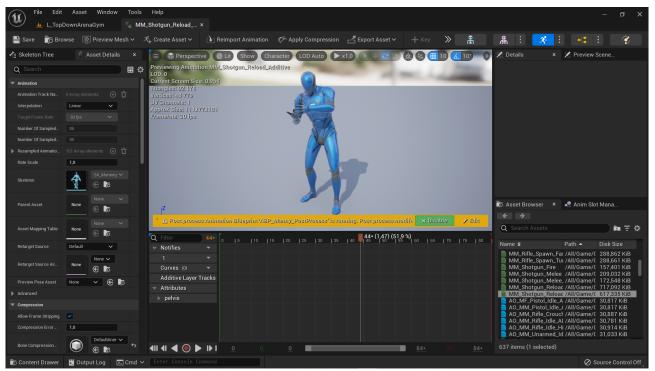
1. Install plugin via (<u>UE Marketplace</u>) or (<u>Epic Games Launcher</u>).

2. Navigate to Editor Preferences... – General – UI Scale Settings and adjust Editor UI Scale to your preference.

This plugin allows to override **UE4/UE5 Editor**'s default text size and size of UI elements.

- Making text size smaller helps maximize your screen real estate usage and get bigger viewport while still seeing the same or even greater amount of text informations (number of Outliner rows, lines in Output Log, number of properties in Details tab, etc.).
- Making text bigger helps **tune text readability** to your liking and not depend on OS DPI settings.

### **Plugin Effect Examples :**



UE Editor with default (1.0) text scale



UI Editor with Editor **UI Scale plugin** and **0.75** scale – much more rows visible in **Asset Browser** and properties in **Asset Details**!

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### **Plugin Effect Examples :**



UI Editor with Editor **UI Scale plugin** and **1.25** scale – you could now use UE Editor on some 11" 4K Windows Tablet!

### **Plugin User Interface:**

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All Settings	Q Search	
General	- General - UI Scale Settings	
Appearance		
Audio	▼ General	
Blueprint Editor Settings	Editor UI Scale	1,15
Experimental	Increment Step	0.05 (Default) V
Global		
Keyboard Shortcuts		
Live Coding		
Loading & Saving		
Miscellaneous		
Performance		
Region & Language		
Source Code		
Synthesis and DSP Plugin		
Texture Encoding		
Tutorials		
▶ UI Scale Settings		
VR Mode		
Level Editor		
Miscellaneous		
Play		
Play Credentials		

#### Editor UI Scale is the value to adjust

**Editor UI Scale** – scale multipler to apply to default UI Editor scale. > 1.0 The text and UI will be bigger than default.

< 1.0 The text and UI will be smaller than default.

**Increment Step** – just a helper to adjust **Editor UI Scale** with desired granularity. For example if Increment step is 0.05, the UI Scale will increase/decrease like this 0.85, 0.9, 0.95, **1.0**, 1.05, 1.1, 1.15, etc.

## Troubleshooting:

If you have plugin installed, but don't see it in **Editor Preferences**... – **General** – **UI Scale Settings** menu make sure the plugin is enabled in **Plugins** menu (**Edit** – **Plugins**).

File Edit Window Tools Help ∮ <sup>®</sup> Plugins ×	
- Add Q Search	
* ALL PLUGINS 428	Project
PROJECT 1	Editor UI Scale Change Unreal Engine Editor UI Scale independent on system DPI. (Editor Preferences> General -> UI Scale Settings).
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Plugins browser – make sure Editor UI Scale checkbox is checked!

# FAQ:

**Q:** Why does it require C++ module ?

Answer: Because required Engine API is not exposed to Blueprints.

**Q:** I have a Blueprint-only project. Will it be converted to C++ if use the plugin?

**Answer:** No, it's an Engine plugin. Besides it's an EditorNoCommandlet plugin, so no code from it participates in building your game to any target platform. Your project will remain Blueprint-only.

## **Download Links:**

Install plugin via (<u>UE Marketplace</u>) or (<u>Epic Games Launcher</u>).