

# 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.

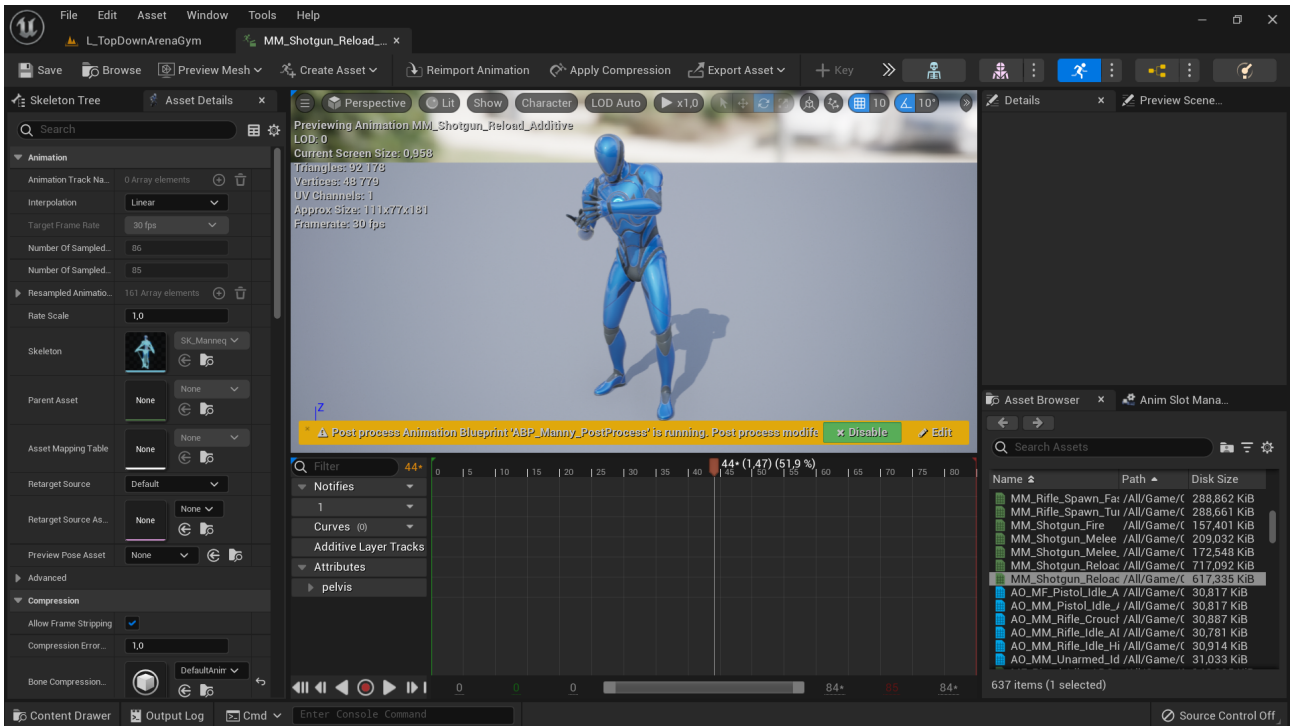
## Usage:

1. Install plugin via ([UE Marketplace](#)) or ([Epic Games Launcher](#)).
2. Navigate to **Editor Preferences... – General – UI Scale Settings** and adjust **Editor UI Scale** to your preference.

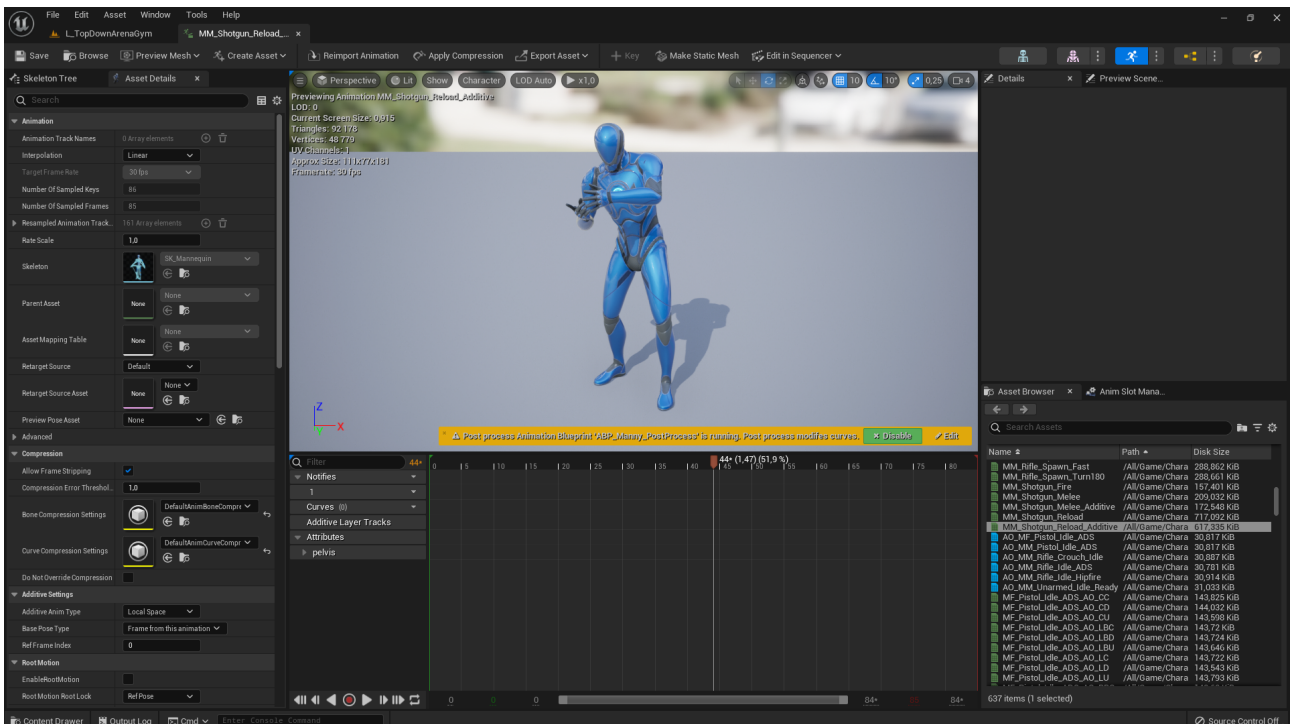
This plugin allows to override **UE4/UE5 Editor's** default text size and size of UI elements.

- 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 :

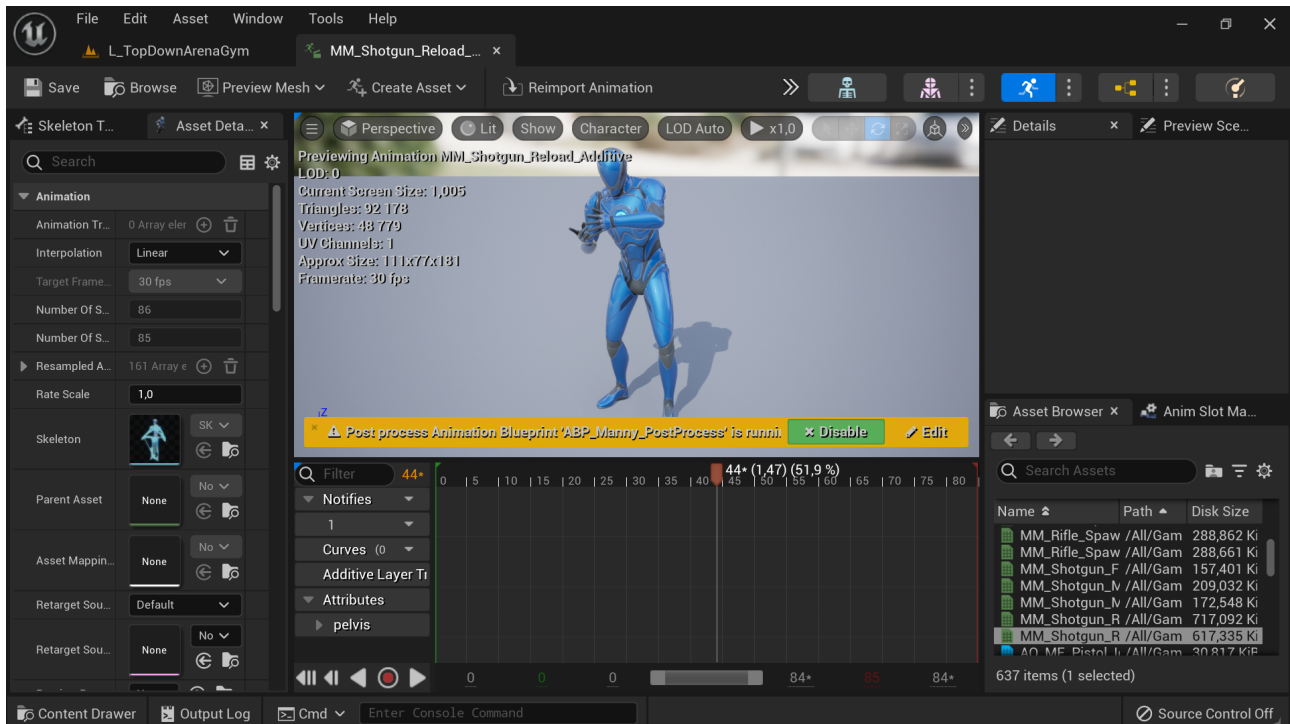


UE Editor with default (1.0) text scale



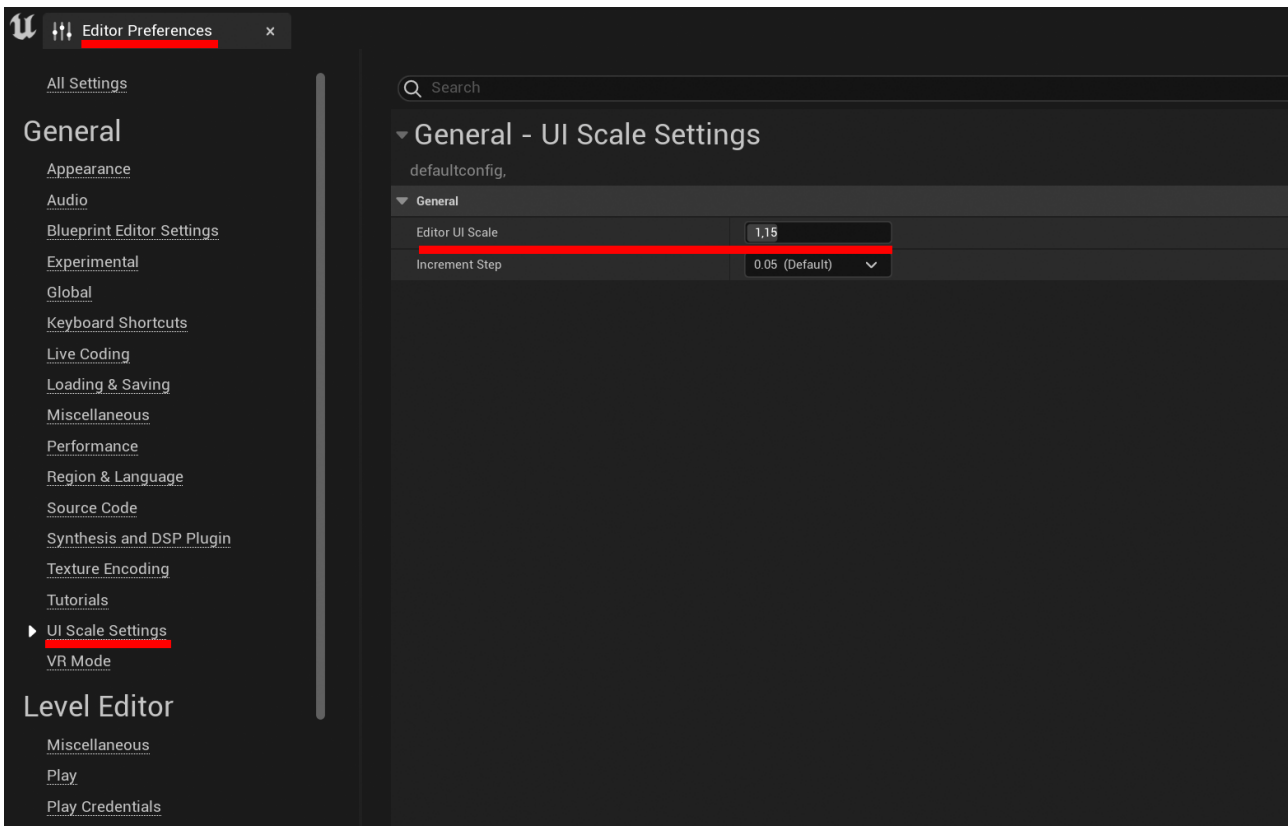
UI Editor with Editor UI Scale plugin and 0.75 scale – much more rows visible in Asset Browser and properties in Asset Details!

# 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:



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

**Editor UI Scale** – scale multiplier to apply to default UI Editor scale.

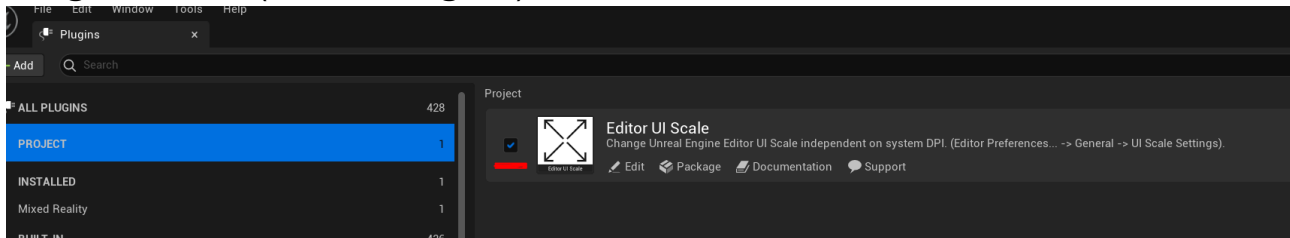
> 1.0 The text and UI will be bigger than default.

< 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**).



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 ([UE Marketplace](#)) or ([Epic Games Launcher](#)).