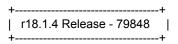




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R18.1.4 Changelog



Release day - 30th June

Bugs

DSOF-16729 - Unreal will now launch with the flag RenderOffScreen to force the stream to run
in background. This saves performance and stops it running minimised. If needed, Advanced
Project setting forceUnrealRenderStreamWindow will reverse behaviour