



CINEBOOST

USER MANUAL

Contents

1. About CineBoost
2. Important safety information
3. Supported platform and requirements
4. Package contents
5. Installation
6. Opening CineBoost
7. Interface overview
8. Quick start
9. Understanding Headroom
- 10.Using C-BOOST
11. Using ISOLATE
- 12.Hero Assets
- 13.Restoring quality
- 14.Render Safeguard and Movie Render Queue
- 15.Advanced Settings reference
- 16.Recommended workflows
- 17.Updating CineBoost
- 18.Disabling or removing CineBoost
- 19.Troubleshooting
- 20.Data, privacy, and project files
- 21.Known limitations
- 22.Support information
- 23.Legal notices

1. About CineBoost

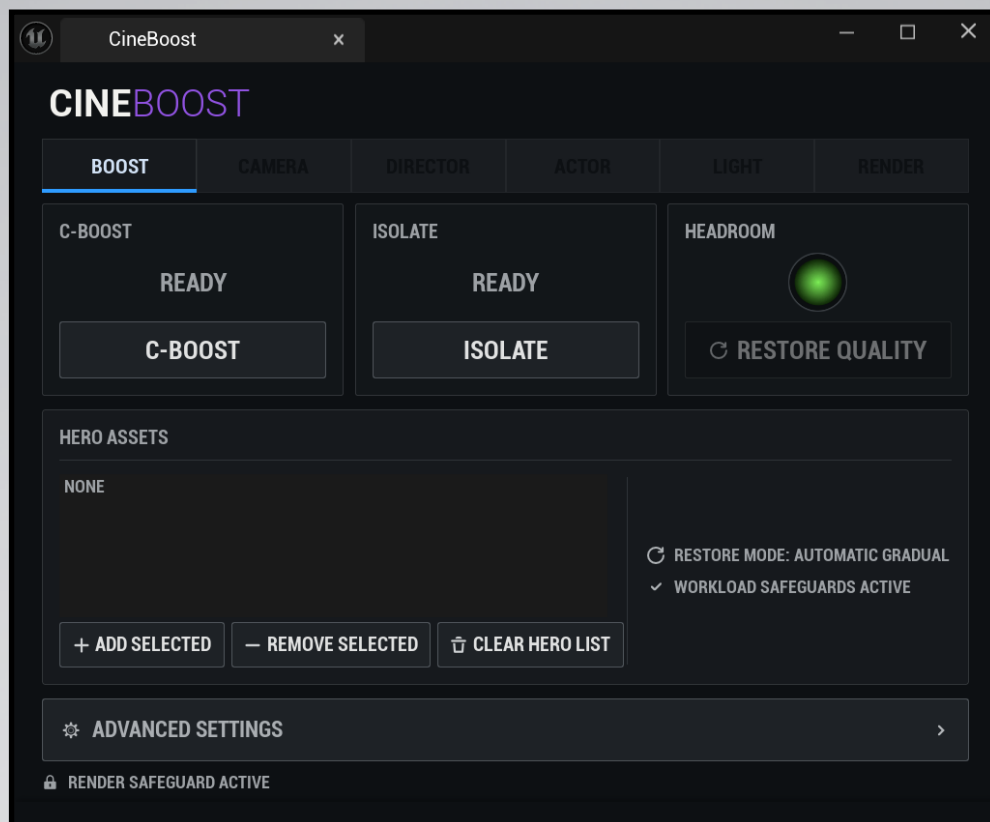
CineBoost is an editor-only viewport performance and focus tool for cinematic work in Unreal Engine. It is designed to provide temporary editing relief when a scene becomes difficult to navigate or adjust at full viewport quality.

CineBoost does not add hardware capacity, optimize the finished project, or guarantee that Unreal Engine will remain stable. It temporarily changes selected editor and viewport behaviors, then restores the captured state when you exit the active mode or begin a supported Movie Render Queue render.

The two primary work modes are independent:

- C-BOOST temporarily reduces selected viewport workloads.
- ISOLATE keeps selected actors and Hero Assets visible while temporarily hiding other scene actors.

You can use either mode by itself or use both at the same time.



What CineBoost is intended for

CineBoost is intended for temporary editor work such as:

- Navigating a heavy cinematic level.
- Placing, moving, or reviewing actors when the full scene is expensive to display.
- Focusing on a character, prop, set piece, or group of selected actors.
- Temporarily reducing selected Groom, foliage, Niagara, Lumen hardware ray tracing, local-light, Scene Capture, volumetric fog, scalability, and viewport-resolution workloads.
- Monitoring changes in estimated editing headroom during the loaded map session.

What CineBoost is not intended for

CineBoost is not:

- A substitute for project backups, revision control, profiling, optimization, or hardware planning.
- A guarantee against Unreal Engine, graphics driver, operating system, or hardware failure.
- A precise CPU, GPU, VRAM, or system-memory utilization meter.
- A runtime optimization system for packaged games or applications.
- A final-render quality preset.
- A promise that every third-party plugin or custom rendering pipeline will respond in the same way.

2. Important safety information

Save your work before activating, exiting, or restoring CineBoost modes.

Changing scalability, viewport resolution, visibility, ray tracing, simulations, lighting, and other editor workloads can briefly reallocate memory or change demand on the CPU and GPU. A project that is already close to a system limit may become unstable during any large editor change, including a restore operation.

Before working in a heavy project:

1. Save the current map and project changes.
2. Keep a current project backup or use revision control.
3. Confirm that important source assets exist outside temporary or cache folders.

4. Reduce newly added scene load before restoring quality when the Headroom indicator is red, when practical.
5. Verify the final render settings and output yourself.

The Headroom indicator and Restore Warning are advisory. They cannot determine that a restore, edit, or render is guaranteed to complete safely.

3. Supported platform and requirements

Supported release target

This release is built for:

- Unreal Engine 5.7 Editor.
- Windows 64-bit.
- Project plugins installed with the included CineBoost and CineCore folders.

The release candidate was built and regression-tested with Unreal Engine 5.7.4 on Windows 64-bit. The public compatibility label is Unreal Engine 5.7. This release has not been certified for other Unreal Engine versions, macOS, Linux, packaged runtime use, or custom engine branches.

Hardware requirements

CineBoost does not define a separate minimum hardware specification. Your computer must meet the requirements of Unreal Engine 5.7 and the requirements of your project, its assets, and any third-party plugins.

Results vary by scene content, viewport settings, editor state, drivers, hardware, and background system load. A change that provides substantial relief in one project may provide less relief in another.

For current Unreal Engine requirements, use Epic Games' official Unreal Engine documentation.

4. Package contents

The manual installation package contains two required editor plugins:

- **CineBoost**: the user interface, work modes, Headroom monitoring, restoration, and safeguards.
- **CineCore**: the shared editor foundation required by CineBoost.

Both folders must remain installed together. The Windows package includes prebuilt Unreal Engine 5.7 editor binaries and source code. A standard supported installation does not require Visual Studio or manual compilation.

5. Installation

Before installation

1. Confirm that the project opens in Unreal Engine 5.7 on Windows 64-bit.
2. Save and close Unreal Editor.
3. Back up the project or create a revision-control checkpoint.
4. Remove or archive any older CineBoost and CineCore plugin folders before installing the new version. Do not merge old and new plugin files.

Manual project installation

5. Open the root folder that contains your project's `.uproject` file.
6. If the project does not contain a `Plugins` folder, create one.
7. Copy the complete included `Plugins` folder into the project root.
8. Confirm that these paths exist:
 - `YourProject/Plugins/CineCore/CineCore.uplugin`
 - `YourProject/Plugins/CineBoost/CineBoost.uplugin`
9. Open the project in Unreal Engine 5.7.
10. If Unreal asks to enable CineCore or CineBoost, enable both plugins and restart the editor.
11. Open the CineBoost window from its toolbar button and confirm that the Home page appears.

If installed through Fab or the Epic Games Launcher

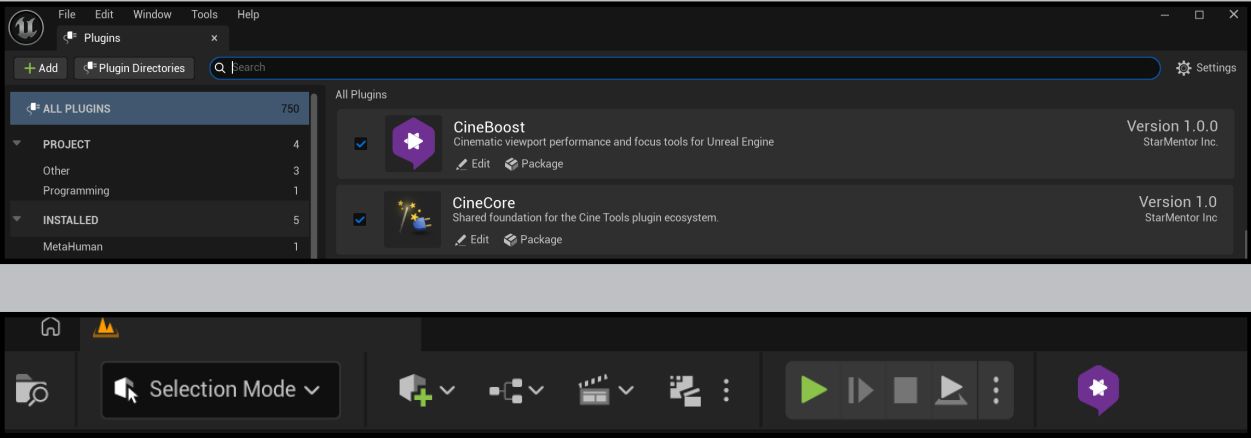
Follow the installation controls provided by Fab or the Epic Games Launcher for the supported Unreal Engine version. Enable CineCore and CineBoost in Unreal Editor if prompted, then restart the editor.

Do not copy development folders

Do not copy a development `Intermediate` folder or combine binaries from different releases. When updating a manual installation, replace complete CineCore, CineBoost folders.

6. Opening CineBoost

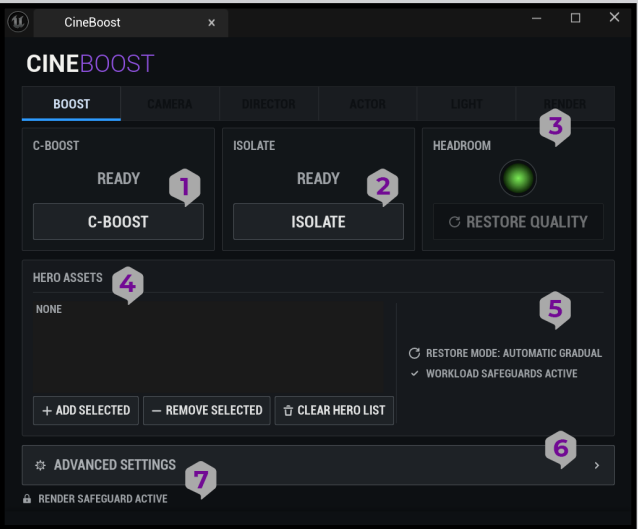
Click the purple CineBoost control in the Unreal Editor toolbar. The CineBoost window can be moved independently of the main editor window.



The first release includes the BOOST page. CAMERA, DIRECTOR, ACTOR, LIGHT, and RENDER are reserved positions for separately installed products in the Cine family. Their dim appearance indicates that those products are not installed. The reserved tabs do not activate CineBoost features.

7. Interface overview

The Home page contains the following areas:



- 1 C-BOOST status and activation control.
- 2 ISOLATE status and activation control.
- 3 Headroom status lamp and RESTORE QUALITY control.
- 4 Hero Assets list and list-management controls.
- 5 Restore mode and safeguard status.
- 6 ADVANCED SETTINGS navigation.
- 7 RENDER SAFEGUARD status.

C-BOOST status

READY means C-BOOST is available. ACTIVE means its temporary viewport changes are applied. RESTORING means a staged restore is in progress.

ISOLATE status

SELECT ASSET means no valid selected actor or Hero Asset is available for isolation. READY means ISOLATE can be activated. ACTIVE means isolation is applied. RESTORING means a staged restore is in progress.

RESTORE QUALITY

RESTORE QUALITY exits active CineBoost modes and returns the captured editor state. The control is unavailable when there is no temporary CineBoost state to restore.

HOW IT WORKS and SETTINGS

Open ADVANCED SETTINGS, then use the page navigation to move between Settings, How It Works, and Home.

8. Quick start

Use C-BOOST for general editing relief

1. Save the project.
2. Open CineBoost.
3. Press C-BOOST.
4. Continue editing while watching the Headroom indicator and the editor's actual responsiveness.
5. Save again before restoring if you added substantial scene load.
6. Press EXIT C-BOOST or RESTORE QUALITY.

Use ISOLATE to focus on selected actors

1. Save the project.
2. Select one or more actors in the viewport or World Outliner.
3. Press ISOLATE.
4. Work on the visible selection and any Hero Assets.
5. Press EXIT ISOLATE when finished.

Use both modes

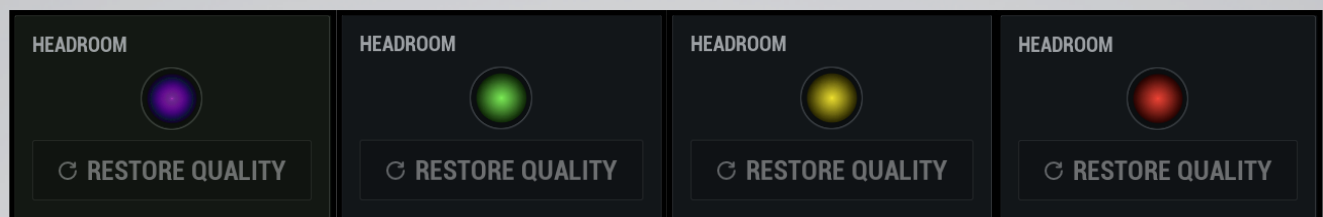
1. Activate C-BOOST.
2. Select the actors you need.
3. Activate ISOLATE.
4. Exit either mode independently, or press RESTORE QUALITY to exit all active CineBoost modes.

9. Understanding Headroom

Headroom is a conservative workload estimate for the current loaded map and editor session. It combines measured editor responsiveness with changes in relevant scene workload. It is not based on frame rate alone, and it is not a direct hardware utilization reading.

Indicator states

- Purple: monitoring has not established an active map-session baseline, or the estimate is still initializing.
- Green: the current measured state is within the higher-headroom range of the estimate.
- Yellow: the estimate indicates reduced headroom. The lamp pulses slowly.
- Red: the estimate indicates low headroom or increased restore risk. The lamp pulses more quickly.



Persistent map-session baseline

The workload baseline is captured when C-BOOST or ISOLATE is first activated in the loaded map. It persists across repeated C-BOOST and ISOLATE activations during that map and editor session.

The baseline is not replaced every time a mode is activated. Load added during an earlier C-BOOST session can therefore remain visible in the estimate after you exit and re-enter C-BOOST. The baseline resets when you change maps or begin a new editor session.

Why the color can improve after entering C-BOOST

C-BOOST may improve current viewport responsiveness. If the same scene becomes substantially more responsive after C-BOOST is applied, Headroom can move toward green even though the scene assets have not changed. This is expected because the estimate considers the current working state, not only the number of actors added since the baseline.

Removing added load

Deleting or disabling added workload should move the estimate back toward green after monitoring has time to settle. The monitor continues while C-BOOST is inactive, so you do not need to activate C-BOOST merely to update the estimate.

Interpreting the indicator safely

Treat the lamp as an editing aid. A green state does not prove that the project cannot crash. A yellow or red state does not prove that a crash will occur. Continue to use Unreal Engine profiling tools, system monitoring, backups, and your own judgment.

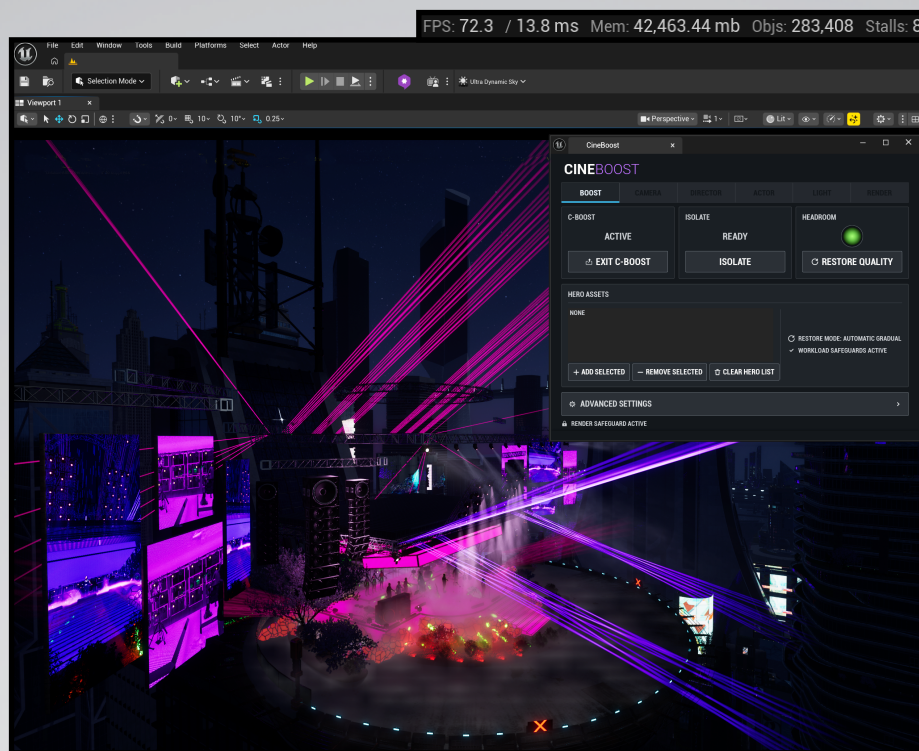
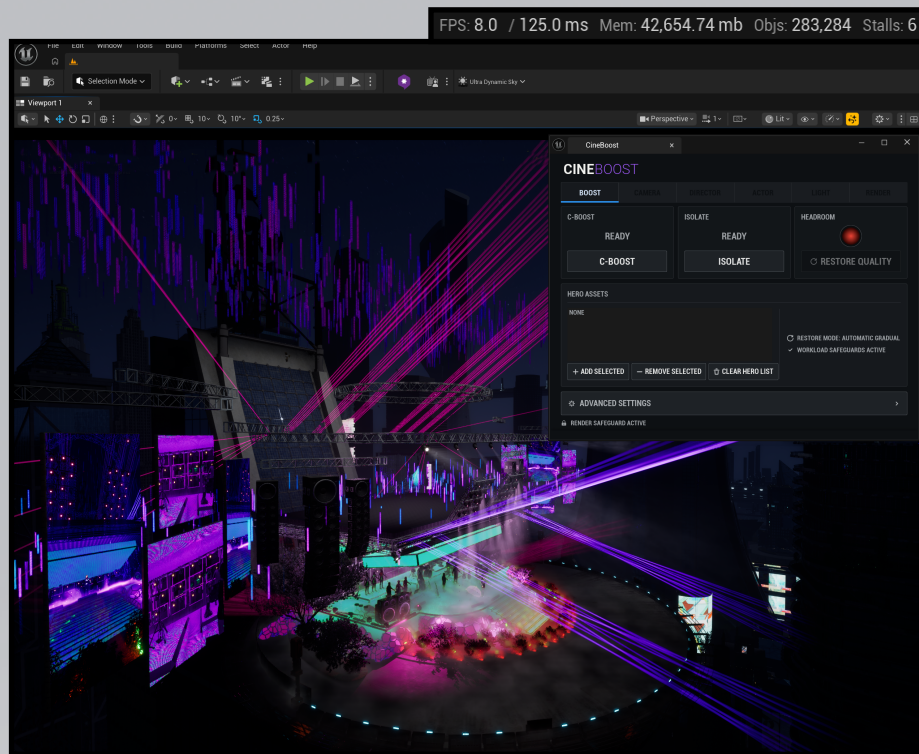
10. Using C-BOOST

C-BOOST captures the current editor state and applies the enabled temporary workload settings.

With the default settings, C-BOOST can:

- Apply a conservative scalability profile with minimum visible-quality floors.
- Preserve the project's existing texture quality and view-distance quality.
- Preserve the project's foliage scalability group and manage painted-foliage density through the dedicated CineBoost setting.
- Set a temporary viewport screen percentage.
- Preserve the captured resolution-quality state when broad scalability changes are applied.
- Use Groom cards when an asset provides cards.
- Exclude supported Groom and painted-foliage components from ray tracing.
- Disable Lumen hardware ray tracing in the editor viewport.
- Reduce painted-foliage density.
- Pause Niagara simulation through the Niagara world playback state.
- Budget non-Hero movable and stationary local lights.
- Freeze active Scene Capture components.

- Use a lower-cost volumetric fog grid while retaining fog that was enabled in the original state. The exact visual result depends on the project and enabled settings.



Why scalability may appear mixed instead of entirely Low

CineBoost does not force every scalability group to the same value. It preserves texture quality, view distance, and the project's foliage scalability group. It also enforces minimum quality floors for several groups to avoid unnecessarily damaging editor visibility. This is intentional.

Settings apply on the next activation

Changes on the Settings page apply the next time C-BOOST is activated. If C-BOOST is already active, exit the mode, confirm the editor has restored, and activate C-BOOST again.

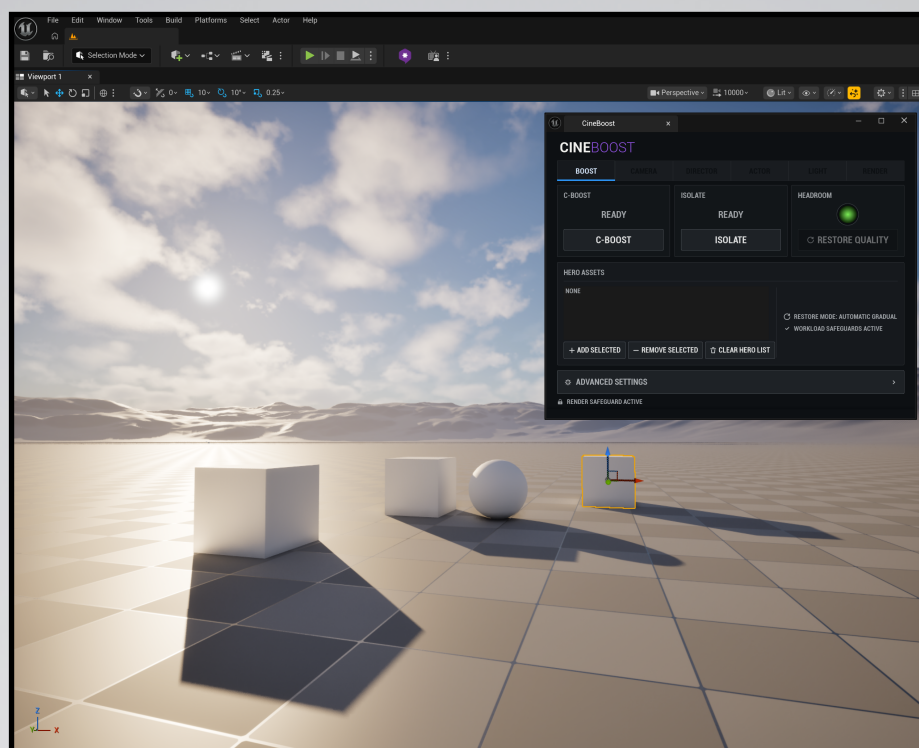
Exiting C-BOOST while ISOLATE remains active

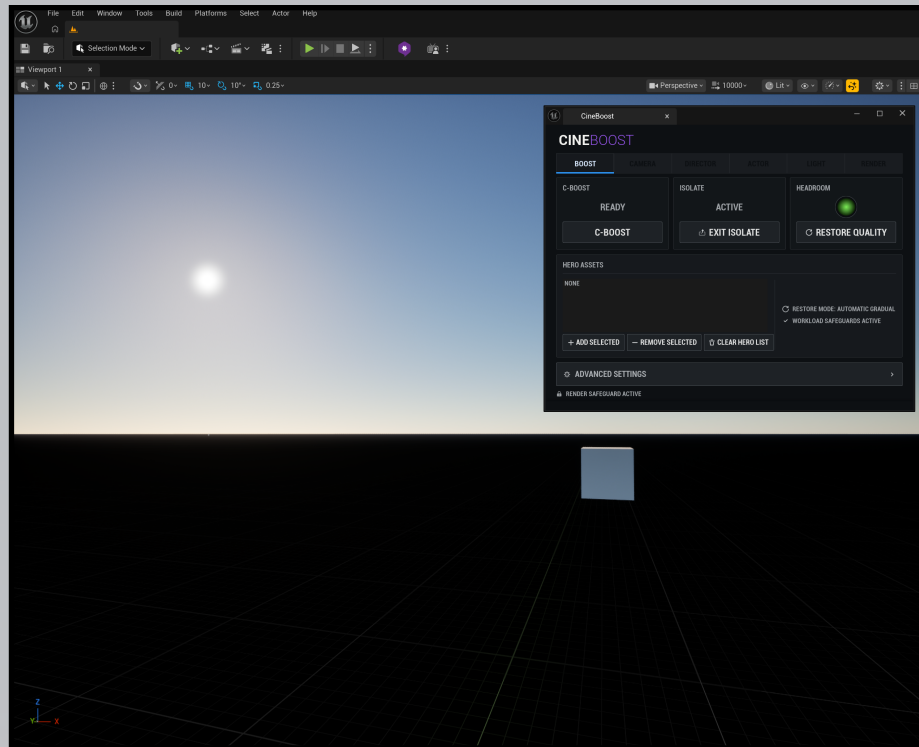
EXIT C-BOOST restores only the C-BOOST workload state. ISOLATE remains active until you exit it or press RESTORE QUALITY.

11. Using ISOLATE

ISOLATE temporarily hides actors that are not part of the current focus set. The focus set includes:

- Actors selected when ISOLATE is activated.
- Actors in the Hero Assets list.
- Required attached or related actors gathered by the plugin's protection logic.





Sequencer visibility behavior

While ISOLATE is active, CineBoost reapplies its temporary visibility ownership so that a non-selected, non-Hero actor does not become visible merely because a Sequencer visibility key is evaluated. When the last active CineBoost mode exits, CineBoost hands visibility evaluation back to Sequencer.

Always verify complex custom Sequencer, Blueprint, or third-party visibility systems in your own project.

ISOLATE lighting modes

The Settings page provides three lighting choices:

- **MINIMAL EDITOR LIGHTING:** CineBoost can create temporary, editor-only fallback lighting when needed so isolated subjects remain visible. It adapts conservatively to captured scene lighting, but it is not production lighting and is not intended to reproduce the authored scene exactly.
- **PRESERVE UDS/ENVIRONMENT:** CineBoost attempts to keep recognized third-party sky or environment actors, including Ultra Dynamic Sky style environments, in the visible set.
- **NO EXTRA FALLBACK:** CineBoost does not add fallback lighting. The result may be dark if no suitable visible lighting remains.

Temporary CineBoost lighting is transient and is removed during restore. It is not intended to be saved as authored map lighting.

Exiting ISOLATE while C-BOOST remains active

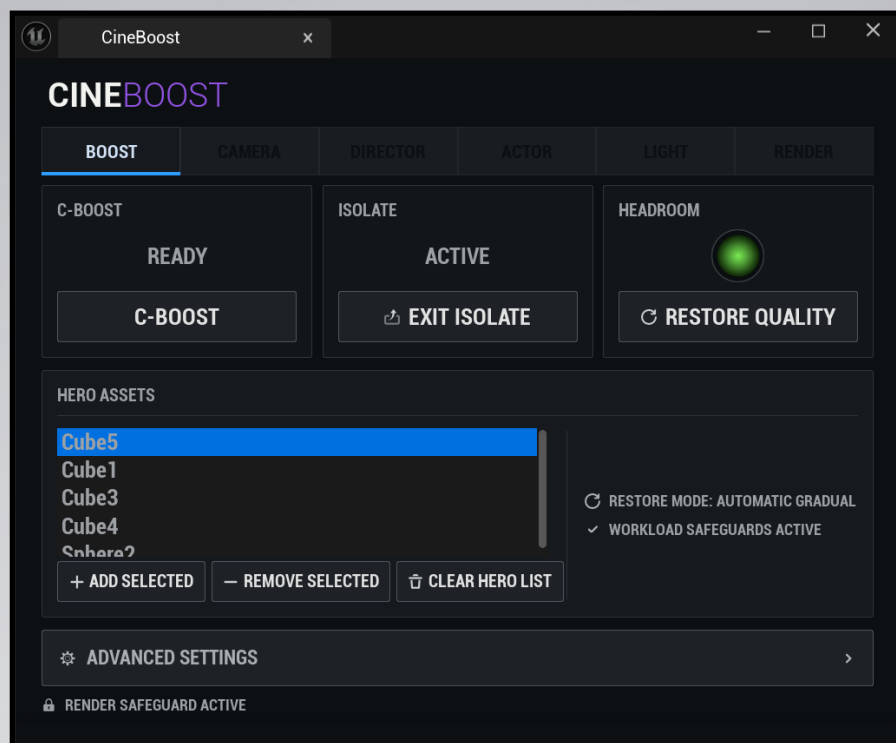
EXIT ISOLATE returns scene visibility while keeping C-BOOST active. EXIT C-BOOST and EXIT ISOLATE are independent controls.

12. Hero Assets

Hero Assets are actors that should remain protected and visible during ISOLATE.

Add actors to the Hero Assets list

1. Select one or more actors in the viewport or World Outliner.
2. Press ADD SELECTED.
3. Confirm that the actors appear in the list.



Newly added actors appear at the top. The list displays five rows at a time and can be scrolled when it contains more entries.

Remove actors from the list

You can remove actors in either of two ways:

- Click an item in the Hero Assets list, then press REMOVE SELECTED.
- Select an actor in the viewport or World Outliner, then press REMOVE SELECTED when no Hero list row is selected.

If ISOLATE is active and a Hero Asset is removed from the list, the actor is removed from the active isolate set and should disappear unless it is otherwise protected or selected.

Clear the list

Press CLEAR HERO LIST to remove all Hero Assets from the current list.

Session and map behavior

The Hero Assets list is temporary. It clears on map change and when a new editor session opens the map. This prevents actor references from one map or session from being carried into another.

Add the required Hero Assets again after reopening the project or changing maps.

13. Restoring quality

You can restore CineBoost changes by using:

- EXIT C-BOOST to restore C-BOOST only.
- EXIT ISOLATE to restore ISOLATE only.
- RESTORE QUALITY to exit all active CineBoost modes.

CineBoost restores captured settings and actor states. It does not infer an ideal setting. It returns the state it captured before applying the temporary mode, subject to Unreal Engine and third-party changes made while the mode was active.

Restore modes

AUTOMATIC GRADUAL

This is the default. CineBoost restores immediately when the estimated restore risk is not red. When restore risk is red, it uses a staged restore.

ALWAYS GRADUAL

CineBoost uses a staged restore for mode exits that return substantial workload, even when the Headroom estimate is not red.

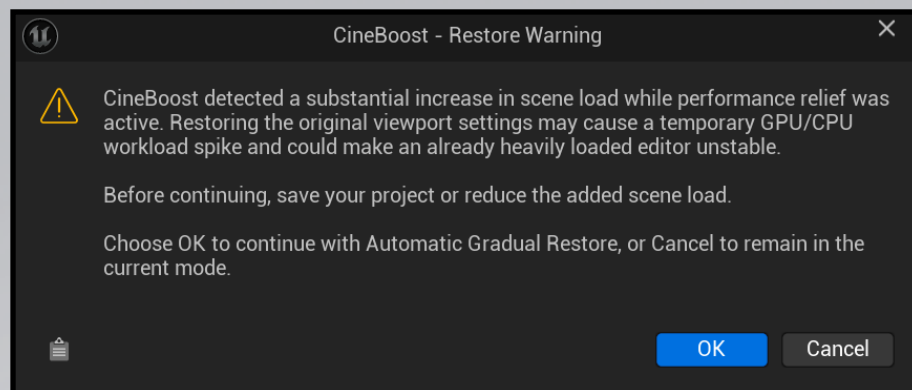
IMMEDIATE UNLESS HEADROOM IS RED

CineBoost restores immediately unless the restore-risk estimate is red. A red state still uses the safer staged path.

Restore Warning

When CineBoost detects a substantial increase in scene load and the restore-risk estimate is red, it shows a warning before continuing.

The warning asks you to save the project or reduce added load. Choose Cancel to remain in the current mode. Choose OK only after you have decided to proceed. CineBoost then uses Automatic Gradual Restore, but a staged restore cannot guarantee stability.



14. Render Safeguard and Movie Render Queue

The Render Safeguard monitors for an active Movie Render Queue executor in the Unreal Editor.

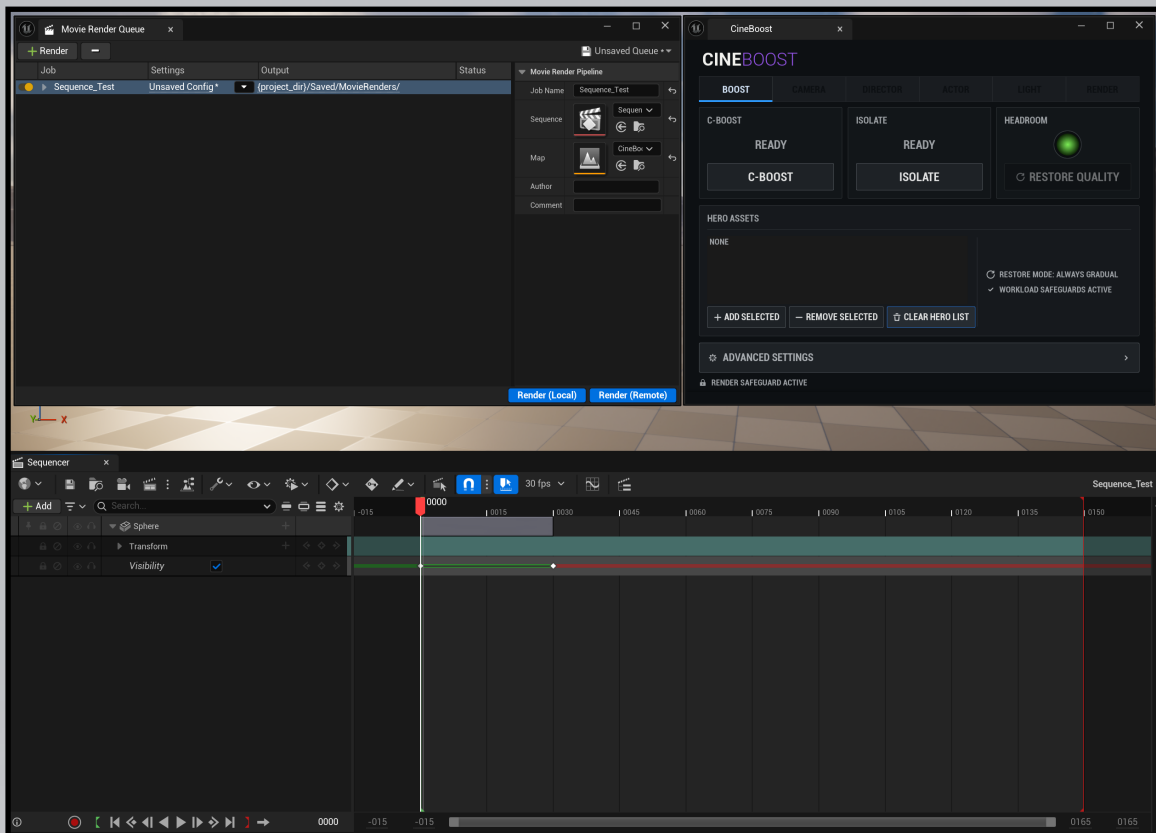
When a supported Movie Render Queue render begins while C-BOOST or ISOLATE is active, CineBoost restores its temporary changes before the render proceeds. It also blocks new C-BOOST or ISOLATE activation while Movie Render Queue is active.

Required user checks

The safeguard is not a substitute for render validation. Before a final render:

1. Save the project.
2. Confirm that C-BOOST and ISOLATE have returned to READY.
3. Check Unreal Engine scalability, viewport, ray-tracing, Groom, foliage, Niagara, lighting, and Movie Render Queue settings as appropriate for the project.
4. Render a short representative range.

5. Inspect the output before starting a long or expensive render.



The safeguard in this release is specifically implemented for Movie Render Queue activity detected by CineBoost. Do not assume that every custom, third-party, command-line, legacy, or future rendering path is covered.

15. Advanced Settings reference

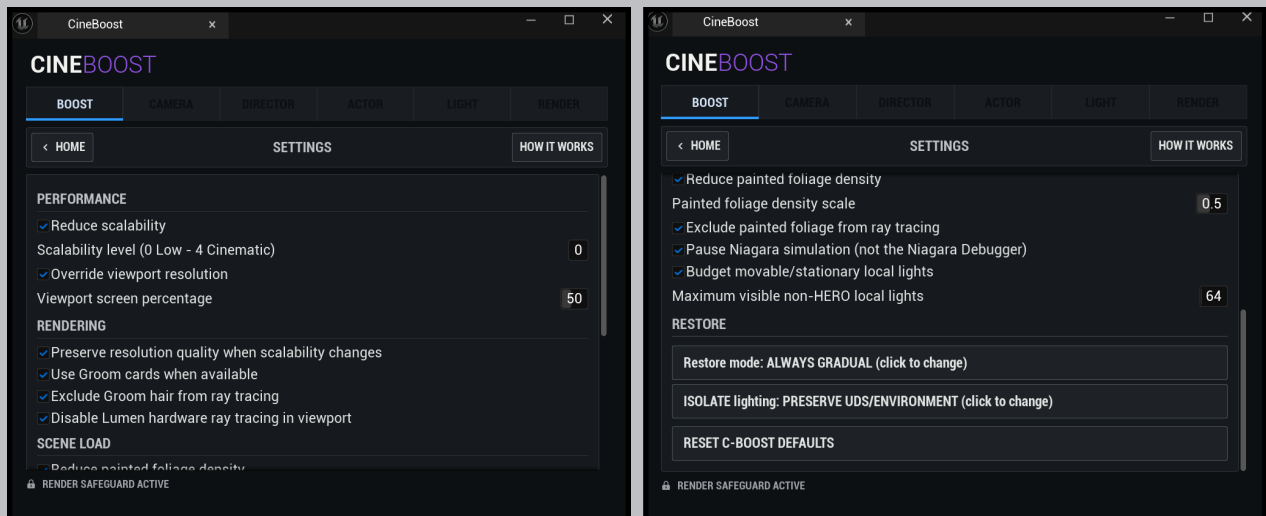
Open ADVANCED SETTINGS, then choose SETTINGS. Settings are stored in the project's editor configuration and apply to the next C-BOOST activation unless noted otherwise.

Performance

Reduce scalability

Default: On.

Applies the CineBoost scalability profile during C-BOOST. The profile uses the selected base level, preserves texture quality, view distance, and the existing foliage scalability group, and maintains minimum visible-quality floors for selected groups.



Scalability level (0 Low - 4 Cinematic)

Default: 0.

Sets the base scalability level used by the CineBoost profile. Valid values are 0 through 4. CineBoost's preservation rules and quality floors still apply.

Override viewport resolution

Default: On.

Applies a temporary editor viewport screen-percentage override during C-BOOST.

Viewport screen percentage

Default: 50.

Sets the temporary viewport screen percentage. Valid values are 10 through 100.

Rendering

Preserve resolution quality when scalability changes

Default: On.

Preserves the captured resolution-quality value when the broad scalability profile is applied. The dedicated viewport screen-percentage override remains controlled separately.

Use Groom cards when available

Default: On.

Requests Groom card geometry only when the Groom asset includes a compatible card representation. CineBoost cannot create missing Groom cards.

Exclude Groom hair from ray tracing

Default: On.

Temporarily disables ray-tracing visibility on supported Groom components during C-BOOST.

Disable Lumen hardware ray tracing in viewport

Default: On.

Temporarily disables the Lumen hardware ray-tracing console variable during C-BOOST. The captured underlying value is revealed again when the CineBoost override is removed.

Scene Load

Reduce painted foliage density

Default: On.

Applies a temporary foliage density scale through CineBoost's tagged console-variable override.

Painted foliage density scale

Default: 0.5.

Sets the temporary density multiplier. Valid values are 0.05 through 1.0.

Exclude painted foliage from ray tracing

Default: On.

Temporarily disables ray-tracing visibility for supported foliage components owned by Instanced Foliage Actors.

Pause Niagara simulation (not the Niagara Debugger)

Default: On.

Temporarily changes the Niagara world playback state to Paused. Disable this option before the next C-BOOST activation if moving particles, birds, effects, or other Niagara-driven context must continue to simulate while editing.

Budget movable/stationary local lights

Default: On.

Applies CineBoost's local-light visibility and shadow policy to non-Hero movable and stationary local lights. Hero and selected protected actors are excluded from the non-Hero budget where applicable.

Maximum visible non-HERO local lights

Default: 64.

Sets the maximum visible non-Hero local lights used by the temporary local-light policy. Valid values are 0 through 512.

Restore

Restore mode

Default: AUTOMATIC GRADUAL.

Cycles between Automatic Gradual, Always Gradual, and Immediate unless Headroom is Red.

ISOLATE lighting

Default: MINIMAL EDITOR LIGHTING.

Cycles between Minimal Editor Lighting, Preserve UDS/Environment, and No Extra Fallback.

Reset C-BOOST defaults

Returns CineBoost settings to the defaults listed in this manual. Resetting defaults does not by itself apply a new C-BOOST state. Exit and reactivate C-BOOST when necessary.

16. Recommended workflows

Heavy-scene editing workflow

1. Save the project and create a recoverable checkpoint.
2. Open CineBoost and activate C-BOOST.
3. Confirm that the viewport becomes more responsive.
4. Perform the required edit.
5. Watch the Headroom estimate and the editor's actual behavior.
6. Save before restoring if scene load increased substantially.
7. Reduce added load when practical if the lamp is red.
8. Exit C-BOOST or use RESTORE QUALITY.
9. Verify the restored scene before continuing.

Character or prop focus workflow

1. Select the character, prop, or required set actors.
2. Add actors that must remain available to Hero Assets.
3. Choose the appropriate ISOLATE lighting mode.
4. Activate ISOLATE.
5. Confirm that required actors, attachments, and lighting are visible.

6. Make the edit.
7. Exit ISOLATE and verify scene visibility and Sequencer evaluation.

Final-render preparation workflow

1. Save the project.
2. Press RESTORE QUALITY.
3. Confirm that C-BOOST and ISOLATE display READY.
4. Review Unreal Engine and Movie Render Queue settings.
5. Render a short test range.
6. Inspect image quality, visibility, Groom, foliage, Niagara, lighting, reflections, ray tracing, and output configuration.
7. Begin the full render only after you approve the test.

17. Updating CineBoost

Manual project installation

1. Save and close Unreal Editor.
2. Back up the project and the currently working CineCore and CineBoost folders.
3. Remove the old [Plugins/CineCore](#) and [Plugins/CineBoost](#) folders from the project.
4. Copy the complete new CineCore and CineBoost folders into the project [Plugins](#) folder.
5. Do not merge releases or retain an older [Intermediate](#) folder.
6. Open the project in the supported Unreal Engine version.
7. Test CineBoost in a non-critical map before production use.

Fab or Epic Games Launcher installation

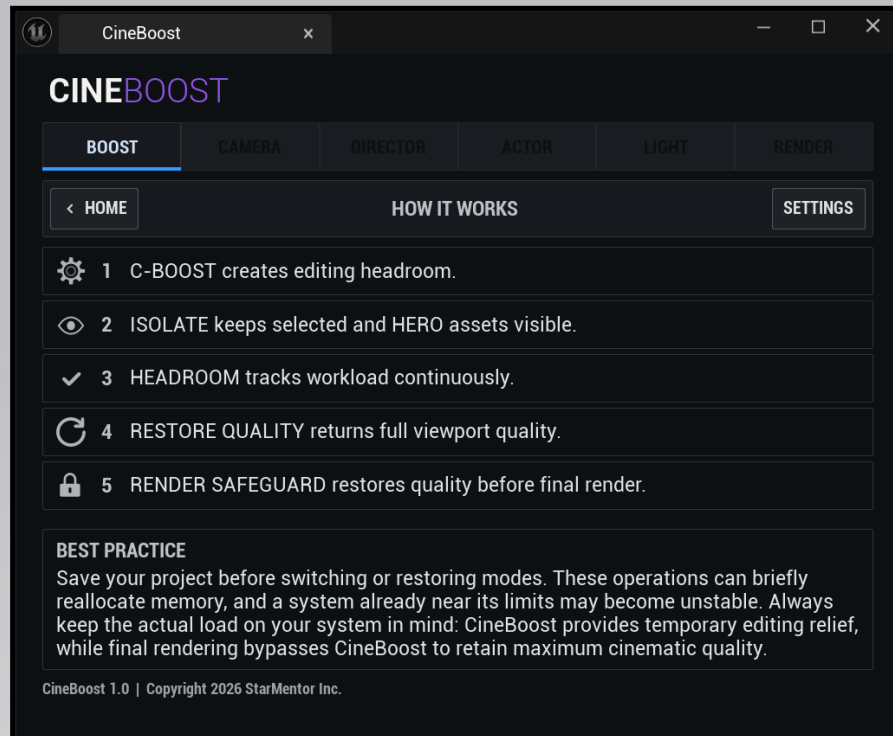
Use the update controls provided by Fab or the Epic Games Launcher. Confirm that the installed build targets your Unreal Engine version, then restart the editor and perform a short functional test.

18. Disabling or removing CineBoost

1. Save the project.
2. Exit C-BOOST and ISOLATE, or press RESTORE QUALITY.
3. Confirm both modes show READY.
4. Close Unreal Editor.

5. Disable CineBoost through Edit > Plugins before removal when possible.
6. For a manual project installation, remove [Plugins/CineBoost](#).
7. Remove [Plugins/CineCore](#) only if no other installed Cine-family plugin depends on it.
8. Reopen the project and verify the scene at full quality.

Keep a backup of the previously working plugin folders until the project has reopened successfully.



19. Troubleshooting

CineBoost does not appear in the editor

- Confirm that both CineBoost and CineCore are installed.
- Confirm that the [.uplugin](#) files are inside the correct project or engine plugin folders.
- Open Edit > Plugins, enable both plugins, save, and restart Unreal Editor.
- Confirm that the project uses the supported Unreal Engine 5.7 Windows editor.

Unreal reports missing or incompatible modules

- Close the editor.
- Remove the installed CineBoost and CineCore folders.
- Reinstall the complete matching package.

- Do not mix binaries or source files from different CineBoost versions.
- Confirm that the package targets the exact Unreal Engine version in use.

The Headroom lamp remains purple

Purple indicates that the active map-session baseline has not yet been established or monitoring is still initializing. Activate C-BOOST or ISOLATE and allow the editor to settle.

The lamp changes after entering C-BOOST even though no assets were removed

This can be expected. If C-BOOST substantially improves current viewport responsiveness, the multi-signal estimate can move toward green.

The lamp remains yellow or red after deleting actors

- Allow monitoring time to settle.
- Confirm that the actors and their components were actually removed or disabled.
- Check for other scene changes, active simulations, lights, Grooms, captures, and background editor work.
- Use Unreal Engine profiling and system monitoring to inspect actual load.

A Restore Warning appears

Save the project. Reduce added load when practical. Choose Cancel to remain in the current mode, or choose OK only after deciding that you want to proceed with the staged restore.

Niagara actors or effects stop moving or disappear

Open Settings and disable Pause Niagara simulation before the next C-BOOST activation. Some Niagara systems can also be affected by their own distance, scalability, culling, or project settings.

Groom cards are not used

Confirm that the Groom asset includes card geometry. CineBoost only requests cards when they are available.

ISOLATE is too dark

Use MINIMAL EDITOR LIGHTING or PRESERVE UDS/ENVIRONMENT, depending on the project. Minimal Editor Lighting is only a visibility aid and may not match the scene's authored look.

ISOLATE is too bright or visually different

- Try NO EXTRA FALLBACK if the scene already has suitable visible lighting.
- Try PRESERVE UDS/ENVIRONMENT for a recognized third-party environment.
- Treat fallback lighting as temporary editor illumination, not production lighting.

A Sequencer-controlled actor becomes visible during ISOLATE

Confirm that the actor is not selected, in Hero Assets, attached to a protected actor, or included by another plugin's protection adapter. Exit and reactivate ISOLATE after changing the selection. If a custom visibility system continues to override isolation, save the project, exit CineBoost, and contact support with a reproducible test case.

Movie Render Queue starts while CineBoost is active

CineBoost should restore temporary modes when it detects the active Movie Render Queue executor. Confirm that the Home page returns to READY and inspect a short render test. If it does not, cancel the render and restore manually before continuing.

Unreal Editor becomes unstable or closes

CineBoost cannot guarantee editor stability. Reopen the project using your normal Unreal Engine recovery process and restore from a current backup or revision-control checkpoint when needed. Do not continue adding workload to an unstable session.

20. Data, privacy, and project files

This CineBoost release does not include telemetry, account login, network communication, credential access, registry access, or external process-launch features.

CineBoost stores its user settings in Unreal Editor's per-project editor configuration. Temporary work-mode state is maintained for the editor session. The Hero Assets list clears on map change and at the start of a new editor session.

CineBoost does not intentionally add authored content assets to the project. Temporary fallback lighting is transient editor state and is removed during restore. CineBoost also suspends selected temporary serializable overrides during world save operations.

Continue to review your own project, third-party plugins, source-control rules, and distribution package for privacy and security requirements.

21. Known limitations

- The release supports Unreal Engine 5.7 Editor on Windows 64-bit only.

- The Headroom lamp is an estimate, not a hardware meter or stability guarantee.
- Results depend on scene content, hardware, drivers, editor state, and third-party plugins.
- Settings apply on the next C-BOOST activation.
- Hero Assets do not persist across map changes or new editor sessions.
- Groom cards require card data in the Groom asset.
- Painted-foliage controls apply to supported components owned by Instanced Foliage Actors.
- Niagara pause affects the Niagara world playback state and can change the appearance of simulated effects during editing.
- Minimal Editor Lighting is a temporary visibility aid, not an authored lighting match.
- Preserve UDS/Environment relies on recognition of third-party environment actors and may not cover every custom sky system.
- The Render Safeguard is implemented for Movie Render Queue activity detected in the editor. Other render paths require manual verification.
- Custom Sequencer, Blueprint, rendering, visibility, or third-party systems may require project-specific testing.
- A staged restore can reduce the abruptness of a workload return but cannot guarantee that the editor will remain stable.

22. Support information

Support email: support[at]starmentor[dot]net

Website: starmentor[dot]net

When requesting support, include:

- CineBoost version.
- Unreal Engine version.
- Windows version.
- Whether CineBoost was installed in the project or engine.
- Exact steps that reproduce the issue.
- Whether C-BOOST, ISOLATE, or Movie Render Queue was active.
- Relevant Unreal Engine logs, screenshots, and a minimal test project when you are authorized to share them.

Remove confidential project content, credentials, personal information, and third-party material that you are not authorized to share.

23. Legal notices

Copyright 2026 StarMentor Inc. All rights reserved.

CineBoost is an independent third-party product. It is not affiliated with, sponsored by, or endorsed by Epic Games, Inc.

Unreal Engine and related marks are trademarks or registered trademarks of Epic Games, Inc. in the United States and elsewhere. All other trademarks are the property of their respective owners.

Use and distribution through Fab are subject to the applicable Fab terms and license. This manual describes product operation and does not replace the applicable license agreement.

To the maximum extent permitted by the applicable license and law, CineBoost is provided as a workflow aid. No statement in this manual guarantees uninterrupted operation, successful recovery, project compatibility, render correctness, or protection from data loss, hardware failure, software failure, driver failure, or operating-system failure.

Users remain responsible for project backups, revision control, source-asset retention, system monitoring, project-specific testing, render review, and decisions to activate, exit, restore, update, disable, or remove the product.

For further information, please refer to the CINEBOOST Privacy Statement and CINEBOOST Legal & Safety Notice.

Unreal® is a trademark or registered trademark of Epic Games, Inc.
CineBoost and StarMentor Inc. are not affiliated with
or endorsed by Epic Games, Inc.