

Why I can't link the DOF result in Mobile Render with Unreal 4.25 version? (v1.2)

In Unreal Mobile Render, some post processing need to enable manually, please make sure that Mobile HDR is enabled in your Project Settings as most of the settings below require Mobile HDR to be enabled for the effect(s) to work. You can get more information [here](#).

Reallusion FAQ

<https://kb.reallusion.com/Product/52897/Why-I-can't-link-the-DOF-result-in-Mobile-Render-with-Unreal-42>