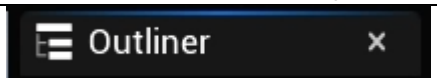
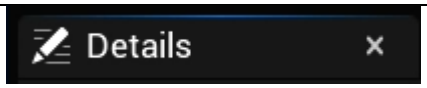
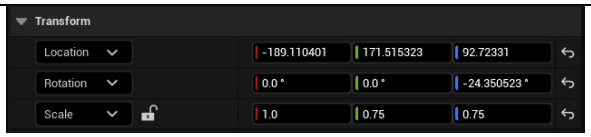
Unreal Engine 5 C++ The Ultimate Game Developer Course

Section 1 – Getting Started

Panels

Description	Command/Icon
Outliner Panel Contains a list of all objects in the level. Objects can be selected from within the Outliner panel	 Left Click and Object to Select it DELETE – Delete Selected Object
Show/Hide Objects from the Outliner Panel The eye icon allows us to show or hide objects in the level	- Object is visible - Object is hidden
Focus on Objects The view can zoom in on an object by selecting it in the level or the Outliner panel and pressing F	F – Focus on Selected Object
Details Panel Context-sensitive panel that shows detailed information about the currently selected object	
Transform Location, rotation, and scale information is shown in the Details panel for the currently selected object