

Blueprint Editor Menu

Menu that is used to do multiple actions, such as saving, loading and opening windows.



The **Menu** is displayed at the top of the Blueprint Editor by default.

File

Command	Description
Load and Save	
Save	Saves the Blueprint.
Open Asset...	Summons the asset picker window.
Save All	Saves all unsaved levels and assets.
Choose Files to Save...	Opens a dialog with save options for content and levels.

Command	Description
Connect to Source Control...	If Source Control is enabled, opens a dialog with check-in options for content and levels.
Blueprint	
Compile	Compiles the Blueprint.
Refresh All Nodes	Refreshes all nodes in the graph to account for external changes.
Reparent Blueprint	Change the parent of the open Blueprint.
Diff	Diff against previous revisions. Requires source control to be active.
Developer	Open the Developer Menu, where you can change compiler settings and recompile modules like the Graph Editor.

Edit

Command	Description
History	
Undo	Undo the last action.
Redo	Redo the last undone action.
Undo History	Displays the entire Undo History.
Search	

Command	Description
Search	Find references to functions, events, variables, and pins in the current Blueprint.
Find in Blueprints	Find references to functions, events, variables, and pins in ALL Blueprints.
Delete Unused Variables	Deletes any variables that are never used.
Configuration	
Editor Preferences	Opens the settings for the Editor.
Project Settings	Opens the settings for the current project.
Plugins	Opens the Plugin Browser tab.

Asset

Find in Content Browser...	Summons the Content Browser and navigates to this asset.
Reference Viewer...	Launches the reference viewer to show what the current asset references and what references the current asset.
Size Map...	Displays an interactive map showing the approximate size of this asset and everything it references.

View

Command	Description
Pin Visibility	
Show All Pins	Shows all pins on all nodes.
Hide Unused Pins	Hides all pins with no connections and no default values.
Hide Unconnected Pins	Hides all pins with no connections. This option will hide input pins for inputs that have been set directly on the node.
Zoom	
Zoom to Graph Extents	Fits the current view to the entire graph.
Zoom to Selection	Fits the current view to the selection.

Debug

Command	Description
Breakpoints	
Disable All Breakpoints	Disables all breakpoints in all graphs of the current Blueprint or Level Blueprint.
Enable All Breakpoints	Enables all breakpoints in all graphs of the current Blueprint or Level Blueprint.
Delete All Breakpoints	Removes all breakpoints in all graphs of the current Blueprint or Level Blueprint.
Watches	

Command	Description
Delete All Watches	Removes all watch values in all graphs of the current Blueprint or Level Blueprint.

Window

The **Window** menu in the **Blueprint Editor** has a specific subsection for displaying Blueprint Editor-specific tabs. Not all tabs will be present in the menu while the Blueprint Editor is in the **Defaults** and **Components** modes.

Command	Description
Toolbar	Shows the Toolbar if it is currently not visible.
Details	Shows the Details pane if it is currently not visible.
Debug	Shows the Debug pane if it currently not visible.
Palette	Shows the Blueprint Editor Palette pane if it is not currently visible.
My Blueprint	Shows the Blueprint Editor My Blueprint Panel pane if it is not currently visible.
Compiler Results	Shows the Compiler Results pane if it is not currently visible.
Find Results	Shows the Find Results pane if it is not currently visible.
Components	Shows the Components panel if it is not currently visible.
Viewport	Shows the Preview Viewport pane if it is not currently visible.
Content Browser	Opens a sub-menu with access to all four Content Browsers .

Command	Description
Developer Tools	<ul style="list-style-type: none"> • Blueprint Debugger: Opens the Blueprint Debugger, which shows you the current "stack" of commands that is being run in a Blueprint along with all watched values. • Collision Analyzer: Shows the Collision Analyzer. • Debug Tools: Show the Debug Tools panel, which contains an assortment of functions for common debug tasks (reloading textures, showing texture atlases, gamma correction, etc...) • Message Log: Opens the Message Log. This is where errors or warnings from the Editor will go. • Output Log: Opens the Output Log. If you are debugging something using Print it will appear here. • Visual Logger: Opens the Visual Logger. • Class Viewer: Opens the Class Viewer. • Device Manager: Opens the Device Manager. • Device Profiles: Opens the Device Profiles Tab. • Session Frontend: Shows the Session Frontend. Please see the Unreal Frontend documentation for more information. • Widget Reflector: Opens the Widget Reflector. This enables you to see the various Slate elements that make up the interfaces within the Editor interface.
Project Launcher	Shows the Project Launcher which enables you to run your project on any appropriately setup and connected devices.
Plugins	Shows the Plugin Tab where you can load/unload plugins.
Reset Layout...	Restores the default layout for the entire Unreal Engine 4 Editor. This requires the Editor to restart, but it will re-open the current project.
Save Layout	Saves the current interface layout.
Enable Fullscreen	Enables fullscreen mode for the Main Editor window.