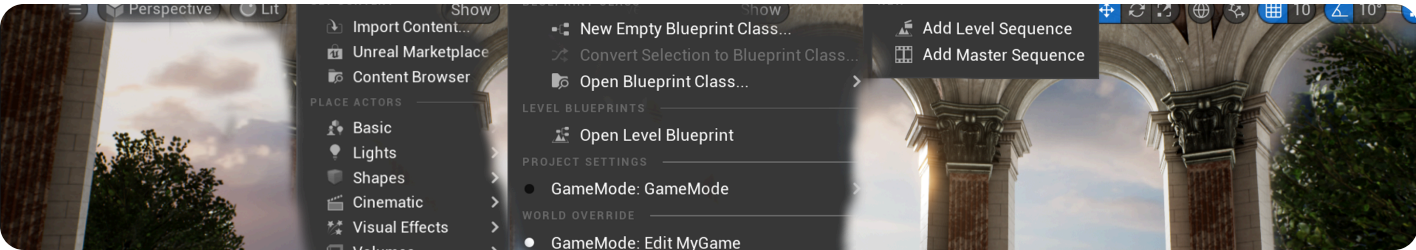
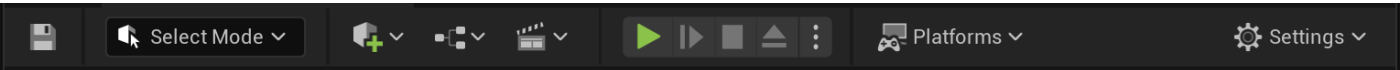


# Level Editor Toolbar


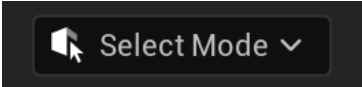

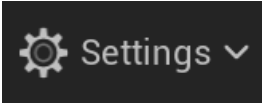

Collection of commands that provide quick access to commonly used tools and operations.


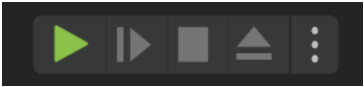
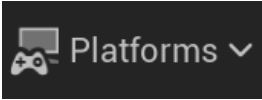


The **Toolbar** panel provides quick access to commonly used tools and operations.

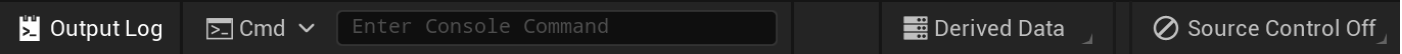


Click image for full size.

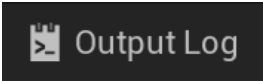
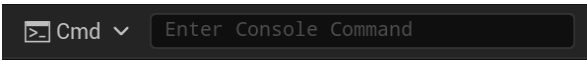
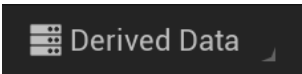
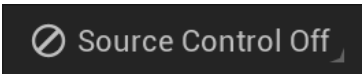
Command	Description
	Save the current level.
	Display the menu of <b>Editor Modes</b> options. Select an option to display its panel and corresponding toolbar. See <a href="#">Level Editor Modes</a> for more information.
	Contains shortcuts for adding and opening common types of content within the Level Editor. Open the <a href="#">Content Browser</a> , displaying all of the content assets contained in your Project. This is where you go to create, import, and edit all content. Open the Epic Games Launcher on the Unreal Engine Marketplace page.
	Open the Settings menu to display commonly used options that control selection, editing, and previewing aspects of the Level Editor.
	Open the Blueprints menu to access options to create or edit any Blueprints in the world, including opening the <a href="#">Level Blueprint</a> for the current level in the <a href="#">Blueprint Editor</a> . This menu also provides quick access to setting up the framework for your game (for example, game rules, player type, HUD, and so on) from within the editor.

Command	Description
	Create a new level sequence or master sequence.
	Start the game in normal play mode. Click the arrow to display the <b>Play Options</b> menu. See the <a href="#">Play In Editor</a> section for more information.
	Launch the current map on any supported platforms. Click the arrow to access the list of connected devices.

The **Bottom Toolbar** contains shortcuts to the Command Console, Output Log, and Derived Data functionality. It also displays source control status. It is divided into the following areas:



*Click image for full size.*

Command	Description
	Debugging tool that prints out useful information while your application is running.
	Behaves as any other command line interface: enter console commands to trigger specific editor behaviors.
	Provides Derived Data functionality.
	Connect to or assign your <a href="#">Source Control</a> solution.