

Timing Insights Log

Understand UE log messages in Unreal Insights and how you can interact with them.



The **Log** view displays all logs generated by calls to the macro `UE_LOG` from the Trace session. The logs can be filtered by **verbosity** and **category**, similar to the **Output Log** window in the Editor.

Selecting a time period in the Timing panel highlights all log entries that fall within that time. If you select multiple log entries, the Timing panel highlights the time range between those entries. The log panel features a search box that filters out all log messages that don't match the text you enter. In addition to filtering, clicking any row will pan the Timing panel to the time when that row's text was logged. You can save logs by selecting one or more messages and right-clicking on the context menu and selecting one of the following options from the drop down menu:

Menu Option	Description
Copy (CTRL+C)	Copies the selected log (with all its properties) to clipboard.
Copy Message (SHIFT+C)	Copies the message text of the selected log to clipboard
Copy Range (CTRL+SHIFT+C)	Copies all the logs in the selected time range (highlighted in blue) to the clipboard.
Copy All	Copies all the logs to clipboard
Save Range As... (CTRL+S)	Saves all the logs in the selected time range (highlighted in blue) to a text file (tab-separated values or comma-separated values).
Save All As...	Saves all the (filtered) logs to a text file (tab-separated values or comma separated values)
Open Source in Visual Studio	Opens the source file of the selected message in Visual Studio (or the registered IDE).
Visual Studio must already be open before using this option otherwise it may only open its Start page.	