

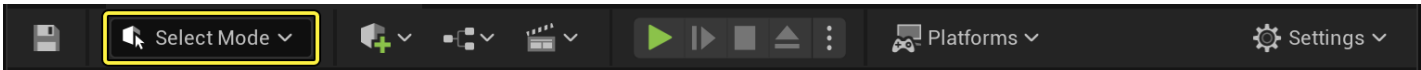
# Level Editor Modes

An overview of the set of tools used to control the Level Editor modes.





The **Level Editor** can be put into different editing modes to enable specialized editing interfaces and workflows for editing particular types of Actors or geometry.

To display a selection of modes, in the Level Editor Toolbar, open the **Modes** dropdown.

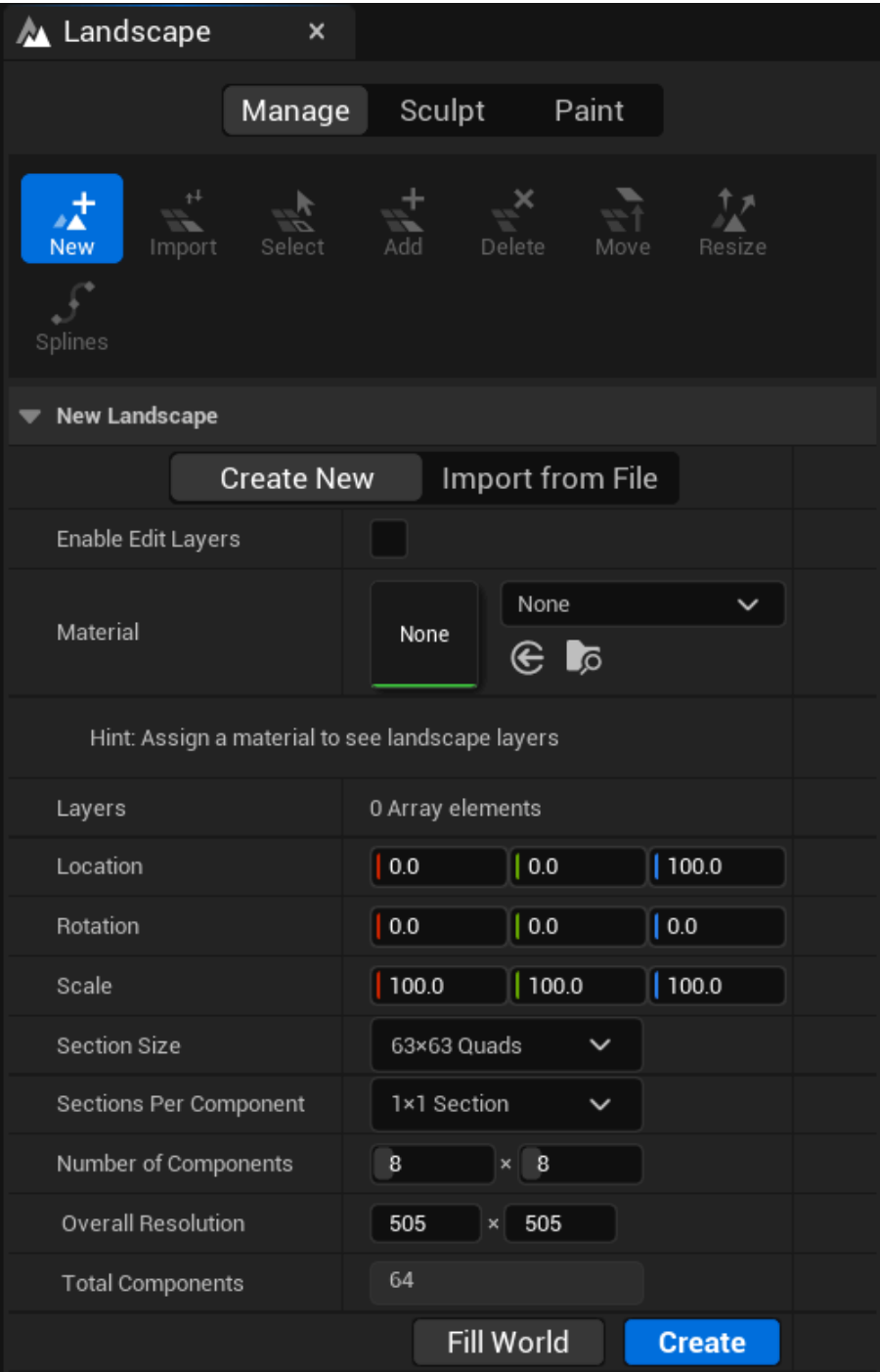


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Icon	Mode	Shortcut	Description
	Select	Shift + 1	Activate <a href="#">Select mode</a> to select Actors in your scene.
	Landscape	Shift + 2	Activate <a href="#">Landscape mode</a> to edit Landscape terrains.
	Foliage	Shift + 3	Activate <a href="#">Foliage Mode</a> to paint instanced foliage.
	Mesh Paint	Shift + 4	Activate <a href="#">Mesh Paint mode</a> to paint vertex colors and textures on Static Mesh Actors directly in the viewport.
	Modeling	Shift + 5	Activate <b>Modeling</b> editing mode.
	Fracture	Shift-6	Activate <a href="#">Fracture mode</a> to create destructible objects and environments.

Icon	Mode	Shortcut	Description
	Brush Editing	Shift + 7	Activate <a href="#">Brush Editing mode</a> to modify Geometry Brushes.
	Animation	Shift + 8	Activate <b>Animation</b> editing mode.

**Modes** change the primary behavior of the Level Editor for a specialized task, such as moving and transforming assets in the world, sculpting landscapes, generating foliage, creating geometry brushes and volumes, and painting on meshes. Modes panels contain a selection of tools tailored to the selected editing mode.



Click image for full size.

The Landscape panel



You can close any panel by clicking the small "X" in the upper-right corner of the tab. You can also hide any panel by right-clicking on the tab, and then clicking **Hide Tab** on the context menu that appears. To reopen a panel that you have closed, click that panel's name on the **Window** menu.