

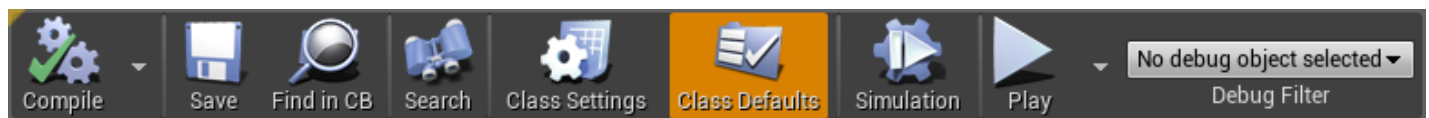
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Blueprint Editor Toolbar

A bar at the top of the editor that contains buttons that control multiple functions.







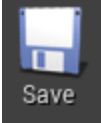

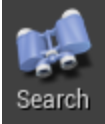
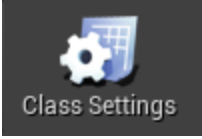
The **Toolbar** is displayed at the top-left of the Blueprint Editor by default. The Blueprint Editor Toolbar buttons provide easy access to common commands needed when editing Blueprints. The Toolbar provides different buttons depending on which mode is active and which Blueprint type you are currently editing.



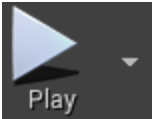


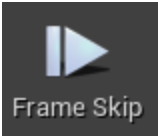





The Toolbar contains two sections:

- **Toolbar options** - Tools for working with your Blueprint.
- **Mode buttons** - Buttons that you can use to switch which mode your Blueprint is in.

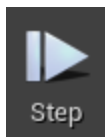
Toolbar Buttons

Button	Description
 Compile	Compilation was successful. Clicking the button compiles the Blueprint being edited. Output from the compiling process is displayed in the Blueprint Log of the Message Log. This button will be inactive during debugging.
 Compile	The <i>Blueprint</i> needs to be recompiled. Clicking the button compiles the Blueprint being edited. Output from the compiling process is displayed in the Blueprint Log of the Message Log. This button will be inactive during debugging.
 Compile	There was a warning during compilation. Clicking the button compiles the Blueprint being edited. Output from the compiling process is displayed in the Blueprint Log of the Message Log. This button will be inactive during debugging.
 Compile	Compilation failed. Clicking the button compiles the Blueprint being edited. Output from the compiling process is displayed in the Blueprint Log of the Message Log. This button will be inactive during debugging.
 Save	Saves the current Blueprint.
 Find in CB	Summons the Content Browser and navigates to this asset.
 Search	Finds references to functions, events, variables, and pins in the current Blueprint.
 Class Settings	Opens the Blueprint Properties in the Details pane.

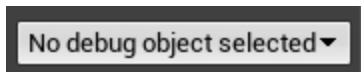
Button	Description
 <p>Class Defaults</p>	Shows the Class Defaults Panel in the Details Tab
 <p>Simulation</p>	Starts the game in simulation mode. See the Simulate In Editor section for more information.
 <p>Play</p>	Starts the game in normal play mode. Clicking the arrow displays the Play Options menu. See the Play In Editor section for more information.
 <p>Pause</p>	Pauses simulation. When the simulation is paused, the Resume and Frame Skip buttons will appear on the toolbar.
 <p>Resume</p>	Resumes execution after a breakpoint is hit or the Pause button is pressed.
 <p>Frame Skip</p>	Advances a single frame, or tick. This button appears when simulation is paused, or when a breakpoint is hit.
 <p>Stop</p>	Halts execution of the game and exits Simulate In Editor mode.
 <p>Possess</p>	Switches from Simulate In Editor mode to Play In Editor mode. Attaches to the player controller, allowing normal gameplay controls. Toggles with Eject .
 <p>Eject</p>	Switches from Play In Editor mode to Simulate In Editor mode. Detaches from the player controller, allowing regular editor controls. Toggles with Possess .

Button

Description



Steps through execution of the graph one node at a time. This button appears during simulation after a breakpoint is hit.



If you have one or more instances of a *Blueprint* in a level, this dropdown allows you to select which instance to debug.