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# Sound Cue Editor UI

A reference guide for the components of the Sound Cue Editor Interface.



The **Sound Cue Editor** is divided into the following regions:



1. [Menu Bar](#)
2. [Toolbar](#)
3. [Details Panel](#)
4. [Viewport Panel](#)
5. [Palette Panel](#)

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



You can also hide any tab by right-clicking on the tab, and then clicking **Hide Tab** on the context menu that appears. Likewise, you can show any hidden tab by clicking the little blue arrow in the top left corner of the panel.

# Menu Bar

## File

- **Open Asset...** - Displays the **Open Asset** panel to quickly find an asset and open the appropriate editor.
- **Save All** - Saves all unsaved levels and assets for your project.
- **Choose Files to Save...** - Brings up a dialog box that allows you to choose which levels and assets you want to save for your project.
- **Save** - Saves the current asset.
- **Save As...** - Saves the current asset under a different name or location.

## Edit

- **Undo** - Undoes the most recent action.
- **Redo** - Redoes the most recent Undo, if it was the last action taken.
- **Undo History** - Displays the **Undo History** panel.
- **Editor Preferences...** - Displays the **Editor Preferences** panel, where you can modify your Unreal Editor preferences.
- **Project Settings...** - Displays the **Project Settings** panel, where you can modify various settings for your Unreal Engine project.

- **Plugins** - Displays the **Plugins** panel, where you can control the active plugins for your Unreal Engine installation.

## Asset

- **Find in Content Browser...** - Locates and selects the current asset in the **Content Browser**.
- **Reference Viewer...** - Displays the **Reference Viewer** panel, where you can see reference information for the current asset.
- **Size Map...** - Displays the **Size Map** panel, where you can see size information for the current asset.
- **Audit Assets...** - Displays the **Asset Audit** panel.
- **Shader Cook Statistics...** - Displays the **Statistics** panel with the Shader Cook Stats filter applied.

## Window

- **Viewport** - Displays the **Viewport** panel.
- **Details** - Displays the **Details** panel.
- **Palette** - Displays the **Palette** panel.
- **Content Browser** - Brings up the **Content Browser** in a separate window.
- **Device Output Log** - Displays the **Device Output Log** panel.
- **Interchange Results Browser** - Displays the **Interchange Results Browser** panel.
- **Message Log** - Displays the **Message Log** panel
- **Output Log** - Displays the **Output Log** panel.
- **Open Marketplace** - Opens the Unreal Engine Marketplace.
- **Load Layout** - Loads the selected panel layout.
- **Save Layout** - Saves the current layout of the panels as the new default layout.
- **Remove Layout** - Removes the selected layout from the Unreal Editor.
- **Enable Fullscreen** - Enables fullscreen mode for the application, expanding across the entire monitor.

## Tools

- **New C++ Class...** - Opens a dialog where you can create a new C++ class for your project.
- **Refresh Visual Studio Project** - Refreshes your Visual Studio C++ project.
- **Open Visual Studio** - Opens your C++ code in Visual Studio.

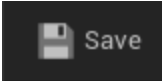
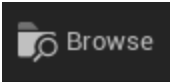
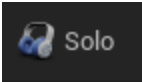
- **Find in Blueprints** - Displays the **Find in Blueprints** panel.
- **Cache Statistics** - Displays the **Cache Statistics** panel.
- **Class Viewer** - Displays the **Class Viewer** panel.
- **CSV to SVG** - Displays the **CSV to SVG** panel.
- **Localization Dashboard** - Displays the **Localization Dashboard** panel.
- **Merge Actors** - Displays the **Merge Actors** panel.
- **Project Launcher** - Displays the **Project Launcher** panel.
- **Resource Usage** - Displays the **Resource Usage** panel.
- **Session Frontend** - Displays the **Session Frontend** panel.
- **Struct Viewer** - Displays the **Struct Viewer** panel.
- **Virtual Assets** - Displays the **Virtual Assets** panel.
- **Debug** - Acts as a container folder for the below options.
  - **Blueprint Debugger** - Displays the **Blueprint Debugger** panel.
  - **Collision Analyzer** - Displays the **Collision Analyzer** panel.
  - **Debug Tools** - Displays the **Debug Tools** panel.
  - **Modules** - Displays the **Modules** panel.
  - **Niagara Debugger** - Displays the **Niagara Debugger** panel.
  - **Pixel Inspector** - Displays the **Pixel Inspector** panel.
  - **Stylus Input Debug** - Displays the **Stylus Input Debug** panel.
  - **Visual Logger** - Displays the **Visual Logger** panel.
  - **Widget Reflector** - Displays the **Widget Reflector** panel.
- **Profile** - Acts as a container folder for the below options.
  - **Profile Data Visualizer** - Displays the **Profile Data Visualizer** panel.
  - **Trace Data Filtering** - Displays the **Trace Data Filtering** panel.
- **Audit** - Acts as a container folder for the below options.
  - **Asset Audit** - Displays the **Asset Audit** panel.
  - **Material Analyzer** - Displays the **Material Analyzer** panel.
- **Platforms** - Acts as a container folder for the below options.
  - **Device Manager** - Displays the **Device Manager** panel.
  - **Device Profiles** - Displays the **Device Profiles** panel.
- **View Changelists** - Opens a dialog which displays the current changelists.
- **Submit Content** - Opens a dialog with check in options for content and levels.

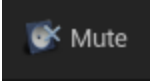
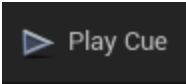
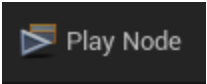
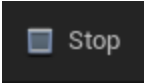
- **Connect to Source Control...** - Brings up a dialog box that allows you to choose or interact with a source-control system that the Unreal Editor can integrate with.
- **Run Unreal Insights** - Runs the **Unreal Insights** standalone application.

## Help

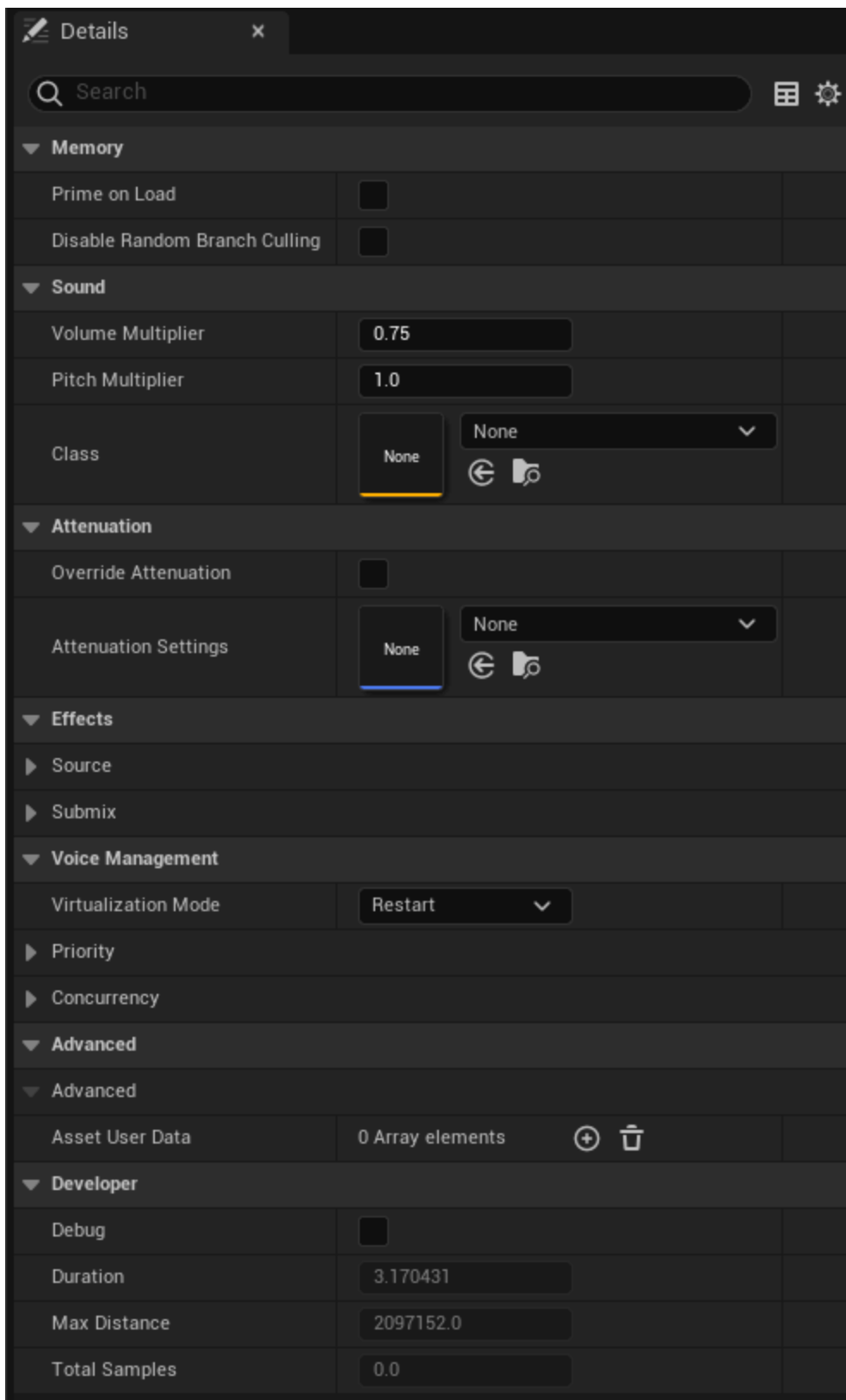
- **SoundCue Editor Documentation** - Opens the **SoundCue Editor** documentation page.
- **Documentation Home** - Opens the Unreal Engine documentation home page.
- **C++ API Reference** - Opens the C++ API Reference documentation page.
- **Console Variables** - Opens the Console Variables and Commands documentation page.
- **Online Learning** - Opens the Epic Developer Community site, which provides video tutorials and guided learning paths.
- **Forums** - Opens the Unreal Engine Forums site.
- **Q&A** - Opens the Q&A section of the Unreal Engine Forums site.
- **Support** - Opens the Unreal Engine Support site.
- **Report a Bug** - Opens the Unreal Engine Bug Submission Form page.
- **Issue Tracker** - Opens the Unreal Engine Issues page.
- **About Unreal Editor** - Opens a dialog with information about the installed Unreal Editor.
- **Credits** - Opens a dialog which displays the credits for the installed Unreal Engine version.
- **Visit UnrealEngine.com** - Opens UnrealEngine.com in a browser window.

# Toolbar

Button	Description
	Saves the current Sound Cue.
	Finds and selects the current Sound Cue in the Content Browser.
	Mutes all other sound sources except for the current Sound Cue.

Button	Description
 Mute	Mutes the current Sound Cue.
 Play Cue	Plays the entire Sound Cue.
 Play Node	Plays only the currently selected node in the Viewport panel. Only available while a single node is selected.
 Stop	Stops playing the Sound Cue or node.

## Details Panel



The **Details** panel displays the properties of the currently selected node. If multiple nodes are selected, the **Details** panel displays only the properties that the nodes have in common.

## Viewport Panel

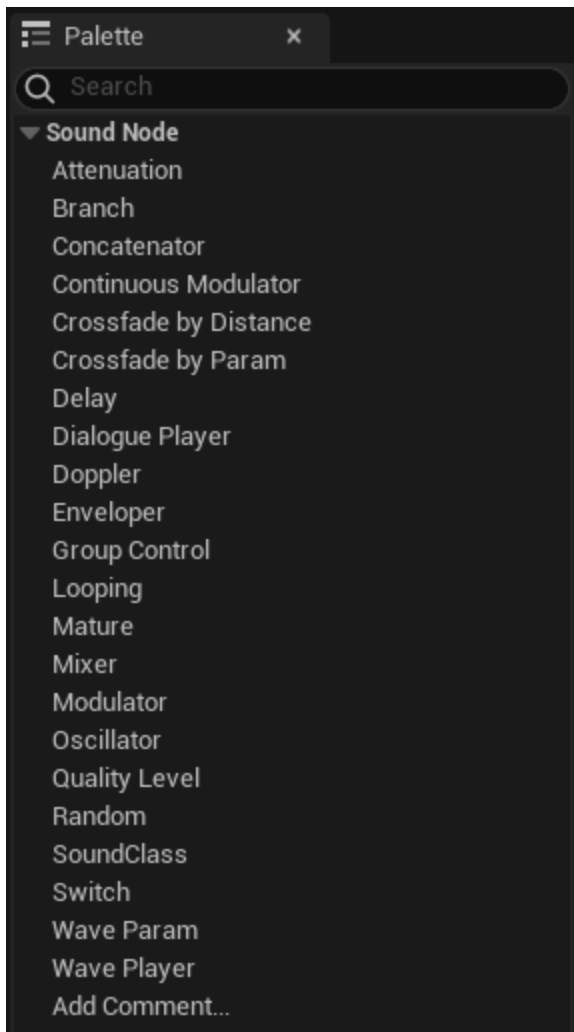


The **Viewport** panel contains the Sound Node Graph, which displays the audio signal path with wire-connected Sound Nodes which manipulate the signal as data flows through the Sound Cue.

For general information about the **Sound Cue Editor** and working with the Sound Node Graph, see the [Sound Cue Editor](#) documentation.

## Palette Panel





The **Palette** panel lists all of the available Sound Node types available for Sound Cues. You can add a node to a Sound Node Graph by dragging one of the types from the list in **Palette** panel into the **Viewport** panel.

For information about Sound Node types and their properties, see the [Sound Cue Reference] (working-with-audio/sound-sources/sound-cues/sound-cue-reference) documentation.