Blueprint Header View
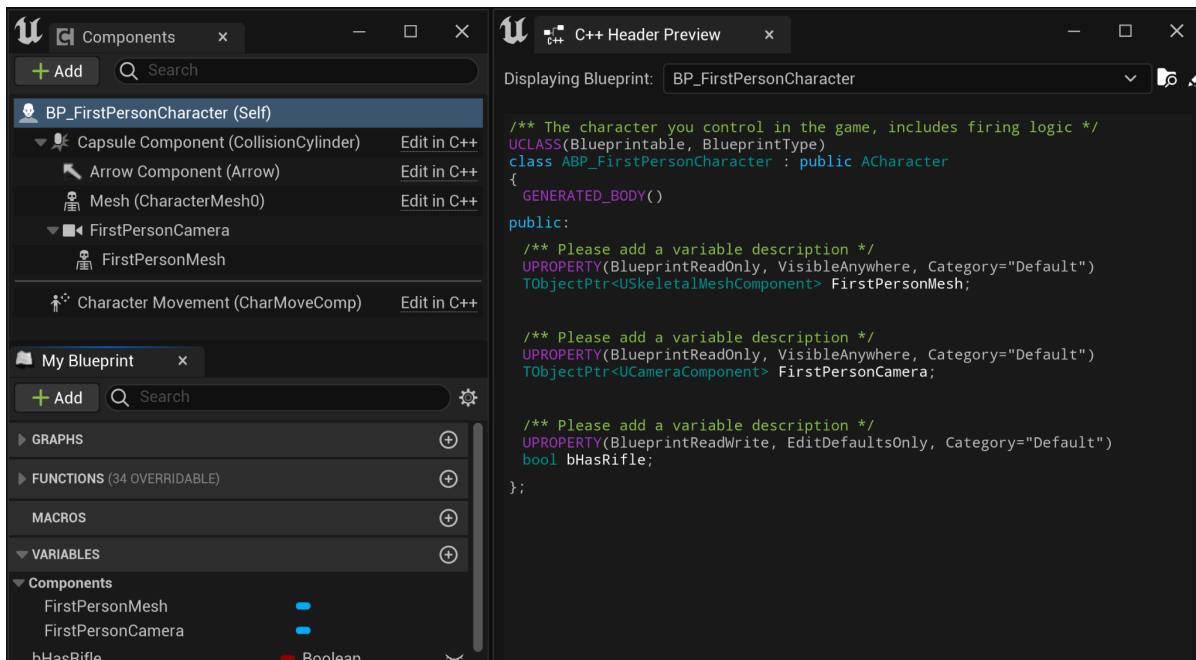
The Blueprint Header View is an editor tool to provide you a method to convert Unreal Engine Blueprint Classes,Components and Variables.

The **Blueprint Header View** converts Unreal Engine [Blueprint Classes](#) and [Blueprint Structs](#) to C++ code.

> 💡 The Blueprint Header View is similar to [Blueprint Nativization](#).

During the conversion process, the Blueprint Header View creates C++-style declarations for the following elements of your Blueprint:

- [Variables](#)

- [Functions](#)

- [Actor components](#)

- [Event dispatchers](#)

Use the Blueprint Header View

To use the Blueprint Header View in your project, do the following:

1. Right-click a Blueprint **Class** or **Struct** in the **Content Browser**.

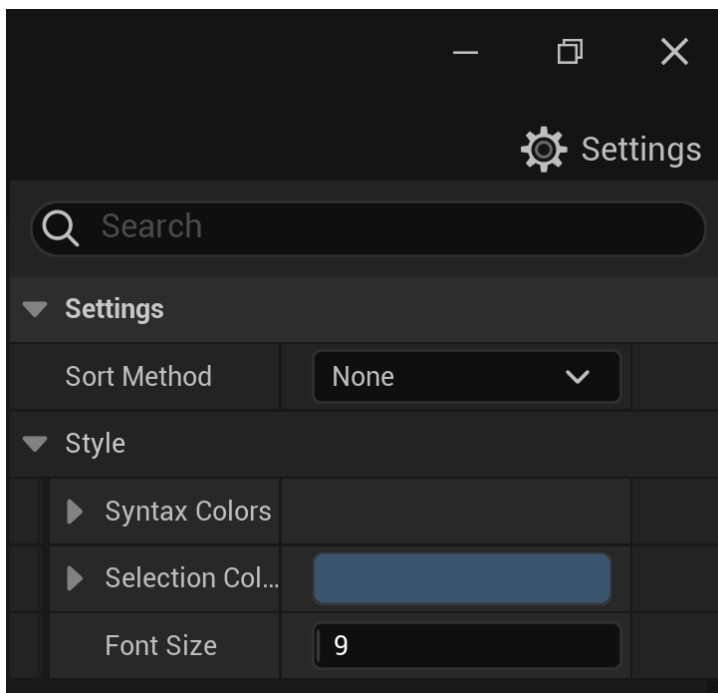2. From the context menu, select **Preview Equivalent C++ Header**.
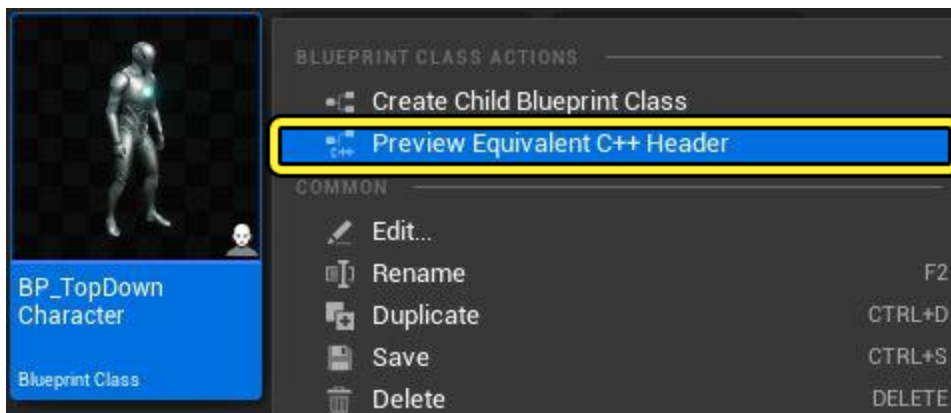
C++ Header Preview

When you select **Preview Equivalent C++ Header** from the menu, the **C++ Header Preview** window opens. The window displays your Blueprint's Variables, Functions, Actor Components, and Event Dispatchers.
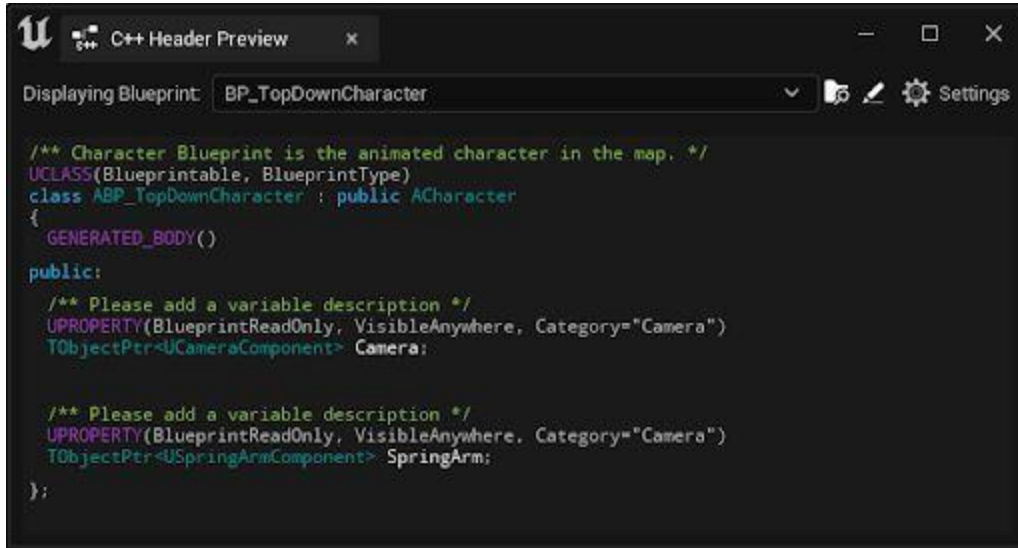
Settings

Click the **Settings** button to open a drop-down list of **style** and **sort** options.

Sort Method

The **Sort Method** provides options to sort the display of your Blueprint Classes and Properties in the C++ Header Preview window. Select from the following Sort Method values:

Sort Method	Description
None	Properties appear in the same order as they appear in the Blueprint class.
Sort By Access Specifier	Properties are grouped together by Access Specifiers in order of visibility(public, protected, private.)
Sort For Optimal Padding	Properties are sorted to minimize padding in the compiled class layout.

Style

Style is similar to syntax highlighting. You can adjust the **Font Size** and **Color RGB** of the **syntax** and **selection color**, in the C++ Header preview window. You can configure the following syntax elements:

- Comment
- Error
- Macro
- Typename
- Identifier
- Keyword
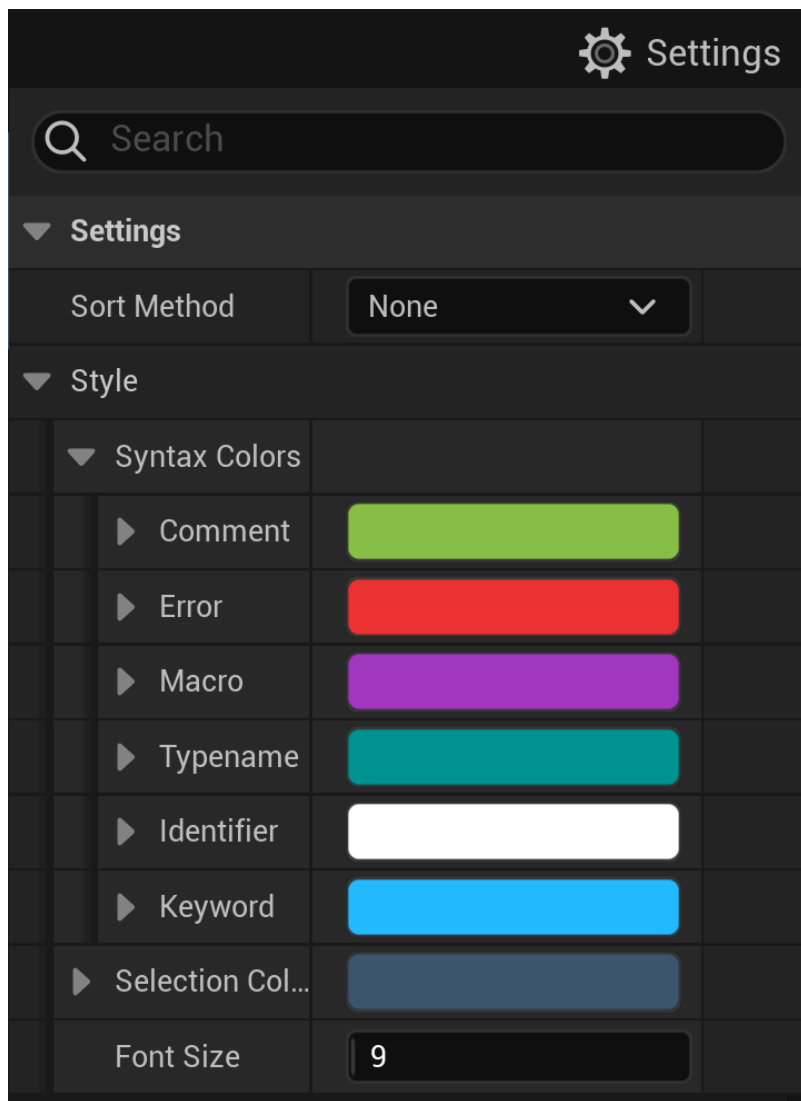
Selection Color

Changing the **Selection Color** controls the selection highlighting when using your mouse in the C++ Header Preview.

In the image above we set the Selection Color value to the RGB color of purple.