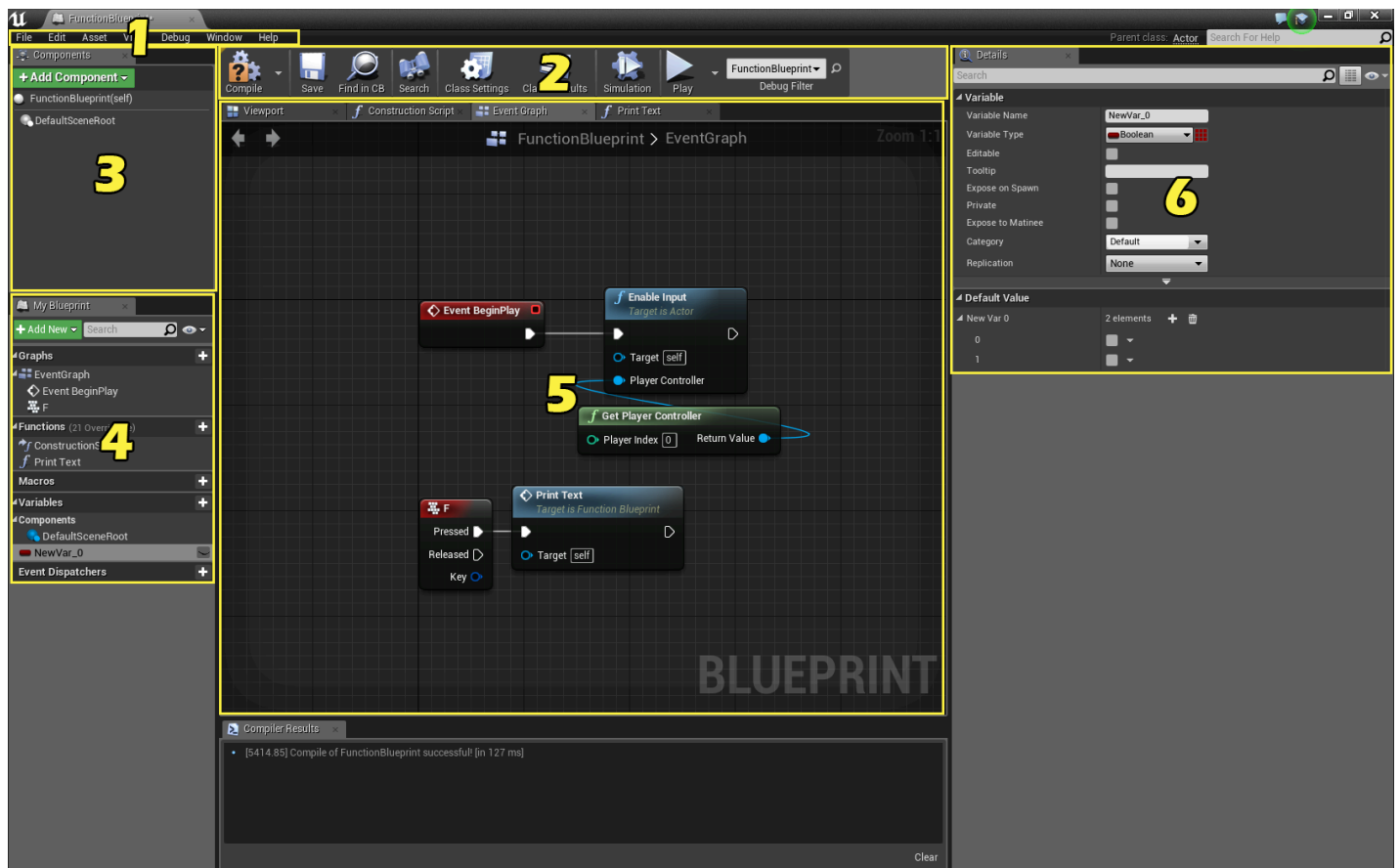


- Developer
- / Documentation
- / Unreal Engine ▾
- / Unreal Engine 5.4 Documentation
- / Programming and Scripting
- / Blueprints Visual Scripting
- / Blueprint Editor Reference
- / Blueprint User Interface Breakdown
- / Blueprint Editor Blueprint Class UI

Blueprint Editor Blueprint Class UI

A breakdown of the UI elements of the Blueprint Editor when working on Blueprint Classes.



The **Blueprint Class Editor** contains several tabs by default:

Default Visible UI Components

Available in the Window Menu

1. [Menu](#)
2. [Toolbar](#)
3. [Components](#)
4. [My Blueprint](#)
5. [Graph Editor](#)
6. [Details panel](#)

- [Debug](#)
- [Compiler Results](#)
- [Find Results](#)
- [Viewport](#)

For information about creating Blueprint Classes, see [Creating Blueprint Classes](#).

For detailed information about Blueprint Classes, see [Blueprint Classes](#).