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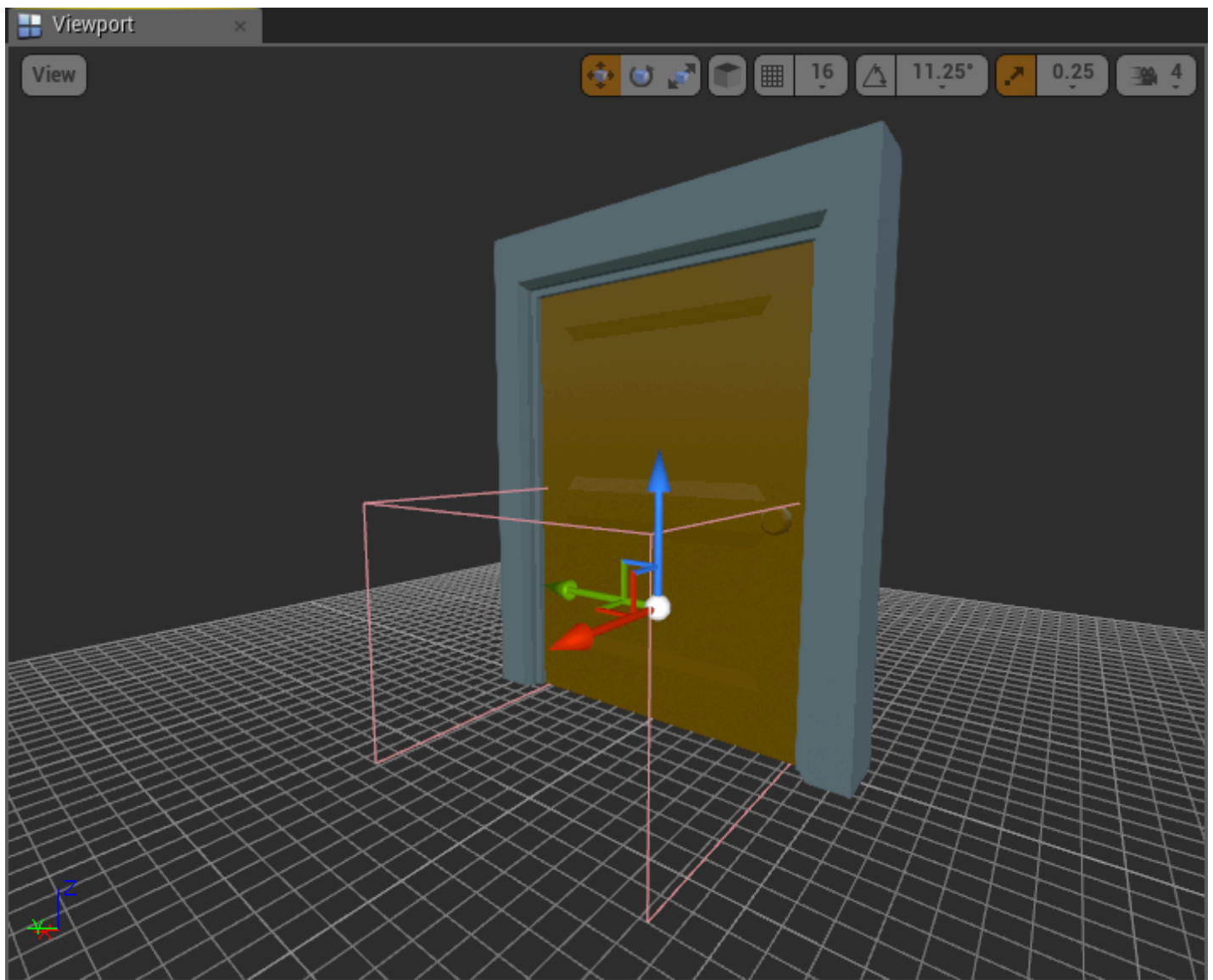
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# Blueprint Editor Viewport

Overview of the viewport in the Components mode of Blueprint Classes



In the **Viewport**, in the Blueprint Editor, you can view and manipulate your Blueprint's components.



You can also manipulate a selected component by adjusting its values manually in the [Details](#) panel.

Selecting a component in the [Component](#) list selects that component in the **Viewport** too, and populates the **Details** panel with its property information.

You can use the transformation widgets in the **Viewport** to adjust the location, rotation, and scale of selected components. For more information about transformation widgets, see [Interactive Transforms](#).

You can navigate in the Blueprint Editor's **Viewport** in the same ways in which you navigate in the Level Editor's **Viewport**. For more information, see [Viewport Controls](#).

# The View Menu

The **View** drop-down menu, in the **Viewport**'s upper-left corner, has somewhat different options than the Level Editor's **Viewport** menus.



Item	Description
<b>Reset Camera</b>	Refocuses the camera on the components.
<b>Realtime</b>	Toggles realtime rendering of the viewport.
<b>Show Floor</b>	Toggles whether a floor is displayed to assist with the placement of components.
<b>Show Grid</b>	Toggles viewport grid.

For more information about the Level Editor **Viewport**, see the [Main Editor Viewports](#) documentation.