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Blueprint User Interface Components

Outlines the Blueprint Editor's Interface components and its basic usage instructions.



User Interface Components Breakdown

Below you will find a User Interface for the specific components of the Blueprint Editor.

Topics



Blueprint Editor Compiler Results

Interface for the Compiler Results panel of the Blueprint Editor.



Blueprint Editor Debug Panel

Panel that provides a list of all debug tools currently in use for the Blueprint.



Blueprint Editor Details Panel

Overview of the Details panel within the Blueprint Editor.



Blueprint Editor Find Result Panel

Panel that is a search tool within the Blueprint Editor that allows you to quickly track down a variety of objects.



Blueprint Editor Graph Editor

Editable, visual representation of a network of nodes within a Blueprint.



Blueprint Editor Menu

Menu that is used to do multiple actions, such as saving, loading and opening windows.



Blueprint Editor My Blueprint Panel

Hierarchical breakdown of the nodes within a Blueprint.



Blueprint Editor Palette

Non-context sensitive listing of all functions and variables for Palette that can be used in Blueprints.



Blueprint Editor Toolbar

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



Blueprint Editor Viewport

Overview of the viewport in the Components mode of Blueprint Classes