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Blueprint Editor Debug Panel

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



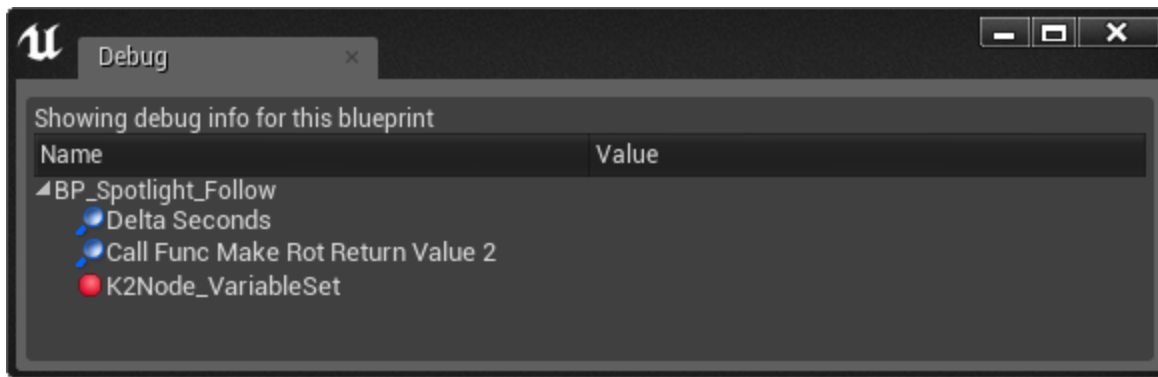
The **Debug** panel provides a list of all debug tools currently in use for the Blueprint, such as Breakpoints and Watch Values. During Play-In-Editor, it also provides access to the Execution Trace, showing you each node execution taking place within a given Blueprint.

For more information on debugging Blueprints, please see [Blueprint Debugger](#).

Interface

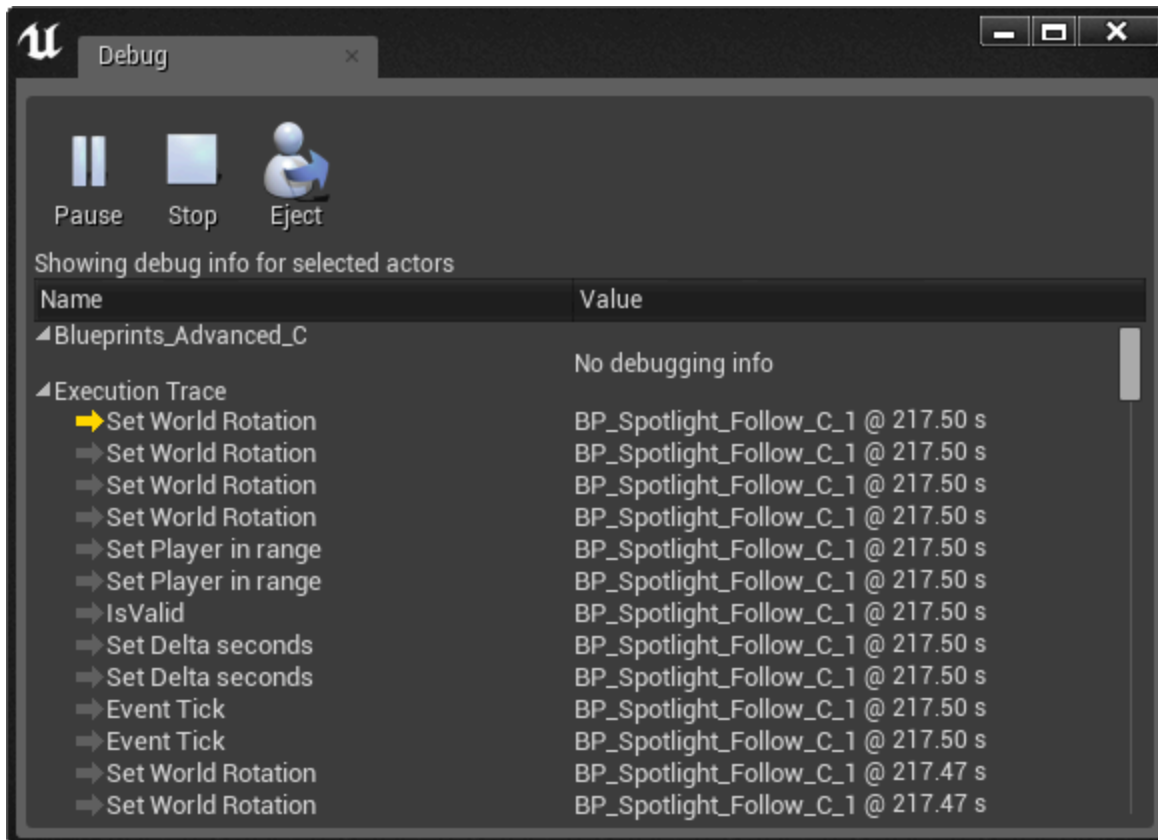
The interface for the **Debug** panel changed depending on whether or not you are playing or simulating in the Editor.

When not playing or simulating:



When not playing, the Debug panel lists off any watch values and breakpoints within your current Blueprint.

When playing or simulating:



When playing or simulating the Debug panel shows debug info, as well as the Execution Trace, which shows how long each node is taking to execute.