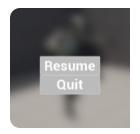
Developer

- / Documentation
- / Unreal Engine ∨
- / Unreal Engine 5.4 Documentation
- / Creating User Interfaces
- / Widget Type Reference

# Widget Type Reference

Learn about the different types of widgets available in UMG.





## **Background Blur Widget**

Describes how to use the Background Blur Widget to blur objects beneath a single child widget.



#### **Invalidation Box**

An overview of Invalidation Box, which helps developers optimize UI Widgets.



## **Menu Anchors**

Information on using and setting Menu Anchors to keep Pop-up Menus in fixed locations.



### **Wrap Box**

Using a Wrap Box to automatically wrap Widgets when width is exceeded.



**Named Slot Widgets** 

Create easily templated widgets using Named Slots.