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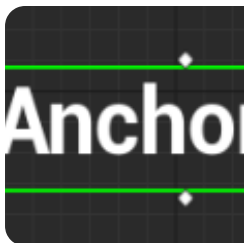
UMG Editor Reference

Explore the Unreal Motion Graphics (UMG) editor.



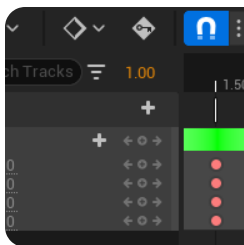
Slate Postbuffers

Use Slate postbuffers to support UI materials with post-process effects.



Anchors

Information on using and setting Anchors to keep UI Widgets in fixed locations based on different screen sizes and aspect ratios.



Animating UMG Widgets

How to create animated UI elements in UMG.



Clipping

An overview of using the Clipping properties within the UMG UI Designer.

DPI Scaling

This page gives an overview on adjustment of DPI Scaling Rules.



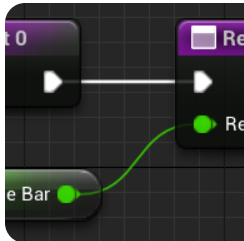
UMG Events

A guide explains how to use UMG Events.



UMG Safe Zones

This page describes Safe Zones, which are designed to keep the UI from displaying somewhere the player can't see.



Property Binding

A guide explains how to bind properties inside UMG.



UMG Styling

A guide to stylizing Widget Blueprints in UMG.