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](#).
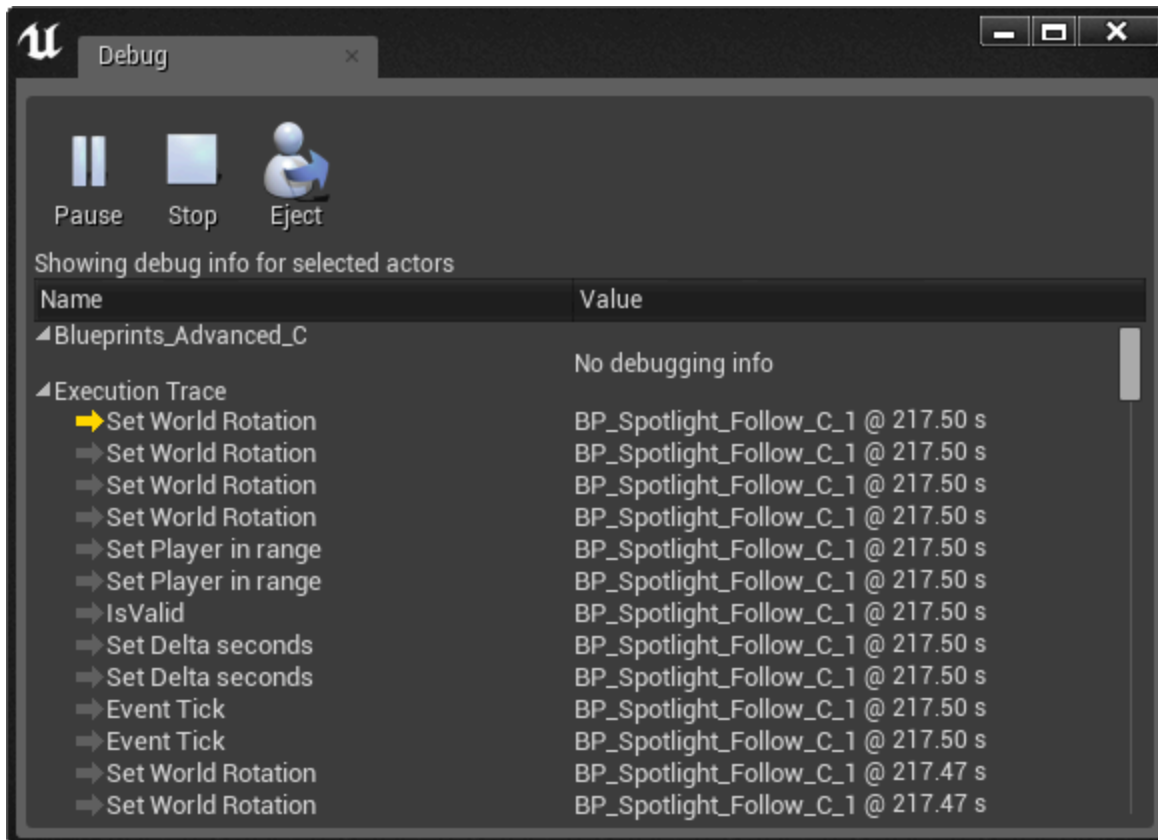
Interface

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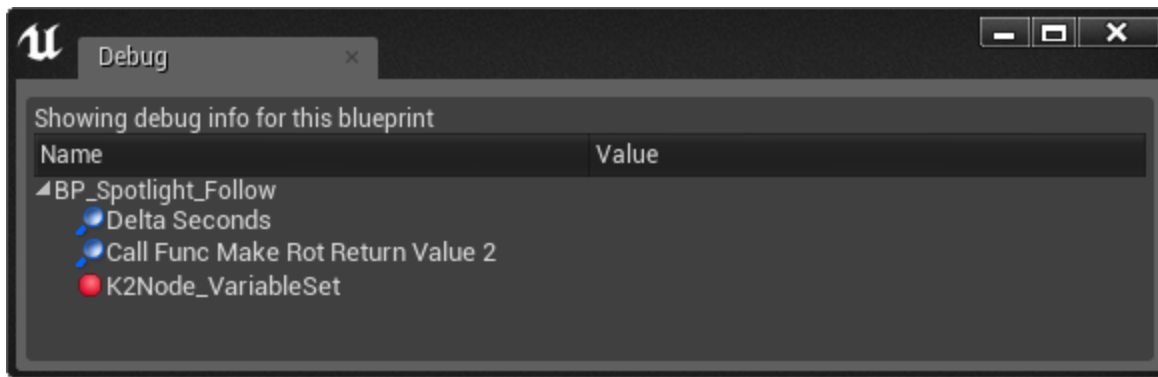
When not playing, the Debug panel lists off any watch values and breakpoints within your current Blueprint.

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.