

# UDK (UnREAL) IMPORTANT BUTTONS YOU NEED TO KNOW

The screenshot shows the Unreal Development Kit (UDK) interface with several key buttons and modes highlighted and labeled:

- Modes:** Lit Mode, UnLit Mode, Wireframe - Shows meshes, Content Browser, Brush Wireframe Mode - Shows all hidden brushes, Save the Current Level, Geometry Mode - Allows you reshape meshes, Lite & Unlite Modes, Game Mode (Hides Brushes).
- Brushes:** Brush Shapes.
- CSG:** Additive & Subtractive (BSP) Brush Settings.
- Volumes:** Find Builder Brush.
- Tools:** Rebuild Lighting & Geometry Button, Rebuild Lighting Button, Rebuild Geometry Button, Viewport Toggle.
- Bottom Panel:** Snap Settings.

The interface also shows a menu bar (File, Edit, View, Brush, Build, Play, Tools, Help), a toolbar, and a status bar at the bottom with various settings like "Current Level: Persisten Persistent Level.Brush\_38" and "1.0000".

### How to:

1. Make a floor or Wall - Select the Red Builder Brush. Right click the cube shape brush from the menu. Type in the dimensions. Click the "Additive BSP" button.
2. Make a light - Press "L" key and left click mouse.
3. Apply a material - Open "Content Brower". Select "All Assets" button. Select "Materials" in Object Type list. Drag material to object.