

Zen Dev Changelog

April 29, 2024 - v1.21

- UE 5.4 support added
- UE 5.1 official support dropped
- Support Discord link updated
- Fixed warning for UtilityWidget struct setting

September 7, 2023 - v1.20

- UE 5.3 support added
- UE 5.0 official support dropped

August 6, 2023 - v1.20

- Added support for toggling the Viewport tab in the Blueprint Editor. It is disabled by default, but you can configure a shortcut to it in the settings.

May 15, 2023 - v1.19

- UE 5.2 support added
- UE 4.27 official support dropped

February 27, 2023 - v1.19

- UE4 Content Drawer will now show up more reliably in widget editors
- No changes for UE5

January 31, 2023 - v1.18

- Add support for UAsset Browser plugin (disabled by default)
- Add support for LogViewer and LogViewerPro plugin (disabled by default)

November 18, 2022 - v1.17

- UE 5.1 support added
- UE 4.26 official support dropped

September 8, 2022 - v1.17

- World Partition and Data Layers level editor tabs for UE5 world partition worlds are now supported for Zen Mode. They're enabled by default with Shortcut 1.
- Logic Driver Lite/Pro state machine editors are now supported with Zen Mode.

August 25, 2022 - v1.16

- There is a button on the level editor play toolbar that will automatically PIE in true fullscreen (simulates pressing F11 and Shift+F11) and returns back to non-fullscreen after you stop playing. You can bind a keyboard shortcut (search for "zen") as well as hide this button in Editor Preferences and Editor Preferences > Zen Helpers respectively.

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- There's now an Enable Experimental Features setting for Zen Mode. We'll use this from time to time to add new behaviors that we need testing from the community before making it a standard change. This release adds an experimental feature for preventing Zen Mode from resetting panel positions.

v1.14-v1.15 were not released to the public; these versions got skipped due to issues with uploading to the Marketplace

February 13, 2022 - v1.13

- Fixed a crash that happened sometimes when restoring panels (CC @Ultimate)
- Add support for 10 shortcuts for Zen Mode toggling
- Add toggle support for EditorUtilityWidget classes (find the updated docs here: <https://wiki.incanta.games/en/plugins/zen-dev/zen-mode#toggle-editor-utility-widgets>); this is disabled by default
- Add toggle support for all 4 Level Editor viewports; these are disabled by default

January 17, 2022 - v1.12

- Fixed bug with UE4 Content Drawer when navigating between tabs/windows
- Added "Sticky Pin" option to maintain UE4 Content Drawer pinned status. This means that if you pin the drawer and then close it via the button, shortcut, or going to another tab, when you reopen it, it will still be pinned. In v1.11, it would always reset to unpinned. This option is enabled by default. See the below video of an example of the new behavior.
- Added an option to enable the "Sticky Pin" option in a global sense, where marking one content drawer as pinned will make sure the content drawer in other editors will also be pinned. This is disabled by default and may not be super useful, but it's there just in case.

January 16, 2022 - v1.11

- Fixed compilation error in UE5
- Allowed UE4 Content Drawer to stay open with pin button to allow you to drag files to the drawer (see below video)
- Fixed bug when Content Drawers are enabled in Zen Mode. Now Content Drawers will only toggle if the setting Attempt to Only Show Prior Tabs is enabled (the default value)

December 8, 2021 - v1.10

- We used to share the same setting/flag for the 4 Level Editor Details panels (yes, if you didn't know, apparently there are 4 separate Details panels like there are 4 Content Browsers). Now there are 4 settings, one for each (i.e. Level Editor > Details 1, Level Editor > Details 2, etc). This also applies to the Animation Blueprint editor which has 4 viewports. The new settings (2, 3, and 4) are all disabled by default. In most cases, this won't affect you, but if you do utilize these extra panels you'll need to configure them properly. Otherwise, there's no action necessary.

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December 3, 2021 - v1.9

- Fixed a bug with importing assets into the UE4 Content Drawer
- Added panel toggling support for Niagara Script/System editors

November 23, 2021 - v1.8

- Fixed a bug where users were unable to save EditorPerProjectUserSettings.ini related settings

November 10, 2021 - v1.7

- Fixed a bug with Browse to Asset (by either pressing Ctrl+B or pressing the Browse or magnifying glass buttons) opening unrecognized tab. It will now browse to the asset in a normal content browser (CC @Ghojo @ClockworkOcean)
- Added support to restore tab foregrounded states when exiting Zen Mode. This means that whatever tabs were selected/foregrounded when you closed the panels using Zen Mode, when you restore them again, the same tabs will be foregrounded. Before this patch, it would always foreground the same tabs. (CC @ClockworkOcean)
- With this update, if you disabled the UE4 Status Bar / Content Drawer to not have the first bug, you should be able to reenable it now

November 7, 2021 - v1.6

- Added support for toggling Content Browsers (disabled by default)
- Added support for toggling the toolbar in the Level Editor (i.e. the toolbar at the top with the play button, disabled by default)

November 5, 2021 - v1.5

- Added more Level Editor support for Zen Mode (i.e. more panels will toggle now)
- Added options to disable UE4 Status Bar / Content Drawer (search for Status Bar or Content Drawer in the Editor Preferences. You can either disable for just the level editor or for all other windows.
- Improved performance of reopening tabs

November 4, 2021 - v1.4

- Renamed plugin to Zen Dev
- Toggle tabs in more editors
- Added up to 4 keyboard shortcuts
- Added the UE4 Content Drawer

October 11, 2021 - v1.3

- Initial release