

Blueprint Editor Cheat Sheet v1



Graph Actions

Graph action menu Right-Click on graph

Selection

Select node Click on a node

Add to selection Shift+Click on a node

Toggle selection Ctrl+Click on a node

Marquee select (replace) LMB Drag

Marquee select (add) Shift+Drag

Marquee select (remove) Ctrl+Drag

Navigation

Pan the graph RMB Drag

Zoom to fit selection Home

Zoom in/out Mouse wheel up/down

Zoom in/out Hold LMB+RMB and drag

Zoom in beyond 1:1 Ctrl + Zoom in

Go into child graph PageDn

Go to parent graph PageUp

Generic commands

Find in Content Browser Ctrl + B

Save blueprint Ctrl + S

Redo Ctrl + Y

Undo Ctrl + Z

Find in this blueprint Ctrl + F

Find in any blueprint Ctrl + Shift + F

Compile the blueprint F7

Variable Actions (My Blueprint)

Get/Set as appropriate Drag to compatible pin

Get/Set (via Menu) Drag to graph

Get Variable Ctrl+Drag to graph

Set Variable Alt+Drag to graph

Change existing node Drag to edge of Get/Set

Change category/reorder Drag inside My Blueprint

Node Actions

Node-specific context menu Right-Click on node

Go to associated node/graph Double-Click on node

Move nodes LMB Drag on a node

Move selected nodes Arrow keys

Delete selected nodes Delete

Rename node / edit comment Click on title

Rename node / edit comment F2

Toggle breakpoint F9

Clear all breakpoints Ctrl+Shift+F9

Cut selection Ctrl + X

Copy selection Ctrl + C

Paste nodes Ctrl + V

Duplicate selection Ctrl + W

Add a comment around selection C

Pin Actions

Pin-specific context menu Right-click on pin

Emphasize connected wires Hover over pin

Connect to another pin Click+Drag to pin

Filtered action menu for pin Click+Drag to graph

Break all connections Alt+Click on pin

Move all connections Ctrl+LMB Drag to pin

Creation Shortcuts

Array Get node A + Click

Branch node B + Click

Comment box node C

Delay node D + Click

Sequence node S + Click

Gate node G + Click

For-Each loop node F + Click

Multi-gate node M + Click

Do N times node N + Click

Do Once node O + Click

BeginPlay event P + Click