Notes for engineers:

Unreal cached blueprint in some way and won’t refresh blueprint when some code base is changed. Whenever someone adds or removes any scene component or actor component to any class derived by blueprint, make sure to reparent the blueprint so that it refreshes blueprint.

Steps:

1. In code, change scene component or actor component
2. Go to derived blueprint, remember everything you’ve change in blueprint (properties, properties in child component, everything! You’ll lose it after this)
3. Go to derived blueprint, go to class settings, go to details panel, find Parent Class.
4. Change the parent class to something else, then change it back.
5. Change all the properties back to those you remembered.