Short explanation on how to close menu widgets with keybinds while not soft locking the game

Most of the menu widgets have a close function, this close function can be called on the widget to close it the close function may have diferent names on some widgets but it executes the same function of closing the active menu widget

This applies for customization menus to all the way to pause menus

The main blueprint logic to closing a menu should be the following but it may depend on a case to case basis

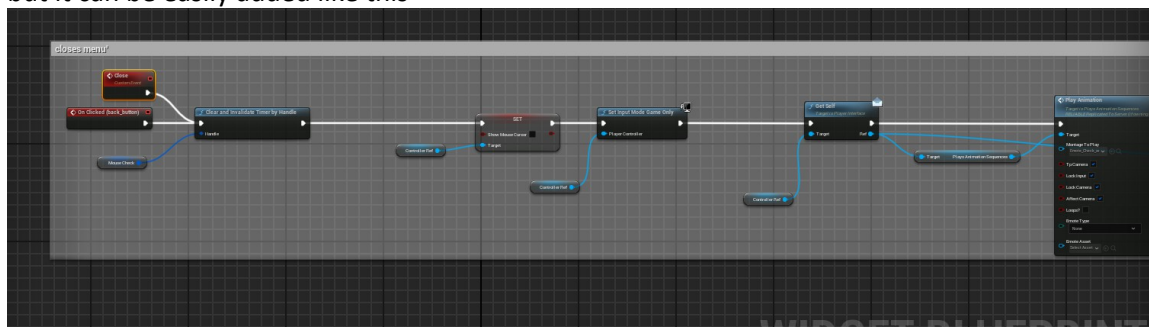(Example of node arrangement to close a menu widget)
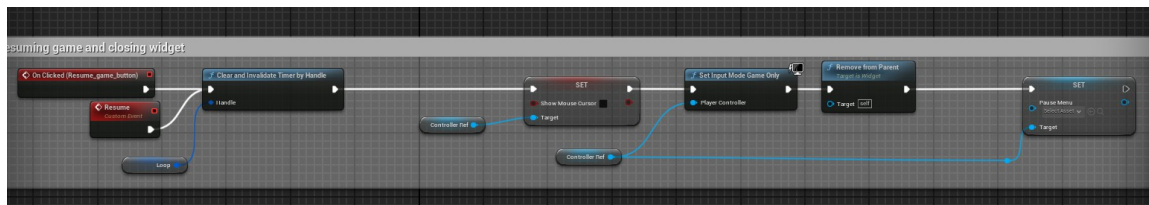
This is the node setup for pause menu that makes the widget close and returns control to the player without causing a soft lock to the game
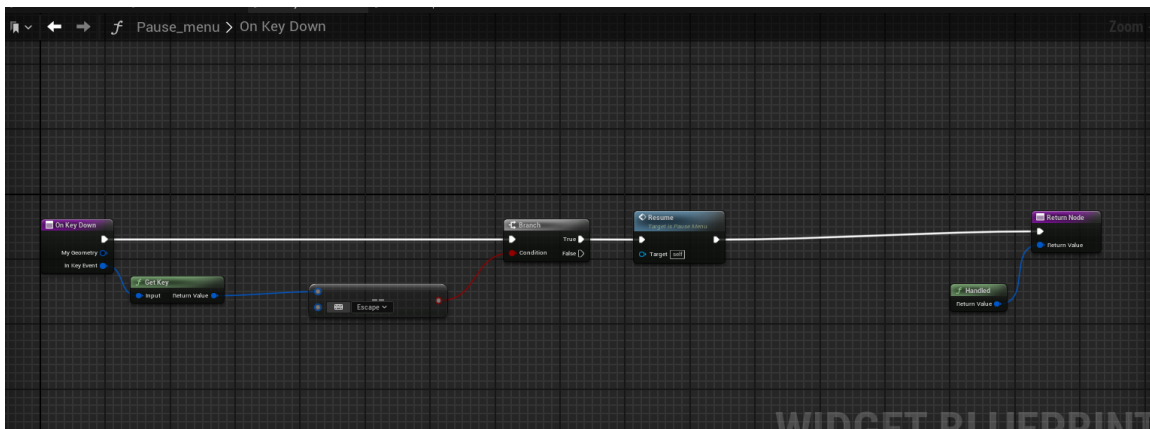
(Example from customization menu)
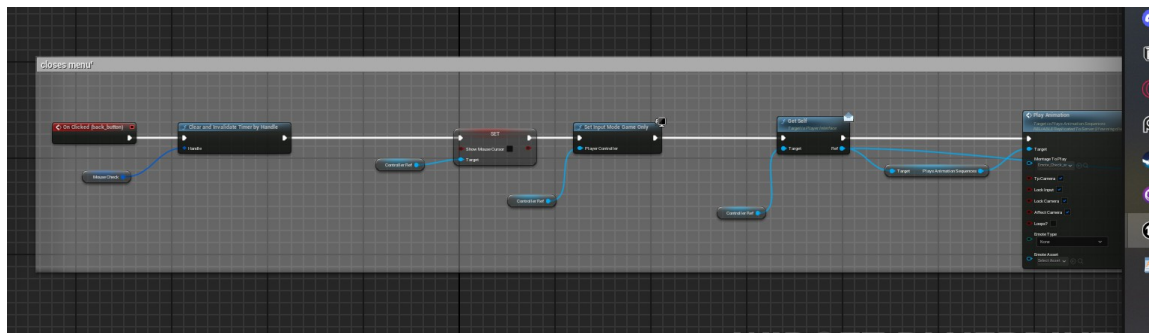
This one does not have an event that can be called from blueprint
but it can be easily added like this

each menu may have diferent events that close the widget depending on the job they do so keep that in mind

Main point is that when calling or coding a function that closes the widget such as a key down event like this one

One must make sure that the propper function to close the menu widget is the correct one one to avoid soft locks
(in the example above, the function resume is being called when the esc key is pressed)
The resume function is responsible for closing the widget and returning control to the player

(Extra stuff) -small explanation and pretty shity
implementation is on base to base

If making a new menu widget for something
it can be interactions or some sort of new ui element that takes away user input, there must be a few things that have to be accounted for
1) The player controller must be the one that creates the widget, or the object that the player is interacting with
 - this must be ran locally trough rpc and some filters to ensure that the widgett is created locally
2) a reference to the player controller must be sent to that widget, using get controller wont work in multiplayer maps and will give the server the authority to close anyones widgets on demand of a keypress

3) use the propper functions on the screenshots bellow to take away input or give it back to the player controller
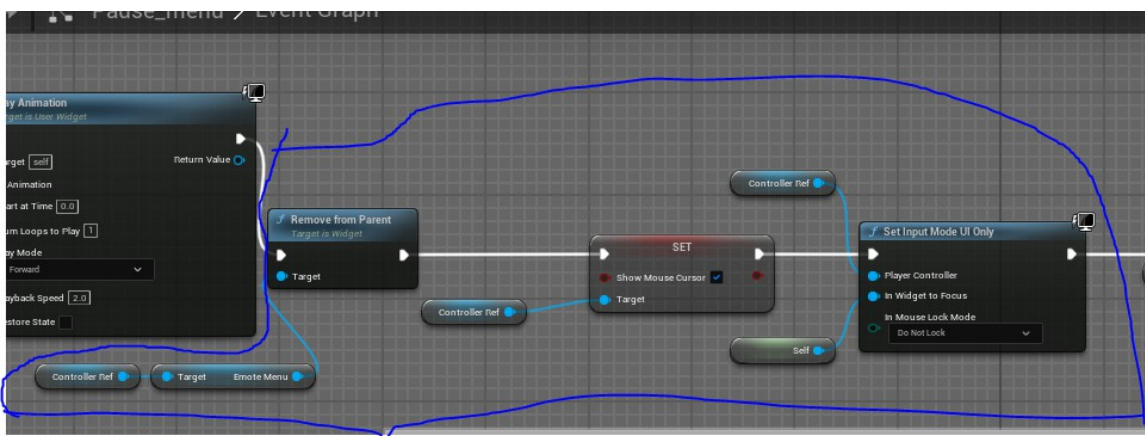
(Taking away input)
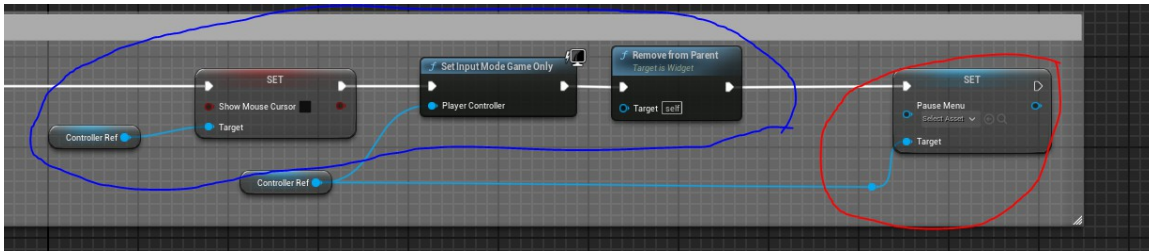
(Giving back input)
(Red is for clearing any references from the player controller that are in use, to avoid duplicates)