

Developer

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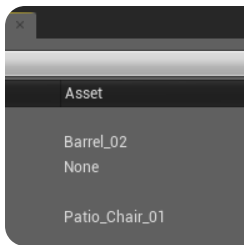
# Specialized Blueprint Node Groups

The User Guide is the go-to source to learn the different parts of Blueprints and nodes that are available to use within Blueprint graphs.



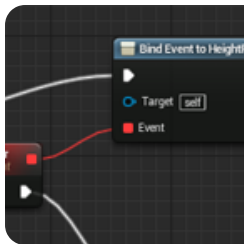
## Comments

Containers that can be used to group related nodes and provide descriptions about their functionality.



## Components Window

Overview of working with Components in Blueprints inside the Components Window.



## Event Dispatchers

Allows a Blueprint Class to report on its state to the Level Blueprint.



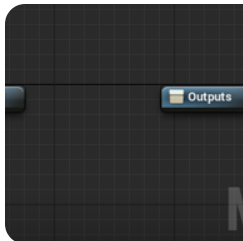
## Events

Nodes that are called from gameplay code to begin execution of an individual network within the EventGraph.



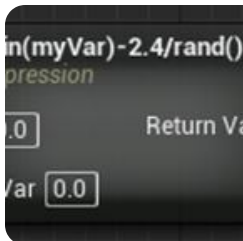
## Functions

Node graphs that can be executed, or called, from another graph.



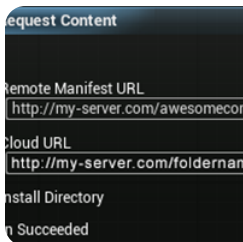
## Macros

Collapsed networks of nodes that can be executed, or called, from another graph.



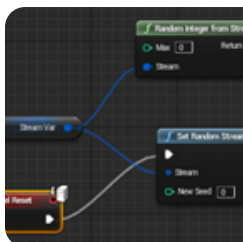
## Math Expression Node

The math expression node allows you to type in a math expression and builds the appropriate sub-graph to create that expression.



## Mobile Patch Utility Nodes

Describes the different kinds of Mobile Patch Utility Blueprint nodes.



## Random Streams

Explanation of random streams and how to use them in Blueprints.



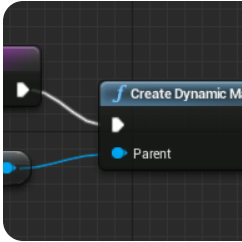
## Timelines

An Overview of Timelines in Unreal



## Types of Blueprints

Landing page for information on different types of Blueprints.



## Construction Script



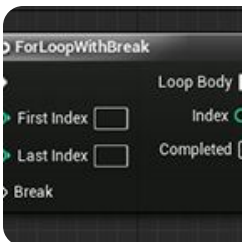
## Blueprint Variables

Properties that hold a value or reference an Object or Actor in the world.

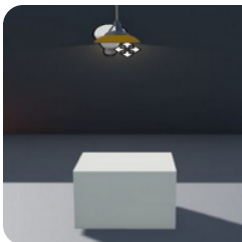


# Blueprint Editor Cheat Sheet

Reference covering Blueprint shortcuts and useful actions.



## Flow Control



## Blueprint Communication Usage



## Nodes