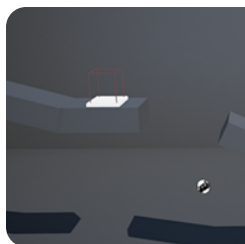# Blueprints Visual Scripting

Overview of using the Blueprint visual scripting system for gameplay.
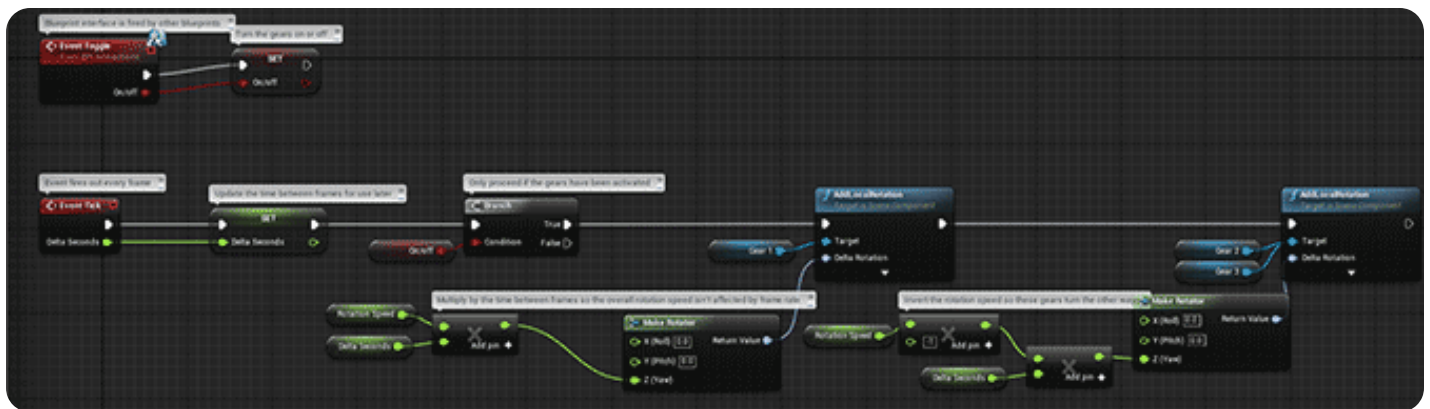
The **Blueprint Visual Scripting** system in Unreal Engine is a complete gameplay scripting system based on the concept of using a node-based interface to create gameplay elements from within Unreal Editor. As with many common scripting languages, it is used to define object-oriented (OO) classes or objects in the engine.

This system is extremely flexible and powerful as it provides the ability for designers to use virtually the full range of concepts and tools generally only available to programmers. In addition, Blueprint-specific markup available in Unreal Engine's C++ implementation enables programmers to create baseline systems that can be extended by designers.

Getting Started

Blueprints Quick Start Guide

Get up and running by creating your first Blueprint.
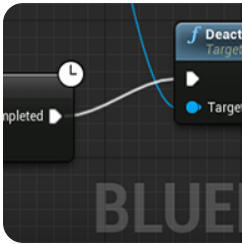
Blueprints Visual Scripting Overview

The Blueprint Overview page breaks down the anatomy of a Blueprint and the different types of Blueprints available.
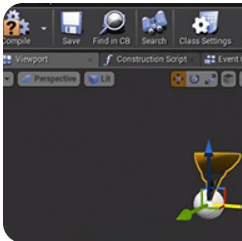
General Scripting
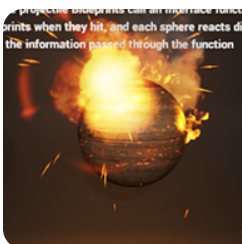
Basic Scripting with Blueprints

Get a general overview of the variables and execution flow of the Blueprints visual scripting system.
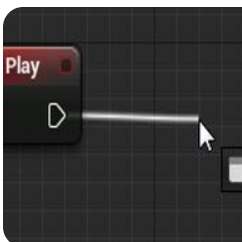
Building Blueprints

Anatomy of a Blueprint

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.
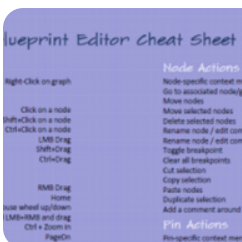
Specialized Blueprint Node Groups

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.
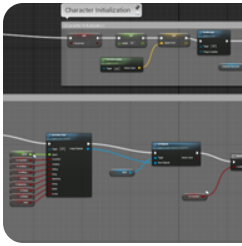
Blueprints - Tutorials

The Blueprint Tutorial page provides several short step-by-step guides for working with Blueprints.
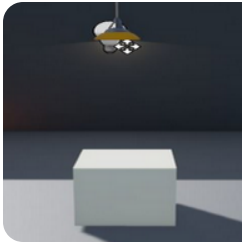
Blueprint Editor Cheat Sheet

Reference covering Blueprint shortcuts and useful actions.
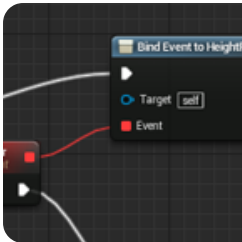
Blueprint Best Practices

Tips and tricks to help you make decisions about when to use Blueprints and how best to set them up.

Blueprint Communication

Blueprint Communication Usage

Overview of when to use different methods of Blueprint Communications.

Event Dispatchers

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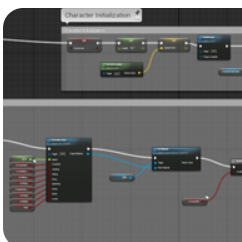
Blueprint Interface

Blueprints that declare functions to define an interface between Blueprints.

Topics

Blueprints Technical Guide

Technical guide for programmers working with Blueprints.

Blueprint Best Practices

Tips and tricks to help you make decisions about when to use Blueprints and how best to set them up.
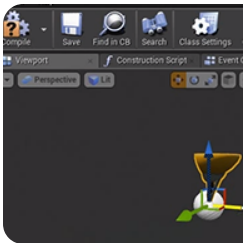
Blueprint Namespaces

An overview of Blueprint Namespaces.

Introduction to Blueprints

Introduction to visual scripting with Blueprints.

Anatomy of a Blueprint

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.

Blueprint Debugger

Pause Blueprint execution using Breakpoints to inspect graphs and the values of their variables.