Write Editor Tests with Utility Blueprints

Learn how to create Editor Tests with Blueprint.

The **EditorTests** plugin is required. To enable it, follow these steps:

1. Select **Edit > Plugins** to open the **Plugin** panel.
2. Use the search bar to find the plugin.
3. Enable the corresponding checkbox.
4. Restart Unreal Editor.

You can create scripts for automated tests in the Editor with Editor Utility Blueprint.

Creating Editor Utility Blueprint Tests

You can create an Editor Utility Blueprint by clicking the **Add** button in the **Content Browser**, selecting **Editor Utilities > Editor Utility Blueprint**, then searching for "EditorUtilityTest" in the **Pick Parent Class** window.

Name the asset appropriately as its path will be used to name the test using the following pattern: `Project.Blueprints.EditorUtilities.<content path>.<asset name>`.

Implementing Editor Utility Blueprint Tests

Editor Utility Blueprints have two event suggestions by default:

- **Prepare Test** - Use this to perform any setup required before starting the test and then call **Finish Prepare Test**. If this event fails or times out, the **Start Test** event will not be called.
- **Start Test** - The main event. After calling this, you can use normal utility Blueprint nodes before calling **Finish Test** to finish the test.

You must call **Finish Test**, or the test will timeout. You can set up additional instructions on test completion by overriding the **Finished Test** function. The code execution must be blocking.

> You can set timeouts and metadata in the asset's **Details** panel.

Testing Editor Utility Blueprint with Editor Utility Test

To automate testing, you can create an Editor Utility Test Blueprint that instantiates a corresponding Editor Utility Blueprint.

In the Blueprint graph, add the **Construct** node and set the **Class** to the relevant Editor Utility class. Afterward, you can call any class function.

You can store the **Construct** node's return value in a variable to use multiple calls without re-instantiation.