Blueprint Spline Component Property Reference

Contains a reference of all properties available in the editor for Blueprint Spline Components.

This page contains a reference listing of properties available on **Blueprint Spline Components**. The properties displayed will be slightly different if the **Blueprint Spline Component** is selected in the **Blueprint Editor**, is a **Root Component**, or if the component is selected in the **Level Editor**.

Properties

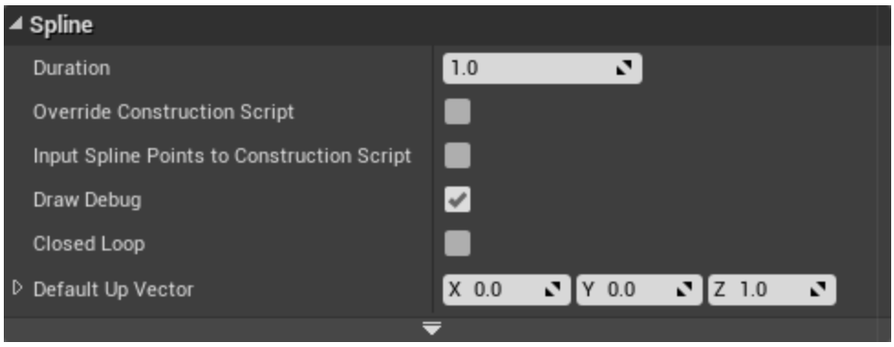
Transform

Property	Description
Location	The location of the **Actor** or **Component** in **World Space** or **Relative** to its parent.
Rotation	The rotation of the **Actor** or **Component** in **World Space** or **Relative** to its parent.
Scale	The Scale of the **Actor** or **Component** in **World Space** or **Relative** to its parent.

Sockets

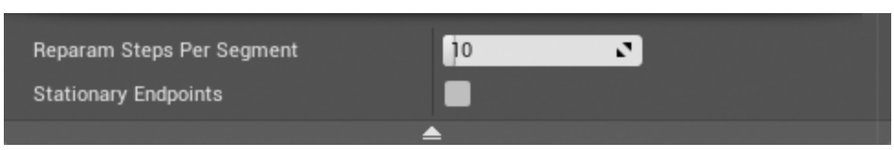
Property	Description
Parent Socket	When this component is the **Child** of a **Skeletal Mesh Component** (or **Static Mesh Component** with a **Socket**), you can specify a **Socket** or **Joint** to attach this component to.

Spline



Property	Description
Duration	Specifies the duration of the spline in seconds
Override Construction Script	Whether the spline has been edited from its default by the spline component visualizer
Input Spline Points to Construction Script	Whether the spline points should be passed to the User Construction Script so they can be further manipulated by it.
Draw Debug	If true, the spline will be rendered if the Splines showflag is set.
Closed Loop	Whether the spline is to be considered as a closed loop.
Default Up Vector	Default up vector in local space to be used when calculating transforms along the spline

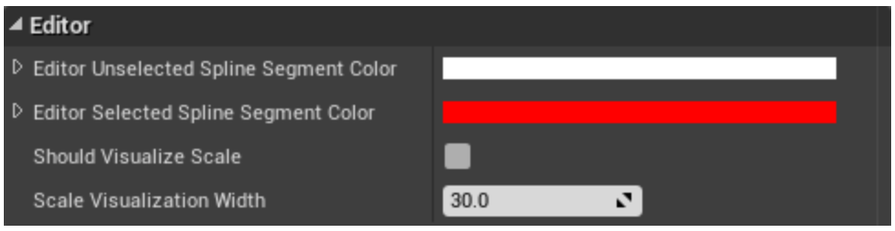
Advanced



Property	Description
Reparam Steps Per Segment	Number of steps per spline segment to place in the reparameterization table

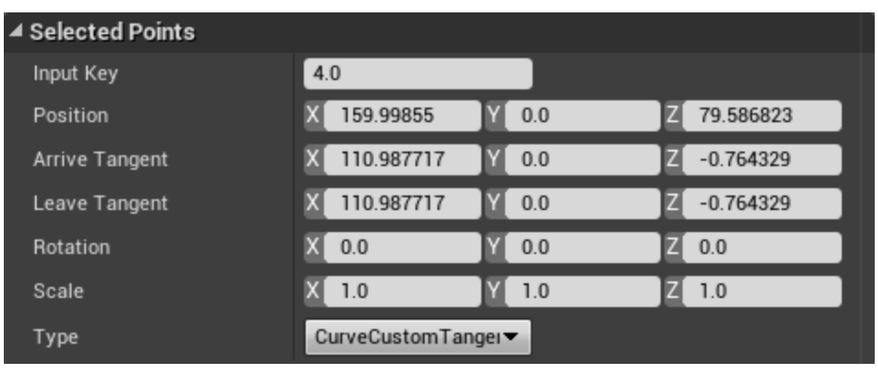
Property	Description
Stationary Endpoints	Whether the endpoints of the spline are considered stationary when traversing the spline at non-constant velocity.

Editor



Property	Description
Editor Unselected Spline Segment Color	Color of an unselected spline component segment in the editor.
Editor Selected Spline Segment Color	Color of a selected spline component segment in the editor.
Should Visualize Scale	Whether or not scale visualization should be displayed in the editor.
Scale Visualization Width	Width of the spline when scale visualization is enabled in the editor.

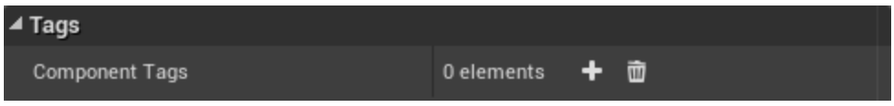
Selected Points



Property	Description
Input Key	This is the index of the selected **Curve Point** on the curve.
Position	This is the location of the selected **Curve Point** in local space.
Arrive Tangent	This is the vector that defines the tangent of the curve as it approaches the selected **Curve Point**.
Leave Tangent	This is the vector that defines the tangent of the curve as it departs the selected **Curve Point**.

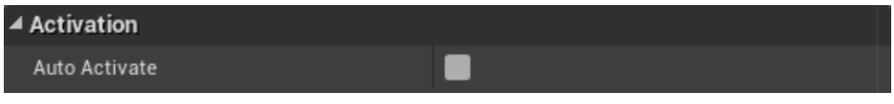
Property	Description
Rotation	Rotation can be applied to a **Curve Point** to modify its tangents. This value is applied separately from the tangents, so both can be modified to create the desired results.
Scale	Scale can be applied to a **Curve Point** to modify its tangents. This value is applied separately from the tangents, so both can be modified to create the desired results.
Type	Defines the type of curve at the selected **Curve Point**. • **Linear**: From the selected **Curve Point** to the next, the curve will be straight. This affects the tangent coming into the selected **Curve Point** as well as the tanget departing the next. • **Curve**: Default value. The locations of the **Curve Points** (before and after the selected one) define the tangents of the selected **Curve Point**. • **Constant**: Like **Linear** but **doesn't** affect the tangent coming into the selected **Curve Point** as well as the tanget departing the next. • **CurveClamped**: Like **Curve** but it clamps the tangents of the curve. • **CurveCustomTangent**: If you adjust any tangent on a **Curve Point**, it is set to this value.

Tags



Property	Description
Component Tags	Array of tags that can be used for grouping and categorizing. Can also be accessed from scripting.

Activation



Property	Description
Auto Activate	Whether the component is activated at creation or must be explicitly activated.

Events

Property	Description
On Component Hit	Event called when a component hits (or is hit by) something solid.
On Component Begin Overlap	Event called when something starts to overlaps this component, for example a player walking into a trigger.
On Component End Overlap	Event called when something stops overlapping this component
On Component Wake	Event called when the underlying physics objects is woken up
On Component Sleep	Event called when the underlying physics objects is put to sleep
On Begin Cursor Over	Event called when the mouse cursor is moved over this component and mouse over events are enabled in the player controller
On End Cursor Over	Event called when the mouse cursor is moved off this component and mouse over events are enabled in the player controller
On Clicked	Event called when the left mouse button is clicked while the mouse is over this component and click events are enabled in the player controller
On Released	Event called when the left mouse button is released while the mouse is over this component click events are enabled in the player controller

Property	Description
On Input Touch Begin	Event called when a touch input is received over this component when touch events are enabled in the player controller
On Input Touch End	Event called when a touch input is released over this component when touch events are enabled in the player controller
On Input Touch Enter	Event called when a finger is moved over this component when touch over events are enabled in the player controller
On Input Touch Leave	Event called when a finger is moved off this component when touch over events are enabled in the player controller
Physics Volume Changed	Delegate that will be called when PhysicsVolume has been changed.