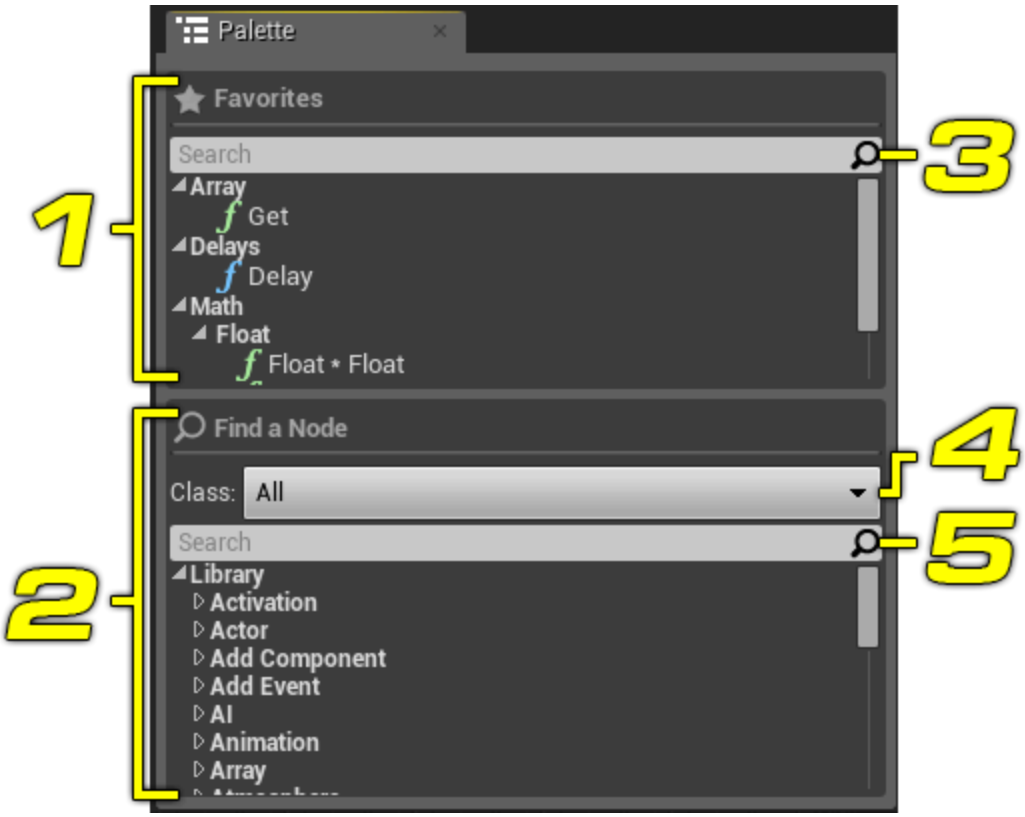
Blueprint Editor Palette

Non-context sensitive listing of all functions and variables for Palette that can be used in Blueprints.

The **Palette** panel displays a list of all functions and variables that can be used in Blueprints. It is fully searchable, contains a **Favorites** panel that you can populate with the nodes you find yourself using the most, and you can filter it to search for nodes that are compatible with a specific class type. Nodes from the **Palette** panel can be added into your networks by simply dragging and dropping them from the list.

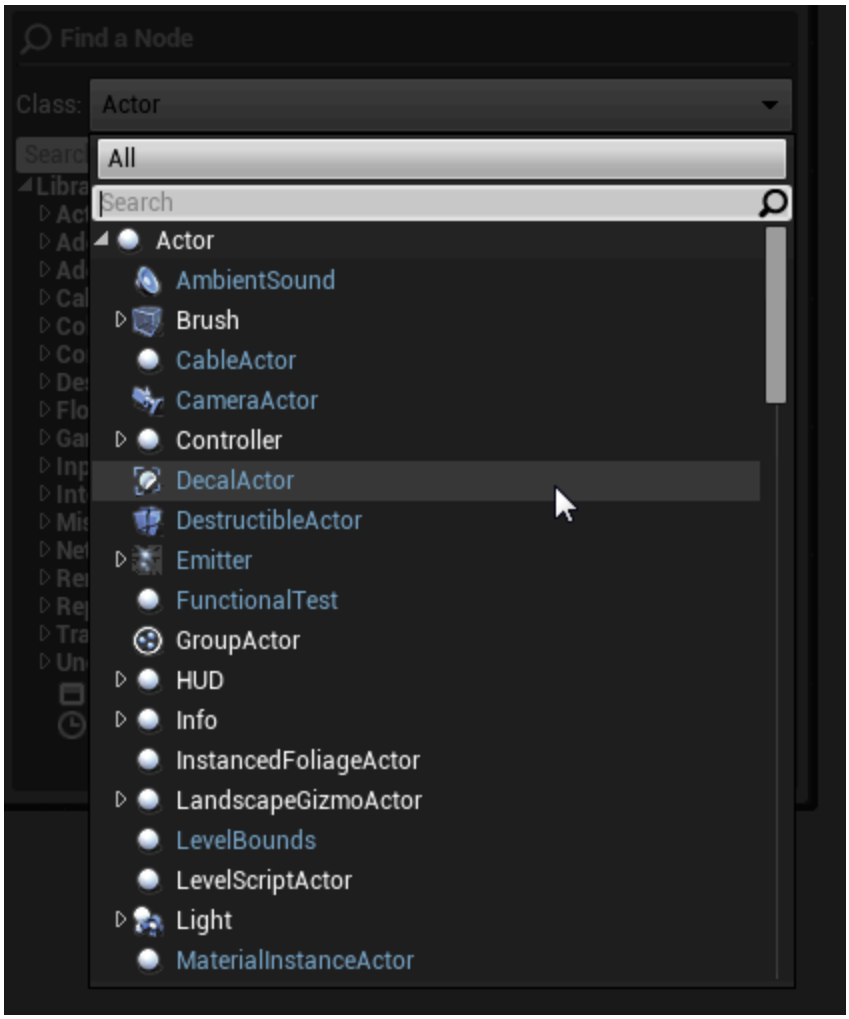
Interface



1. **Favorites** - This shows your favorite and frequently used nodes. You can add nodes to this area by **Right clicking** them within the **Palette** panel and choosing **Add to Favorites**.
2. **Palette list** - This is a list of all available functions, filterable by class and searchable.
3. **Favorites search bar** - Actively filters the **Favorites** list while you type.
4. **Class Filter** - This filters the **Palette** panel to only show nodes which are compatible with a specific class. See Class Filtering for more details.
5. **Palette search bar** - Actively filters the Palette list while you type.

Class Filtering

Sometimes it is useful to filter down the **Palette** to only show those nodes that are compatible with a given class type. This is done using the **Class Filter** dropdown. When clicked, it shows a list of all classes available in your project, similar to the Class Viewer panel. It also contains a search bar that you can use to actively filter down the list.


Find a Node
Class:
Actor
All
Search
Actor
AmbientSound
Brush
CableActor
CameraActor
Controller
DecalActor
DestructibleActor
Emitter
FunctionalTest
GroupActor
HUD
Info
InstancedFoliageActor
LandscapeGizmoActor
LevelBounds
LevelScriptActor
Light
MaterialInstanceActor