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UMG Events

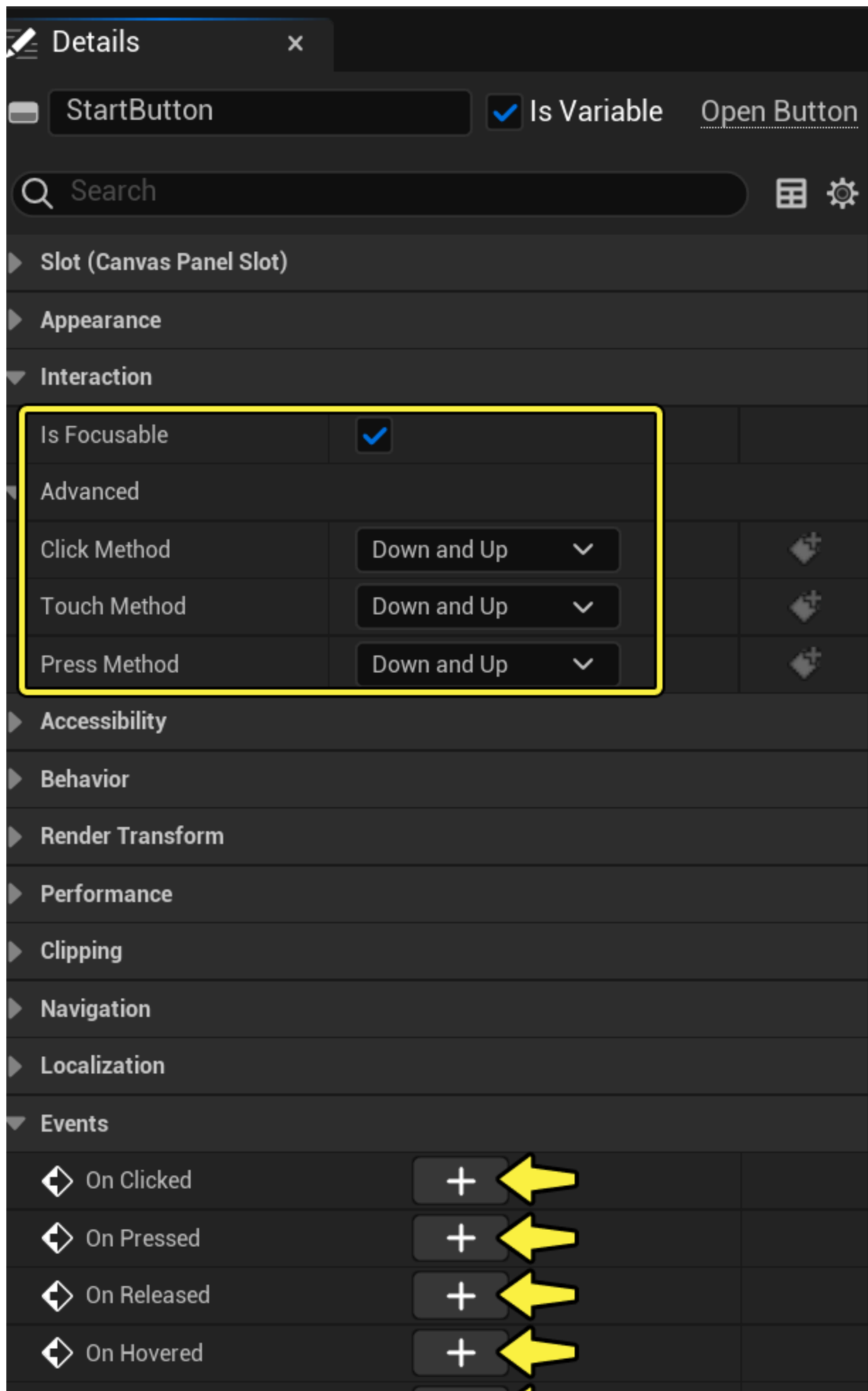
A guide explains how to use UMG Events.



This page details the methods you can use to call and bind **Events** in UMG.

Bindable Events

Bindable Events are a way for UMG to mimic the behavior currently used by Slate which needs a single handler to tell it if the Event was handled. You can bind a function in your **Widget Blueprint** to the event from the **Details** panel under the **Events** section (shown below indicated by the yellow arrows).





Indicated above by the yellow box, some Widgets supplement **Events** through the handling of **Interaction**. For the example above, in addition to the **OnClicked** Event for a Button Widget, you are able to specify the handling of click events through setting the **Click Method** or **Touch Method**. You can also specify through the **IsFocusable** option if a button should only be mouse-clickable and never keyboard focusable.

Multicast Events

Multicast Events are the standard way Events are handled in **Blueprints**.

To use a Multicast Event:

1. click the **Widget** in the **My Blueprint** tab (1).
2. Scroll down to the **Events** section in the **Details** panel, then click the **+** button for the Event you want to use (2).
3. The Event appears in the Blueprint graph, where you can connect other nodes to it (3).

