

# Blueprints Access To Automation

A plugin for Unreal Engine 4 by Trifolium Digital

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## What is this plugin?

This plugin exposes common functionality from the UE4 Automation Framework to users of Blueprints.

This functionality is readily available to code modules, however blueprint access is unavailable.

# Blueprint Nodes

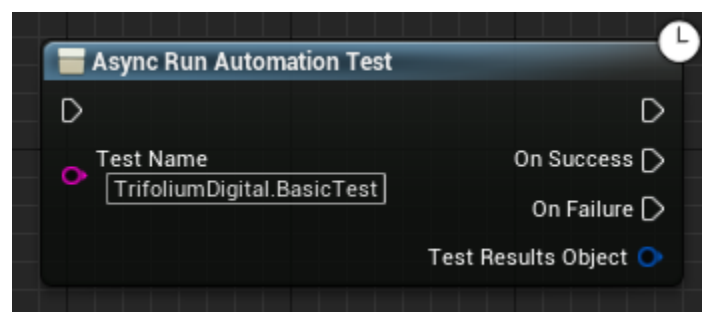
## Async Run Automation Test

### About

This node is used to issue a Run Test command using the Unreal Engine Automation Framework.

This test has a pass through node, along with two individual callbacks which are called according to the test results.

### Blueprint Node



### Inputs

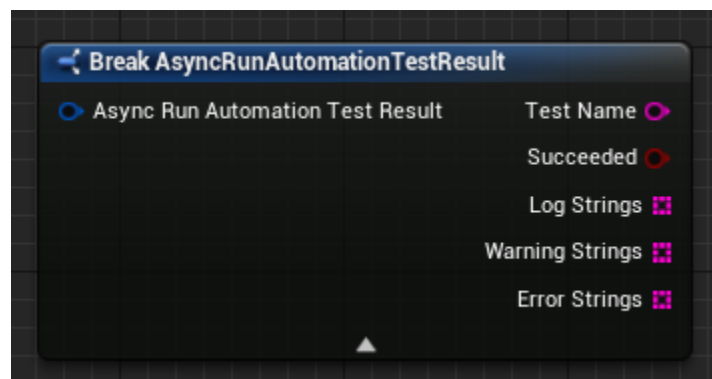
**Test Name** - The full test name as an identifier.

### Callbacks

**On Success** - Fired if the test completed successfully.

**On Failure** - Fired if the test completed with errors.

### Results



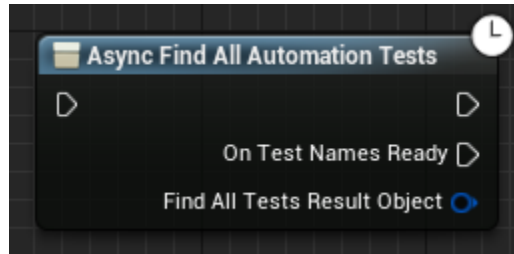
*The **Test Results Object** can be broken to get the above data.*

## Async Find All Automation Tests

### About

This node is used to request the list of all available test names from the automation controller. As this operation takes a number of seconds to complete, it has a callback function that can be used to process the information when it is available.

### Blueprint Node



### Inputs

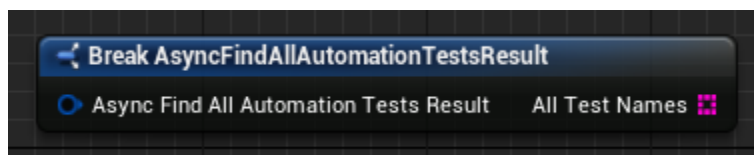
n/a

### Callbacks

#### On Test Names Ready

Called when the automation framework has collected all available test names.

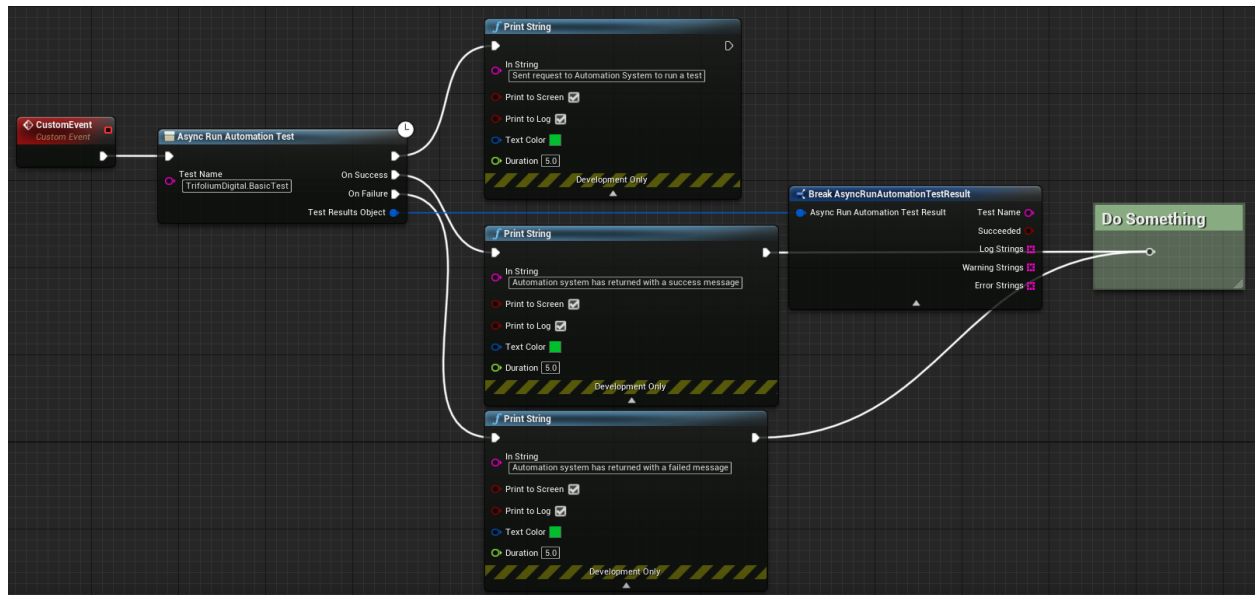
### Results



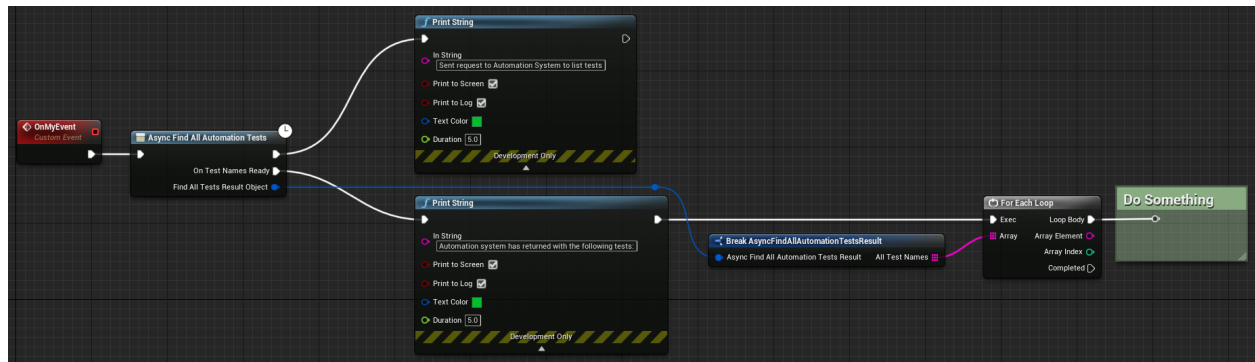
*The **Find All Tests Result Object** can be broken to get the available test names.*

# Example Usage

## Async Run Automation Test



## Async Find All Automation Tests



## More information about the UE4 Automation Framework

[Automation Technical Guide | Unreal Engine Documentation](#)

[Automated Testing at Scale in Sea of Thieves | Unreal Fest Europe 2019 | Unreal Engine](#)

[Harnessing the Unreal Engine Automation Framework for Performance Measurement | UFO 2020](#)