UECasts.com - UE5 Blueprint Cheat Sheet

| Blueprint Types	Description
Level Blueprint	Each level has its own Level Blueprint which can reference and manipulate Actors within the level, control cinematics, manage level streaming, checkpoints and other level-related tasks. The Level Blueprint can also interact with Blueprint Classes placed in the level, such as reading/setting any variables or triggering custom events they might contain.
Blueprint Class	Blueprint Classes are ideal for making interactive assets such as doors, switches, collectible items, and destructible scenery. Typically used to extend a C++ class to allow for customization.
Widget Blueprint	Extends UUserWidget to create User Interface components for game menus, user HUD, etc.

Common Blueprint Classes	Blueprint Class Description
Actor	An Actor is an object that can be placed or spawned in the world.
Pawn	A Pawn is an Actor that can be controlled and receive input from a Controller.
Character	A Character is a Pawn that includes the ability to walk, run, jump, and more.
Player Controller	A Player Controller is an Actor responsible for controlling a Pawn used by the player.
Game Mode Base	A Game Mode defines the game being played, its rules, scoring, and other faces of the game type.
Actor Component	An ActorComponent is a reusable component that can be added to any actor.
Scene Component	Component that has a scene transform (location, rotation, scale) and can be attached to other scene components.

Data Pin	Color	Description
Bool	(dark red)	Boolean values of True or False
Integer	(teal)	Integer number (whole numbers) ex: 5, 7, 10
Float	(green)	Floating arithmetic number ex: 3.14
String	(pink)	String of text and characters ex: "My String"
Transform	(orange)	Location, rotation and scale transformation
Vector	(yellow)	Vector of {X, Y, Z}
Linear Color	(blue)	RGBA value of a color
Rotator	(purple)	Roll (X), Pitch (Y), Yaw (Z)

Common Blueprint Events	Event Description
Event ActorBeginOverlap	Called when a collision/overlap between two actors with **Genereate Overlap Events** enabled is detected.
Event ActorEndOverlap	Called when two actors previously overlapped stopped overlapping.
Event BeginPlay	Called for all Actors when the game/level is started. Any Actors spawned after game start have this called immediately.
Event EndPlay	Event to notify blueprints this actor is being deleted or removed from a level.
Event Tick	Called on every frame of gameplay. (Can be computationally expensive)
Event Destroyed	Called when the Actor is destroyed. **Note: Deprecated, use Event EndPlay.**
Event Hit	Called when collision settings of one or more Actors involved have Simulation Generates Hit Events enabled.
Event AnyDamage	Called when general damage is to be dealt. **Ex:** Enviornmental damage.
Event PointDamage	Represents damage dealt by projectiles, hit scan weapons, or even melee weaponry.
Event RadialDamage	Called when parent Actor receives Radial Damage. **Ex:** Explosion damage or indirect damage.
Event ActorBeginCursorOver	Called when using the mouse interface and cursor is moved **over** an Actor.
Event ActorEndCursorOver	Called when using the mouse interface and cursor is moved **off** an Actor.

Node Creation HotKeys	Keys
Branch Node	B + LMB
Comment Box Node	C
Delay Node	D + LMB
Sequence Node	S + LMB
Gate Node	G + LMB
For Each Loop Node	F + LMB
Multi-gate Node	M + LMB
Do 'N' Times Node	N + LMB
Do Once Node	O + LMB
BeginPlay Event	P + LMB
Move Node Connection	Ctrl + RMB Click/Drag
Delete Node Connection	Alt + RMB Click
Compile Blueprints	F7
Duplicate Selected Node	Ctrl + W

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