

NodeWire

Blueprint Graph Workflow Tools

Version 1.0.0 • Unreal Engine Editor Plugin

NodeWire is an Unreal Engine editor plugin for cleaner Blueprint graphs. It provides optional 90-degree wire rendering, graph arrangement tools, and Smart Comment trimming while keeping the workflow inside the Blueprint editor.

90° Wires

Switch Blueprint connections between native curved wires and clean orthogonal routing.

Auto Arrange

Organize selected nodes or the active graph with configurable horizontal and vertical spacing.

Smart Comments

Trim large empty comment areas while keeping normal Unreal comment styling and settings.

Created by N3KDED

Verified package: Unreal Engine 5.3

1. Opening NodeWire

Open the dockable NodeWire panel from the Unreal Editor menu.

1. Open a Blueprint

Open the Blueprint graph you want to work with.

2. Open the panel

From the main Unreal Editor menu, choose Window → NodeWire.

3. Dock it anywhere

The panel can stay floating or be docked into your normal editor workspace.

4. Work in the active graph

Wire, layout, and comment tools are used directly from the NodeWire panel.

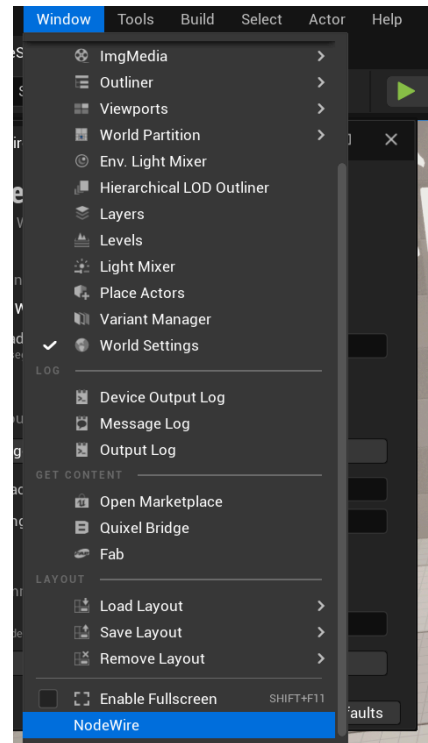


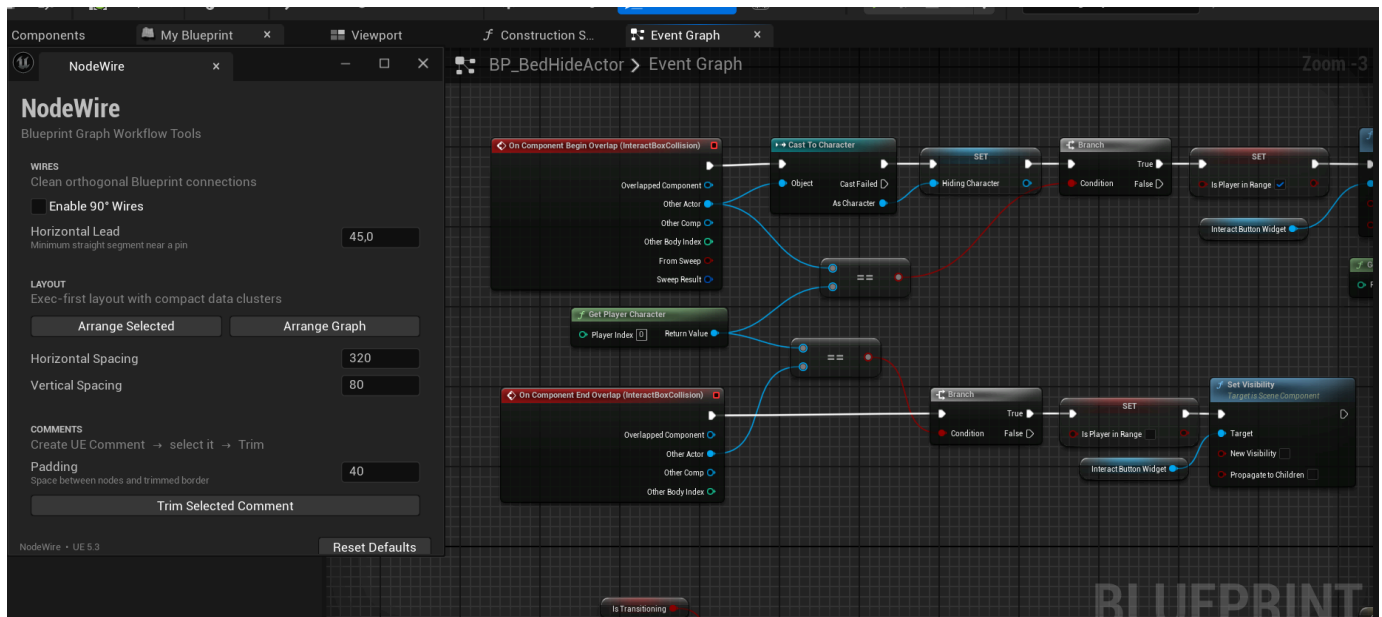
Figure 1 Window → NodeWire opens the plugin panel.

NodeWire is an Editor-only workflow tool. It does not add runtime gameplay logic to your packaged game.

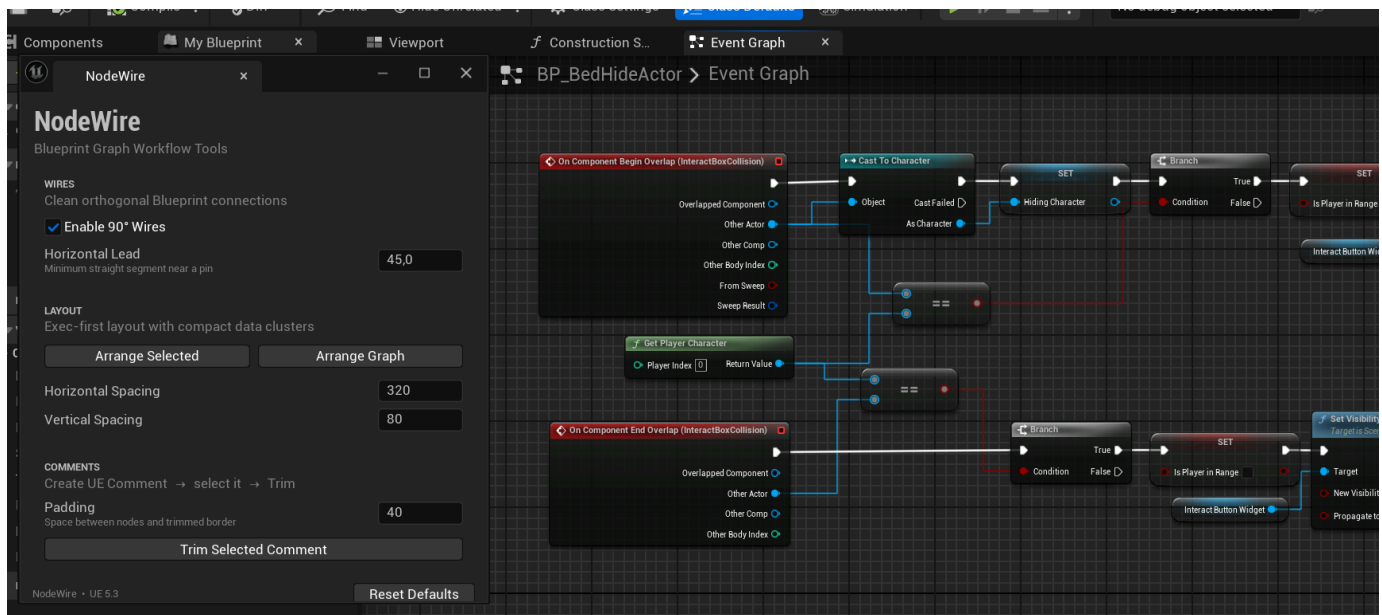
2. 90° Wires

Switch between Unreal's native curved wires and NodeWire orthogonal connections.

Enable 90° Wires changes the visual routing of Blueprint connections. Disable it at any time to return to Unreal's normal curved wire display.



Before NodeWire 90° wire rendering disabled — Unreal's native curved Blueprint connections.



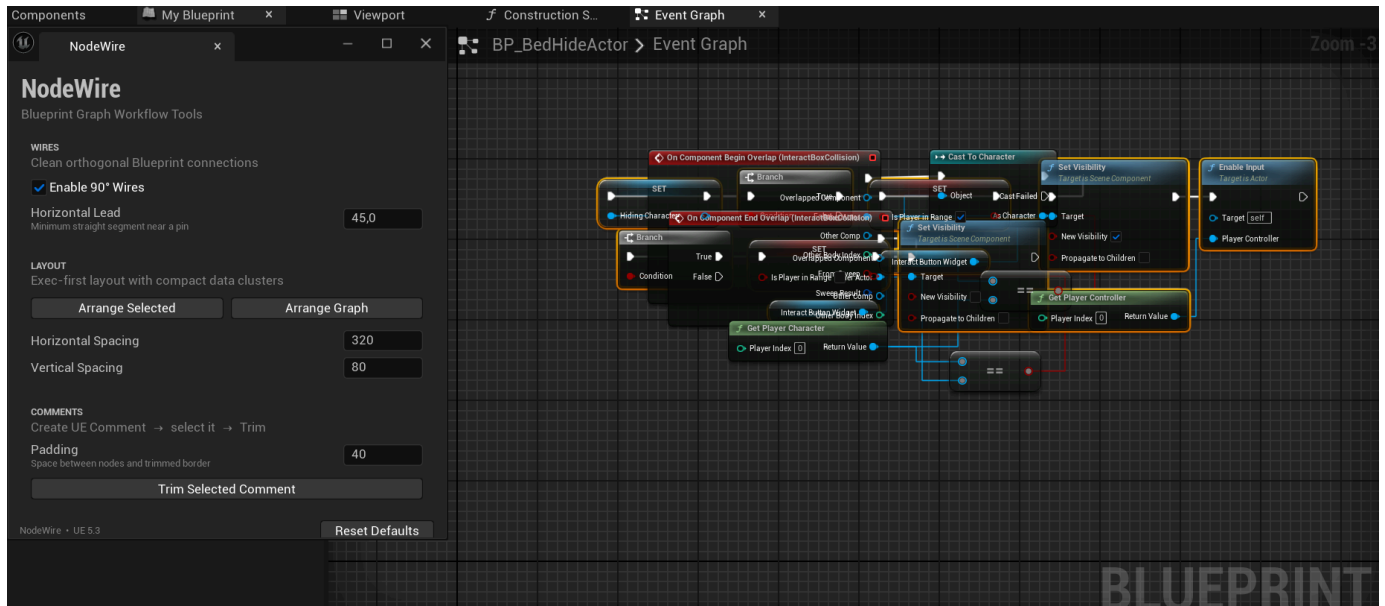
After Enable 90° Wires for clean orthogonal Blueprint connections.

Horizontal Lead controls the minimum straight segment near a pin before the connection turns. Increase it for longer straight runs; reduce it for tighter routing.

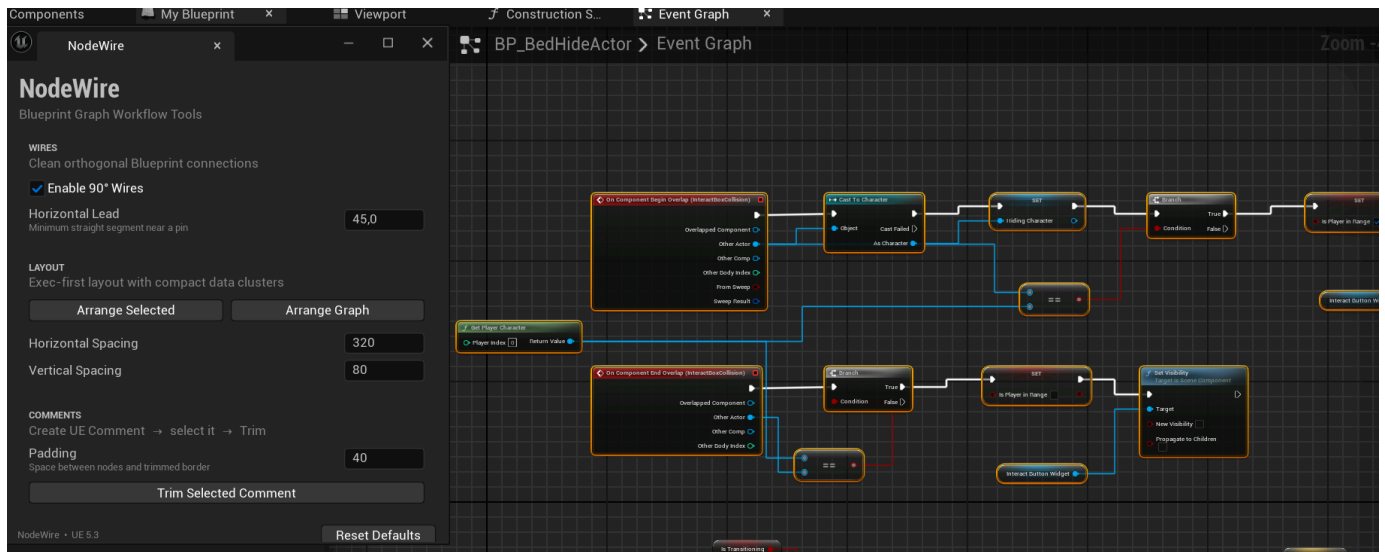
3. Auto Arrange

Quickly reorganize overlapping or difficult-to-read Blueprint nodes.

Arrange Selected reorganizes only the selected nodes. **Arrange Graph** reorganizes the active graph. Horizontal Spacing and Vertical Spacing control the layout distance.



Before Example of heavily overlapping nodes before arrangement.



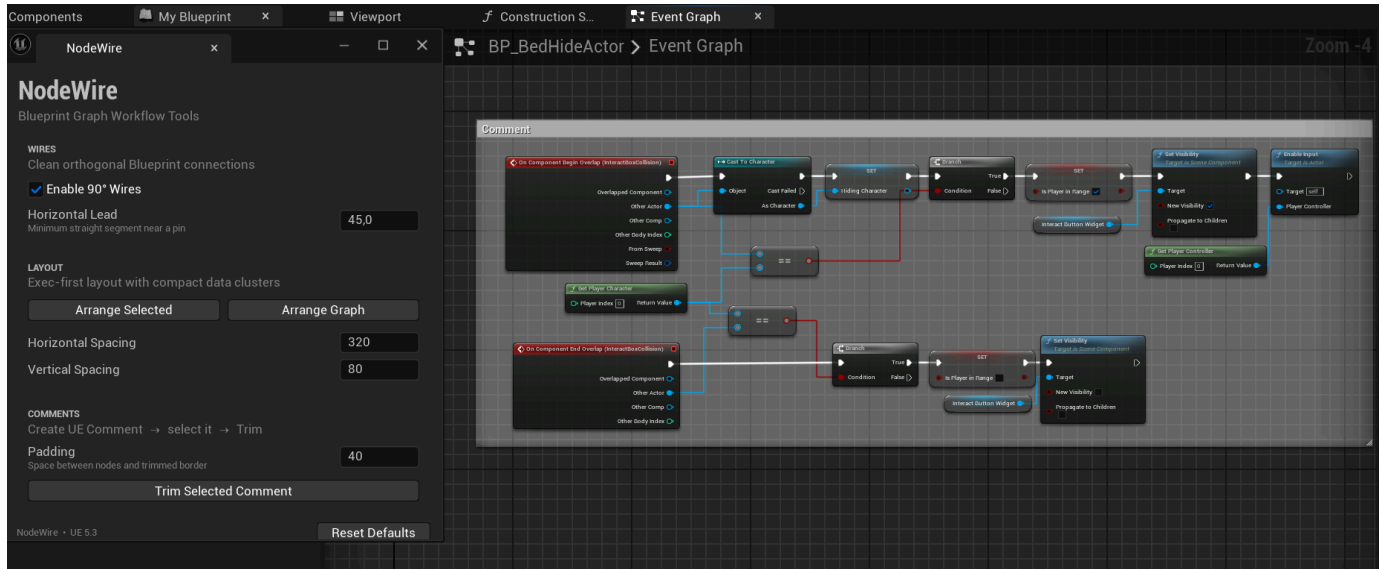
After The same graph after NodeWire arrangement.

Auto Arrange is designed to provide a clean starting layout and reduce graph clutter. Complex, cyclic, heavily connected, or custom Blueprint graphs may occasionally require minor manual wire or reroute adjustments after arranging.

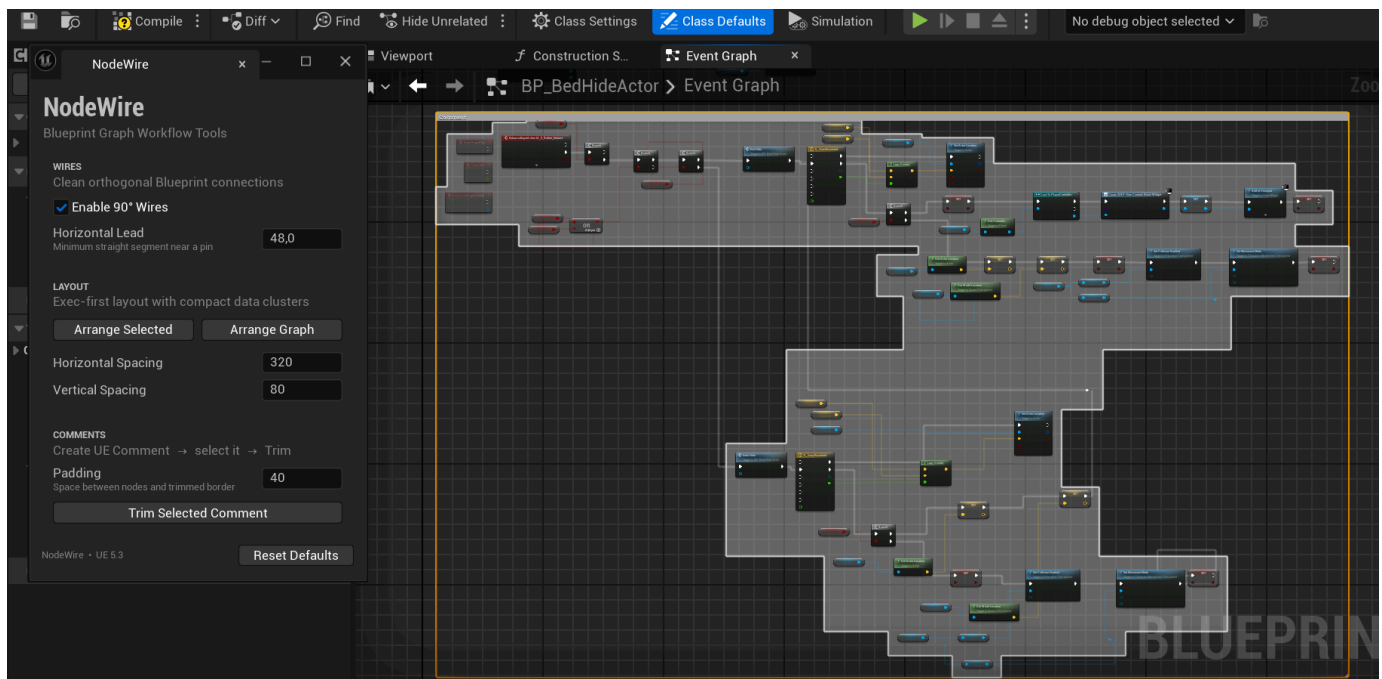
4. Trim Selected Comment

Remove large unused comment space while keeping the familiar Unreal comment workflow.

Workflow: create a normal Unreal Engine Comment, select the Comment, then click Trim Selected Comment. Use Padding to control the space between the contained nodes and the trimmed border.



Before A standard Unreal Comment with a large rectangular area around the graph.



After Trimmed comment removes large unused regions around the contained nodes.

Comment text, color, font size, opacity, and other native Unreal comment properties remain configured from the normal Details panel. NodeWire only performs the trimming operation.

5. Quick Reference

NodeWire panel controls and recommended workflow.

Control	What it does
Enable 90° Wires	Turns NodeWire orthogonal connection rendering on or off.
Horizontal Lead	Minimum straight distance near a pin before an orthogonal turn.
Arrange Selected	Reorganizes the currently selected Blueprint nodes.
Arrange Graph	Reorganizes the active Blueprint graph.
Horizontal Spacing	Controls horizontal distance used by Auto Arrange.
Vertical Spacing	Controls vertical distance used by Auto Arrange.
Padding	Controls spacing between nodes and the trimmed comment border.
Trim Selected Comment	Trims the selected Unreal Comment around its contained node regions.
Reset Defaults	Restores NodeWire panel settings to their default values.

Recommended workflow

- Open Window → NodeWire.
- Enable 90° Wires if you want orthogonal connections.
- Use Arrange Selected for local cleanup or Arrange Graph for broader organization.
- Review complex graphs and make minor manual wire/reroute adjustments where needed.
- Create a normal Unreal Comment and use Trim Selected Comment to remove unused comment space.

This documentation reflects NodeWire 1.0.0. Verify each Unreal Engine package separately before advertising support for that engine version.