

FoxNote

Sticky notes, checklists & mind-maps for Blueprint graphs

User Guide • Version 1.0

Alchemy Fox Studio

Supported Engine: UE 5.2, 5.3, 5.4, 5.6, 5.7, 5.8

Overview

FoxNote adds a lightweight sticky-note node to any Blueprint graph. Notes are purely visual annotations — they never affect compilation — so you can document, plan and organize your graphs without touching their logic.

Installation

- **Fab Library:** add FoxNote to your account, then install to the engine from the Epic Games Launcher.
- **Manual:** copy the FoxNote folder into your project's *Plugins/* directory and restart the editor.
- Enable the plugin under **Edit > Plugins > Editor** if it is not already on. No setup or subsystem boot required.

Quick Start

Hold **N** and click the **Middle Mouse Button** anywhere in a Blueprint graph to drop a note at the cursor.

- Click the body and type directly. Press **Enter** for a new line.
- Drag the **title bar** to move the note.
- Grab the **bottom-right corner** to resize.
- Edit the **Title** and all options in the **Details** panel.
- Change the spawn key & mouse button under **Editor Preferences > Plugins > Fox Note**.

Step-by-Step Walkthrough

Follow these exact steps after enabling the plugin. Every step lists the precise click or key so you can reproduce the result shown here.

1. Create your first note

- 1.1 Open any Blueprint and switch to a graph (Event Graph, a Function, or the Construction Script).
- 1.2 Move the mouse over an empty area of the graph.
- 1.3 Hold the **N** key, then click the **Middle Mouse Button**. A yellow note appears at the cursor with the title "Note".
- 1.4 Click into the body area and type your text. Press **Enter** to start a new line.
- 1.5 Select the note and set its **Title** in the Details panel (right side of the editor).

2. Move, resize and recolor

- 2.1 Drag the **title bar** to move the note around the graph.
- 2.2 Drag the small grip in the **bottom-right corner** to resize the card.
- 2.3 With the note selected, change **Note Color**, **Font Size** and **Title Font Size** in the Details panel.

3. Build a checklist

- 3.1 Select a note and tick **List Mode** in the Details panel.
- 3.2 Each body line now shows a checkbox and a bullet. Type an item and press **Enter** for the next one.
- 3.3 Click a checkbox to mark an item done — that line greys out and is struck through.

4. Connect notes into a mind-map

- 4.1 Create a second note (repeat step 1).
- 4.2 Drag from the **output pin** on the right edge of the first note to the **input pin** on the left edge of the second note.
- 4.3 Repeat to fan one output out to several notes. Links are visual only and never affect compilation.

5. Group and change the shortcut

- 5.1 Marquee-select several notes, right-click and choose **Create Comment from Selection** (or press **C**) to group them.
- 5.2 To change the spawn gesture, open **Edit > Editor Preferences > Plugins > Fox Note** and set **Spawn Key** / **Spawn Mouse Button**.

Features

Title & Body

Each note has a single-line title and a multi-line body. The body is vertically centered and scrolls automatically when the text is longer than the card.

Checklist (List Mode)

Toggle **List Mode** in the Details panel to turn the body into a checklist. Each line gets a checkbox and a bullet; ticking a line greys it out and strikes it through. Press **Enter** to add the next item. Ideal for TODOs and tracking.

Mind-Map Connections

Every note has an input pin on the left and an output pin on the right. Drag from one note's output to another note's input to link them. A single output can connect to many notes, so you can build a full mind-map. Connections are visual only and never affect the Blueprint.

Always On Top

Notes always render in front of regular nodes, and newer notes stack above older ones — so your annotations are never hidden behind the graph.

Group With Comments

Select several notes and wrap them in a standard Blueprint comment box to group related notes together.

Works Everywhere

Drop notes in any graph — the Event Graph, your own Functions and Macros, and the Construction Script. Same shortcut, same features everywhere.

Details Panel Reference

Setting	Description
Title	Single-line heading shown in the note's title bar.
Body	Note text. One entry per line; each line is an item in List Mode.
List Mode	Turns the body into a checkable bullet list.
Font Size	Body text size (6–48).
Title Font Size	Title text size (6–48).
Note Color	Card color. Use different colors to categorize notes.
Note Width / Height	Card size in graph units (also adjustable via the corner grip).

Links & Support

- Documentation: alchemy-fox.de/FoxNote
- Studio & all plugins: alchemy-fox.de
- Fab store: fab.com/sellers/AlchemyFoxStudio
- Support: support@alchemy-fox.de

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