

Using Variables in Unreal Engine



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<https://docs.unrealengine.com/latest/INT/Programming/UnrealArchitecture/Reference/Properties/index.html>





Unreal Specific Syntax

UPROPERTY()

- Edit Rights
- Read Rights
- Categories
- Meta Values



Summary



Added variables

Set variables for Blueprinting

UPROPERTY()

- VisibleAnywhere / EditAnywhere / VisibleDefaultsOnly
- BlueprintReadOnly / BlueprintReadWrite
- Categories
- Meta properties

