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Unreal Architecture

Programming in the Unreal Architecture



Asynchronous Asset Loading

Methods for loading and unloading assets during runtime.



Core Redirects

Core Redirects enable remapping classes, enums, functions, packages, properties, and structs at load time.



Data Validation

Developers can extend this system to validate assets with custom-scripted rulesets.



Unreal Engine Modules

Modules are the building blocks of Unreal Engine's software architecture. You can organize your code into modules to create more efficient and maintainable projects.



Referencing Assets

Control how an asset is referenced and loaded into memory.



Asset Registry

How assets are discovered by the editor and how to make it know more about asset types before they are loaded.



Programming Subsystems

An overview of programming subsystems in Unreal Engine.



Console Variables and Commands

Overview of the Console Manager and implementation details for creating console variables.



Data Assets

Information on Data Assets in Unreal Engine.



String Handling

An overview of the string classes available in Unreal with reference guides for FName, FText, and FString.



Tasks System

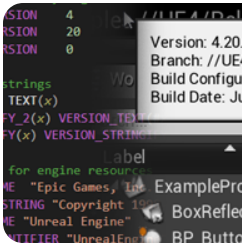
An Overview of the Tasks System.



Configuration Files



Command-Line Arguments



Versioning of Assets and Packages