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Containers in Unreal Engine

Information on Class and Data Structure collections in Unreal Engine.

TArray: Arrays in Unreal Engine

TArrays store a sequence of elements of the same type.

TMap

TMaps are defined by two types, a key type and a value type, which are stored as associated pairs in the map.

TSet

TSets are a fast container class to store (usually) unique elements in a context where the order is irrelevant.