Coding Questions:

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What is Verbosity?

What's the difference between TArray<AActor\*> and TArray<AActor>\*?

I think the first one means the TArray itself is valid local memory on the stack which contains a dynamic list of pointers to AActor instances as they appear. Whereas, the second is a pointer to a TArray which has a valid local stack memory variables of a actors.

When do you need to reference (&) a function and when do you call direct?

When do you have to use the class declaration when refering to a class as a variable (e.g. <class AMyPickup> vs. just <AMyPickup>)?

When do you need to add a const modifier after a class pointer upon declaring an instance of that class (eg.. ABatteryCharacter\* MyChar versus class UBoxComponent\* const MyBoxVolume;) ?

When using an override function like Tick, where do you need the virtual modifier (parent, child, both)?

GetWorld()->SpawnActor<class>(object, params)

SetTimer(spawntimer, this, function, delay, false)

knowing when pointers should be consts

knowing when to use a pointer vs using stack

How to use TSubclassOf <class APickup>

What @params are needed in Uprop, Ufunc

Tried to set power with GetPower in decay tick

Wasn't sure WasCollected a BPNative

Also, i thought Tick was a BPNative (it was an override) - the base actor has Tick as Native.