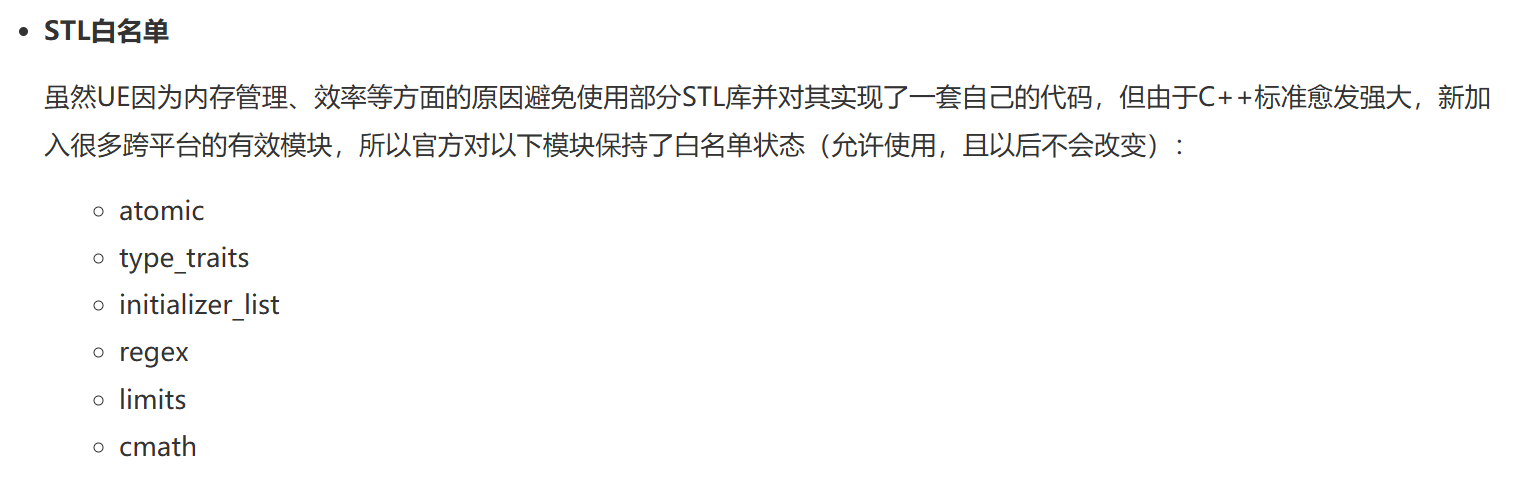
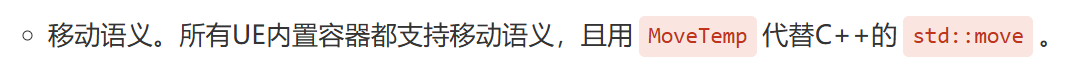


UE code standard

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**UE对以下STL没有单独写自己的封装**

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**Data structure UE —— C++**

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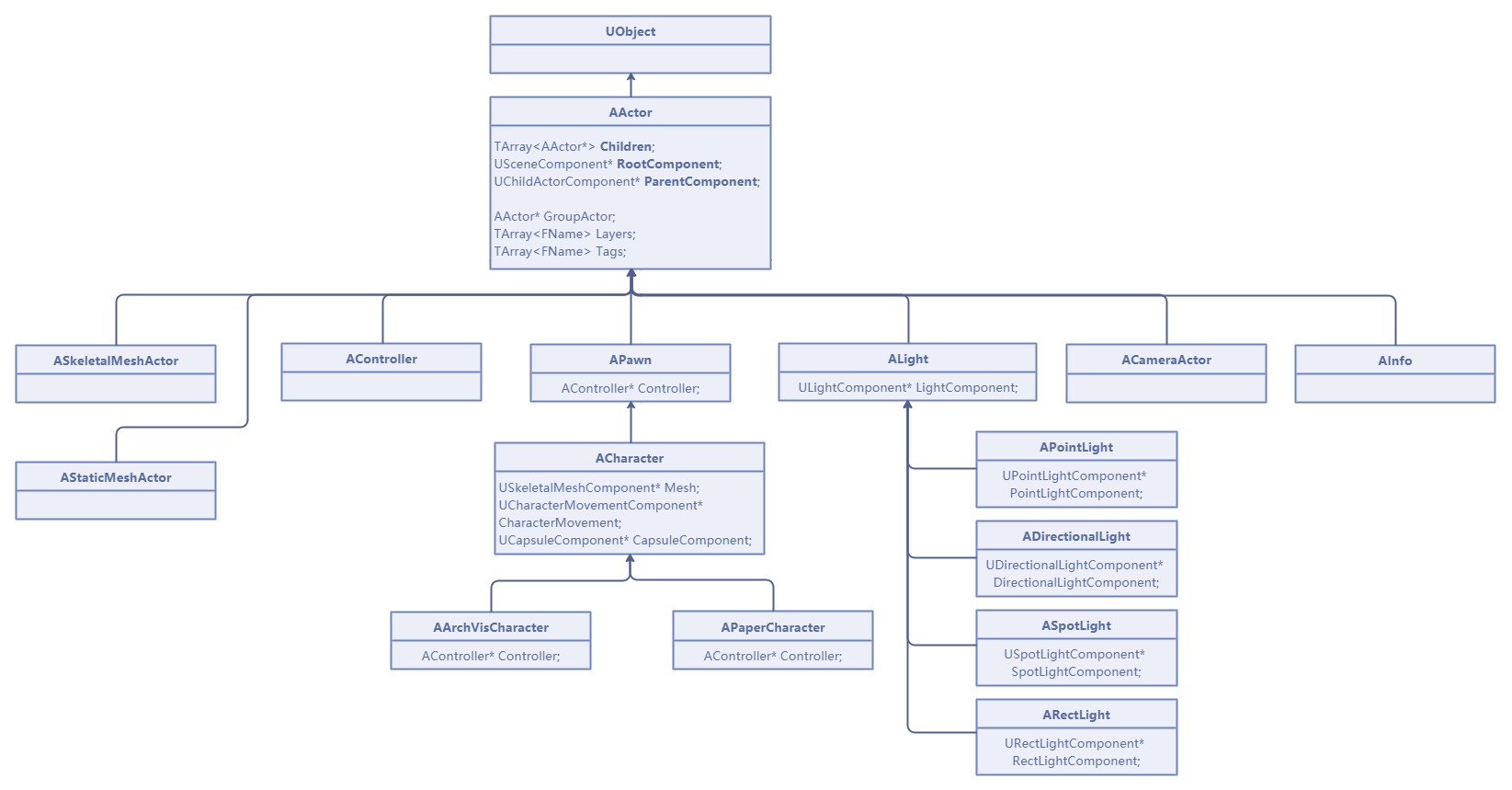
**UE坐标系**

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**UE Macros**

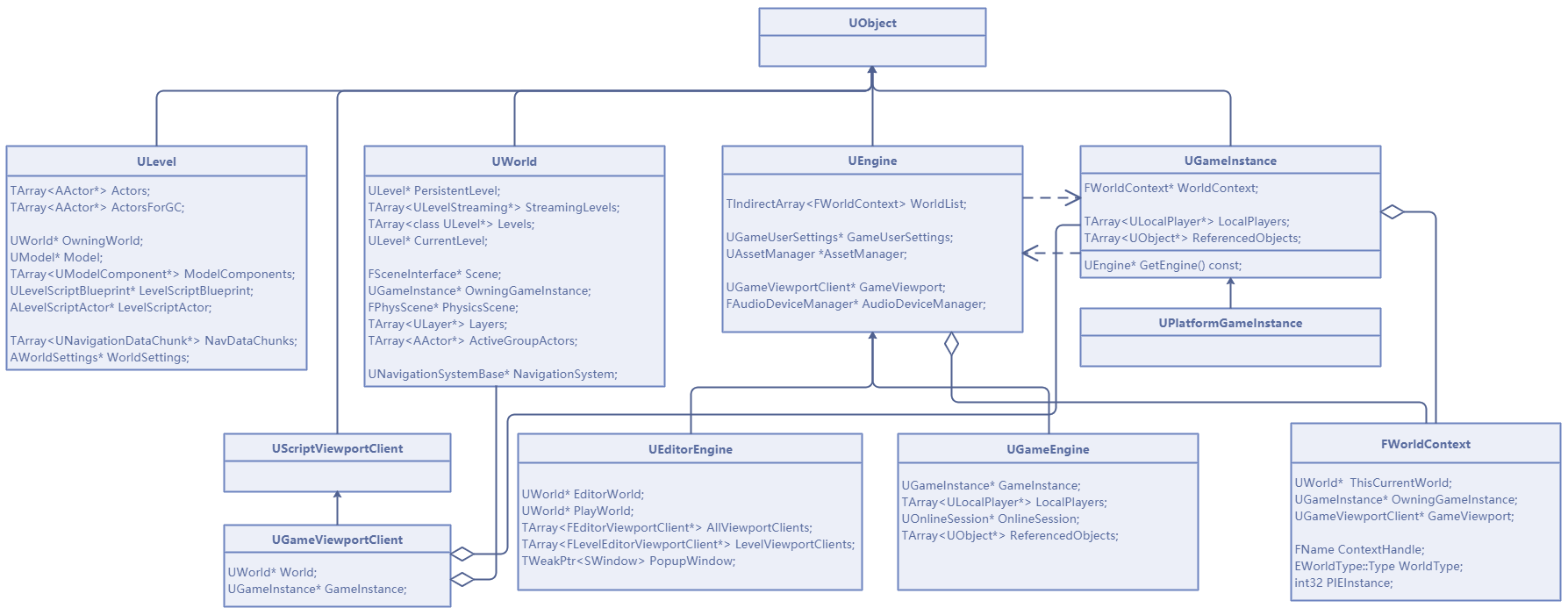
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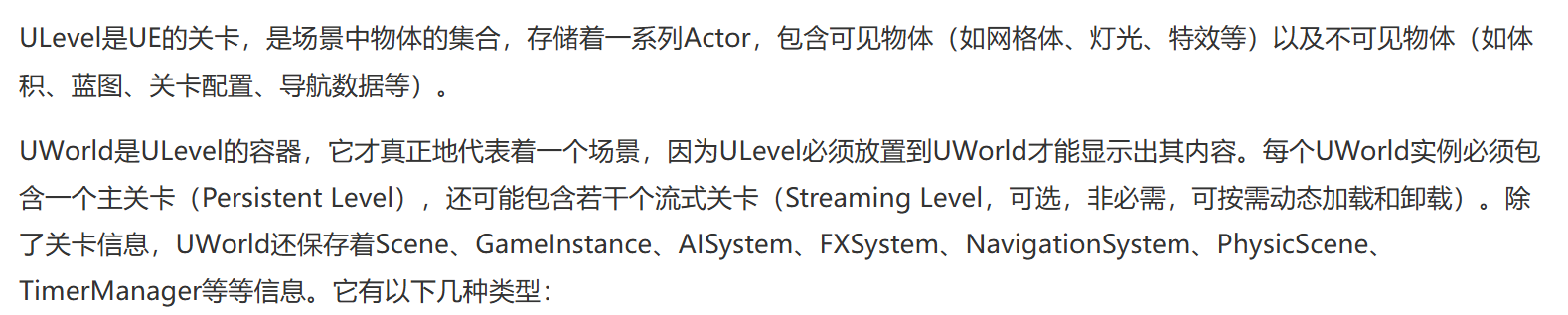
**AActor**



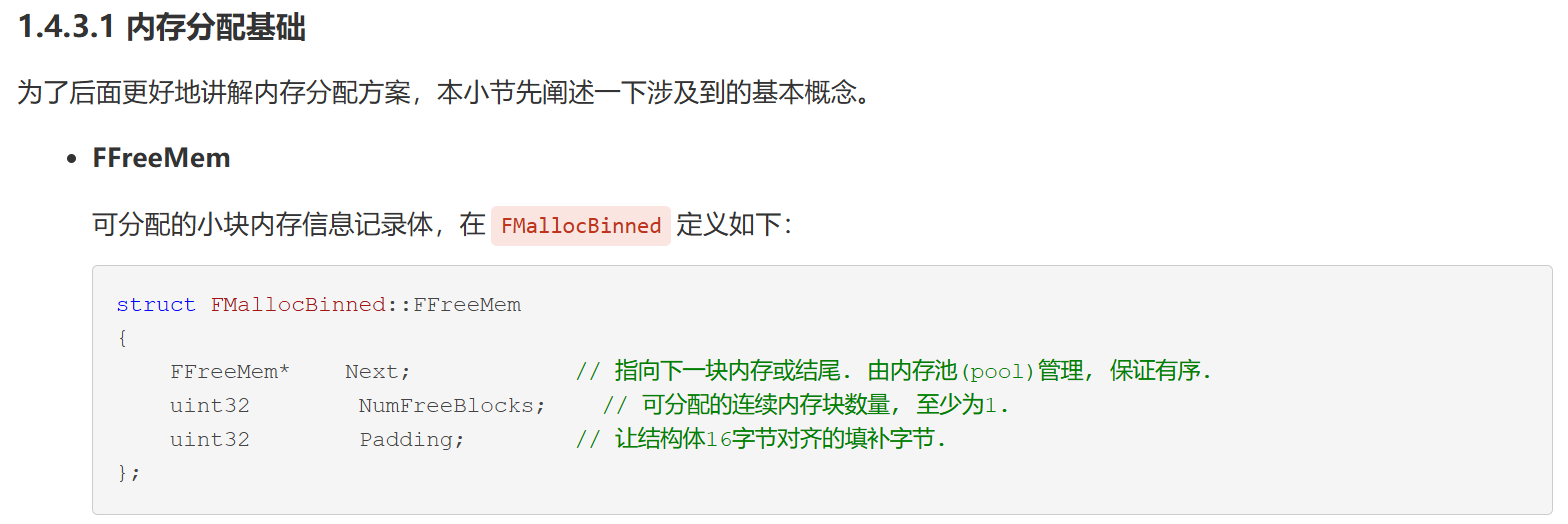
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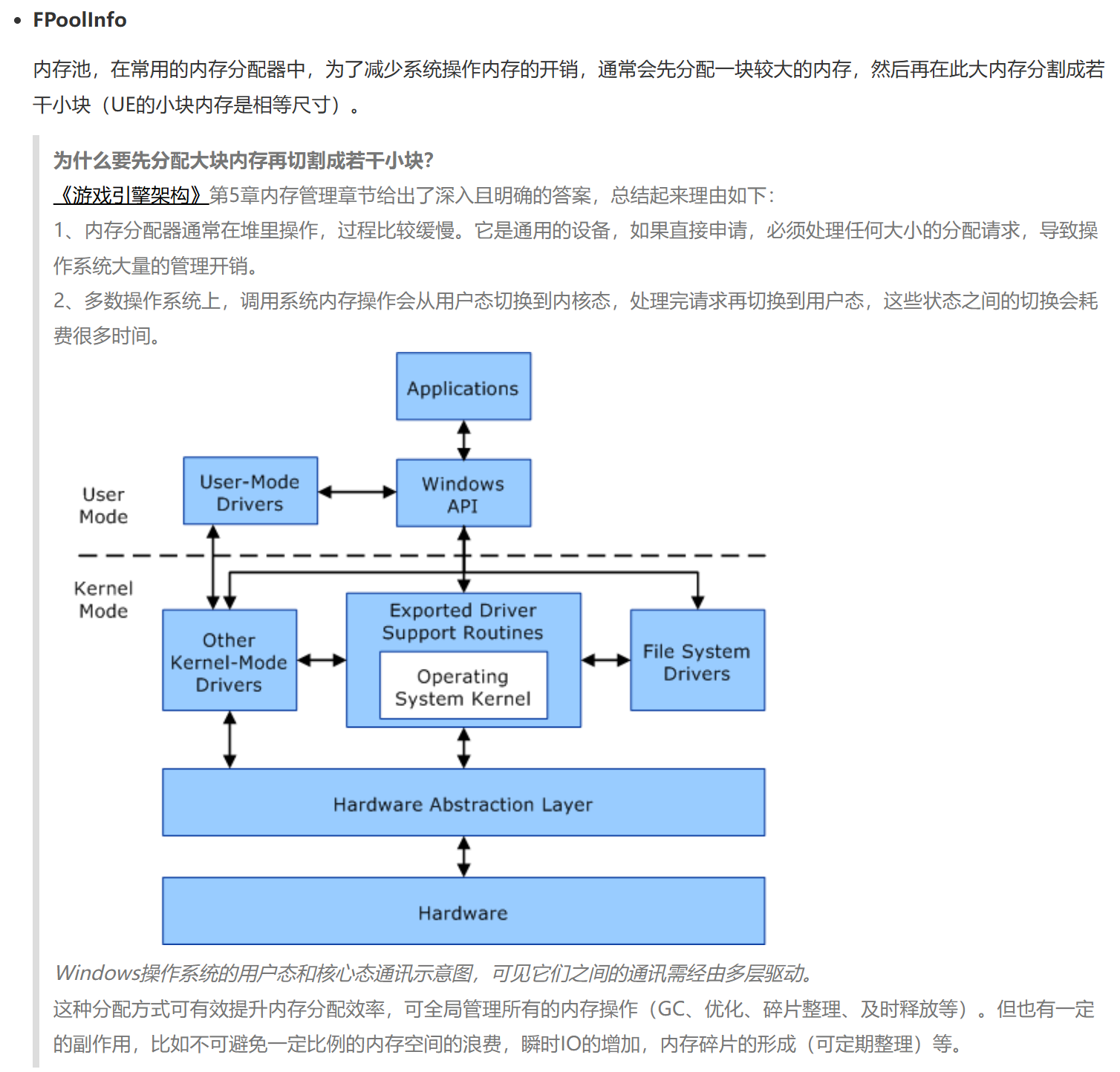
**ULevel UWorld ……**



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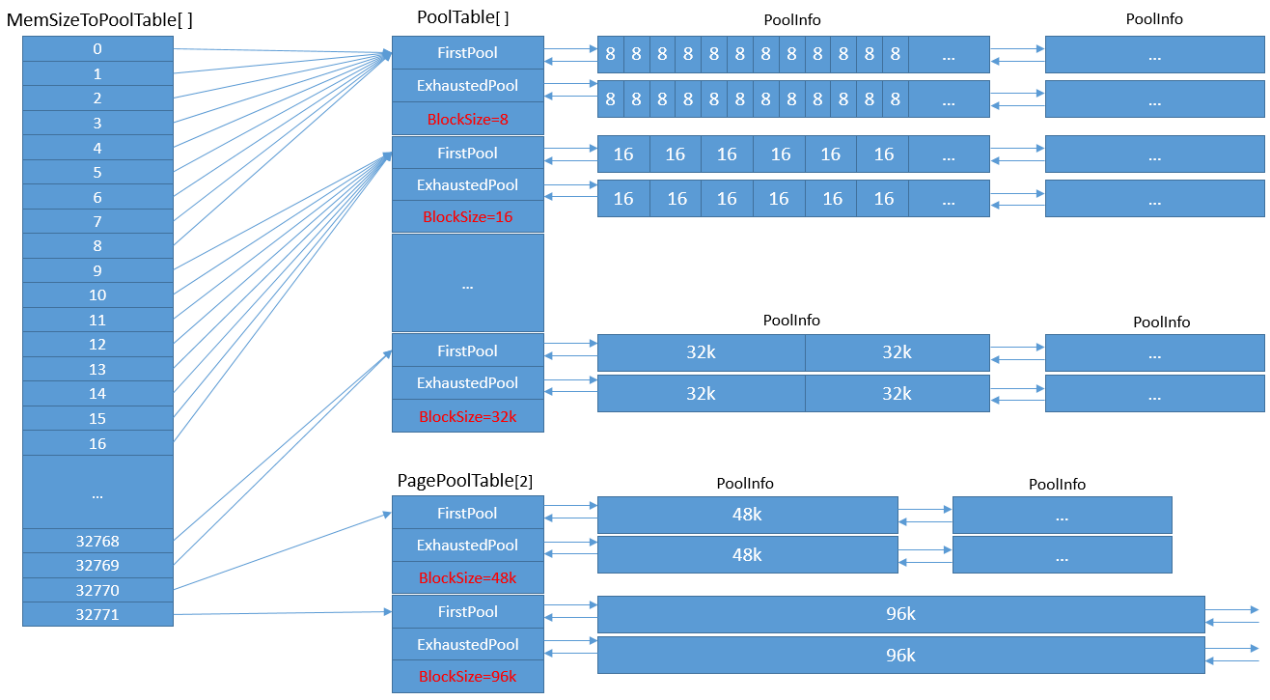
**UE Memory**

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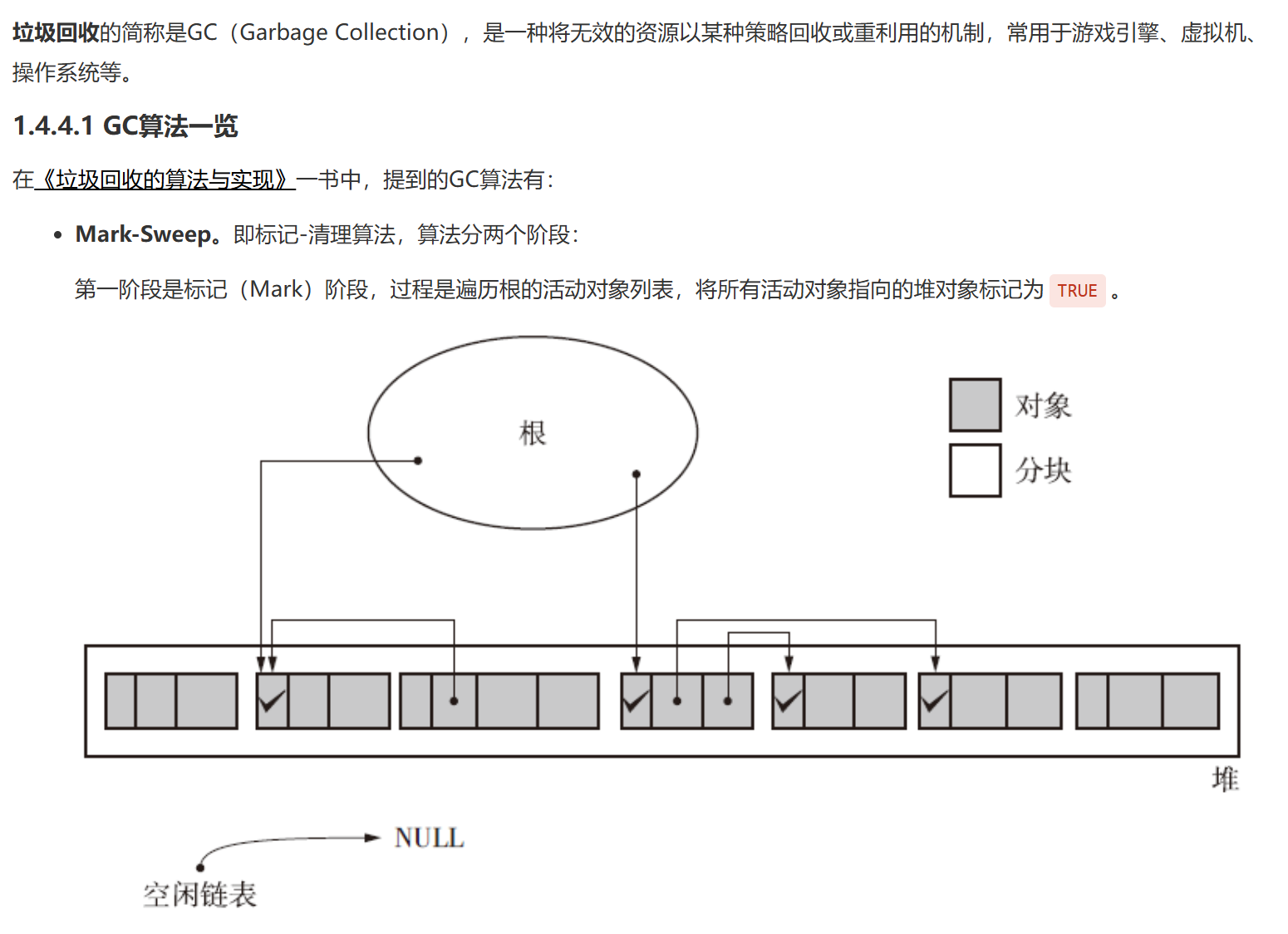
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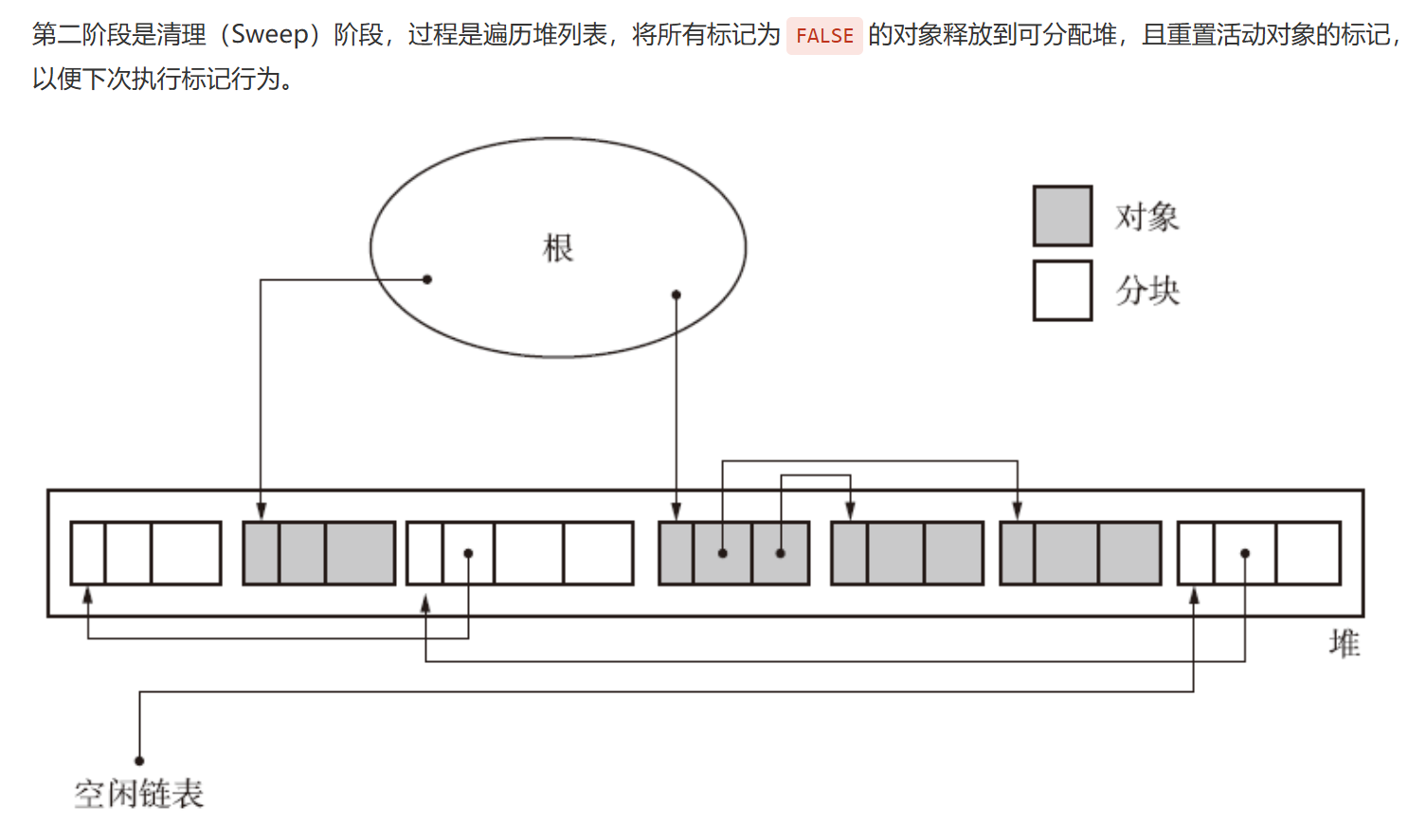
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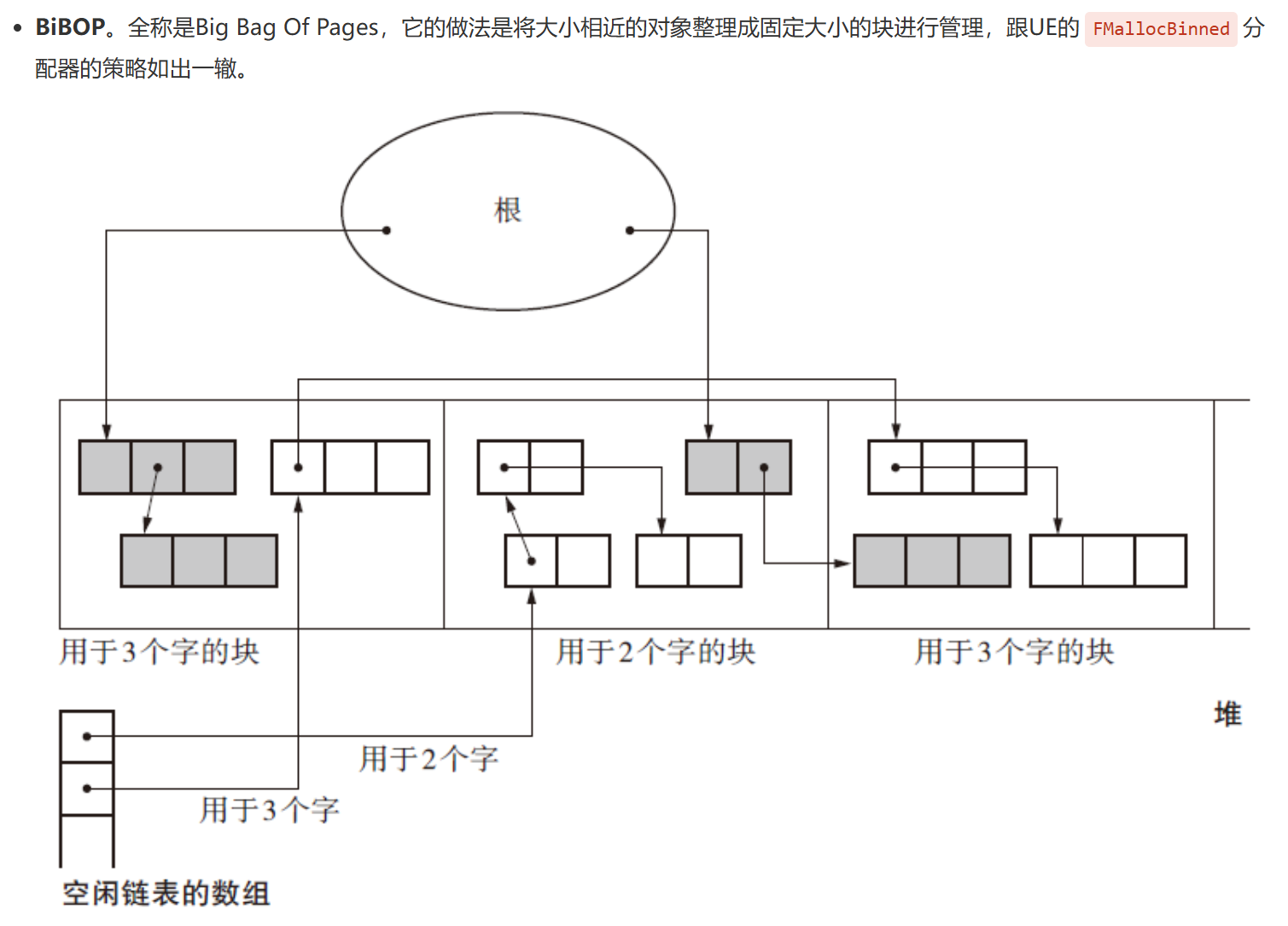
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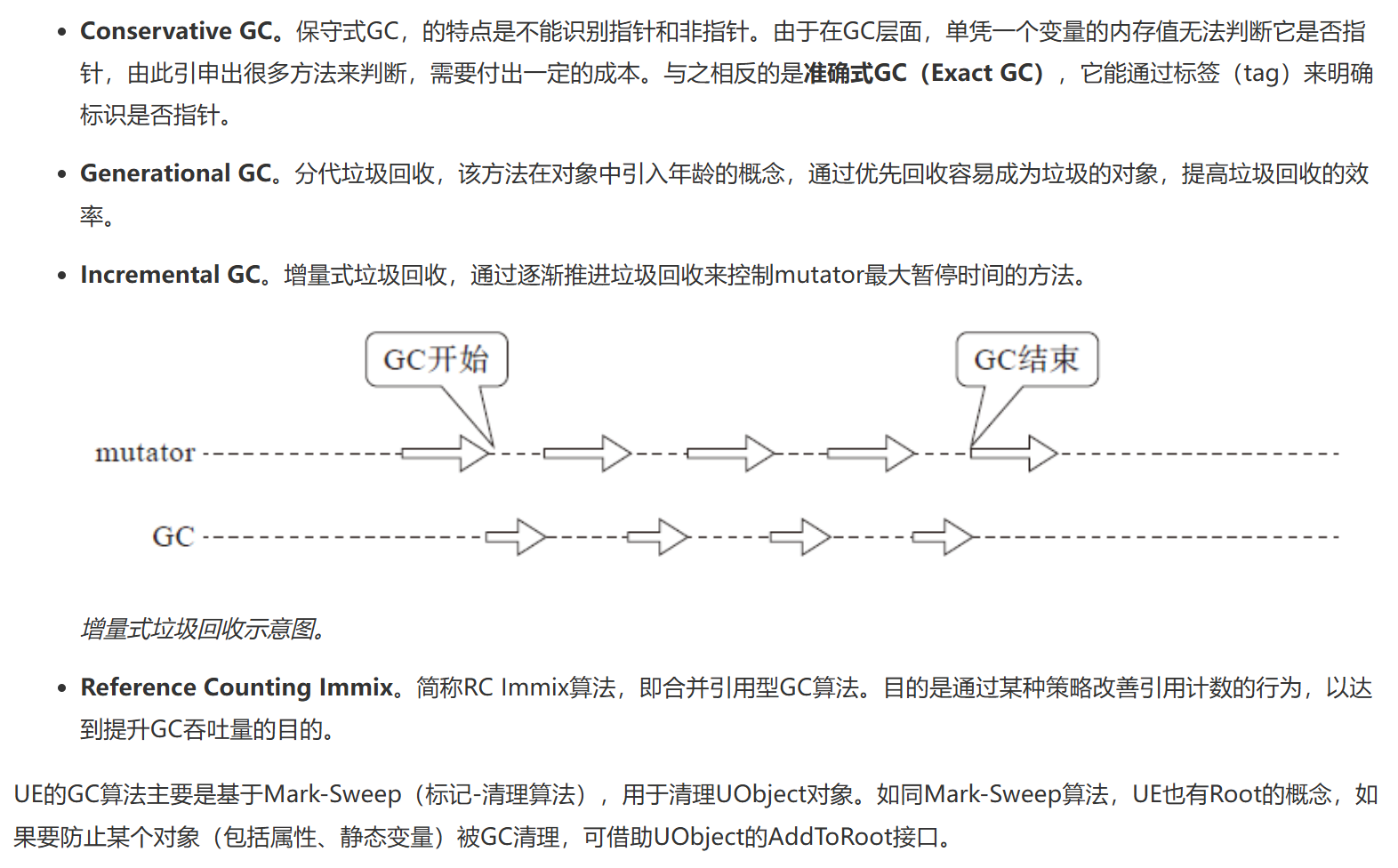


**常见垃圾回收GC （UE主要是基于Mark-Sweep的）**

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