



# BLUEPRINTS TO C++

UNREAL ENGINE 4 - C++ PROGRAMMING GUIDE

## INTRODUCTION



# ABOUT THIS VIDEO SERIES

- Teaches how to use the Unreal Engine C++ Game Framework
- Shows how to convert blueprint visual scripting to C++ code
- Describes when to use visual scripting, when C++ and how to combine them
- It starts with the basics and later down the road covers more advanced topics like i.e. using UMG with C++
- Plans to cover the Gameplay Ability System, and Epic online services in the future

# WHAT THIS SERIES WILL NOT COVER

- It will not teach you the C++ Programming language or how to program
- It will not cover Unreal Engine Basics or how to use the engine
- It will not show how to use Blueprints or teach you Blueprint Visual Scripting

# REQUIREMENTS

- Unreal Engine 4.24 and higher installed
- Installed and working C++ IDE (Visual Studio or Rider for Unreal)
- Programming experience with C++ , or at least with another language like C# or Java
- Understanding of the Unreal Engine 4 Editor
- Familiarity with the Unreal Engine Game Framework
- Some experience with Blueprint Visual Scripting

# UE4 RESOURCES

- Unreal Online Documentation  
<https://docs.unrealengine.com>
- Unreal Online Learning Site  
<https://learn.unrealengine.com>
- Unreal Engine YouTube Channel  
<https://www.youtube.com/c/UnrealEngine/featured>
- Unreal Engine Community Wiki  
<https://ue4community.wiki>



# OUTLINE OF THE FIRST FEW VIDEOS

1. Basics, Project and class creation
2. Variable Types and UPROPERTYs
3. Function Definitions and UFUNCTIONs
4. UE4 Basic Datastructures (TArray, TSet, TMap)
5. UObjects, Enums and Structs
6. Interfaces
7. Actor Components
8. Event Handling
9. .... (More to come)



# THANK YOU FOR WATCHING

IF YOU WANT TO GET NOTIFIED WHEN NEW VIDEOS ARE COMING OUT  
THEN PLEASE SUBSCRIBE TO THE CHANNEL