BLUEPRINTS TO C++

UNREAL ENGINE 4 - C++ PROGRAMMING GUIDE

EPISODE 6

TSET BASICS

OUTLINE

1. TSet Function Blueprint Comparison
2. TSet Iteration Types
3. TSet Functions Recap

TSET BLUEPRINT/C++ FUNCTION COMPARISON

- Add (Blueprint) = Set.Add(element);
- Add Items (Blueprint) = Set.Append(set); / Set.Append(array);
- Length (Blueprint) = Set.Num();
- Contains Item (Blueprint) = Set.Contains(element);
- To Array (Blueprint) = Set.Array();
- Remove Item (Blueprint) = Set.Remove(element);
- Remove Items (Blueprint) = Not Available
- Clear (Blueprint) = Set.Empty();

STANDARD FOR LOOP ONLY WITH ARRAY

```
TArray<FVector> Array = Set.Array();

....

Int32 Num = Array.Num();

for(int32 i=0; i < Num; i++)

{

    FVector& Vec = Array[i];

}
```

TSET RANGE BASE FOR EACH LOOP

```
TSet<FVector> Set;
....
for(FVector& Val : Set)
{
    ...
}
for(auto& Val : Set)
{
    ...
}
```

TSET ITERATORS

```
TSet<FVector> Set;
....
for (auto It = Set.CreateIterator(); It; ++It)
{
    FVector& Vec = *It;
}
for (auto It = Set.CreateConstIterator(); It; ++It)
{
    const FVector& Vec = *It;
}
```

TSET IMPORTANT FUNCTIONS RECAP

1. Add – Adds a new Element
2. Append – Appends an Array or a Set to the Set
3. Array – Returns a new Array from the set
4. Contains – Checks to see if set contains the element
5. Find – Finds the element in a set and returns a pointer
6. Num – returns the number of elements
7. Empty – Clears the whole set
8. Remove – Removes an element from the set

THANK YOU FOR WATCHING

IF YOU WANT TO GET NOTIFIED WHEN NEW VIDEOS ARE COMING OUT

THEN PLEASE SUBSCRIBE TO THE CHANNEL