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design efforts. You will

learn various aspects

of the Unreal engine

commonly encountered

with practical

examples of how it can

be used, with

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for further study.

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different recipes for Unreal game development. Note this is not an Unreal cookbook, but rather a C++ cookbook. It's primarily meant for programmers who are working with Unreal Engine. The initial chapters can feel rather basic covering UI controls and game mechanics.

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