

Unreal Engine Framework - Enums

- Enum is a short form for “enumerated type”
- In programming context, enum is a data type that has fixed amount of constants and it is part of many programming languages (such as Java or C#)
- In Unreal Engine, Enums are part of C++ as well as Blueprints framework and we use them to create lists of values that we can later easily access
- For example, Enums can be used to create game menu settings as they are usually a fixed set of values