

Everything to do with text

- String literals in C++: why are they `const char*` (data sections of executables)
- ASCII does not work for internationalization
- UTF-8 vs UTF-16: why UTF-16 is used for most game code
- TEXT macro for UTF-16
- String literals, FString, names and FText
- String manipulation functions with FString
- Avoiding string copying with `const FString &`
- FName for names & how they are stored in UE
- FText for localizable text
- NSLOCTEXT() and LOCTEXT() macros for localizable text in C++
- Generating localization entries from the editor