

Delegates and events

- Declaring delegates
- Differences between delegates, multicast delegates and dynamic delegates
- Events in C++ with delegates
- Events in C++ but for blueprints (BlueprintImplementableEvent, BlueprintNativeEvent)
- Binding to events, CreateSP, CreateUObject, CreateRaw, etc.
- Unbinding from events using the originally returned FDelegateHandle
- Using lambdas with CreateLambda
- "this" safety inside lambdas; using TWeakObjectPtr and TWeakPtr to safely reference "this" inside lambdas
- Using tickers (including the core ticker) for periodic callbacks