演示视频：

```cpp
// Server Only
void AEnemy::GetHit(const FVector& ImpactPoint)
{
    const FVector Forward = GetActorForwardVector();    // Normalized already
    const FVector ImpactPointChangeZ(ImpactPoint.X, ImpactPoint.Y, GetActorLocation().Z);
    const FVector ToHit = (ImpactPointChangeZ - GetActorLocation()).GetSafeNormal();

    // 向量点乘判断前后
    const double CosTheta = FVector::DotProduct(Forward, ToHit);
    double Theta = FMath::Acos(CosTheta);
    Theta = FMath::RadiansToDegrees(Theta);

    // 向量叉乘判断左右  UE是左手系
    const FVector CrossProduct = FVector::CrossProduct(Forward, ToHit);
    if (CrossProduct.Z < 0)
    {
        Theta *= -1.f;
    }

    FName SectionName("FromBack");
    if (Theta >= -45.f && Theta < 45.f)
    {
        SectionName = FName("FromFront");
    }
    else if (Theta >= 45.f && Theta < 135.f)
    {
        SectionName = FName("FromRight");
    }
    else if (Theta >= -135.f && Theta < -45.f)
    {
        SectionName = FName("FromLeft");
    }
```

```cpp
    if (Health > 0.f)
    {
        // 考虑多方向播放受击Montage
        // PlayMontageInfo is a replicated struct
        PlayMontageInfo.Montage = HitReactMontage;
        PlayMontageInfo.StartSectionName = SectionName;
        if (auto GameState = UGameplayStatics::GetGameState(this))
        {
            // 确保PlayMontageInfo发生变化 确保Client也执行
            PlayMontageInfo.TimeRequested = GameState->GetServerWorldTimeSeconds();
        }
        PlayMontageInfo.ImpactPoint = ImpactPoint;
        PlayMontageInfo.bDeathAnimation = false;

        PlayMontage();
    }
    else
    {
        // 考虑多方向播放死亡Montage
        // PlayMontageInfo is a replicated struct
        PlayMontageInfo.Montage = DeathMontage;
        PlayMontageInfo.StartSectionName = SectionName;
        if (auto GameState = UGameplayStatics::GetGameState(this))
        {
            // 确保PlayMontageInfo发生变化 确保Client也执行
            PlayMontageInfo.TimeRequested = GameState->GetServerWorldTimeSeconds();
        }
        PlayMontageInfo.ImpactPoint = ImpactPoint;
        PlayMontageInfo.bDeathAnimation = true;

        PlayMontage();

        GetCharacterMovement()->DisableMovement();
        GetCharacterMovement()->StopMovementImmediately();

        SetLifeSpan(5.f);
    }
}
```