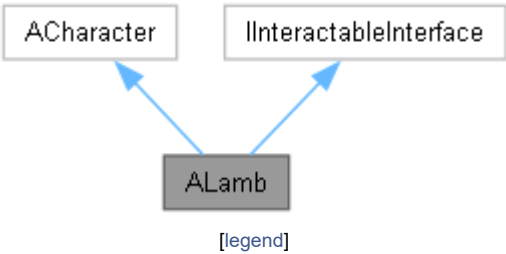


ALamb Class Reference

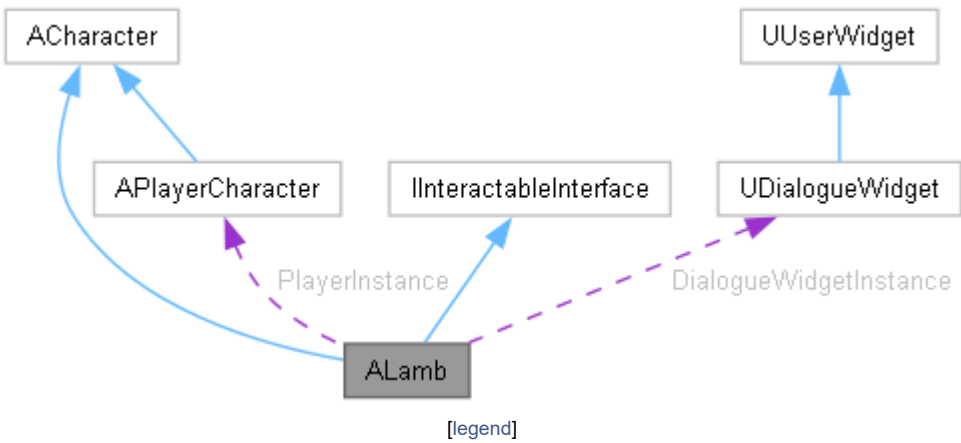
class representing lamb npcs pawn [More...](#)

```
#include <Lamb.h>
```

Inheritance diagram for ALamb:



Collaboration diagram for ALamb:



Public Member Functions

virtual void	Tick (float DeltaTime) override
virtual bool	CheckInteraction () override
virtual void	InteractWithMe () override
virtual void	ShowInteractionWidget () override
virtual void	HideInteractionWidget () override
void	ShowDialogue ()
void	RotateWidgetToCamera ()
void	IncreaseDialoguesIndex ()

Public Attributes

AActor *	PlayerActor
uint32	WalkSpeed
uint32	TrotSpeed
uint32	RunSpeed
FString	LambName
bool	bClearReached
bool	bToSacrifice

float	DistancePlayer
TArray< ANavMeshBoundsVolume * >	ArrLambMovementZone
AActor *	ClearZone
AActor *	SacrificeZone
AActor *	WaitZone
bool	bInteractionEnabled = true
class UDialogueWidget *	DialogueWidgetInstance
TArray< FDialogueArray >	Dialogues
int	DialoguesIndex
int	DialogueIndex
APlayerCharacter *	PlayerInstance
class UBoxComponent *	BoxComp

Protected Member Functions

virtual void	BeginPlay () override
void	CalculateColliderSize ()

Detailed Description

class representing lamb npcs pawn

Member Function Documentation

◆ CalculateColliderSize()

void ALamb::CalculateColliderSize ()

protected

brief calculate colliders dimensions based on skeletal mesh

◆ CheckInteraction()

bool ALamb::CheckInteraction ()

override

virtual

Reimplemented from **InteractableInterface**.

◆ HideInteractionWidget()

```
void ALamb::HideInteractionWidget ( )
```

override

virtual

Reimplemented from [IInteractableInterface](#).

◆ InteractWithMe()

```
void ALamb::InteractWithMe ( )
```

override

virtual

Reimplemented from [IInteractableInterface](#).

◆ ShowInteractionWidget()

```
void ALamb::ShowInteractionWidget ( )
```

override

virtual

Reimplemented from [IInteractableInterface](#).

◆ Tick()

```
void ALamb::Tick ( float DeltaTime )
```

override

virtual

brief tick function is called each tick

Parameters

time given to advance game state

The documentation for this class was generated from the following files:

- Source/DarkHike/Public/[Lamb.h](#)
- Source/DarkHike/Private/[Lamb.cpp](#)

Generated by [doxygen](#) 1.10.0