**AG 131  
Lab 3 – Guns, Lots of Guns**[**https://www.youtube.com/watch?v=5oZi-wYarDs**](https://www.youtube.com/watch?v=5oZi-wYarDs)

**READINGS:**

<https://www.unrealengine.com/en-US/blog/damage-in-ue4>

<https://docs.unrealengine.com/latest/INT/API/Runtime/Engine/GameFramework/AActor/TakeDamage/>

<https://docs.unrealengine.com/latest/INT/API/Runtime/Engine/Engine/FDamageEvent/index.html>

<https://docs.unrealengine.com/latest/INT/API/Runtime/Engine/GameFramework/UDamageType/index.html>

<https://docs.microsoft.com/en-us/dotnet/csharp/language-reference/keywords/typeof>

<https://msdn.microsoft.com/en-us/library/wccyzw83(v=vs.110).aspx>

**Written Work:**

1. What is the Damage Event used in Unreal’s Take Damage function? How is it used?
   1. Hint: look at the inherited damage event classes.
2. What are the three types of Damage Events?
3. How is a Damage Type Defined? How is it assigned in code?
4. What is a Default Property. In the C# Version given to you, how are they used?
5. Explain the following lines of code

PWCarPawn CP = (PWCarPawn)PossesedPawn;

if (CP)

{

CP.Vertical(value);

}

Given:  
 PosssedPawn is of type of Pawn   
 PWCarPawn inherits from Pawn

Vertical is member of PWCarPawn, but not Pawn