// Fill out your copyright notice in the Description page of Project Settings.

#include "VR\_Player.h"

#include "Camera/CameraComponent.h"

// Sets default values

AVR\_Player::AVR\_Player()

{

// Set this character to call Tick() every frame. You can turn this off to improve performance if you don't need it.

PrimaryActorTick.bCanEverTick = true;

Camera = CreateDefaultSubobject<UCameraComponent>(TEXT("Camera"));

Camera->SetupAttachment(GetRootComponent());

}

// Called when the game starts or when spawned

void AVR\_Player::BeginPlay()

{

Super::BeginPlay();

}

// Called every frame

void AVR\_Player::Tick(float DeltaTime)

{

Super::Tick(DeltaTime);

}

// Called to bind functionality to input

void AVR\_Player::SetupPlayerInputComponent(UInputComponent\* PlayerInputComponent)

{

Super::SetupPlayerInputComponent(PlayerInputComponent);

PlayerInputComponent->BindAxis(TEXT("Forward"), this, &AVR\_Player::MoveForward);

PlayerInputComponent->BindAxis(TEXT("Right"), this, &AVR\_Player::MoveRight);

}

void AVR\_Player::MoveForward(float move)

{

AddMovementInput(move \* Camera->GetForwardVector());

}

void AVR\_Player::MoveRight(float move)

{

AddMovementInput(move \* Camera->GetRightVector());

}