

Loading调研

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1 概览

- **插件名称:** CommonLoadingScreen
- **模块**
 - CommonLoadingScreen
 - CommonStartupLoadingScreen
- **功能描述:**

加载屏幕管理器处理项目指定的加载屏幕UI的创建和显示.该模块主要用于在游戏加载阶段显示过渡画面或加载动画, 提供一个灵活的、可自定义的加载屏幕解决方案。

- **核心功能**
 - LoadingScreenManager 加载界面管理器
 - CommonLoadingScreenSettings 加载界面配置
 - LoadingProcessInterface 加载界面处理接口

2 文件结构

```
CommonLoadingScreen/  
├── Source/  
│   ├── CommonLoadingScreen/  
│   │   ├── Private/          # 私有实现文件  
│   │   └── CommonLoadingScreenModule.cpp
```

```

| | | |— CommonLoadingScreenSettings.cpp
| | | |— CommonLoadingScreenSettings.h
| | | |— LoadingScreenManager.cpp
| | | |— Public/          # 公共头文件
| | | |— LoadingProcessInterface.h
| | | |— LoadingProcessTask.cpp
| | | |— LoadingProcessTask.h
| | | |— LoadingScreenManager.h
| | | |— CommonLoadingScreen.Build.cs  # 构建配置
| |— CommonStartupLoadingScreen/      # 启动加载屏幕模块
| | | |— Private/
| | | |— CommonPreLoadScreen.cpp
| | | |— CommonPreLoadScreen.h
| | | |— CommonStartupLoadingScreen.cpp
| | | |— SCommonPreLoadScreenWidget.cpp
| | | |— SCommonPreLoadScreenWidget.h
| | | |— CommonStartupLoadingScreen.Build.cs
|— CommonLoadingScreen.uplugin        # 插件配置文件

```

3 CommonStartupLoadingScreen Module

3.1 CommonStartupLoadingScreen.Build.cs

3.1.1 源码

```

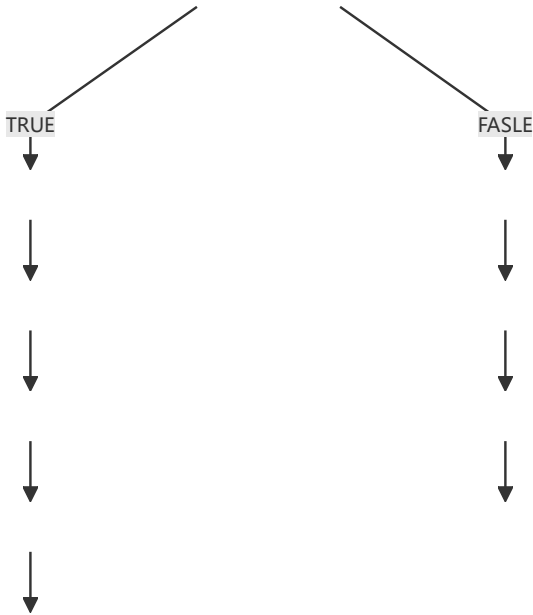
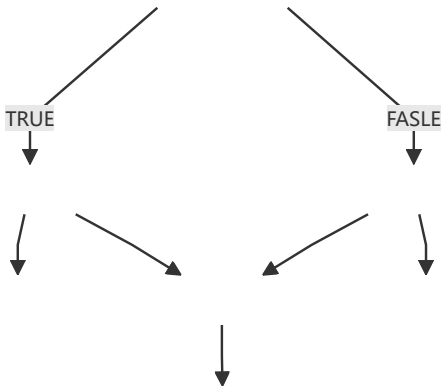
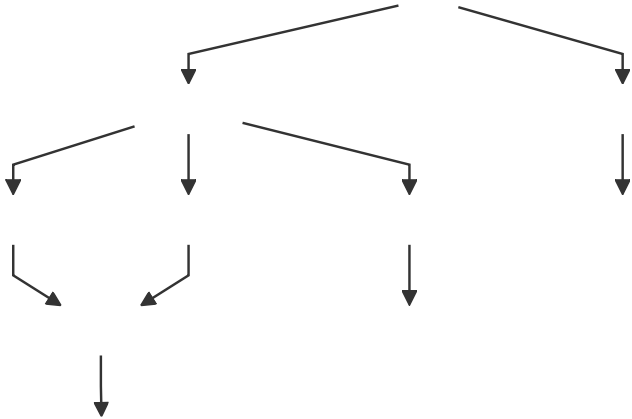
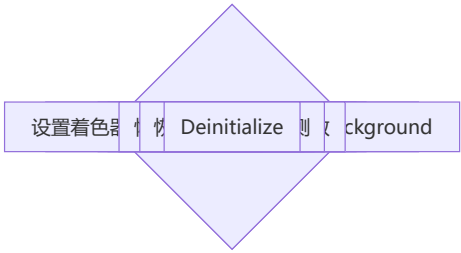
1      PublicDependencyModuleNames.AddRange(
2          new string[]
3          {
4              "Core",
5              // ... add other public dependencies that you statically
link with here ...
6          }
7      );
8
9      PrivateDependencyModuleNames.AddRange(
10         new string[]
11         {
12             "CoreUObject",
13             "Engine",
14             "Slate",
15             "SlateCore",
16             "MoviePlayer",
17             "PreLoadScreen",
18             "DeveloperSettings"
19         }
20     );

```

3.1.2 关键依赖模块

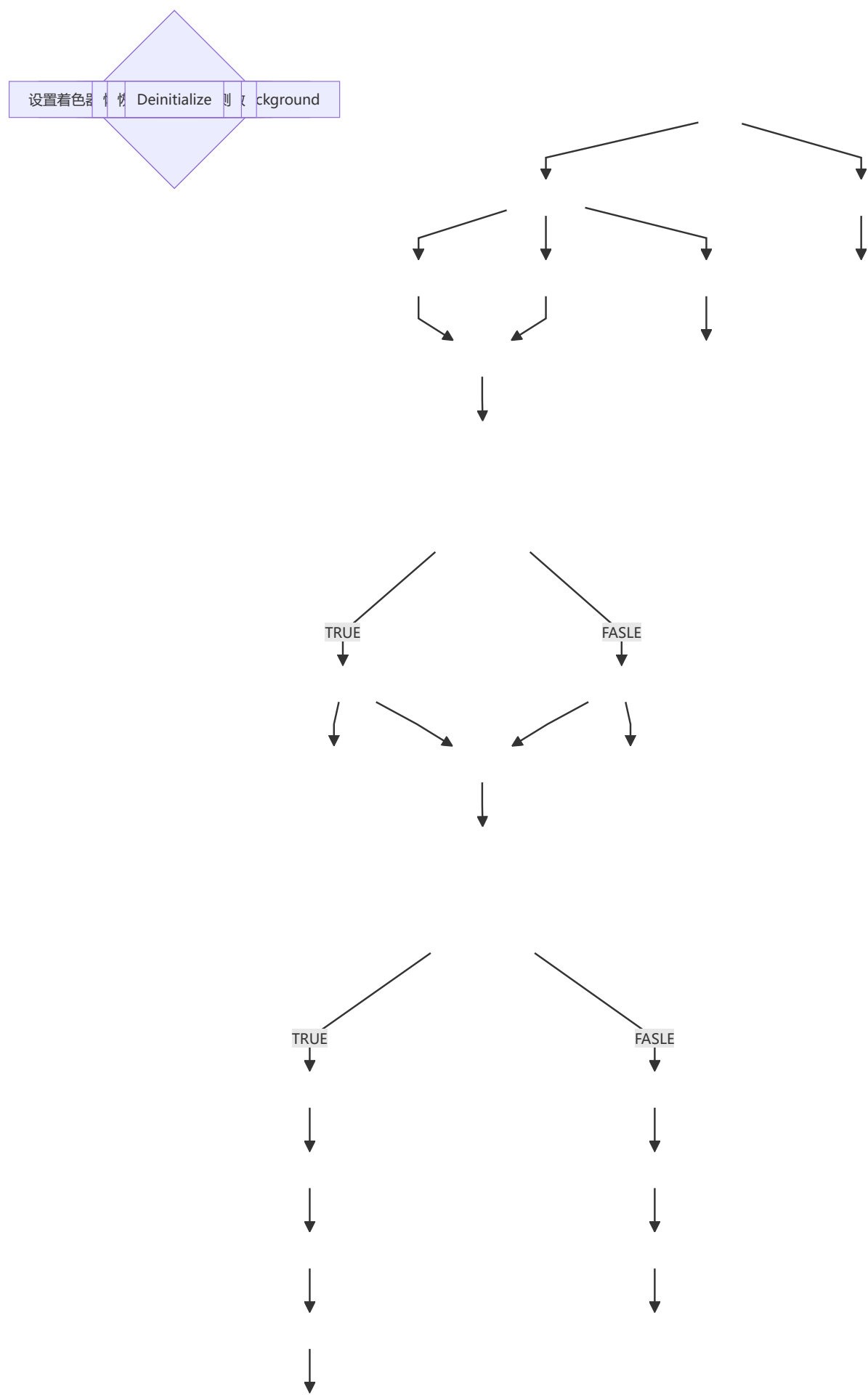
1. MediaPlayer
2. PreLoadScreen
3. DeveloperSettings

3.1.3 模块依赖图

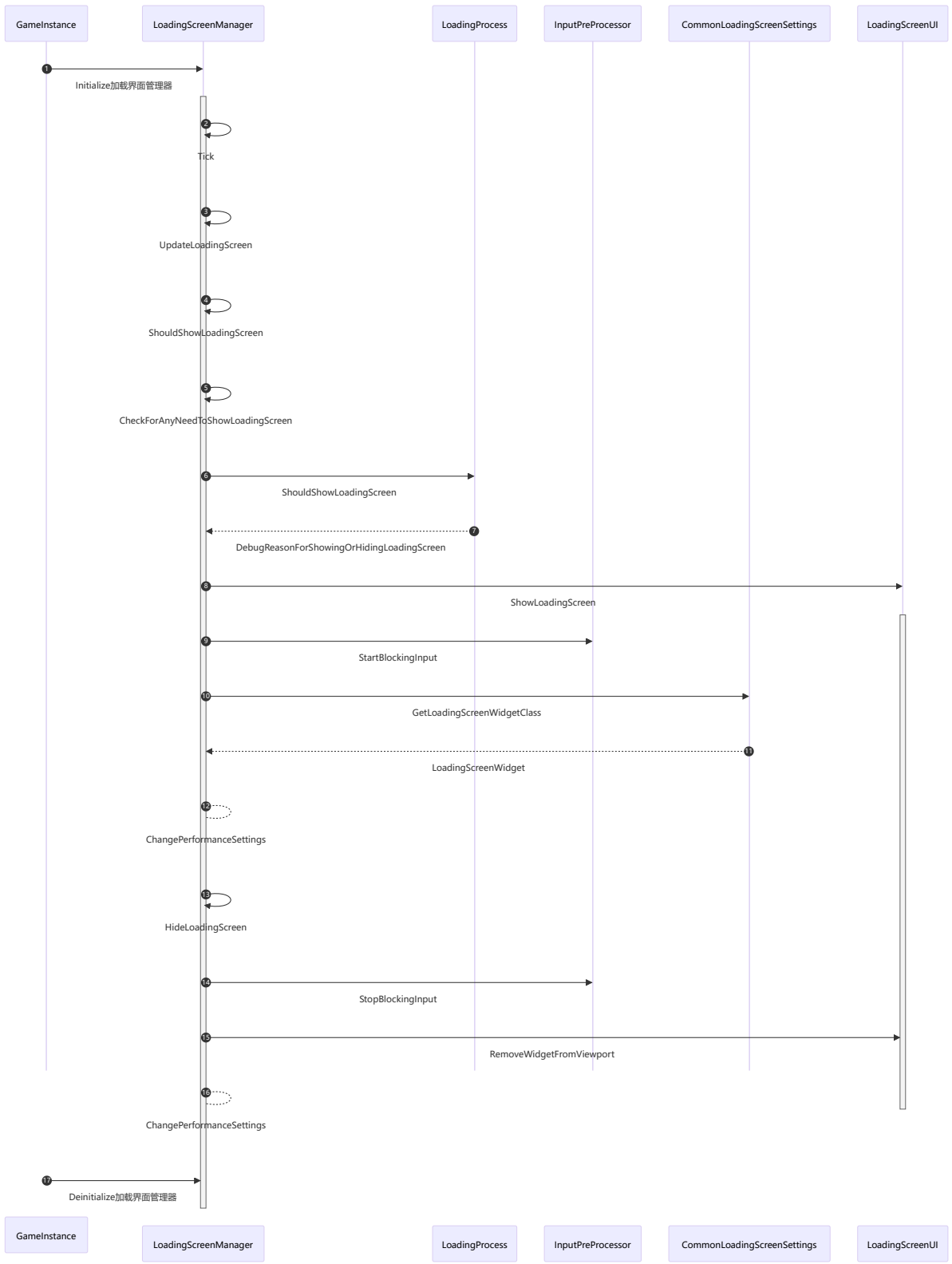


3.2 核心模块

3.2.1 流程图



3.2.2 时序图



4 CommonLoadingScreen Module

4.1 CommonLoadingScreen.Build.cs

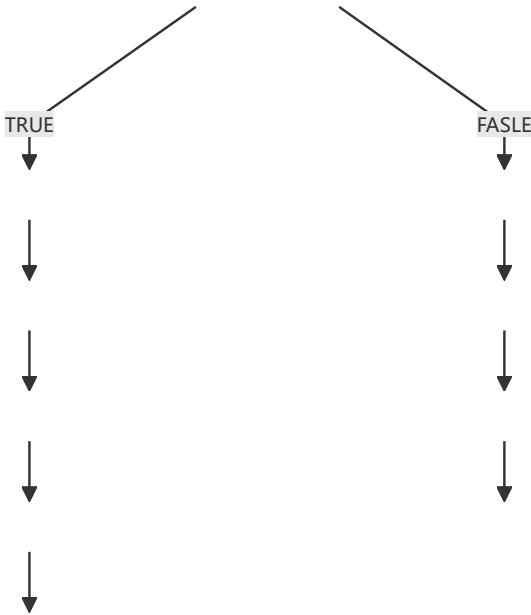
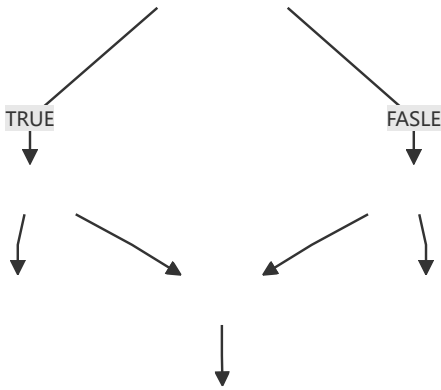
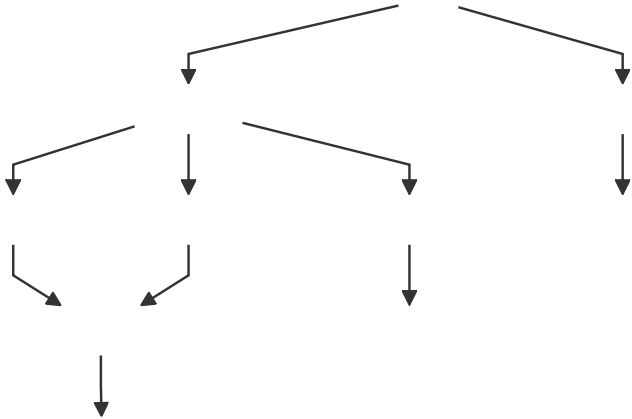
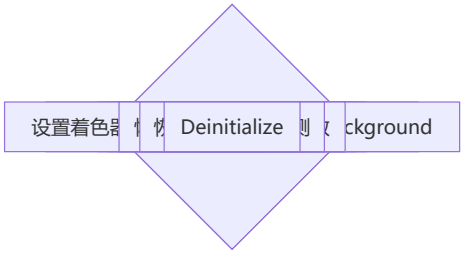
4.1.1 源码

```
1      PublicDependencyModuleNames.AddRange(  
2          new string[]  
3          {  
4              "Core",  
5              // ... add other public dependencies that you statically  
link with here ...  
6          }  
7      );  
8  
9  
10     PrivateDependencyModuleNames.AddRange(  
11         new string[]  
12         {  
13             "CoreUObject",  
14             "Engine",  
15             "Slate",  
16             "SlateCore",  
17             "InputCore",  
18             "PreLoadScreen",  
19             "RenderCore",  
20             "DeveloperSettings",  
21             "UMG"  
22         }  
23     );
```

4.1.2 关键依赖模块

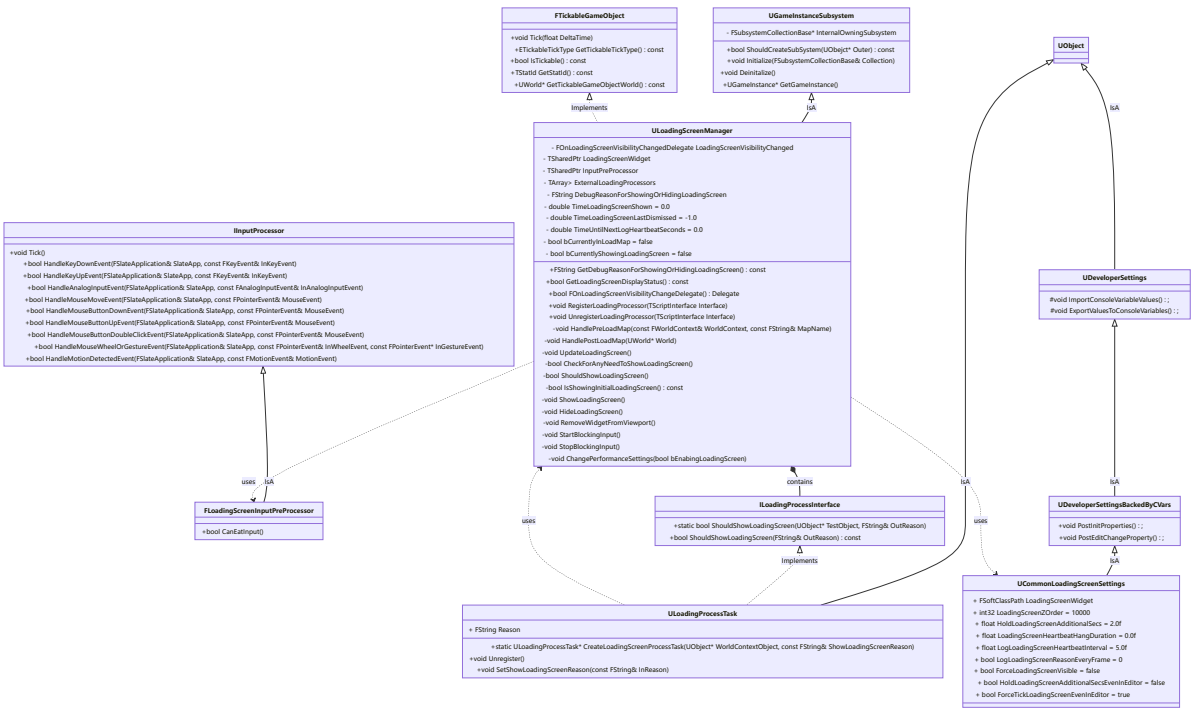
1. InputCore
2. PreLoadScreen
3. DeveloperSettings
4. UMG

4.1.3 模块依赖图

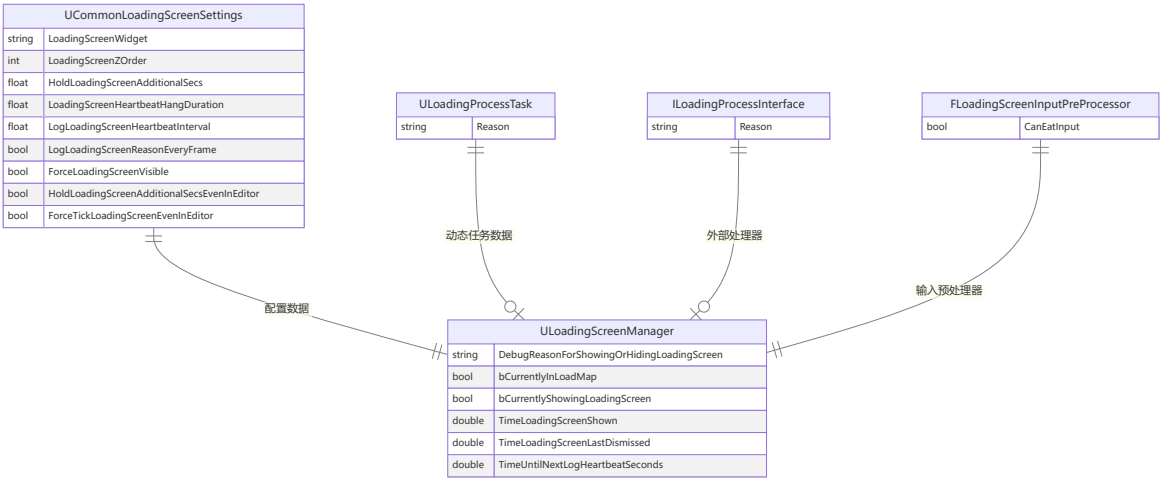


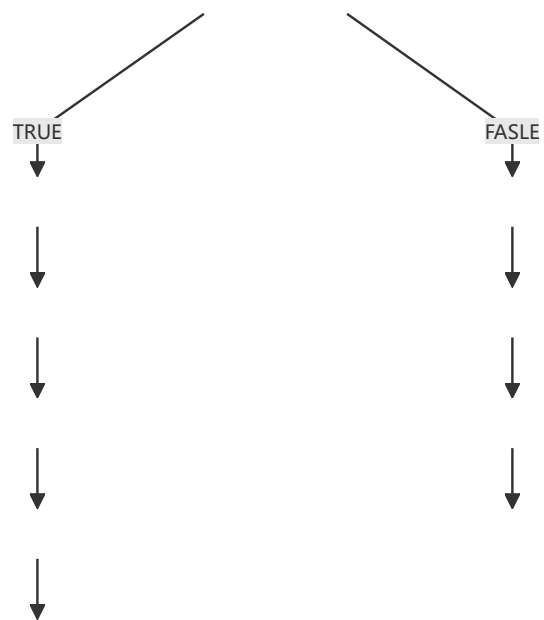
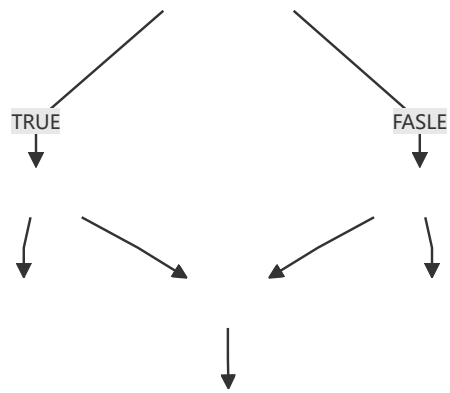
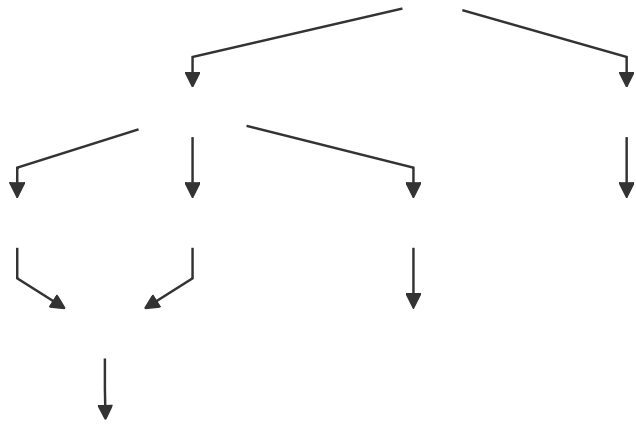
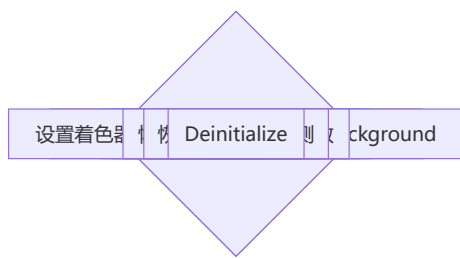
4.2 核心模块

4.2.1 类图

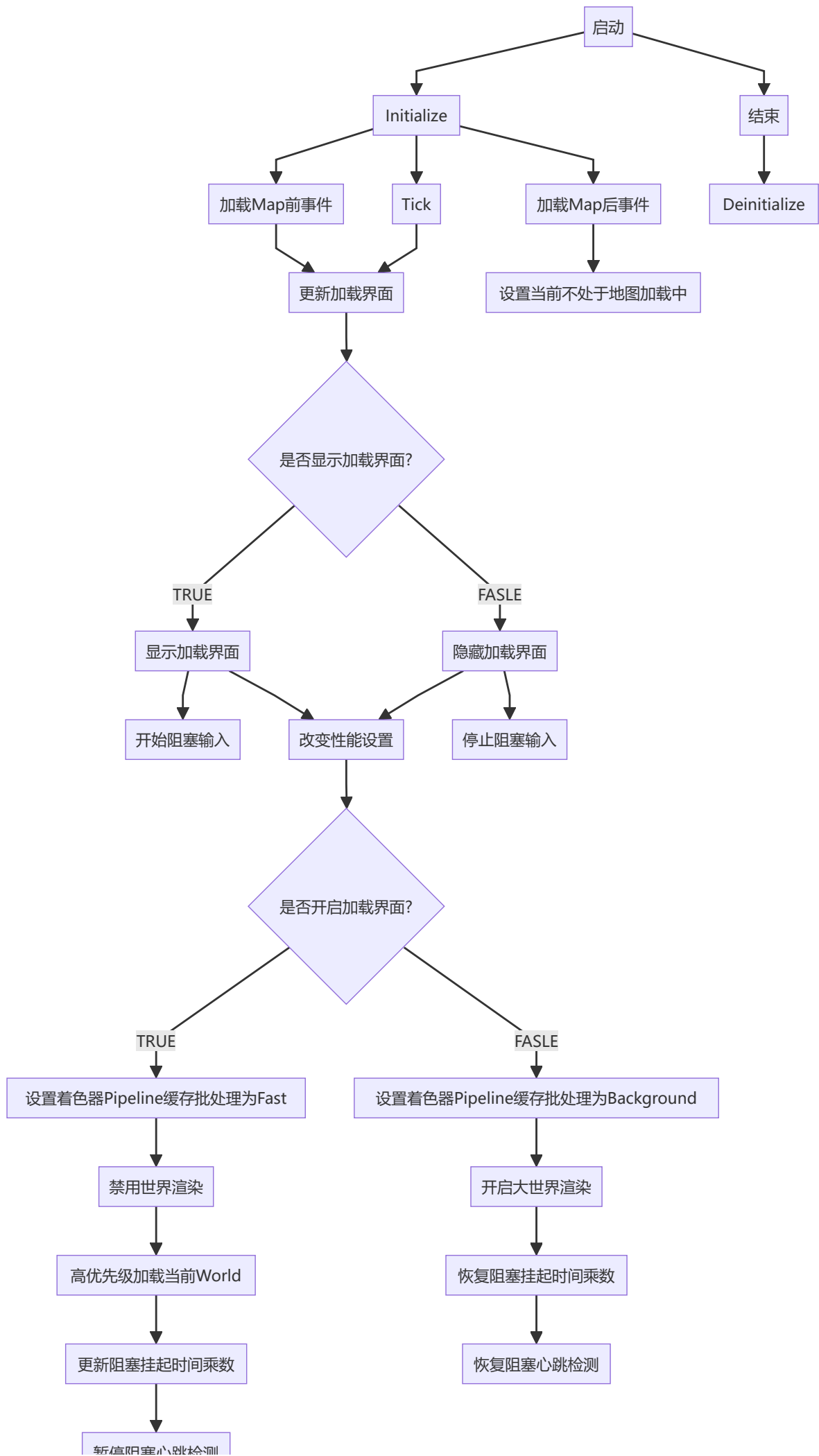


4.2.2 数据图





4.2.3 流程图



4.2.4 时序图

