# Loading调研

[Loading调研](#loading调研)  
 [1 概览](#X61539bb26ba7be92cf18a5f9877332594623bf7)  
 [2 文件结构](#X04dc067ad41fa6b84cf7d50bc931b4f1eae4619)  
 [3 CommonStartupLoadingScreen Module](#Xa24b3d34b526c3821c1320e7304ab7593d67bd8)  
 [3.1 CommonStartupLoadingScreen.Build.cs](#Xdc0d79e625ff81f2a9b4ec30b32f7bf9356f623)  
 [3.1.1 源码](#Xd18767cbd66e4c3ab3b5bcedf37542f754cfc9a)  
 [3.1.2 关键依赖模块](#Xd4ea0d1fefff674c3bf328f68f1be8da97cf47c)  
 [3.1.3 模块依赖图](#Xf0bfebdd5ba820672f133ab10f97032238e5d0b)  
 [3.2 核心模块](#X69ccf3302aa555cb6b82e1118483e1f8fc7f86c)  
 [3.2.1 流程图](#Xd7a6aef5569411592f954406d481d3e0d727559)  
 [3.2.2 时序图](#Xfc19b117be4987ec08d5d028a1b3e4aedf9c272)  
 [4 CommonLoadingScreen Module](#Xdb0d3065a4ecc8d7d00aa32a2adbc0b9df86c3d)  
 [4.1 CommonLoadingScreen.Build.cs](#X960119b0af2bf2182e782a73252057f439603a1)  
 [4.1.1 源码](#X1e6047d93e9cd906c4a48c32b96e2d68864507c)  
 [4.1.2 关键依赖模块](#Xda699c2f1e006fa8f9d6d1c716394853cf8bf55)  
 [4.1.3 模块依赖图](#X1f6e70469ba24168ff814d7bea5526e6276653f)  
 [4.2 核心模块](#X7e557e843baa7c8b70ab6e7420a67d3f2f79877)  
 [4.2.1 类图](#Xcd87def45e1f73f238c37ebcfe9b9c47874be96)  
 [4.2.2 数据图](#Xf63d4c538df9a78481c4572764a5dee3c6e32d1)  
 [4.2.3 流程图](#Xeb7205ae689fc98f2a4d76bffa02dffad8c7e34)  
 [4.2.4 时序图](#X3cbdd90357e9ac69f257faaddb7dc3f0958451d)

## 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

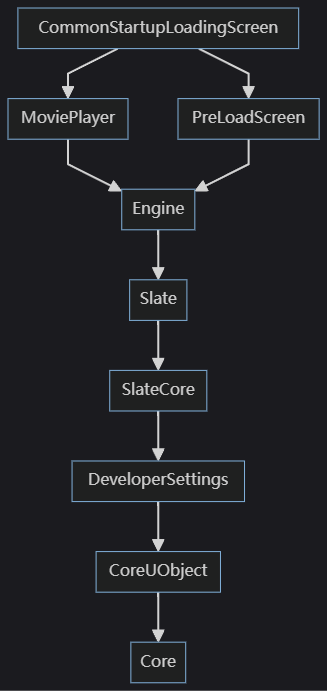
#### 3.1.1 源码

PublicDependencyModuleNames.AddRange(  
 new string[]  
 {  
 "Core",  
 // ... add other public dependencies that you statically link with here ...  
 }  
 );  
   
 PrivateDependencyModuleNames.AddRange(  
 new string[]  
 {  
 "CoreUObject",  
 "Engine",  
 "Slate",  
 "SlateCore",  
 "MoviePlayer",  
 "PreLoadScreen",  
 "DeveloperSettings"  
 }  
 );

#### 3.1.2 关键依赖模块

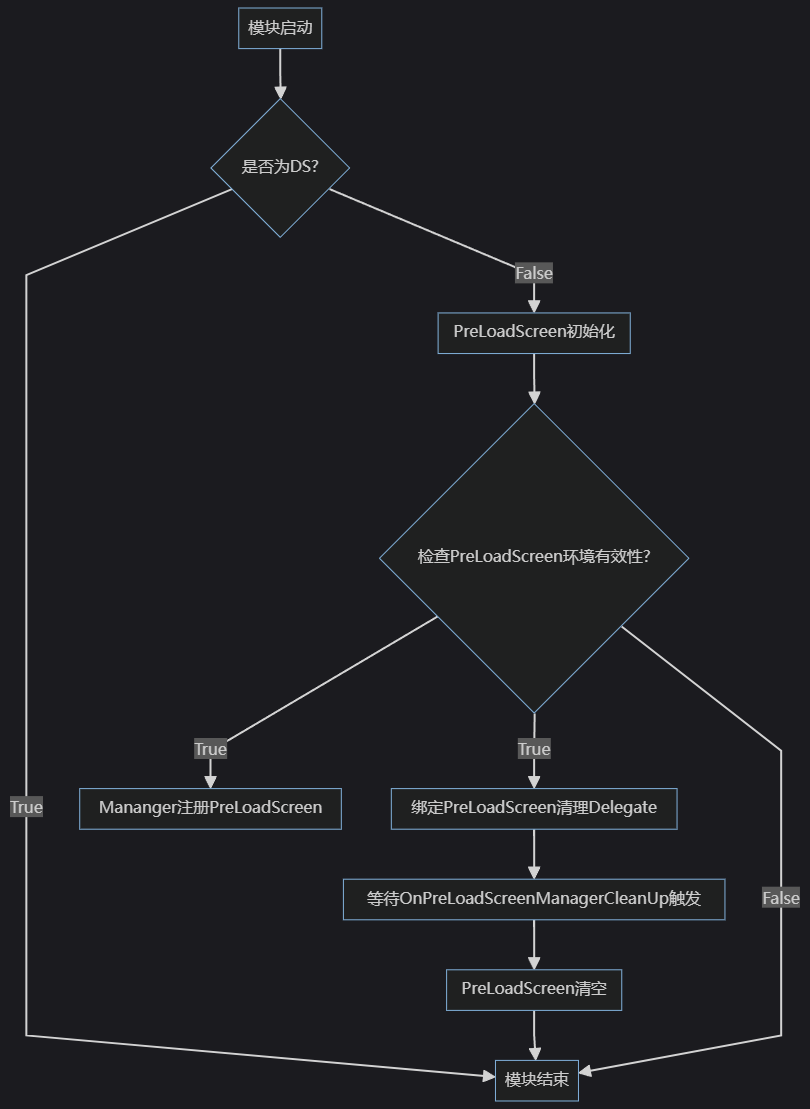
1. MoviePlayer
2. PreLoadScreen
3. DeveloperSettings

#### 3.1.3 模块依赖图

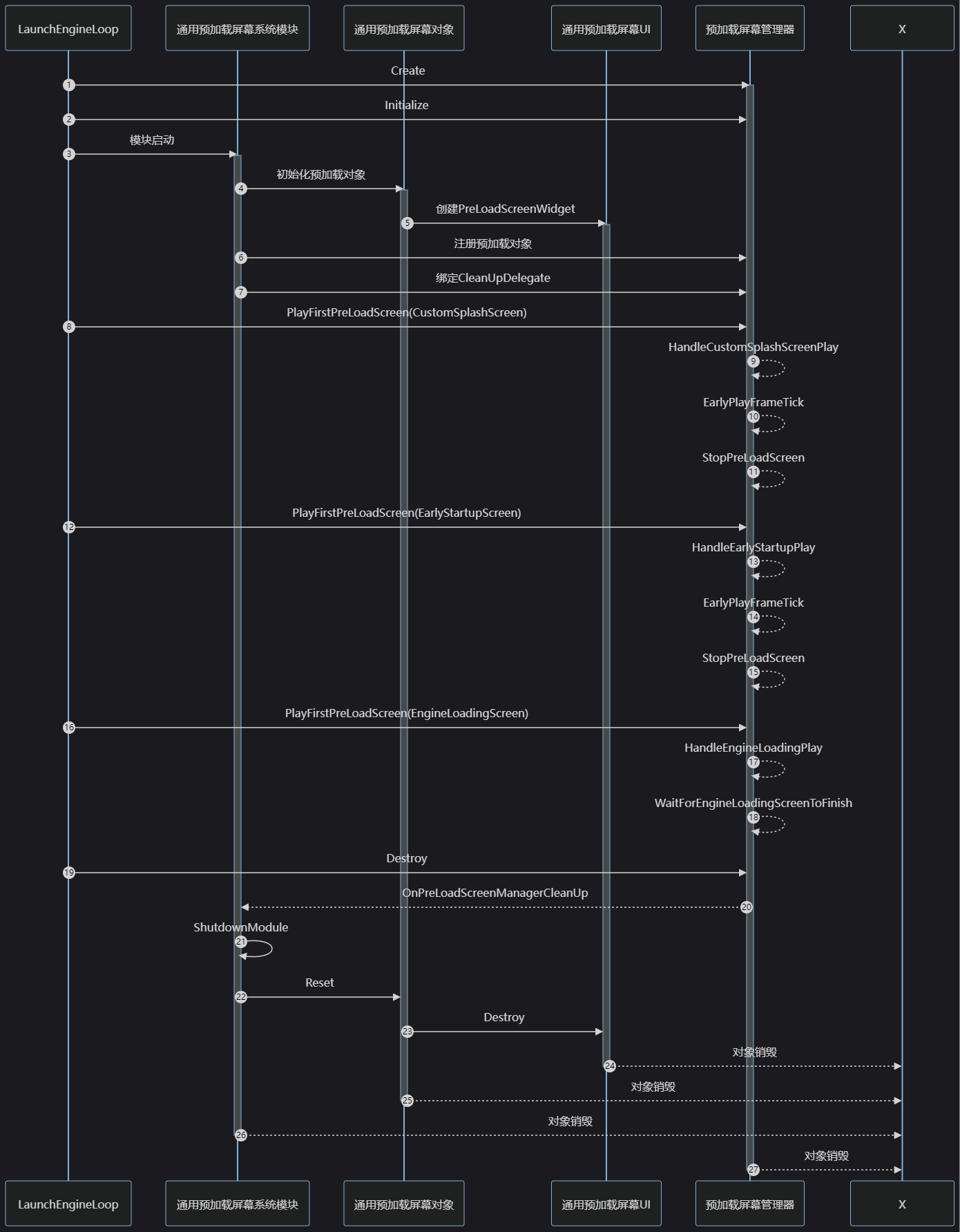


### 3.2 核心模块

#### 3.2.1 流程图



#### 3.2.2 时序图



## 4 CommonLoadingScreen Module

### 4.1 CommonLoadingScreen.Build.cs

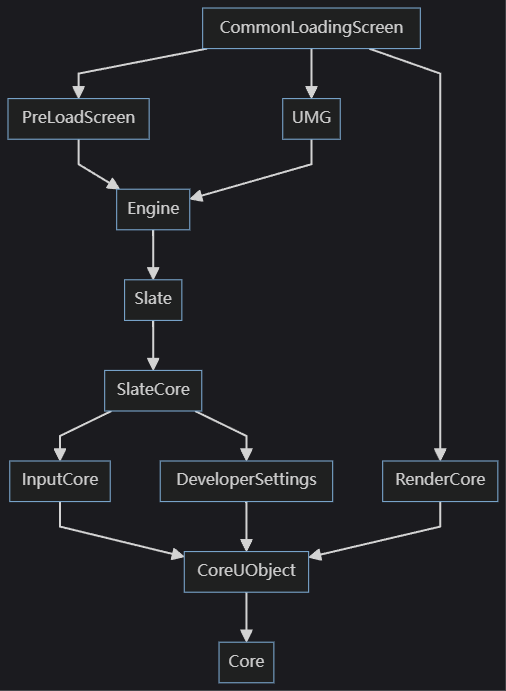
#### 4.1.1 源码

PublicDependencyModuleNames.AddRange(
  
 new string[]
  
 {
  
 "Core",
  
 // ... add other public dependencies that you statically link with here ...
  
 }
  
 );
  
  
  
 PrivateDependencyModuleNames.AddRange(
  
 new string[]
  
 {
  
 "CoreUObject",
  
 "Engine",
  
 "Slate",
  
 "SlateCore",
  
 "InputCore",
  
 "PreLoadScreen",
  
 "RenderCore",
  
 "DeveloperSettings",
  
 "UMG"
  
 }
  
 );

#### 4.1.2 关键依赖模块

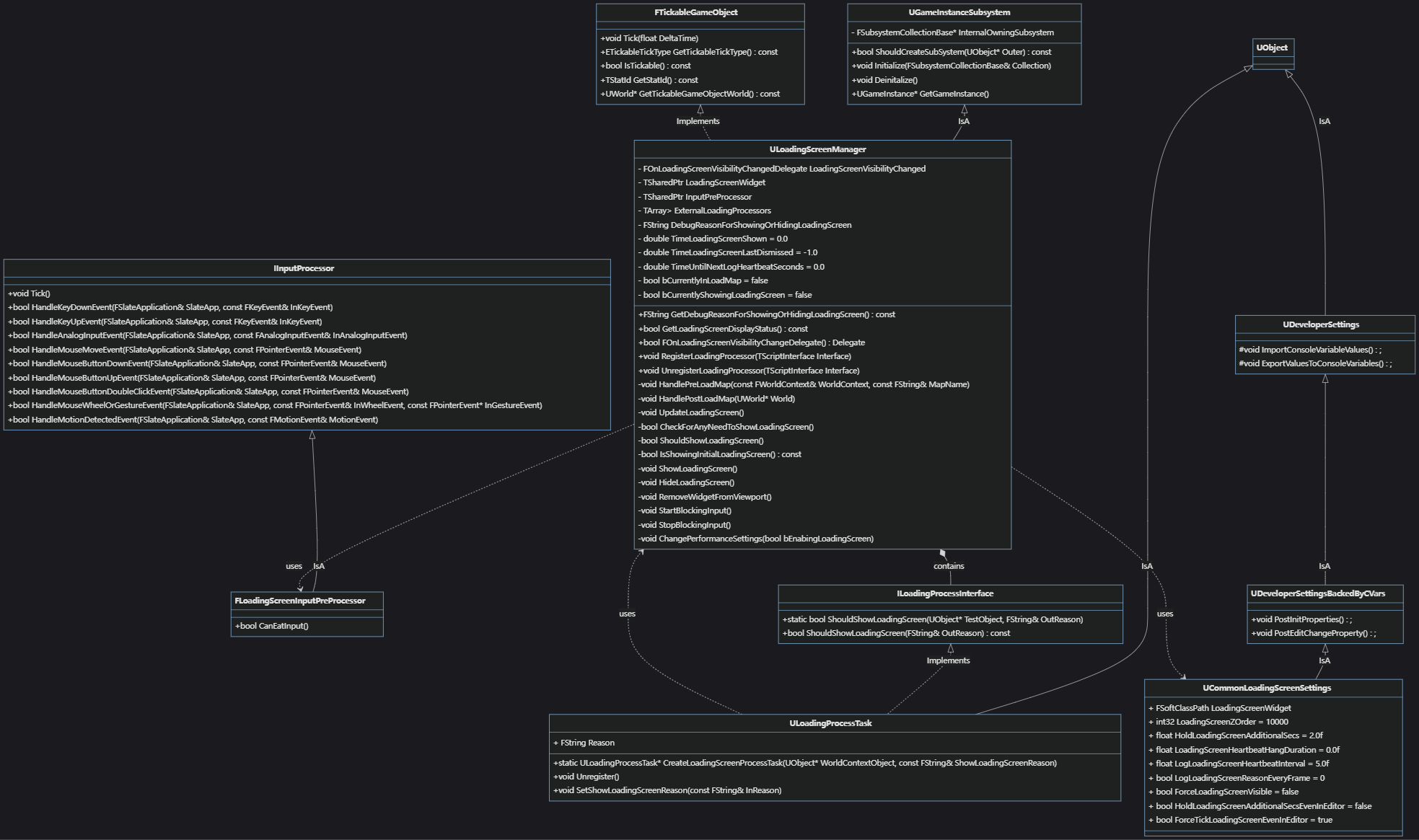
1. InputCore
2. PreLoadScreen
3. DeveloperSettings
4. UMG

#### 4.1.3 模块依赖图

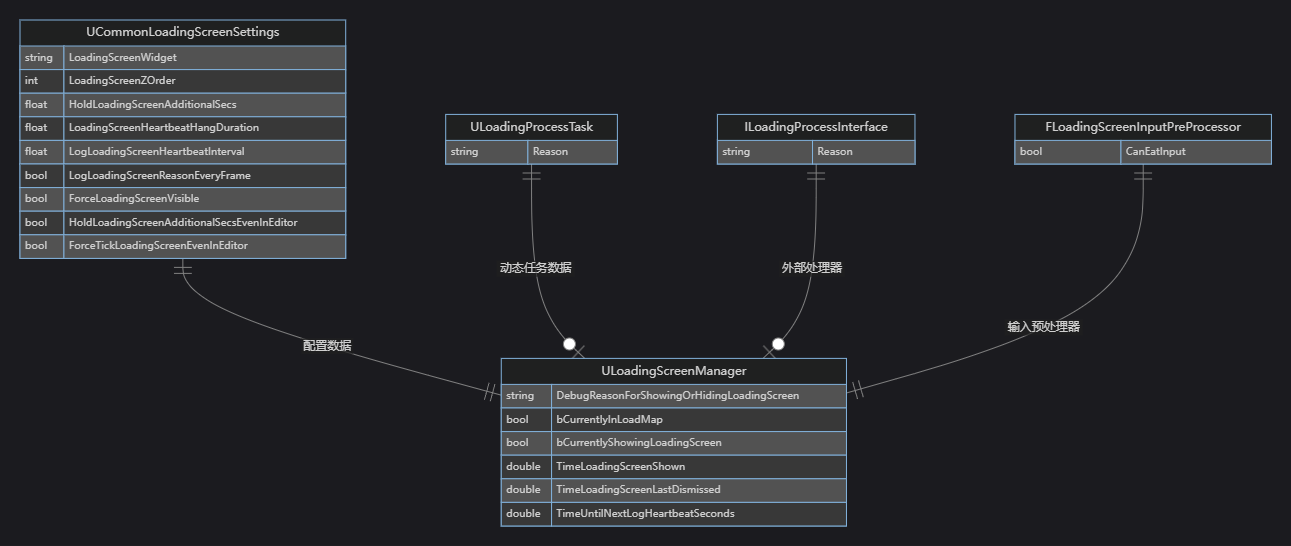


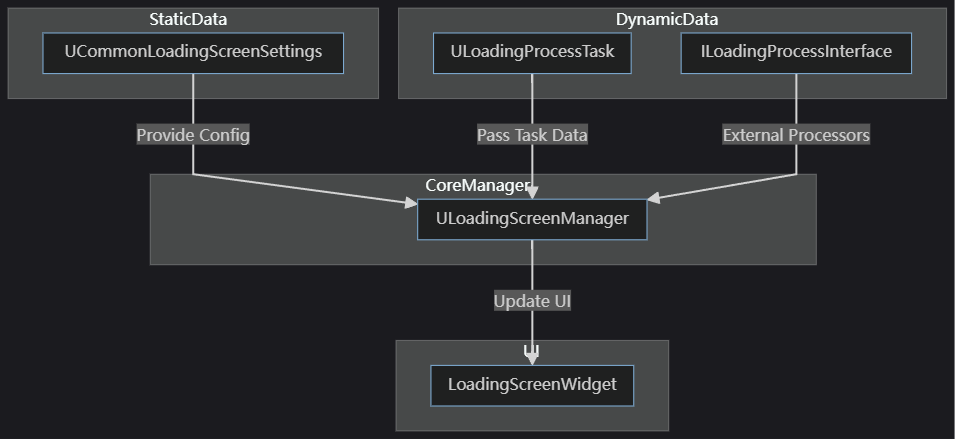
### 4.2 核心模块

#### 4.2.1 类图

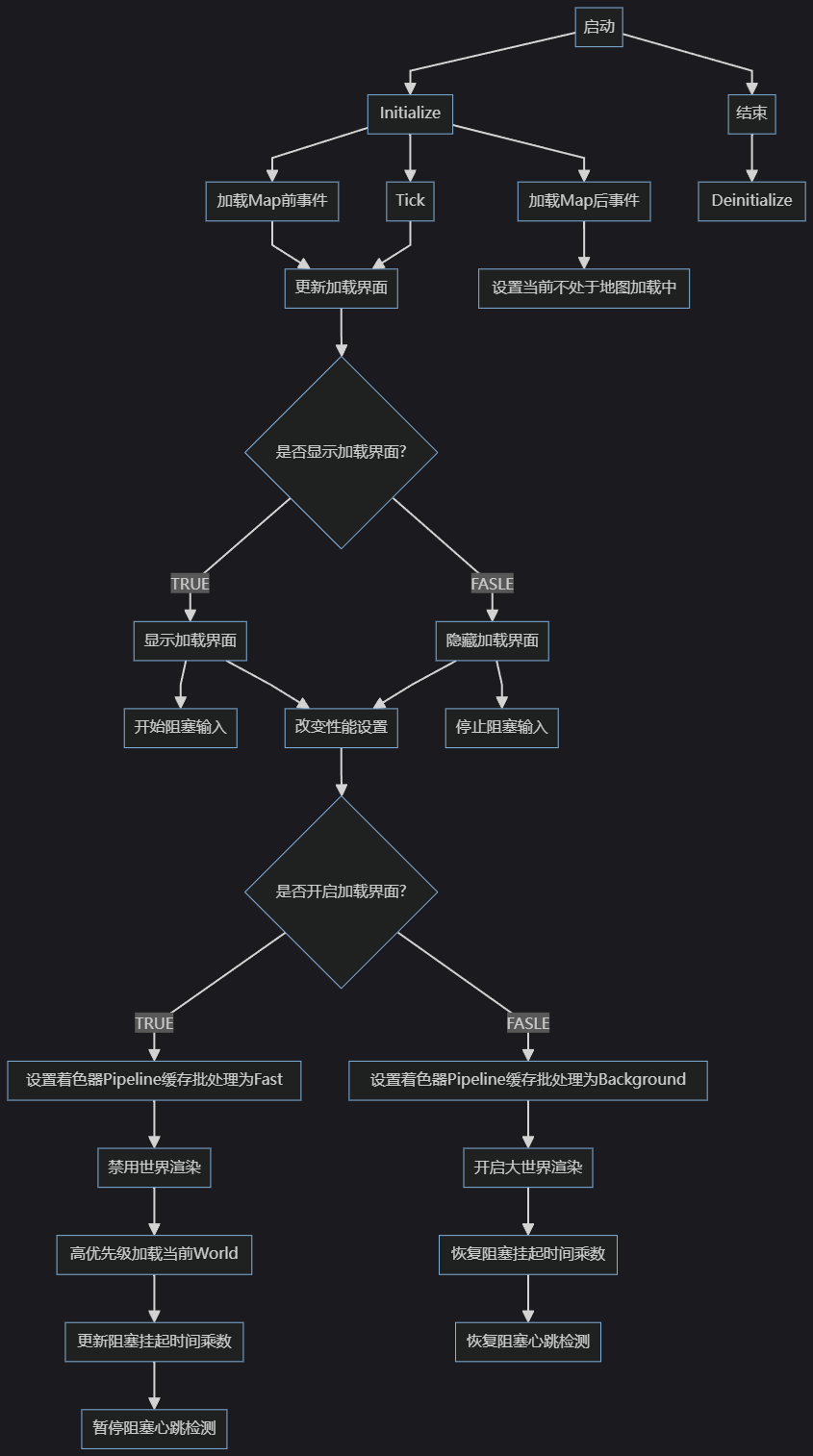


#### 4.2.2 数据图





#### 4.2.3 流程图



#### 4.2.4 时序图

