

Player Input

4th Week, 2021



UNREAL
ENGINE

Input Actions and Axes (1)

- › The difference between Actions and Axes
 - **Actions** are used for binary inputs (either be pressed or released, like the keys on the keyboard)
 - **Axes** are used for inputs that are scalar or continuous (a range of values, like thumbsticks)



- › UE4 allows you to specify player input events
 - The jump action can have its associated keys edited elsewhere so that both developers and players can easily change which key causes the player character to jump.

Input Actions and Axes (2)

- › UE4 menu > Edit > Project Settings... > Input
 - **Action Mappings**
 - › To specify a list of actions in your project (for example, the jump action) and their corresponding keys (for example, the Spacebar key)
 - **Axis Mappings**
 - › To do same thing, but for keys that have a continuous value, like the thumbsticks on a controller whose values can go from -1 to 1 on the x and y axes
- › For example, consider an Xbox One controller
 - Left analog stick, Dpad, Right analog stick
 - Face buttons (X, Y, A, and B)
 - Bumpers and Triggers (LB, RB, LT, and RT)





Exercise 4.01: Creating The Jump Action And Movement Axes

Unreal Project Browser

Select or Create New Project

Recent Projects

- Activity_Anim
- Exercise3_01
- CharAnim
- Exercise2_01
- Exercise1_01

More

New Project Categories

- Games**
Start your game development journey with one of our key classes, levels, and examples.
- Film, Television, and Live Events**
Choose from templates and examples for nDisplay, VR Scouting, and virtual production workflows.
- Architecture, Engineering, and Construction**
Select a starting point for multi-user design reviews, photorealistic architectural design visualizations, sunlight studies, or stylized renderings.
- Automotive, Product Design, and Manufacturing**
Find templates for multi-user design reviews, photobooth studio environments, and product configurators.

Next >  Open Project Cancel



Select Template



Blank



First Person



Flying



Puzzle



Rolling



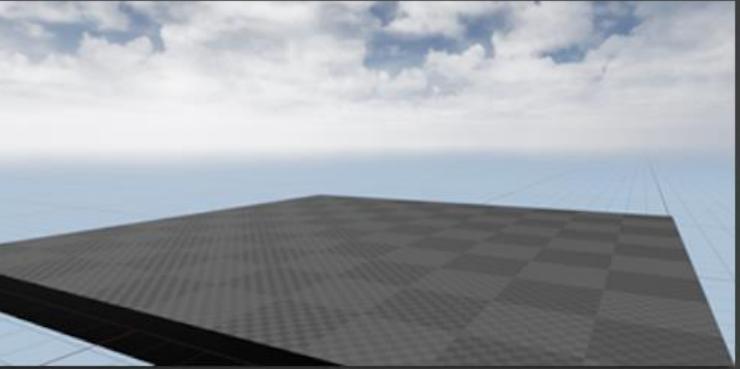
Third Person



Top Down

Twin Stick
ShooterHandheld
ARSide
Scroller2D Side
Scroller

Vehicle

Virtual
RealityVehicle
Advanced

Blank

A clean empty project with no code.



< Back

Next >

Create Project

Cancel



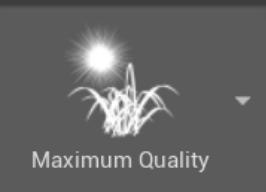
Project Settings



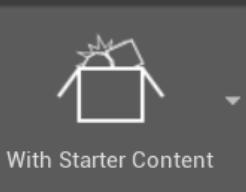
Choose whether to create a Blueprint or C++ project.



Choose the closest equivalent target platform. Don't worry, you can change this later in the **Target Hardware** section of **Project Settings**.



Choose the performance characteristics of your project.



Enable to include an additional content pack containing simple placeable meshes with basic materials and textures. You can also add the **Starter Content** to your project later using **Content Browser**.



Choose if real-time raytracing should be enabled in the new project.

Select a **location** for your project to be stored.

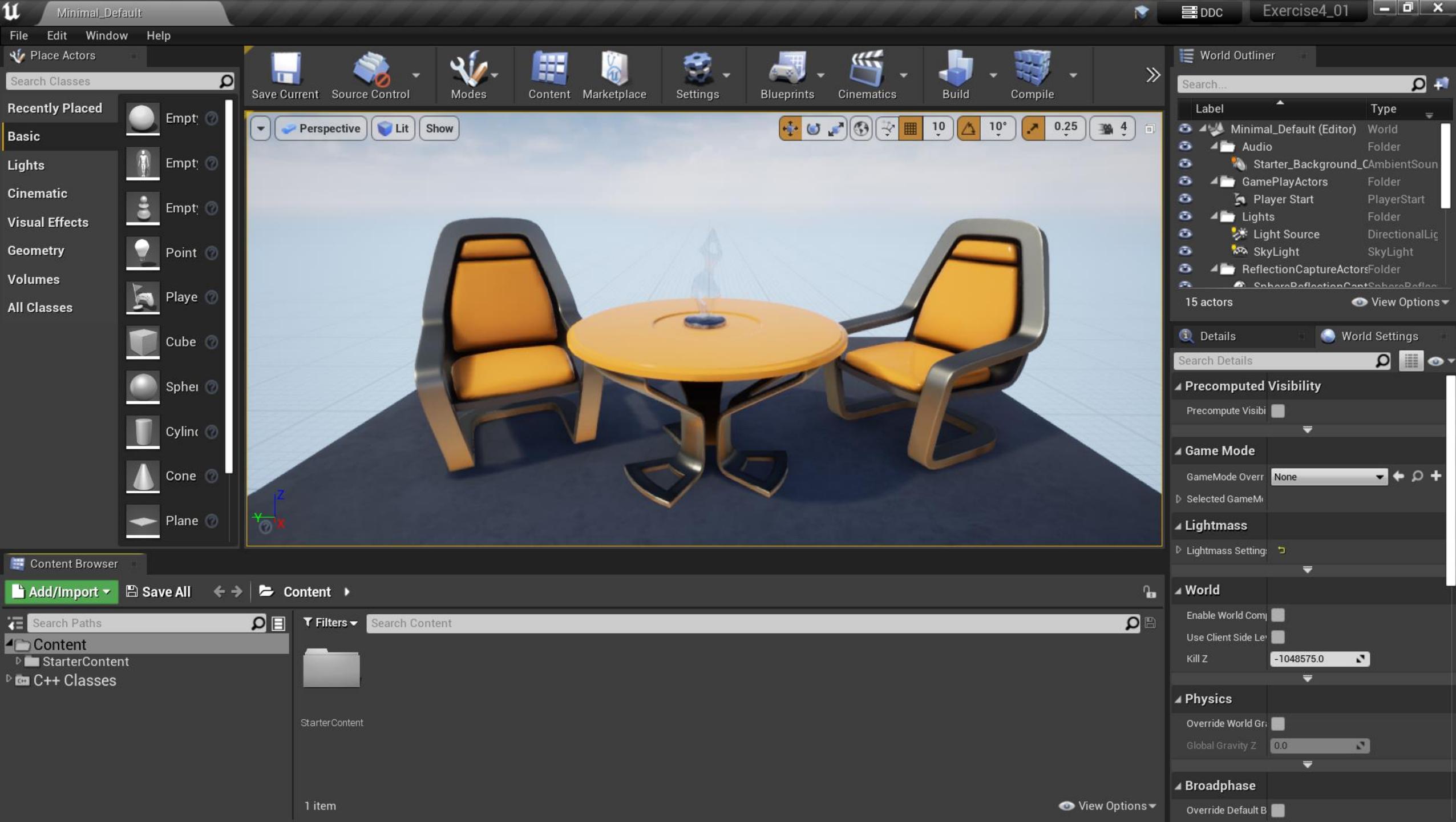
...

Folder	Name
--------	------

< Back

Create Project

Cancel



Develop

Win64

로컬 Windows 디버거

Live Share

서버 탐색기

도구 상자

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+Shift+F)

- 솔루션 'Exercise4_01' (2/2개 프로젝트)
 - Engine
 - UE4
 - Games
 - Exercise4_01
 - 참조
 - 외부 종속성
 - Config
 - Source
 - Exercise4_01.uproject
 - Visualizers
 - UE4.natvis

솔루션 탐색기 Git 변경 내용

속성

Engine 폴더 속성

기타 (이름) Engine

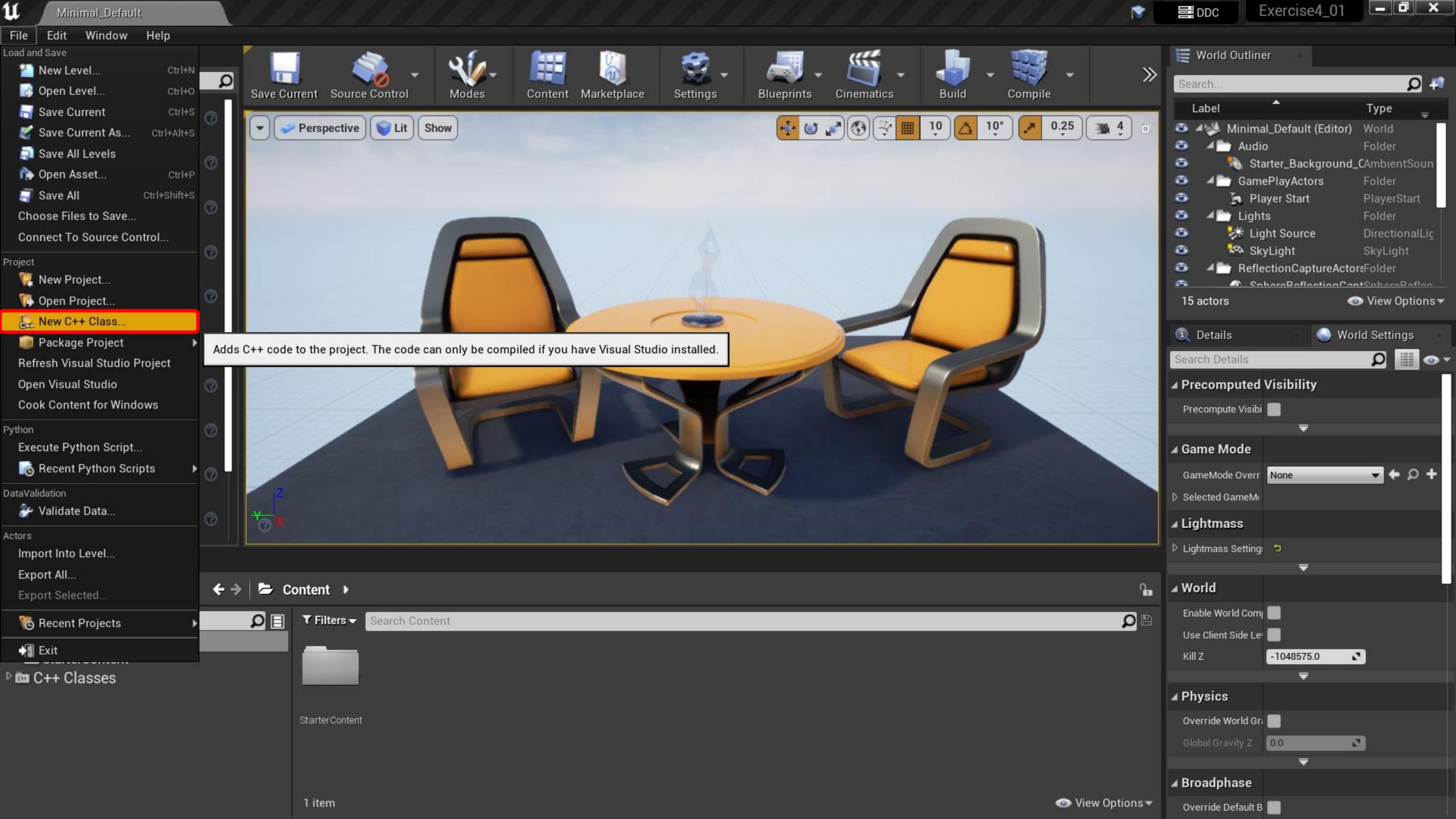
(이름) 솔루션 폴더의 이름입니다.

↑ 소스 제어에 추가 ▲

□ 준비

↑ 소스 제어에 추가 ▲

1





Choose Parent Class

This will add a C++ header and source code file to your game project.

Show All Classes

None

An empty C++ class with a default constructor and destructor.

Character

A character is a type of Pawn that includes the ability to walk around.

Pawn

A Pawn is an actor that can be 'possessed' and receive input from a controller.

Actor

An Actor is an object that can be placed or spawned in the world.

Actor Component

An ActorComponent is a reusable component that can be added to any actor.

Selected Class

Character

Selected Class Source

Character.h

A large red arrow points to the "Next >" button, which is highlighted in green.
Next >

Create Class

Cancel



Name Your New Character

Enter a name for your new class. Class names may only contain alphanumeric characters, and may not contain a space.

When you click the "Create" button below, a header (.h) file and a source (.cpp) file will be made using this name.

Name	<input type="text" value="MyThirdPersonChar"/>	Exercise4_01 (Runtime) ▾	Public	Private
Path	<input type="text" value="C:/Users/sunje/Desktop/Unreal/Exercise4_01/Source/Exercise4_01/"/> <button>Choose Folder</button>			
Header File	C:/Users/sunje/Desktop/Unreal/Exercise4_01/Source/Exercise4_01/MyThirdPersonChar.h			
Source File	C:/Users/sunje/Desktop/Unreal/Exercise4_01/Source/Exercise4_01/MyThirdPersonChar.cpp			

< Back

Create Class

Cancel

Minimal_Default DDC Exercise4_01

File Edit Window Help

Place Actors Search Classes

Save Current Source Control Modes Content Marketplace Settings Blueprints Cinematics Build Compile

Perspective Lit Show

Basic Lights Cinematic Visual Effects Geometry Volumes All Classes

Empty Sphere Point Player Cube Sphere Cylinder Cone Plane

Content Browser

Add/Import Save All C++ Classes Exercise4_01

Search Paths Filters Search Exercise4_01

Content StarterContent C++ Classes Exercise4_01

Exercise4_01 GameMode Base MyThirdPerson Char

2 items View Options

World Outliner Search...

Label Type

- Minimal_Default (Editor) World
- Audio Folder
- Starter_Background_CAmbientSound Folder
- GamePlayActors Folder
- Player Start PlayerStart
- Lights Folder
- Light Source DirectionalLight
- SkyLight SkyLight
- ReflectionCaptureActorsFolder
- SphereReflectionCaptureSphereReflection

15 actors View Options

Details World Settings

Search Details

Precomputed Visibility Precompute Visibi

Game Mode GameMode Overr None

Selected GameMode

Lightmass Lightmass Setting

World Enable World Comp

Use Client Side Le

Kill Z -1048575.0

Physics Override World Gr

Global Gravity Z 0.0

C++ Compile Complete! View Options

The screenshot shows the Unreal Engine 4 Editor interface. The main view displays a 3D scene with two orange upholstered chairs with black frames and a round orange table with a black base, positioned on a dark blue floor against a light blue sky background. A small blue sphere sits on the table. The bottom left corner of the screen shows the Content Browser with a list of C++ classes: 'Exercise4_01' (selected) and 'MyThirdPerson Char'. Both items are highlighted with a red dashed border. The bottom right corner features a green-bordered message box with the text 'C++ Compile Complete!' and a checked checkbox. The top menu bar includes File, Edit, Window, Help, and several tool-specific menus like Place Actors, Save Current, Source Control, and Content. The toolbar at the top has icons for Perspective, Lit, Show, and various build-related functions. The World Outliner panel on the right lists the project's assets by type and name.

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01 Live Share

MyThirdPersonChar.cpp MyThirdPersonChar.h

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

#include "MyThirdPersonChar.h"

// Sets default values
AMyThirdPersonChar::AMyThirdPersonChar()
{
    // 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;
}

// Called when the game starts or when spawned
void AMyThirdPersonChar::BeginPlay()
{
    Super::BeginPlay();
}

// Called every frame
void AMyThirdPersonChar::Tick(float DeltaTime)
{
    Super::Tick(DeltaTime);
}

// Called to bind functionality to input
void AMyThirdPersonChar::SetupPlayerInputComponent(UInputComponent* PlayerInputComponent)
{
    Super::SetupPlayerInputComponent(PlayerInputComponent);
}
```

100 % 문제가 검색되지 않음 출: 1 문자: 1 혼합 CRLF

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+.)

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솔루션 탐색기 Git 변경 내용

속성

준비 ↑ 소스 제어에 추가 ↗

MyThirdPersonChar.cpp MyThirdPersonChar.h

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

#pragma once

#include "CoreMinimal.h"
#include "GameFramework/Character.h"
#include "MyThirdPersonChar.generated.h"

UCLASS()
class EXERCISE4_01_API AMyThirdPersonChar : public ACharacter
{
    GENERATED_BODY()

public:
    // Sets default values for this character's properties
    AMyThirdPersonChar();

protected:
    // Called when the game starts or when spawned
    virtual void BeginPlay() override;

public:
    // Called every frame
    virtual void Tick(float DeltaTime) override;

    // Called to bind functionality to input
    virtual void SetupPlayerInputComponent(class UInputComponent* PlayerInputComponent) override;
};


```

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+.)

솔루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

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솔루션 탐색기 Git 변경 내용

속성

준비

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(T) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01 Live Share

MyThirdPersonChar.cpp MyThirdPersonChar.h*

Exercise4_01 AMyThirdPersonChar::UCameraComponent

```
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3 #pragma once
4
5 #include "CoreMinimal.h"
6 #include "GameFramework/SpringArmComponent.h"
7 #include "Camera/CameraComponent.h"
8 #include "GameFramework/Character.h"
9 #include "MyThirdPersonChar.generated.h"
10
11 UCLASS()
12 class EXERCISE4_01_API AMyThirdPersonChar : public ACharacter
13 {
14     GENERATED_BODY()
15
16     // Spring arm component which will act as a placeholder for the player camera
17     UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = MyTPS_Cam, meta = (AllowPrivateAccess = "true"))
18     class USpringArmComponent* CameraBoom;
19
20     // Follow camera
21     UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = MyTPS_Cam, meta = (AllowPrivateAccess = "true"))
22     class UCameraComponent* FollowCamera;
23
24     public:
25         // Sets default values for this character's properties
26         AMyThirdPersonChar();
27
28     protected:
29         // Called when the game starts or when spawned
30         virtual void BeginPlay() override;
31
32     public:
33         // Called every frame
34         virtual void Tick(float DeltaTime) override;
35 }
```

Ctrl+S

100 % 1 ! 0 ← → 줄: 22 문자: 39 열: 42 템 CRLF

준비 ↑ 소스 제어에 추가 ↗

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+.)

솔루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

- Engine
- UE4
- Games
- Exercise4_01
 - 참조
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솔루션 탐색기 Git 변경 내용

속성

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01 Live Share

MyThirdPersonChar.cpp* MyThirdPersonChar.h

Exercise4_01 AMyThirdPersonChar AMyThirdPersonChar0

```
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3
4 #include "MyThirdPersonChar.h"
5 #include "Components/CapsuleComponent.h"
6 #include "GameFramework/CharacterMovementComponent.h"
7
8 // Sets default values
9 AMyThirdPersonChar::AMyThirdPersonChar()
10 {
11     // Set this character to call Tick() every frame. You can turn this off to improve performance if you don't need it.
12     PrimaryActorTick.bCanEverTick = true;
13
14     // Set size for collision capsule
15     GetCapsuleComponent()->InitCapsuleSize(42.0f, 96.0f);
16
17     // Don't rotate when the controller rotates. Let that just affect the camera.
18     bUseControllerRotationPitch = false;
19     bUseControllerRotationYaw = false;
20     bUseControllerRotationRoll = false;
21
22     // Configure character movement
23     GetCharacterMovement()->bOrientRotationToMovement = true;
24
25     // Create a camera boom (pulls in towards the player if there is a collision)
26     CameraBoom = CreateDefaultSubobject(TEXT("CameraBoom"));
27     CameraBoom->SetupAttachment(RootComponent);
28     CameraBoom->TargetArmLength = 300.0f;
29     CameraBoom->bUsePawnControlRotation = true;
30
31     // Create a camera that will follow the character
32     FollowCamera = CreateDefaultSubobject(TEXT("FollowCamera"));
33     FollowCamera->SetupAttachment(CameraBoom, USpringArmComponent::SocketName);
34     FollowCamera->bUsePawnControlRotation = false;
35 }
```

Ctrl+S

100 % 5 0 100% 34 문자: 48 열: 51 혼합 CRLF

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+.)

솔루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

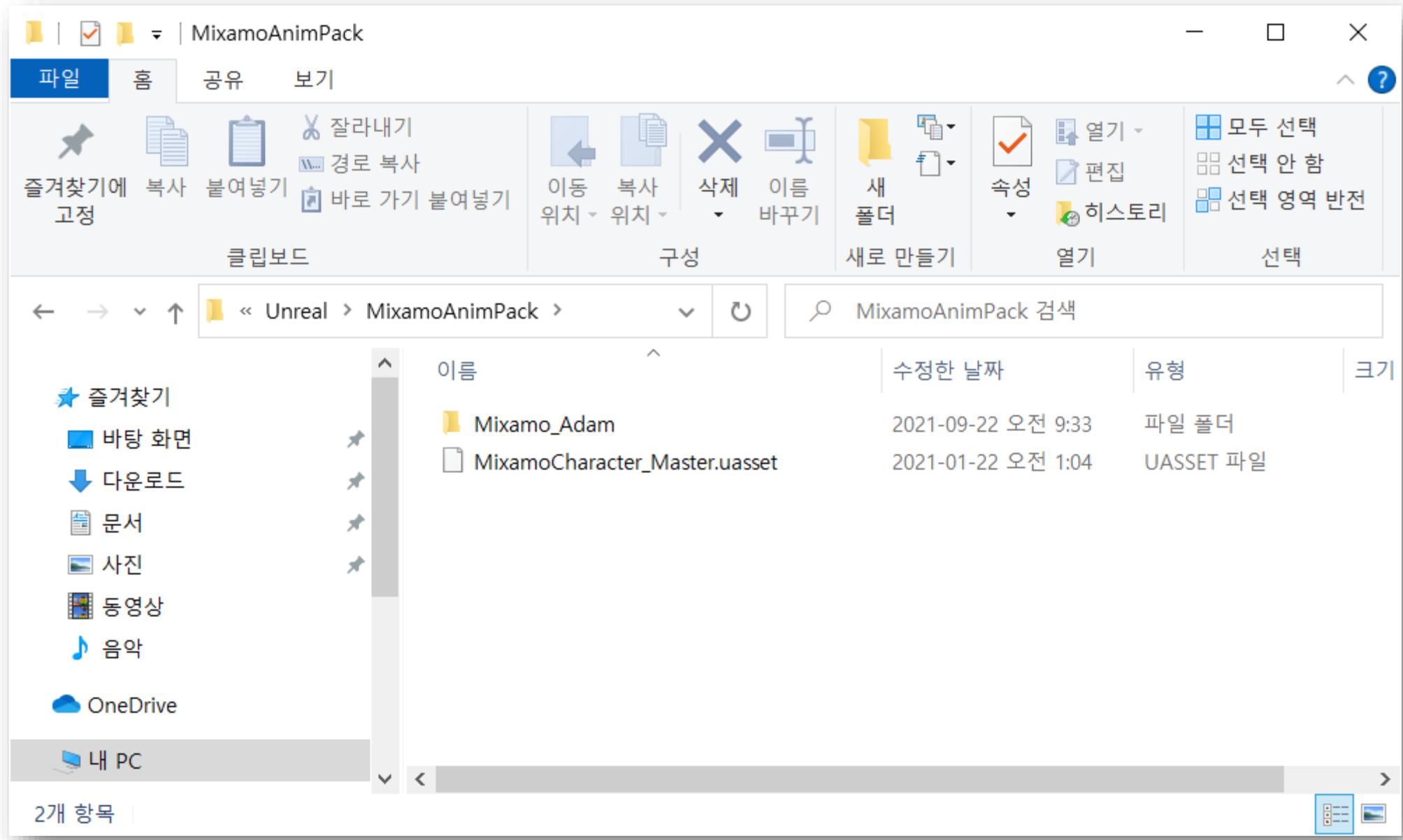
- Engine
- UE4
- Games
- Exercise4_01
 - 참조
 - 외부 종속성
 - Config
 - Source
 - Exercise4_01.uproject
- Visualizers
- UE4.natvis

솔루션 탐색기 Git 변경 내용

속성

저장되었습니다. ↑ 소스 제어에 추가 ↗





Content

파일 홈 공유 보기

클립보드 구성 새로 만들기 열기 선택

이동 위치 복사 삭제 이름 바꾸기 새 폴더 속성

잘라내기 경로 복사 바로 가기 복여넣기

즐겨찾기에 고정 복사 불여넣기

모두 선택 선택 안 함 선택 영역 반전

열기 편집 히스토리

« Exercise4_01 > Content >

Content 검색

이름	수정한 날짜	유형
Collections	2021-09-22 오전 8:56	파일 폴더
Developers	2021-09-22 오전 8:56	파일 폴더
StarterContent	2021-09-22 오전 8:56	파일 폴더
MixamoAnimPack	2021-09-22 오전 9:33	파일 폴더

즐겨찾기

- 바탕 화면
- 다운로드
- 문서
- 사진
- 동영상
- 음악

OneDrive

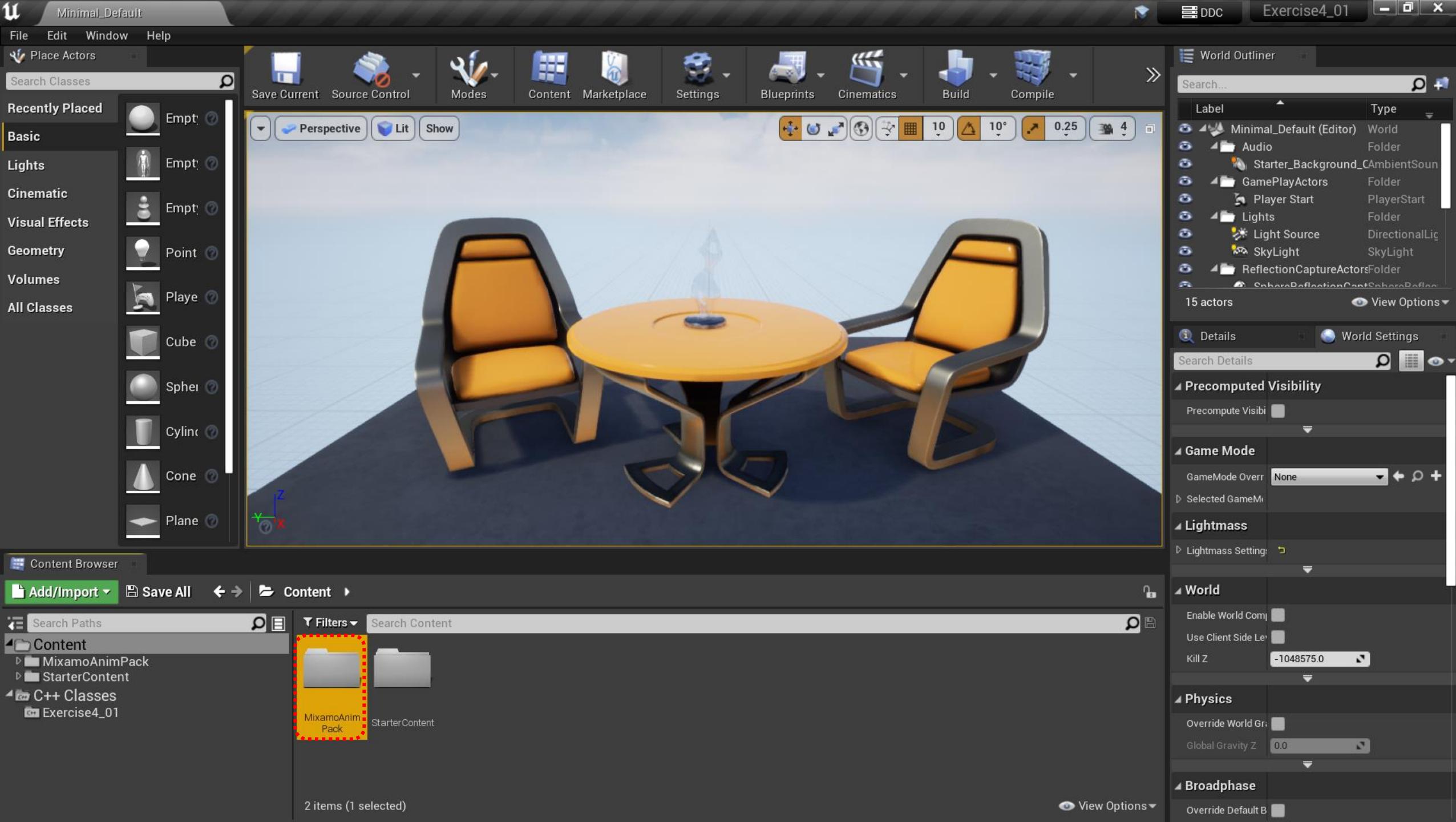
내 PC

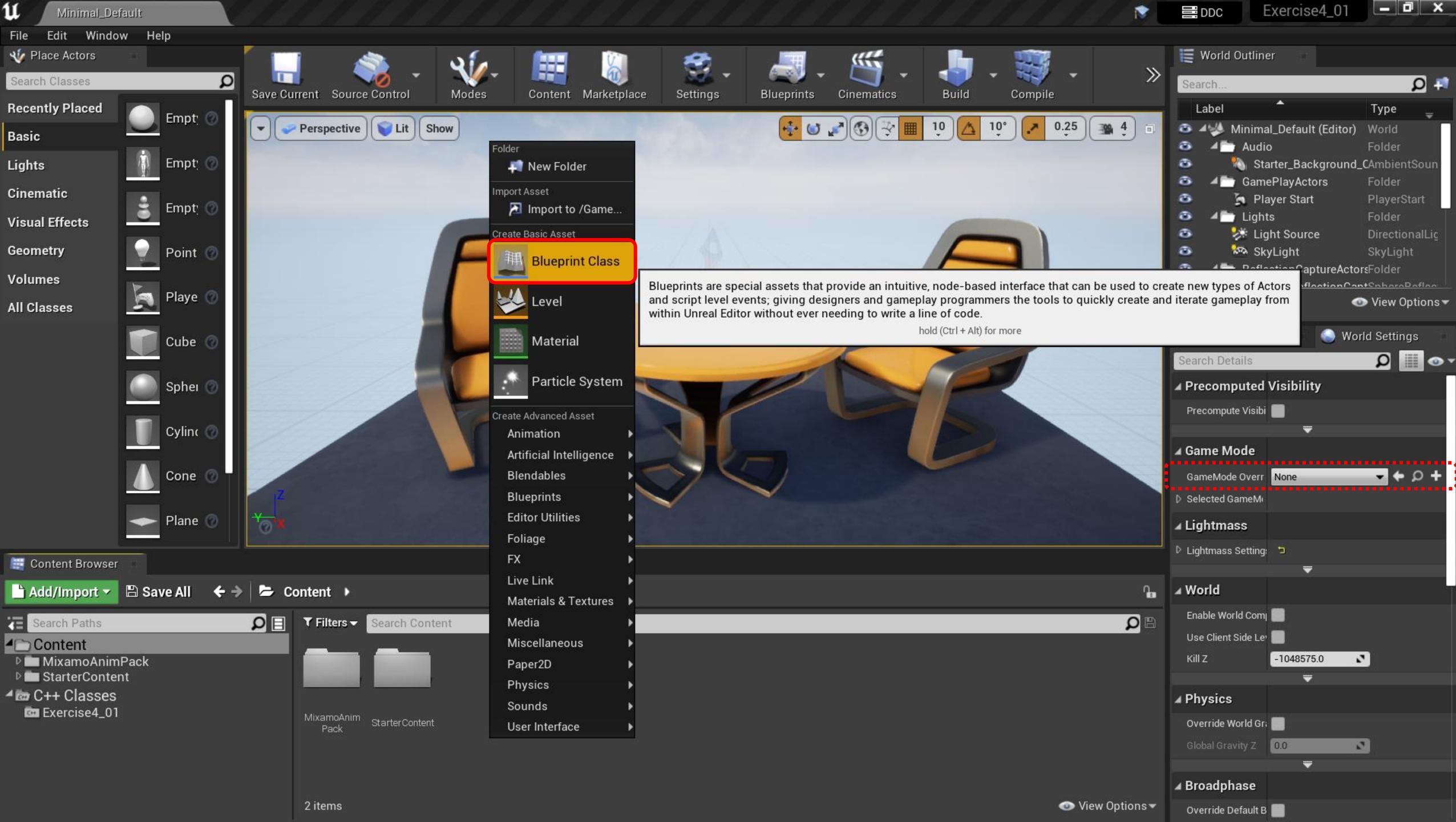
4개 항목 | 1개 항목 선택함

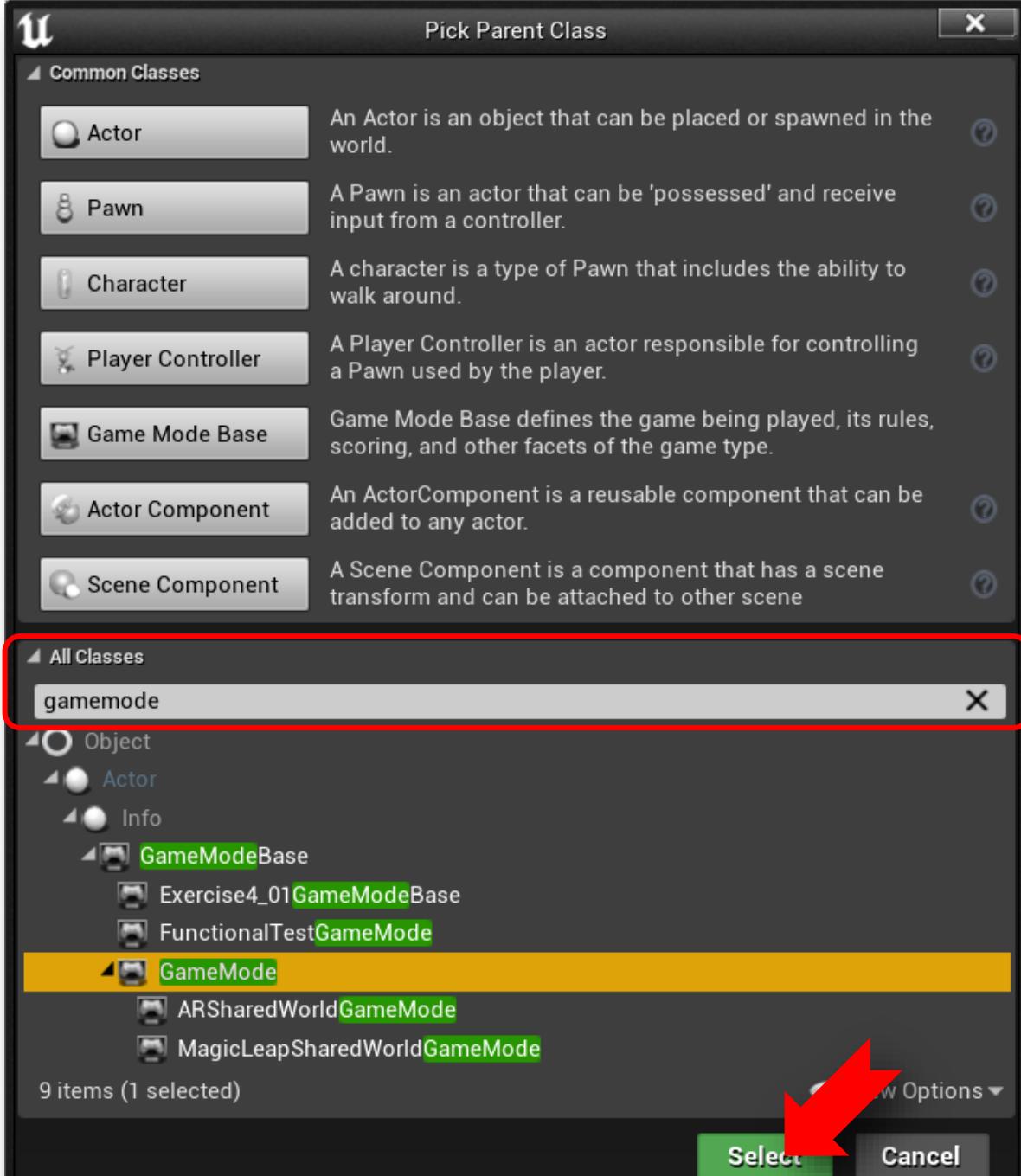
The screenshot shows a Windows File Explorer window with the title bar 'Content'. The ribbon menu has tabs '파일', '홈', '공유', and '보기'. Below the ribbon are several icons for file operations: '잘라내기' (Cut), '경로 복사' (Copy Path), '바로 가기 복여넣기' (Paste Overwrite), '즐겨찾기에 고정' (Pin to Start), '복사' (Copy), '불여넣기' (Paste), '이동 위치' (Move Location), '복사' (Copy), '삭제' (Delete), '이름 바꾸기' (Rename), '새 폴더' (New Folder), '속성' (Properties), '모두 선택' (Select All), '선택 안 함' (Deselect All), and '선택 영역 반전' (Invert Selection). The address bar shows the path '« Exercise4_01 > Content >'. A search bar says 'Content 검색'. The main area displays a table of files and folders:

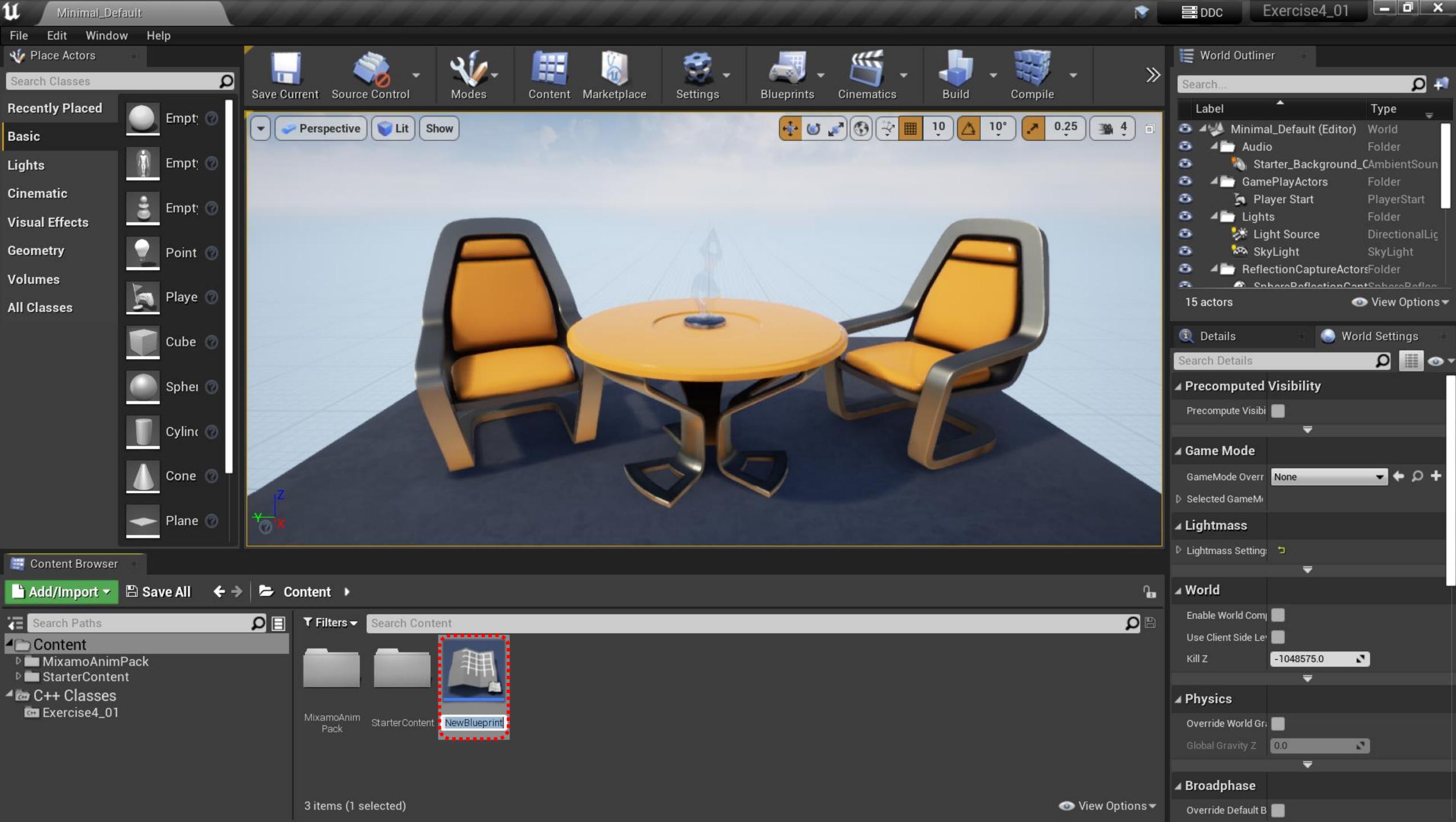
이름	수정한 날짜	유형
Collections	2021-09-22 오전 8:56	파일 폴더
Developers	2021-09-22 오전 8:56	파일 폴더
StarterContent	2021-09-22 오전 8:56	파일 폴더
MixamoAnimPack	2021-09-22 오전 9:33	파일 폴더

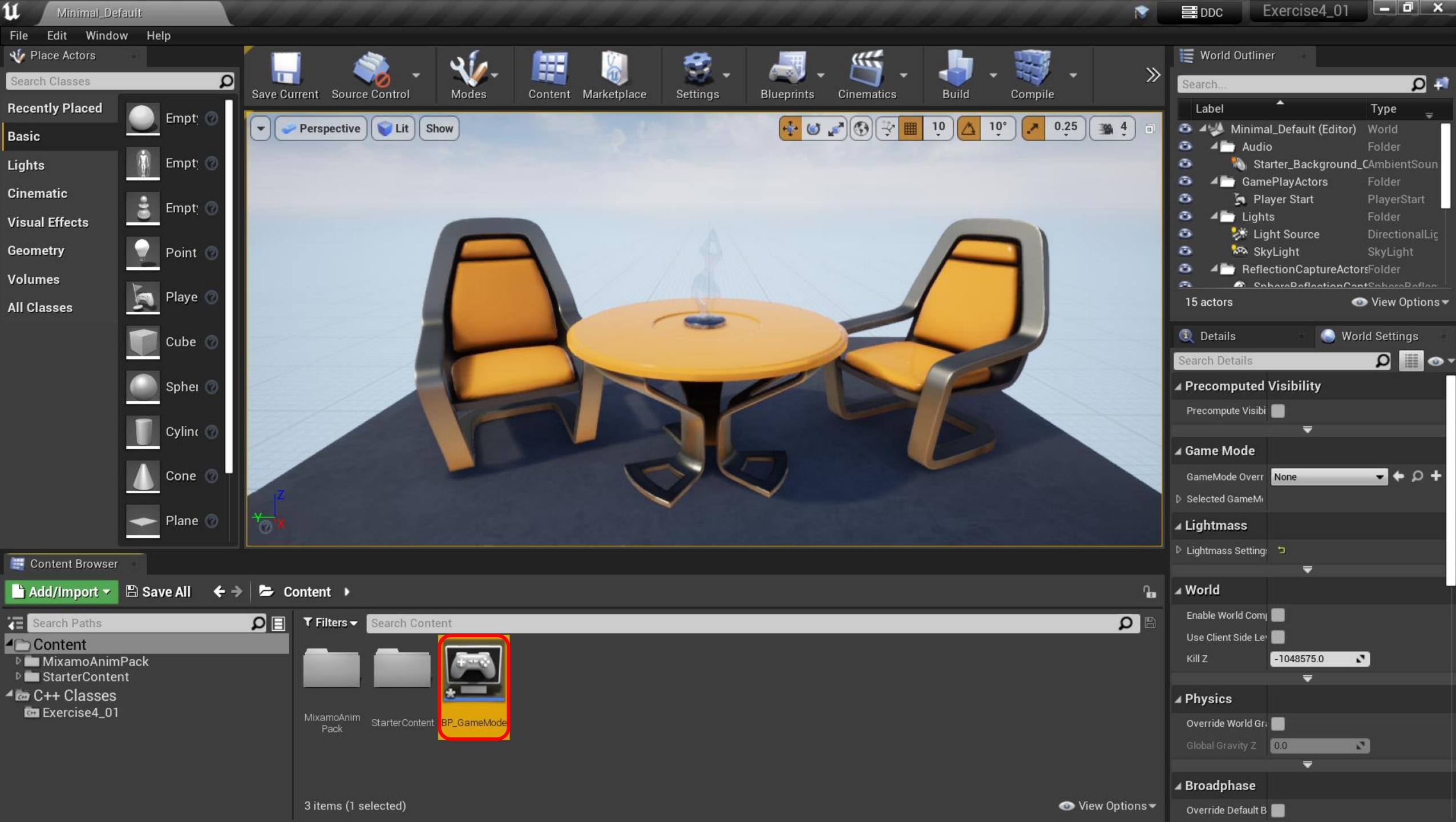
A red box highlights the 'MixamoAnimPack' row. On the left, there's a sidebar with pinned items: '즐겨찾기', '바탕 화면', '다운로드', '문서', '사진', '동영상', '음악', and 'OneDrive'. Below the sidebar is a section for '내 PC' with buttons for selecting 4 or 1 item.

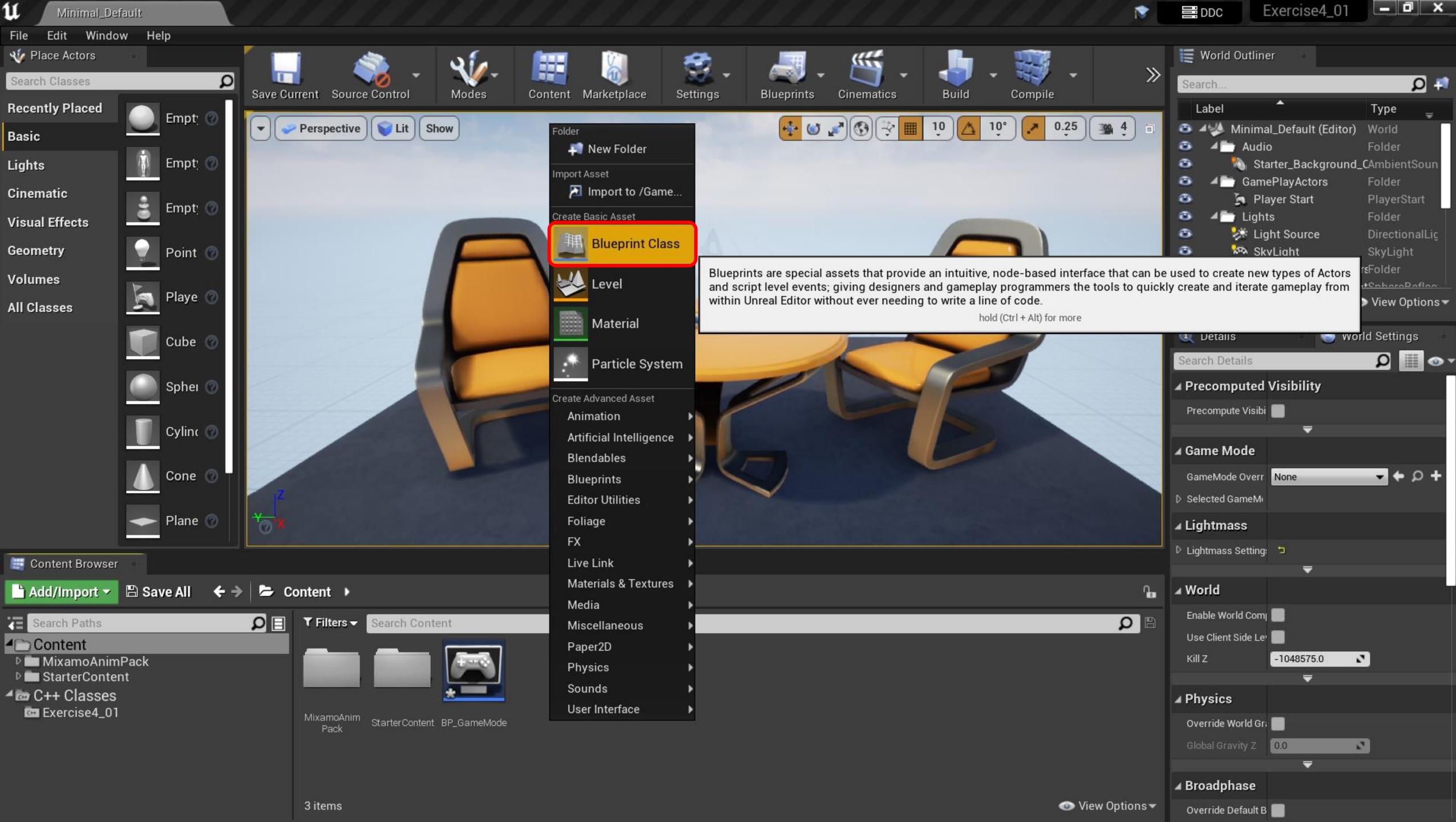


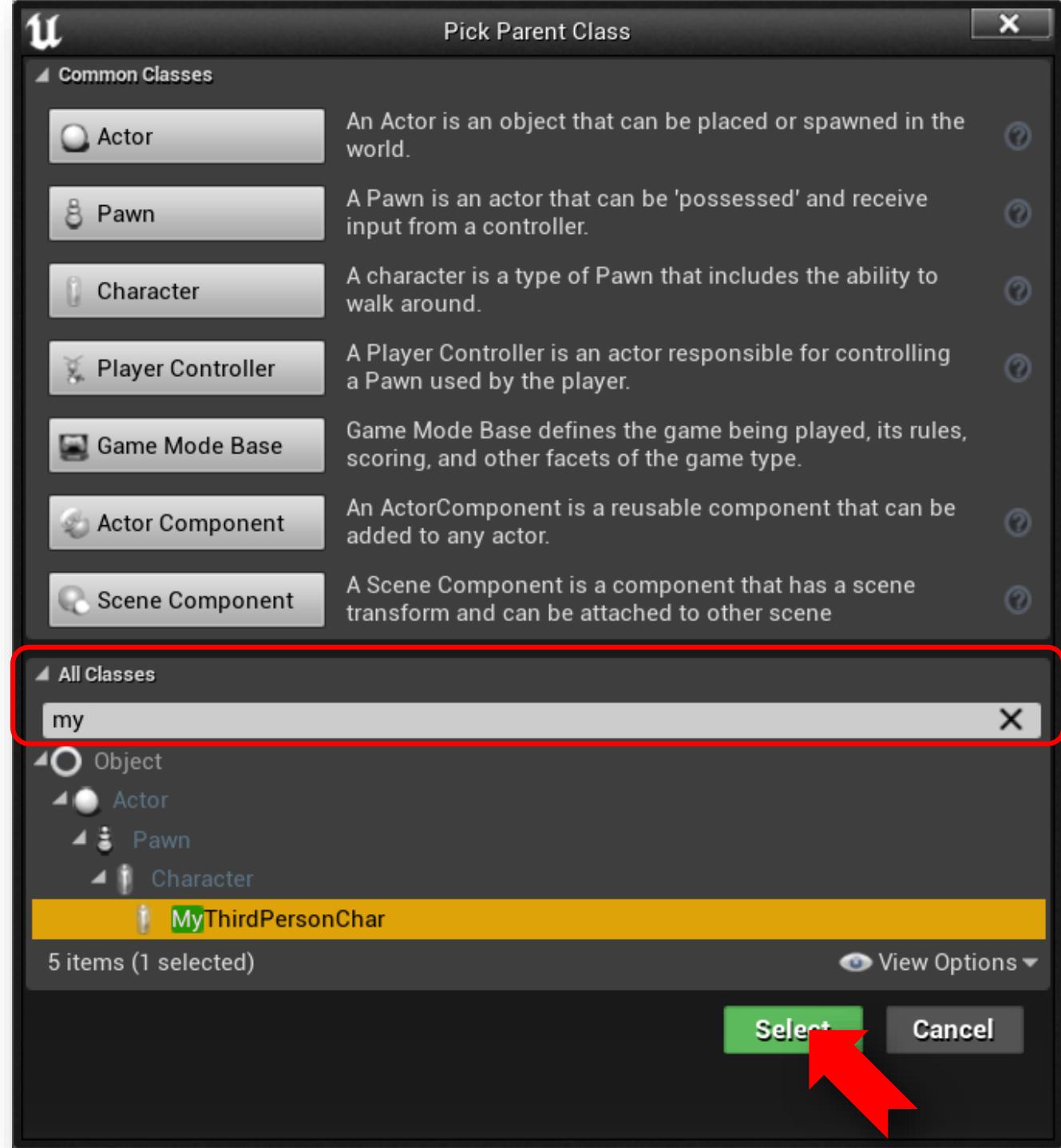


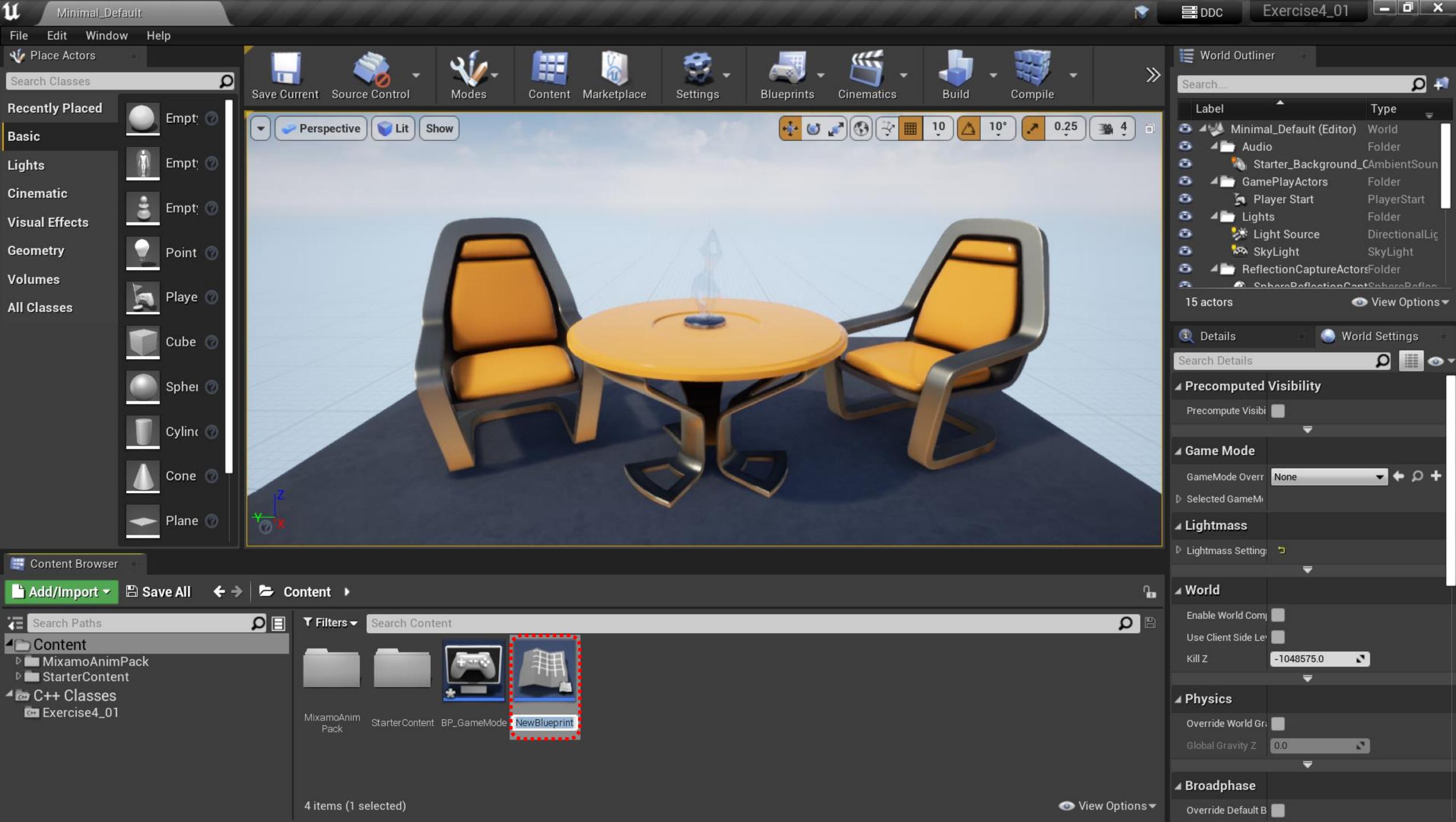












File Edit Window Help

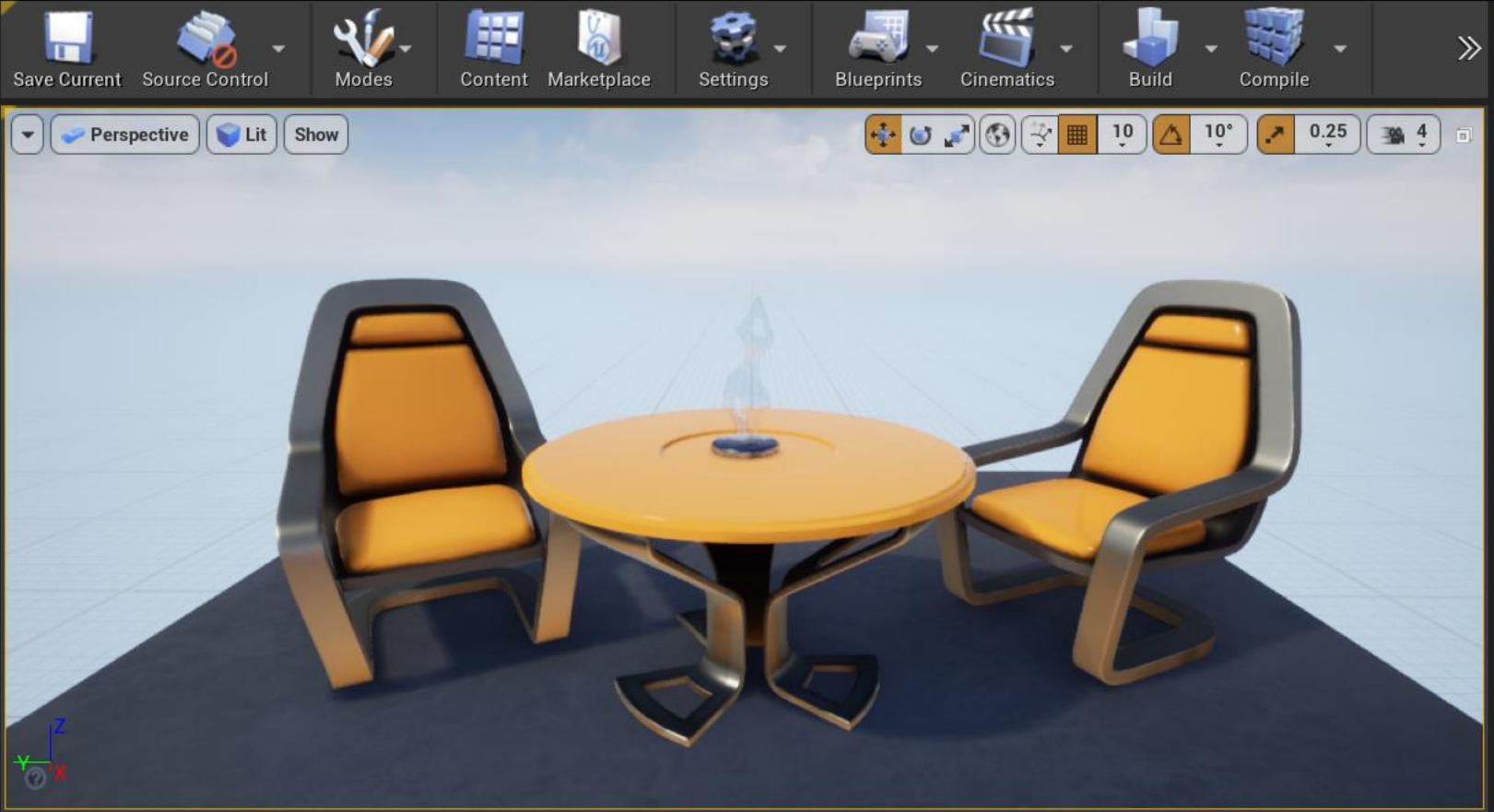
Place Actors

Search Classes

Recently Placed

- Basic
- Lights
- Cinematic
- Visual Effects
- Geometry
- Volumes
- All Classes

Content Browser



World Outliner

Search...

Label	Type
Minimal_Default (Editor)	World
Audio	Folder
Starter_Background_CAmbientSound	AmbientSound
GamePlayActors	Folder
Player Start	PlayerStart
Lights	Folder
Light Source	DirectionalLight
SkyLight	SkyLight
ReflectionCaptureActorsFolder	ReflectionCaptureActor
SphereReflectionCaptureSphereReflection	SphereReflectionCaptureSphereReflection

15 actors

View Options

Details

World Settings

Search Details

Precomputed Visibility

Game Mode

GameMode Overrider None

Selected GameMode

Lightmass

Lightmass Setting

World

Enable World Comp

Use Client Side Lighting

Kill Z -1048575.0

Physics

Override World Gravity

Global Gravity Z 0.0

Broadphase

Override Default Broadphase

Add/Import Save All

Content

Search Paths

Filters

Search Content

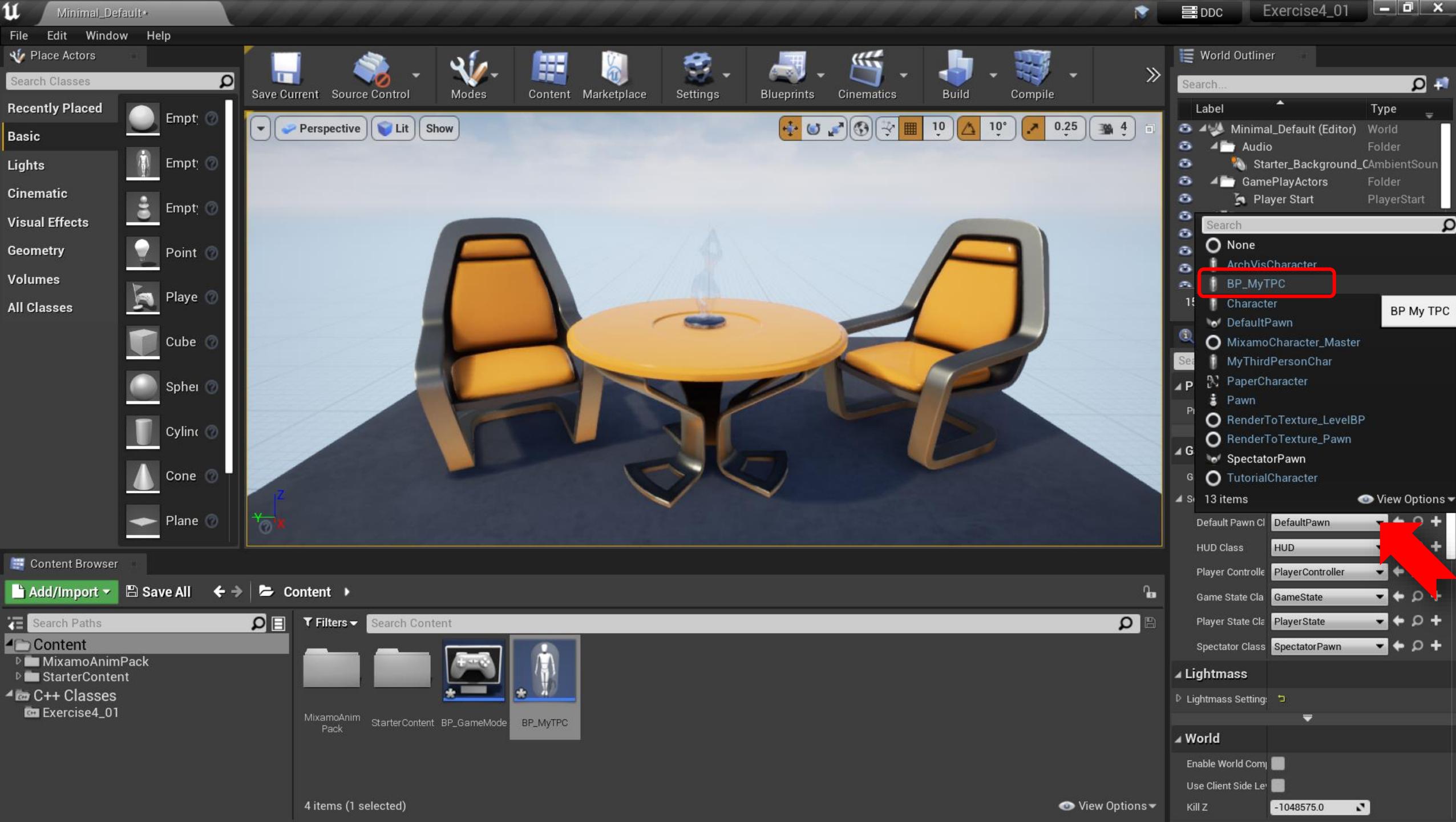
MixamoAnimPack StarterContent BP_GameMode BP_MyTPC

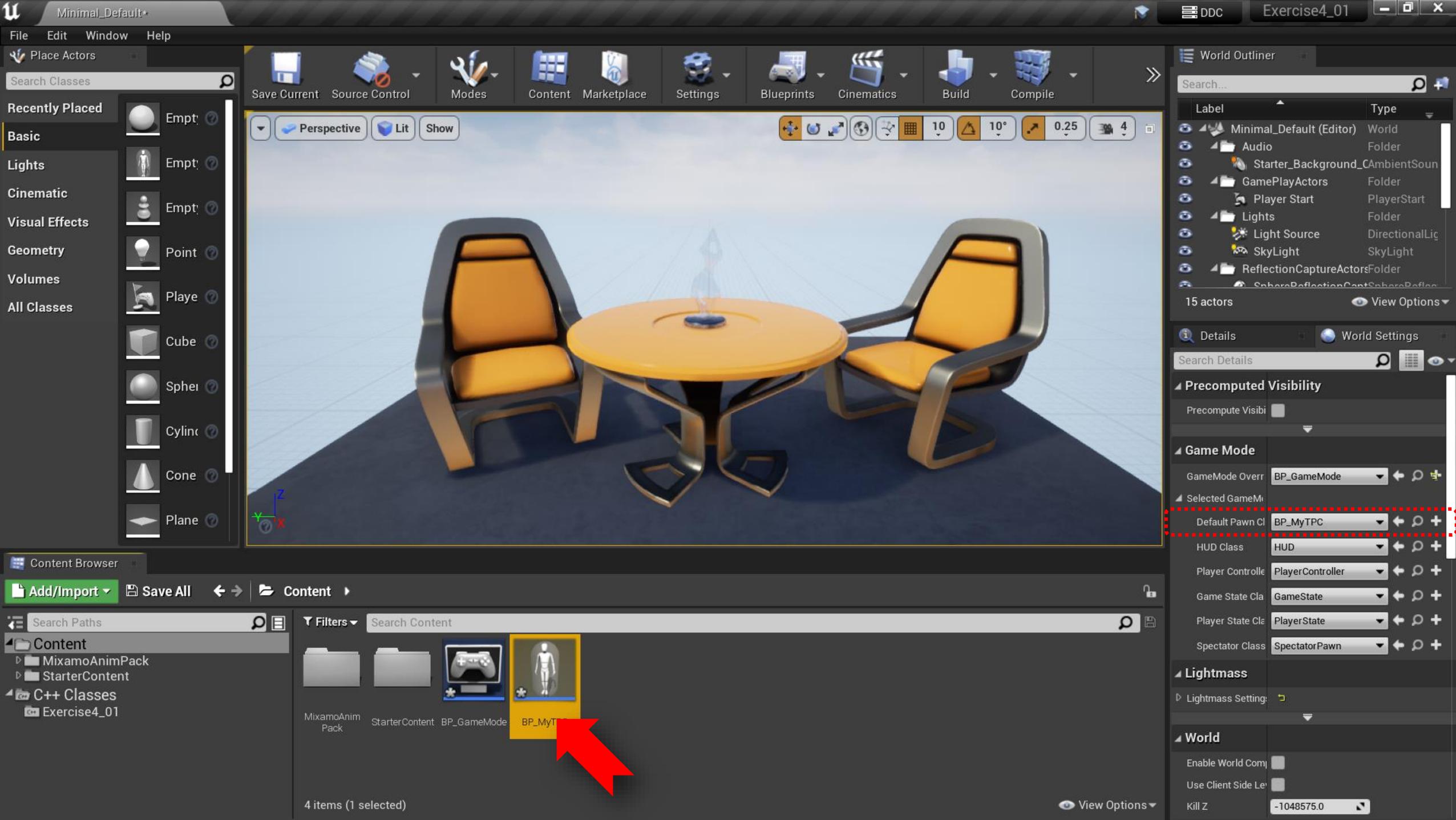
4 items (1 selected)

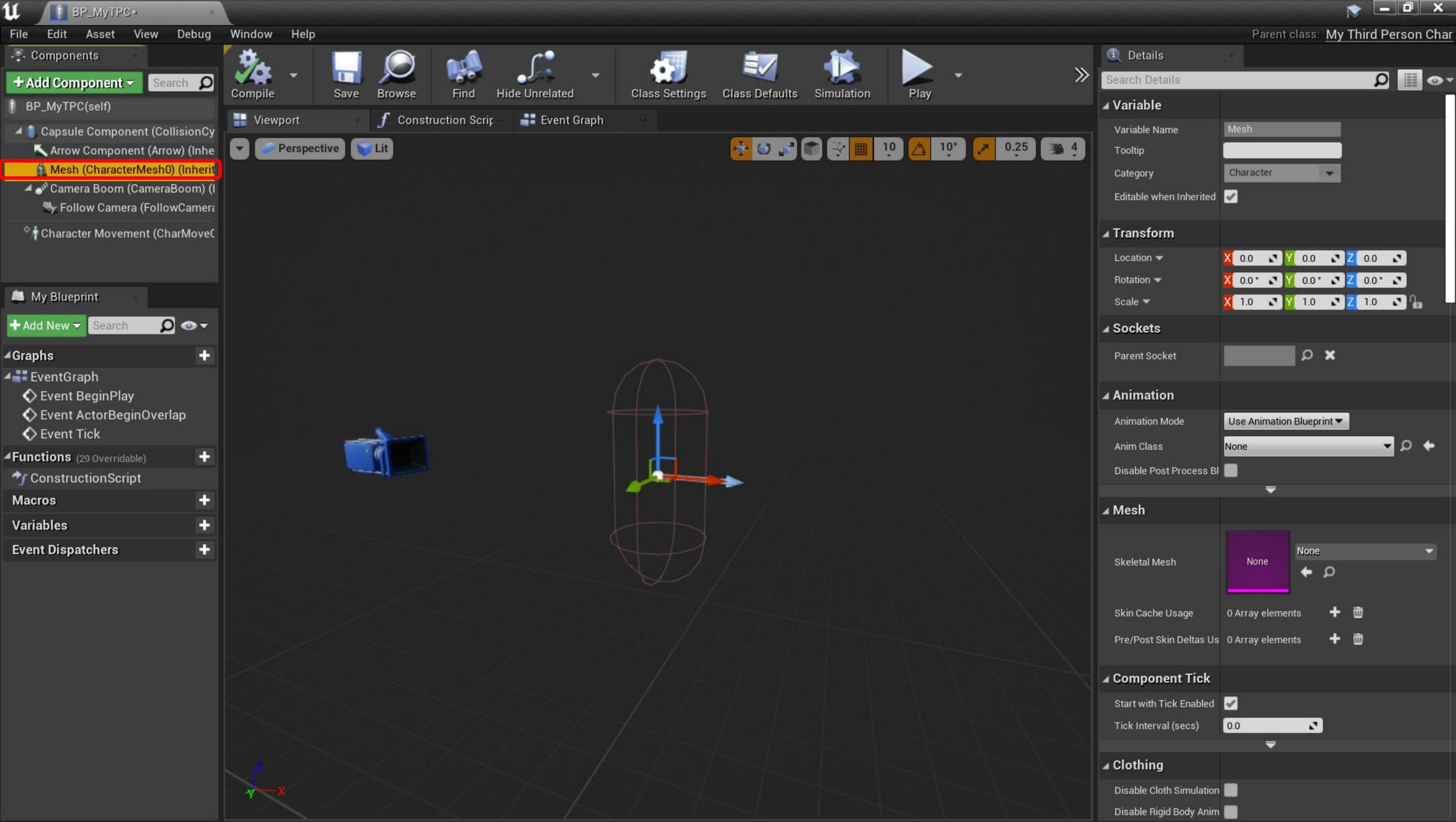
View Options

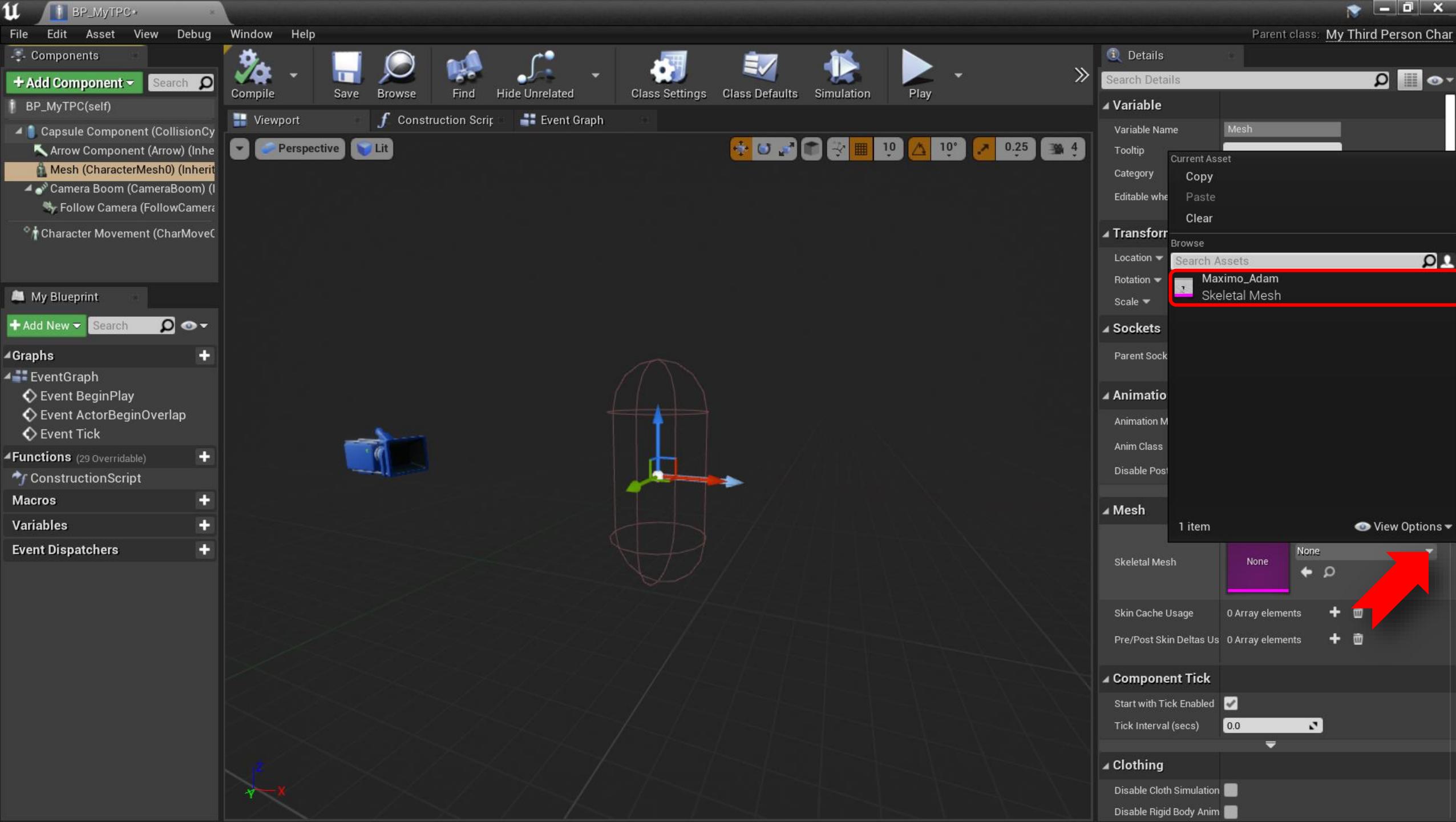


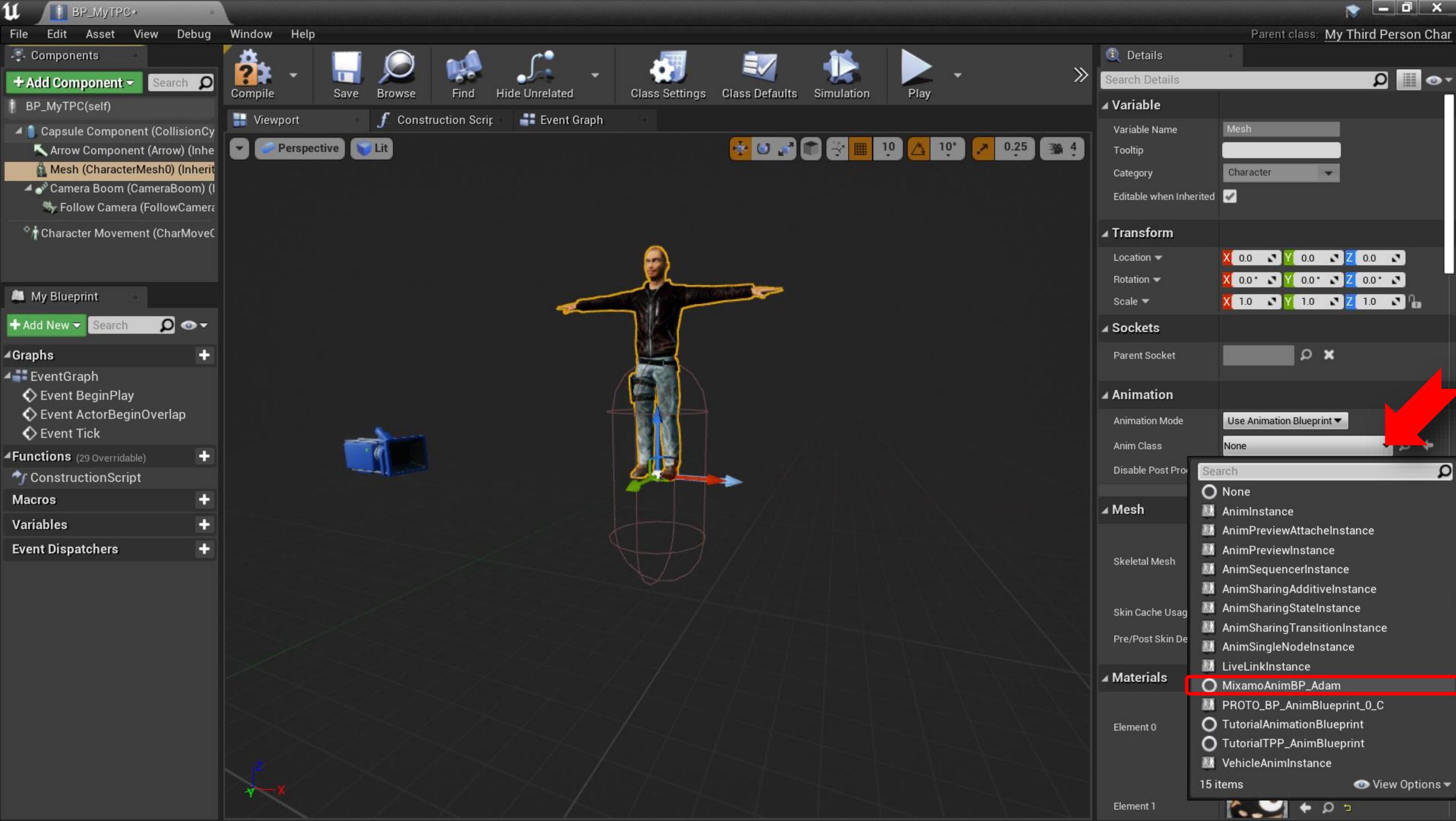


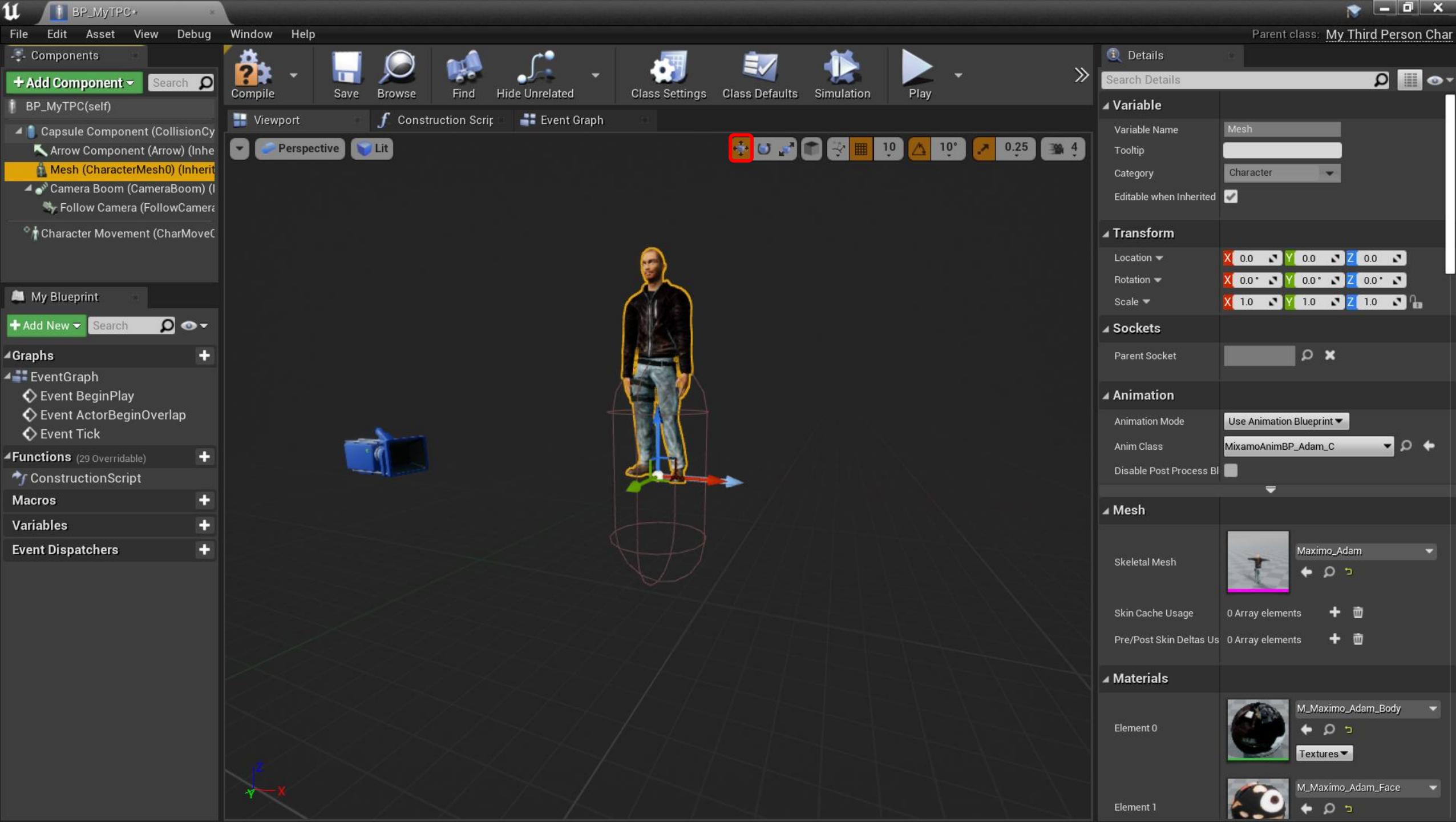


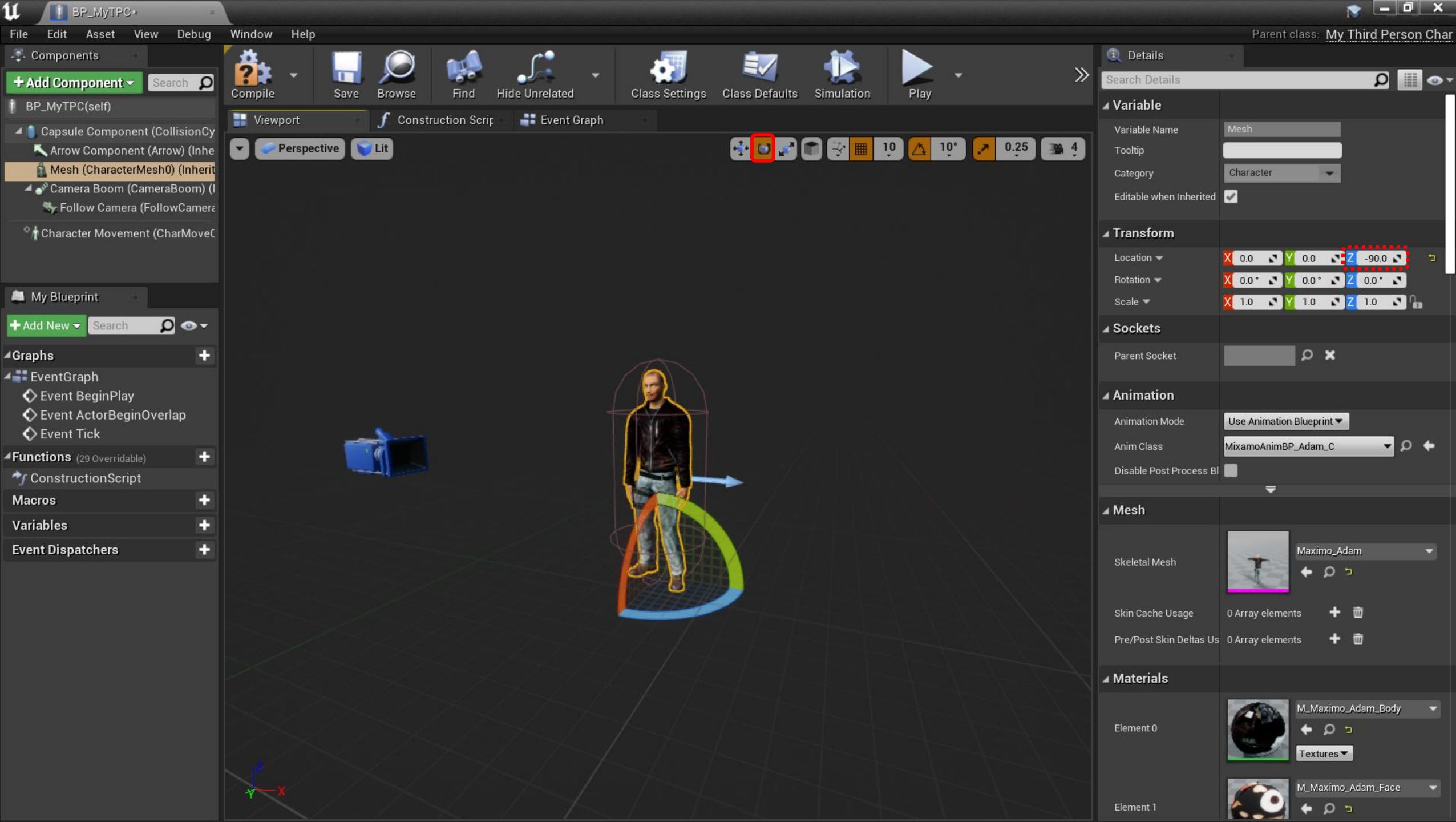


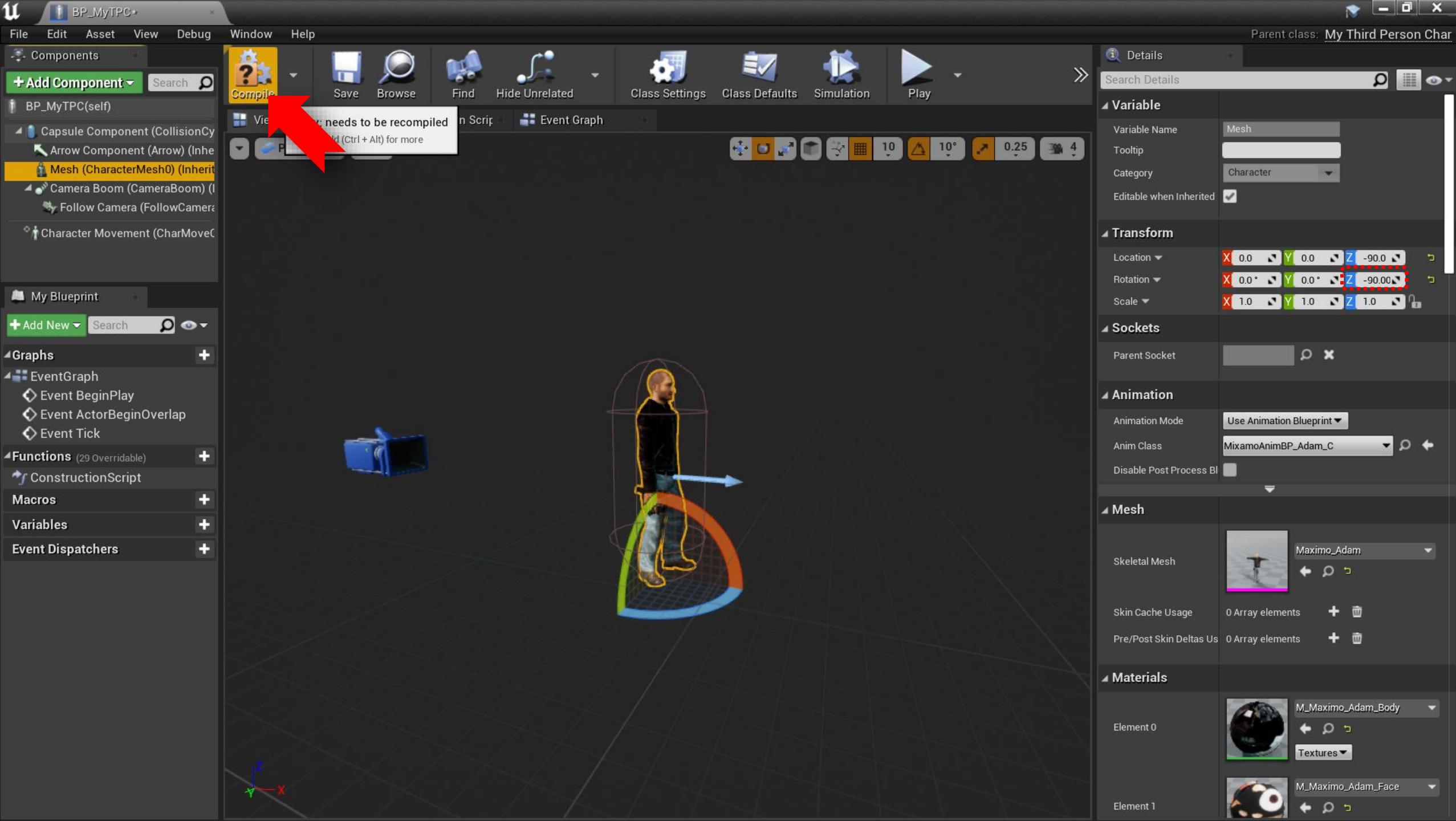












File Edit Window Help

Place Actors

Search Classes

Save Current Source Control Modes

Content Marketplace

Settings

Blueprints

Cinematics

Build

Compile

World Outliner

Search...



Recently Placed

- Basic
 - Lights
 - Cinematic
 - Visual Effects
 - Geometry
 - Volumes
 - All Classes
- Empty
 - Empty
 - Empty
 - Point
 - Play
 - Cube
 - Sphere
 - Cylinder
 - Cone
 - Plane

Perspective Lit Show

A row of small blue icons representing various tools or modes.

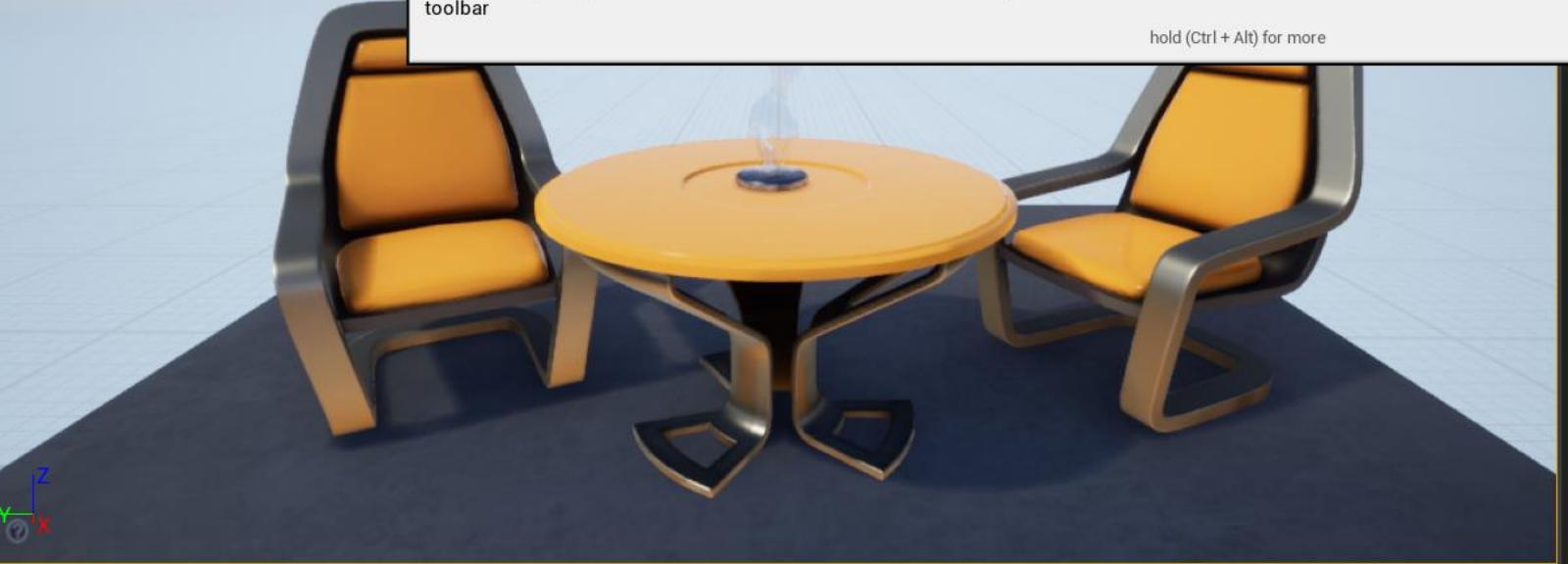
10 10° 0.25 4

- Play
 - Active Player
 - Launch
 - Launch Options
- Alt+P
- World Folder
- Background_CAmbientSound
- Actors Folder

Type

Launches a game preview session in the same mode as the last game preview session launched from the Game Preview Modes dropdown next to the Play button on the level editor toolbar

hold (Ctrl + Alt) for more



ReflectionCaptureActorsFolder
SphereReflectionCapturesphereReflection

15 actors View Options

Details World Settings

Search Details

Precomputed Visibility

Precompute Visibi

Game Mode

GameMode Overr BP_GameMode

Selected GameM Default Pawn Cl BP_MyTPC

HUD Class HUD

Player Contro PlayerController

Game State Cla GameState

Player State Cla PlayerState

Spectator Class SpectatorPawn

Lightmass

Lightmass Setting:

World

Enable World Comp

Use Client Side Le

Kill Z -1048575.0

Content Browser

Add/Import Save All

Content

MixamoAnimPack StarterContent

C++ Classes Exercise4_01

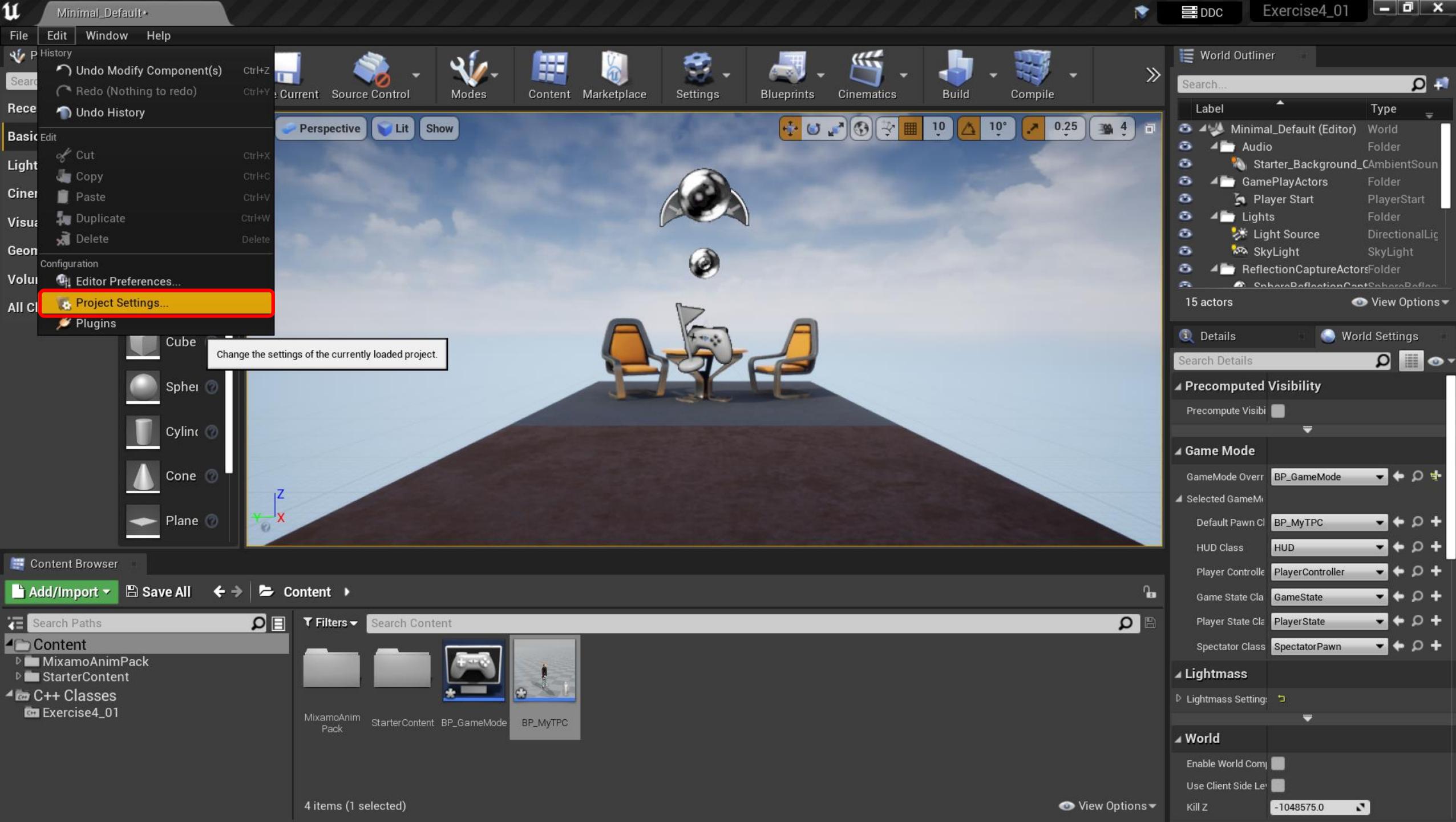
Filters Search Content

- MixamoAnim Pack
- StarterContent
- BP_GameMode
- BP_MyTPC

4 items (1 selected)

View Options







Project Settings

All Settings

Project

Crypto

Description

GameplayTags

Maps & Modes

Movies

Packaging

Supported Platforms

Target Hardware

Game

Asset Manager

Asset Tools

Engine

AI System

Animation

Audio

Search Details



Project - Description

Descriptions and other information about your project.

Export... Import...

These settings are saved in DefaultGame.ini, which is currently writable.

About

Project Thumbnail



...

Description

Project ID

{476270D4-4673-5699-C09E-9AAE86F58C12}

Project Name

Project Version

1.0.0.0



Engine

[AI System](#)[Animation](#)[Audio](#)[Chaos Solver](#)[Collision](#)[Console](#)[Cooker](#)[Crowd Manager](#)[Data Driven CVars](#)[Debug Camera Controller](#)[Gameplay Debugger](#)[Garbage Collection](#)[General Settings](#)[Hierarchical LOD](#)[Input](#)[Landscape](#)[Level Sequence](#)[Navigation Mesh](#)

Search Details



Engine - Input

Input settings, including default input action and axis bindings.

[Export...](#) [Import...](#)

These settings are saved in DefaultInput.ini, which is currently writable.

Bindings

Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behaviors by inserting a layer of indirection between the input behavior and the keys that invoke it. Action Mappings are for key presses and releases, while Axis Mappings allow for inputs that have a continuous range.

Action Mappings [+](#) [-](#)

Axis Mappings [+](#) [-](#)

Speech Mappings

0 Array elements

[+](#) [-](#)

Viewport Properties

Capture Mouse on Launch



Default Viewport Mouse Capture Mode

[Capture Permanently Including Initial Mouse Down](#)

Default Viewport Mouse Lock Mode

[Lock on Capture](#)

Mobile

Always Show Touch Interface





Engine

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▶ Input

[Landscape](#)[Level Sequence](#)[Navigation Mesh](#)

Search Details



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▲ Action Mappings + X

NewActionMapping_0 + X



None

+ XShift Ctrl Alt Cmd X

Axis Mappings + X

Speech Mappings

0 Array elements + X

▲ Viewport Properties

 Capture Mouse on Launch

Default Viewport Mouse Capture Mode



Capture Permanently Including Initial Mouse Down ▾

Default Viewport Mouse Lock Mode

Lock on Capture ▾



Engine

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▶ Input

[Landscape](#)[Level Sequence](#)[Navigation Mesh](#)

Search Details



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▲ Action Mappings + X

Jump + X



None

Shift Ctrl Alt Cmd X

Axis Mappings + X

Speech Mappings

0 Array elements + X

▲ Viewport Properties

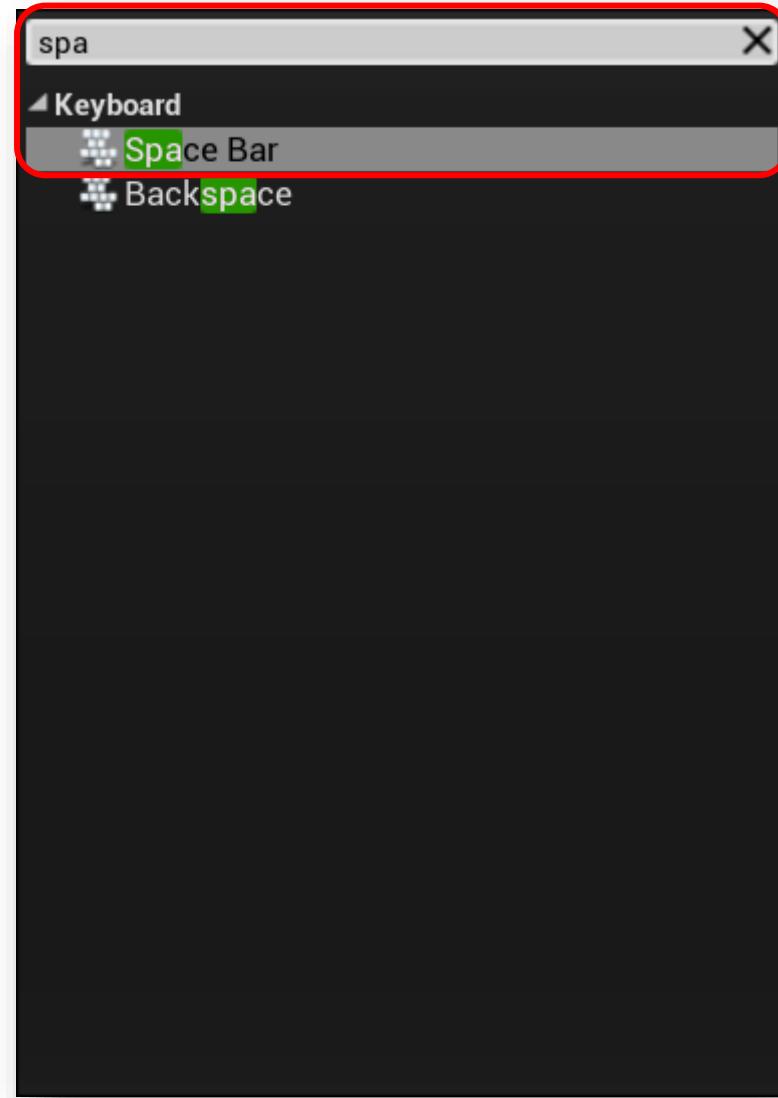
 Capture Mouse on Launch

Default Viewport Mouse Capture Mode

 Capture Permanently Including Initial Mouse Down ▼

Default Viewport Mouse Lock Mode

Lock on Capture ▼





Engine

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▶ Input

[Landscape](#)[Level Sequence](#)[Navigation Mesh](#)

Search Details



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▲ Action Mappings + ⌫

Jump + ⌫

Space Bar ⌫ Shift Ctrl Alt Cmd ⌘ ⌥ ⌘ ⌥

Axis Mappings + ⌫

Speech Mappings

0 Array elements + ⌫

▲ Viewport Properties

Capture Mouse on Launch

Default Viewport Mouse Capture Mode

Capture Permanently Including Initial Mouse Down ⌫

Default Viewport Mouse Lock Mode

Lock on Capture ⌫





Engine

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▶ Input

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Action Mappings +

Jump

Space Bar

None

Axis Mappings +

Speech Mappings 0 Array elements



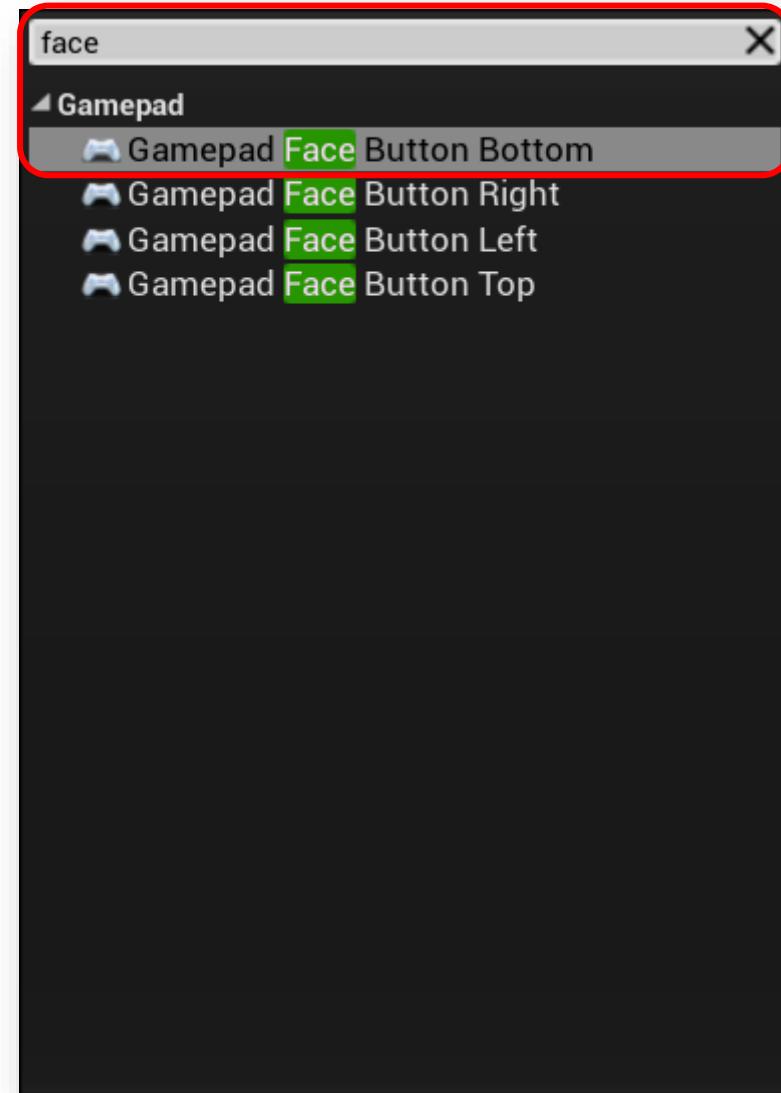
Viewport Properties

Capture Mouse on Launch

Default Viewport Mouse Capture Mode



Capture Permanently Including Initial Mouse Down





Engine

[AI System](#)[Animation](#)[Audio](#)[Chaos Solver](#)[Collision](#)[Console](#)[Cooker](#)[Crowd Manager](#)[Data Driven CVars](#)[Debug Camera Controller](#)[Gameplay Debugger](#)[Garbage Collection](#)[General Settings](#)[Hierarchical LOD](#)

▶ Input

[Landscape](#)[Level Sequence](#)[Navigation Mesh](#)

Search Details



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Action Mappings +

Jump

Space Bar Shift Ctrl Alt Cmd

Gamepad Face Button Bottom Shift Ctrl Alt Cmd

Axis Mappings +

Speech Mappings

0 Array elements



Viewport Properties

Capture Mouse on Launch

Default Viewport Mouse Capture Mode



Capture Permanently Including Initial Mouse Down



Engine

[AI System](#)[Animation](#)[Audio](#)[Chaos Solver](#)[Collision](#)[Console](#)[Cooker](#)[Crowd Manager](#)[Data Driven CVars](#)[Debug Camera Controller](#)[Gameplay Debugger](#)[Garbage Collection](#)[General Settings](#)[Hierarchical LOD](#)

▶ Input

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Search Details



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▲ Action Mappings + ⌫

- ▲ Jump
 - Space Bar
 - Shift
 - Ctrl
 - Alt
 - Cmd
 - ×
 - Gamepad Face Button Bottom
 - Shift
 - Ctrl
 - Alt
 - Cmd
 - ×

▲ Axis Mappings + ⌫

- ▲ NewAxisMapping_0
 - None
 - Scale 1.0
 - +
 - ×

▲ Viewport Properties



Engine

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▶ Input

[Landscape](#)[Level Sequence](#)[Navigation Mesh](#)

Search Details



Engine - Input

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[Export...](#) [Import...](#)

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Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behaviors by inserting a layer of indirection between the input behavior and the keys that invoke it. Action Mappings are for key presses and releases, while Axis Mappings allow for inputs that have a continuous range.

Action Mappings + X

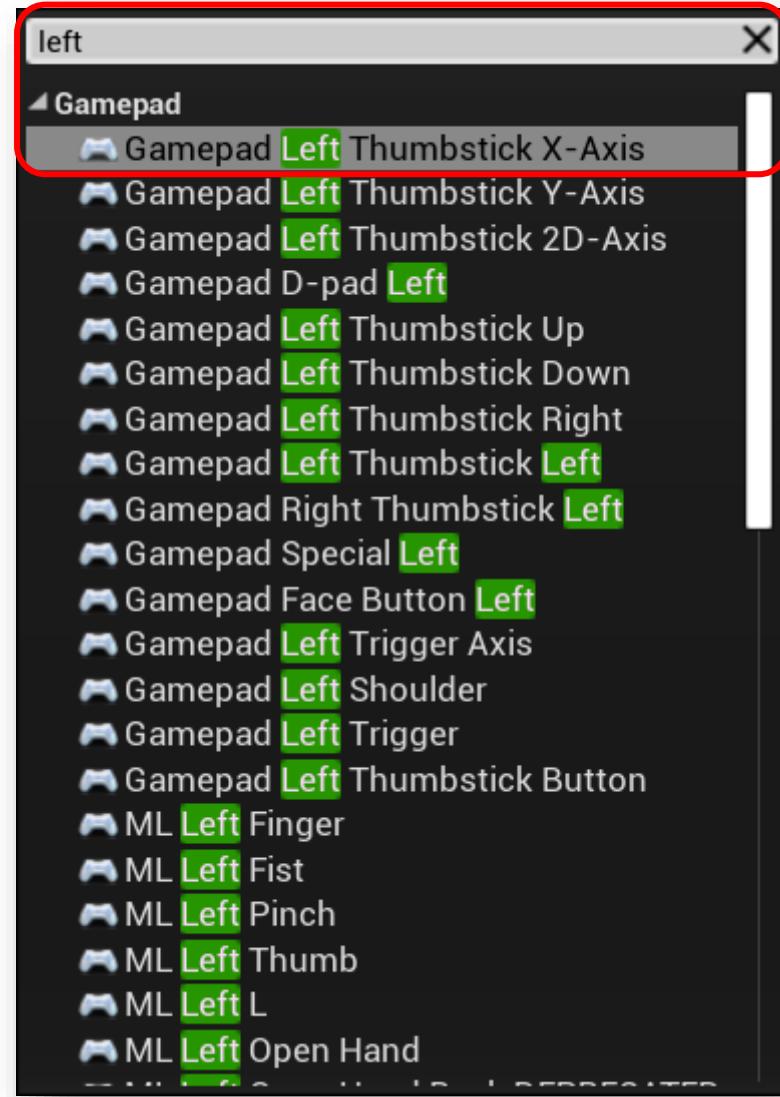
Space Bar	▼	Shift	Ctrl	Alt	Cmd	X
Gamepad Face Button Bottom	▼	Shift	Ctrl	Alt	Cmd	X

Axis Mappings + X

None	▼	Scale 1.0	X
Speech Mappings	0 Array elements	+ -	

Viewport Properties







Engine

[AI System](#)[Animation](#)[Audio](#)[Chaos Solver](#)[Collision](#)[Console](#)[Cooker](#)[Crowd Manager](#)[Data Driven CVars](#)[Debug Camera Controller](#)[Gameplay Debugger](#)[Garbage Collection](#)[General Settings](#)[Hierarchical LOD](#)

▶ Input

[Landscape](#)[Level Sequence](#)[Navigation Mesh](#)

Search Details



Engine - Input

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[Export...](#) [Import...](#)

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Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behaviors by inserting a layer of indirection between the input behavior and the keys that invoke it. Action Mappings are for key presses and releases, while Axis Mappings allow for inputs that have a continuous range.

▲ Action Mappings + ⌫

- Jump
 - Space Bar
 - Gamepad Face Button Bottom

▲ Axis Mappings + ⌫

- MoveRight
 - Gamepad Left Thumbstick X-Axis

Speech Mappings 0 Array elements + ⌫

Viewport Properties





Engine

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▶ Input

[Landscape](#)[Level Sequence](#)[Navigation Mesh](#)

Search Details



Engine - Input

Input settings, including default input action and axis bindings.

[Export...](#) [Import...](#)

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Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behaviors by inserting a layer of indirection between the input behavior and the keys that invoke it. Action Mappings are for key presses and releases, while Axis Mappings allow for inputs that have a continuous range.

▲ Action Mappings + ⌫

- Jump
 - Space Bar
 - Gamepad Face Button Bottom

▲ Axis Mappings + ⌫

- MoveRight
 - Gamepad Left Thumbstick X-Axis
 - D
 - A

Speech Mappings

0 Array elements

+ ⌫



Engine

[AI System](#)[Animation](#)[Audio](#)[Chaos Solver](#)[Collision](#)[Console](#)[Cooker](#)[Crowd Manager](#)[Data Driven CVars](#)[Debug Camera Controller](#)[Gameplay Debugger](#)[Garbage Collection](#)[General Settings](#)[Hierarchical LOD](#)

▶ Input

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Bindings

Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behaviors by inserting a layer of indirection between the input behavior and the keys that invoke it. Action Mappings are for key presses and releases, while Axis Mappings allow for inputs that have a continuous range.

▲ Action Mappings + X

- ▲ Jump + X
 - Space Bar Shift Ctrl Alt Cmd X
 - Gamepad Face Button Bottom Shift Ctrl Alt Cmd X

▲ Axis Mappings + X

- ▲ MoveRight + X
 - Gamepad Left Thumbstick X-Axis Scale 1.0 X
 - D Scale 1.0 X
 - A Scale -1.0 X
- ▲ NewAxisMapping_1 + X
 - None Scale 1.0 X

[Speech Mappings](#)

0 Array elements

+ X



Project Settings

Engine

AI System

Animation

Audio

Chaos Solver

Collision

Console

Cooker

Crowd Manager

Data Driven CVars

Debug Camera Controller

Gameplay Debugger

Garbage Collection

General Settings

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Input

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Mappings allow for inputs that have a continuous range.

Action Mappings + X

- Jump
 - Space Bar
 - Gamepad Face Button Bottom

Axis Mappings + X

- MoveRight
 - Gamepad Left Thumbstick X-Axis
 - D
 - A

MoveForward + X

- Gamepad Left Thumbstick Y-Axis
- W
- S

Speech Mappings

0 Array elements

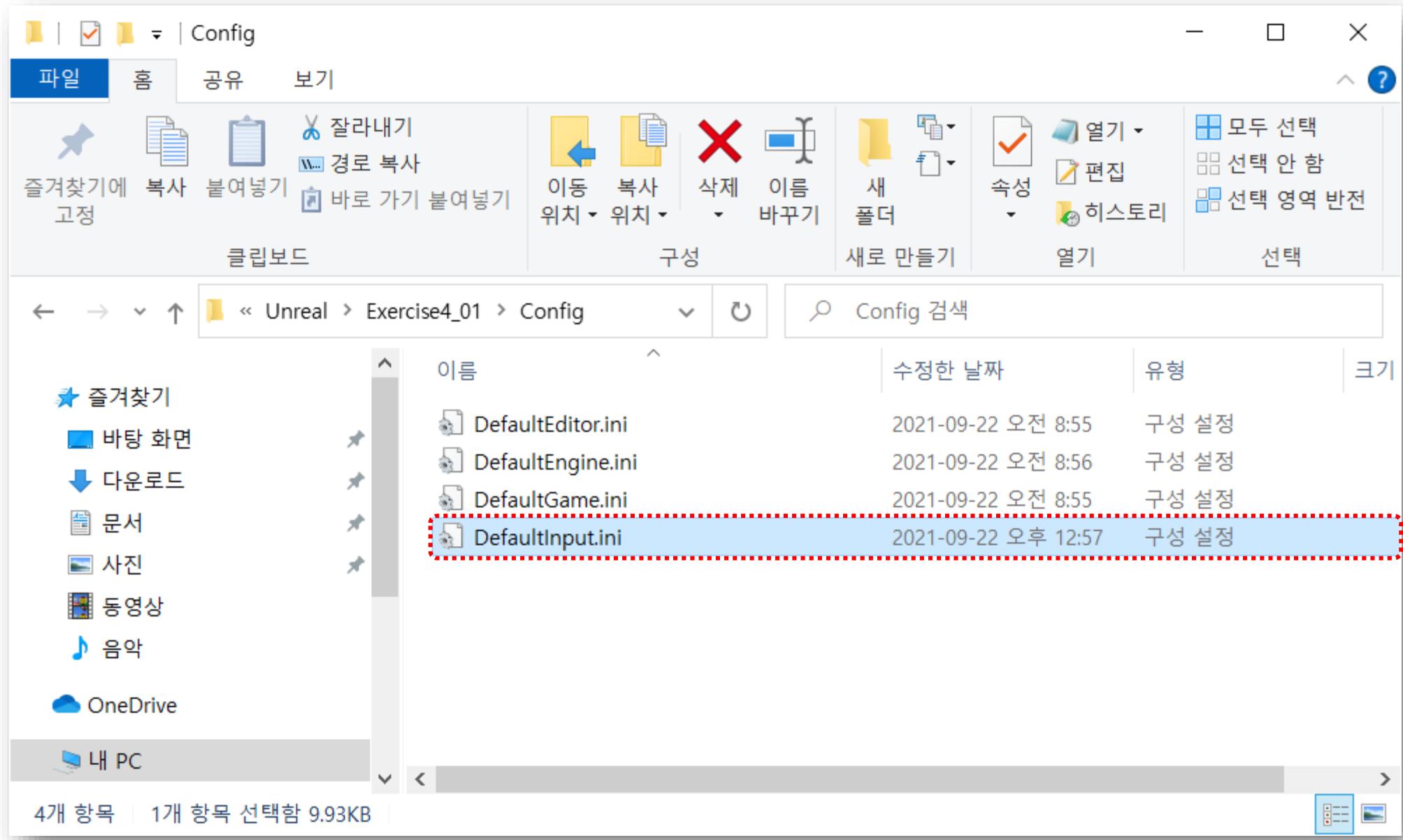
+ X

Viewport Properties



Processing Player Input

- › All the steps necessary that lead from one event to the other:
 - 1) **Hardware Input:**
 - › UE4 will be listening to this keypress event.
 - 2) **The PlayerInput class:**
 - › This class will translate that key into an action or axis. If there is an action or axis associated with that key, it will notify all classes that are listening to the action that it was just pressed, released, or updated.
 - 3) **The Player Controller class:**
 - › This is the first class to receive these events, given that it's used to represent a player in the game.
 - 4) **The Pawn class:**
 - › This class (and consequently the **Character** class, which inherits from it) can also listen to those events.



파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01

Develop Win64 로컬 Windows 디버거

DefaultInput.ini MyThirdPersonChar.cpp MyThirdPersonChar.h

```
[L/Script/Engine.InputSettings]
1 -AxisConfig=(AxisKeyName="Gamepad_LeftX", AxisProperties=(DeadZone=0.25,Exponent=1.f,Sensitivity=1.f))
2 -AxisConfig=(AxisKeyName="Gamepad_LeftY", AxisProperties=(DeadZone=0.25,Exponent=1.f,Sensitivity=1.f))
3 -AxisConfig=(AxisKeyName="Gamepad_RightX", AxisProperties=(DeadZone=0.25,Exponent=1.f,Sensitivity=1.f))
4 -AxisConfig=(AxisKeyName="Gamepad_RightY", AxisProperties=(DeadZone=0.25,Exponent=1.f,Sensitivity=1.f))
5 -AxisConfig=(AxisKeyName="MouseX", AxisProperties=(DeadZone=0.f,Exponent=1.f,Sensitivity=0.07f))
6 -AxisConfig=(AxisKeyName="MouseY", AxisProperties=(DeadZone=0.f,Exponent=1.f,Sensitivity=0.07f))
7 -AxisConfig=(AxisKeyName="Mouse2D", AxisProperties=(DeadZone=0.f,Exponent=1.f,Sensitivity=0.07f))
8 +AxisConfig=(AxisKeyName="Gamepad_LeftX", AxisProperties=(DeadZone=0.250000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
9 +AxisConfig=(AxisKeyName="Gamepad_LeftY", AxisProperties=(DeadZone=0.250000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
10 +AxisConfig=(AxisKeyName="Gamepad_RightX", AxisProperties=(DeadZone=0.250000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
11 +AxisConfig=(AxisKeyName="Gamepad_RightY", AxisProperties=(DeadZone=0.250000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
12 +AxisConfig=(AxisKeyName="MouseX", AxisProperties=(DeadZone=0.000000,Sensitivity=0.070000,Exponent=1.000000,bInvert=False))
13 +AxisConfig=(AxisKeyName="MouseY", AxisProperties=(DeadZone=0.000000,Sensitivity=0.070000,Exponent=1.000000,bInvert=False))
14 +AxisConfig=(AxisKeyName="Mouse2D", AxisProperties=(DeadZone=0.000000,Sensitivity=0.070000,Exponent=1.000000,bInvert=False))
15 +AxisConfig=(AxisKeyName="MouseWheelAxis", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
16 +AxisConfig=(AxisKeyName="Gamepad_LeftTriggerAxis", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
17 +AxisConfig=(AxisKeyName="Gamepad_RightTriggerAxis", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
18 +AxisConfig=(AxisKeyName="Gamepad_Special_Left_X", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
19 +AxisConfig=(AxisKeyName="Gamepad_Special_Left_Y", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
20 +AxisConfig=(AxisKeyName="Daydream_Left_Trackpad_X", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
21 +AxisConfig=(AxisKeyName="Daydream_Left_Trackpad_Y", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
22 +AxisConfig=(AxisKeyName="Daydream_Right_Trackpad_X", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
23 +AxisConfig=(AxisKeyName="Daydream_Right_Trackpad_Y", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
24 +AxisConfig=(AxisKeyName="Vive_Left_Trigger_Axis", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
25 +AxisConfig=(AxisKeyName="Vive_Left_Trackpad_X", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
26 +AxisConfig=(AxisKeyName="Vive_Left_Trackpad_Y", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
27 +AxisConfig=(AxisKeyName="Vive_Left_Trackpad_Z", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
28 +AxisConfig=(AxisKeyName="Vive_Right_Trigger_Axis", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
29 +AxisConfig=(AxisKeyName="Vive_Right_Trackpad_X", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
30 +AxisConfig=(AxisKeyName="Vive_Right_Trackpad_Y", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
31 +AxisConfig=(AxisKeyName="MixedReality_Left_Trigger_Axis", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
32 +AxisConfig=(AxisKeyName="MixedReality_Left_Thumbstick_X", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
33 +AxisConfig=(AxisKeyName="MixedReality_Left_Thumbstick_Y", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
34 +AxisConfig=(AxisKeyName="MixedReality_Left_Trackpad_X", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
35 +AxisConfig=(AxisKeyName="MixedReality_Left_Trackpad_Y", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
36 +AxisConfig=(AxisKeyName="MixedReality_Right_Trigger_Axis", AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=False))
```

100 % 문제가 검색되지 않음 줄: 1 문자: 1 탭 CRLF

Live Share

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+Shift+F)

솔루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

- Engine
- UE4
- Games
- Exercise4_01
- 참조
- 외부 종속성
- Config
- DefaultEditor.ini
- DefaultEngine.ini
- DefaultGame.ini
- Source
- Exercise4_01.uproject

Visualizers

솔루션 탐색기 Git 변경 내용

속성

Exercise4_01 솔루션 속성

기타

(이름)	Exercise4_01
경로	C:\Users\wsunje\Desktop
설명	
시작 프로젝트	Exercise4_01
활성 구성	Development Editor Win

(이름)

솔루션 파일의 이름입니다.

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01

Develop Win64 로컬 Windows 디버거

Live Share

DefaultInput.ini MyThirdPersonChar.cpp MyThirdPersonChar.h

```
61 +AxisConfig=(AxisKeyName="ValveIndex_Right_Thumbstick_X",AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=false))
62 +AxisConfig=(AxisKeyName="ValveIndex_Right_Thumbstick_Y",AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=false))
63 +AxisConfig=(AxisKeyName="ValveIndex_Right_Trackpad_X",AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=false))
64 +AxisConfig=(AxisKeyName="ValveIndex_Right_Trackpad_Y",AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=false))
65 +AxisConfig=(AxisKeyName="ValveIndex_Right_Trackpad_Force",AxisProperties=(DeadZone=0.000000,Sensitivity=1.000000,Exponent=1.000000,bInvert=false))
66 bAltEnterTogglesFullscreen=True
67 bF11TogglesFullscreen=True
68 bUseMouseForTouch=False
69 bEnableMouseSmoothing=True
70 bEnableFOVScaling=True
71 bCaptureMouseOnLaunch=True
72 bAlwaysShowTouchInterface=False
73 bShowConsoleOnFourFingerTap=True
74 bEnableGestureRecognizer=False
75 bUseAutocorrect=False
76 DefaultViewportMouseCaptureMode=CapturePermanently_IncludingInitialMouseDown
77 DefaultViewportMouseLockMode=LockOnCapture
78 FOVScale=0.011110
79 DoubleClickTime=0.200000
80 +ActionMappings=(ActionName="Jump",bShift=False,bCtrl=False,bAlt=False,bCmd=False,Key=SpaceBar)
81 +ActionMappings=(ActionName="Jump",bShift=False,bCtrl=False,bAlt=False,bCmd=False,Key=Gamepad_FaceButton_Bottom)
82 +AxisMappings=(AxisName="MoveRight",Scale=1.000000,Key=Gamepad_LeftX)
83 +AxisMappings=(AxisName="MoveRight",Scale=1.000000,Key=D)
84 +AxisMappings=(AxisName="MoveRight",Scale=-1.000000,Key=A)
85 +AxisMappings=(AxisName="MoveForward",Scale=1.000000,Key=Gamepad_LeftY)
86 +AxisMappings=(AxisName="MoveForward",Scale=1.000000,Key=W)
87 +AxisMappings=(AxisName="MoveForward",Scale=-1.000000,Key=S)
88 DefaultPlayerInputClass=/Script/Engine.PlayerInput
89 DefaultInputComponentClass=/Script/Engine.InputComponent
90 DefaultTouchInterface=/Engine/MobileResources/HUD/DefaultVirtualJoysticks.DefaultVirtualJoysticks
91 -ConsoleKeys=Tilde
92 +ConsoleKeys=Tilde
93
94
```

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+Shift+F)

솔루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

- Engine
- UE4
- Games
- Exercise4_01
- 참조
- 외부 종속성
- Config
- DefaultEditor.ini
- DefaultEngine.ini
- DefaultGame.ini
- Source
- Exercise4_01.uproject

Visualizers

솔루션 탐색기 Git 변경 내용

속성

Exercise4_01 솔루션 속성

이름	Exercise4_01
경로	C:\Users\wsunje\Desktop
설명	
시작 프로젝트	Exercise4_01
활성 구성	Development Editor Windows

(이름)
솔루션 파일의 이름입니다.

문제가 검색되지 않음

이 항목은 미리 보기 지원하지 않습니다.

소스 제어에 추가



Exercise 4.02: Listening to Movement Actions and Axes

The screenshot shows the Unreal Engine Editor interface. The title bar includes the Unreal Engine logo, the project name 'Exe...4_01', and various menu options like 파일(F), 편집(E), 보기(V), Git(G), 프로젝트(P), 빌드(B), 디버그(D), 테스트(S), 분석(N), 도구(I), 확장(X), 창(W), 도움말(H), and 검색 (Ctrl+Q). The toolbar below has icons for file operations like Open, Save, and Find. The main workspace displays the code for 'MyThirdPersonChar.h' (highlighted with a red box). The code defines a class 'AMyThirdPersonChar' with properties for a camera component and methods for setup and tick. The right side of the interface features the Solution Explorer, showing the project structure with files like DefaultEditor.ini, DefaultEngine.ini, DefaultGame.ini, and Exercise4_01.uproject.

```
DefaultInput.ini MyThirdPersonChar.cpp MyThirdPersonChar.h
Exercise4_01
19 // Follow camera
20 UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = MyTPS_Cam, meta = (AllowPrivateAccess = "true"))
21 class UCameraComponent* FollowCamera;
22
23 public:
24     // Sets default values for this character's properties
25     AMyThirdPersonChar();
26
27 protected:
28     // Called when the game starts or when spawned
29     virtual void BeginPlay() override;
30
31 public:
32     // Called every frame
33     virtual void Tick(float DeltaTime) override;
34
35     // Called to bind functionality to input
36     virtual void SetupPlayerInputComponent(class UInputComponent* PlayerInputComponent) override;
37 }
38
39 }
40 }
```

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+I)

Exercise4_01 (2/2개 프로젝트)

- Engine
- UE4
- Games
- Exercise4_01
 - 참조
 - 외부 종속성
 - Config
 - DefaultEditor.ini
 - DefaultEngine.ini
 - DefaultGame.ini
 - Source
 - Exercise4_01.uproject
- Visualizers

솔루션 탐색기 Git 변경 내용

속성

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01 Live Share

DefaultInput.ini MyThirdPersonChar.cpp MyThirdPersonChar.h

Exercise4_01 → AMyThirdPersonChar AMyThirdPersonChar0

```
25 // Create a camera boom (pulls in towards the player if there is a collision)
26 CameraBoom = CreateDefaultSubobject<USpringArmComponent>(TEXT("CameraBoom"));
27 CameraBoom->SetupAttachment(RootComponent);
28 CameraBoom->TargetArmLength = 300.0f;
29 CameraBoom->bUsePawnControlRotation = true;
30
31 // Create a camera that will follow the character
32 FollowCamera = CreateDefaultSubobject<UCameraComponent>(TEXT("FollowCamera"));
33 FollowCamera->SetupAttachment(CameraBoom, USpringArmComponent::SocketName);
34 FollowCamera->bUsePawnControlRotation = false;
35 }
36
37 // Called when the game starts or when spawned
38 void AMyThirdPersonChar::BeginPlay()
39 {
40     Super::BeginPlay();
41 }
42
43 // Called every frame
44 void AMyThirdPersonChar::Tick(float DeltaTime)
45 {
46     Super::Tick(DeltaTime);
47 }
48
49
50
51 // Called to bind functionality to input
52 void AMyThirdPersonChar::SetupPlayerInputComponent(UInputComponent* PlayerInputComponent)
53 {
54     Super::SetupPlayerInputComponent(PlayerInputComponent);
55 }
56
57
58
```

100 % 문제가 검색되지 않음 줄: 34 문자: 48 열: 51 혼합 CRLF

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+Shift+F)

솔루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

- Engine
- UE4
- Games
- Exercise4_01
- 참조
- 외부 종속성
- Config
- DefaultEditor.ini
- DefaultEngine.ini
- DefaultGame.ini
- Source
- Exercise4_01.uproject

Visualizers

속성

준비 소스 제어에 추가

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01 Live Share

DefaultInput.ini MyThirdPersonChar.cpp* x MyThirdPersonChar.h

Exercise4_01 AMyThirdPersonChar SetupPlayerInputComponent(UInputComponent*)

```
29 CameraBoom->bUsePawnControlRotation = true;
30
31 // Create a camera that will follow the character
32 FollowCamera = CreateDefaultSubobject<UCameraComponent>(TEXT("FollowCamera"));
33 FollowCamera->SetupAttachment(CameraBoom, USpringArmComponent::SocketName);
34 FollowCamera->bUsePawnControlRotation = false;
35 }
36
37 // Called when the game starts or when spawned
38 void AMyThirdPersonChar::BeginPlay()
39 {
40     Super::BeginPlay();
41 }
42
43 // Called every frame
44 void AMyThirdPersonChar::Tick(float DeltaTime)
45 {
46     Super::Tick(DeltaTime);
47 }
48
49
50 // Called to bind functionality to input
51 void AMyThirdPersonChar::SetupPlayerInputComponent(UInputComponent* PlayerInputComponent)
52 {
53     Super::SetupPlayerInputComponent(PlayerInputComponent);
54
55     PlayerInputComponent->BindAction("Jump", IE_Pressed, this, &ACharacter::Jump);
56     PlayerInputComponent->BindAction("Jump", IE_Released, this, &ACharacter::StopJumping);
57
58     PlayerInputComponent->BindAxis("MoveForward", this, &AMyThirdPersonChar::MoveForward);
59     PlayerInputComponent->BindAxis("MoveRight", this, &AMyThirdPersonChar::MoveRight);
60 }
61
62
63 }
```

슬루션 탐색기

슬루션 탐색기 검색(Ctrl+Shift+F)

슬루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

- Engine
- UE4
- Games
- Exercise4_01
- 참조
- 외부 종속성
- Config
- DefaultEditor.ini
- DefaultEngine.ini
- DefaultGame.ini
- Source
- Exercise4_01.uproject

Visualizers

속성

준비 소스 제어에 추가

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01 Live Share

DefaultInput.ini MyThirdPersonChar.cpp MyThirdPersonChar.h* X

Exercise4_01 AMyThirdPersonChar MoveRight(float Value)

```
10
11     UCLASS()
12 class EXERCISE4_01_API AMyThirdPersonChar : public ACharacter
13 {
14     GENERATED_BODY()
15
16     // Spring arm component which will act as a placeholder for the player camera
17     UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = MyTPS_Cam, meta = (AllowPrivateAccess = "true"))
18     class USpringArmComponent* CameraBoom;
19
20     // Follow camera
21     UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = MyTPS_Cam, meta = (AllowPrivateAccess = "true"))
22     class UCameraComponent* FollowCamera;
23
24 public:
25     // Sets default values for this character's properties
26     AMyThirdPersonChar();
27
28 protected:
29     // Called when the game starts or when spawned
30     virtual void BeginPlay() override;
31
32     void MoveForward(float Value);
33     void MoveRight(float Value);
34
35 public:
36     // Called every frame
37     virtual void Tick(float DeltaTime) override;
38
39     // Called to bind functionality to input
40     virtual void SetupPlayerInputComponent(class UInputComponent* PlayerInputComponent) override;
41
42 };
43
```

Ctrl+S

100 % 1 0 ← → 줄: 33 문자: 30 열: 33 템 CRLF

저장되었습니다. ↑ 소스 제어에 추가 ↗

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+F)

솔루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

- Engine
- UE4
- Games
- Exercise4_01
- 참조
- 외부 종속성
- Config
- DefaultEditor.ini
- DefaultEngine.ini
- DefaultGame.ini
- Source
- Exercise4_01.uproject

Visualizers

속성

The screenshot shows the Unreal Engine 4 Editor interface. The top menu bar includes '파일(F)', '편집(E)', '보기(V)', 'Git(G)', '프로젝트(P)', '빌드(B)', '디버그(D)', '테스트(S)', '분석(N)', '도구(I)', '확장(X)', '창(W)', '도움말(H)', '검색 (Ctrl+Q)'. The title bar says 'Exe...4_01'. The toolbar has icons for file operations like Open, Save, Find, and Paste. The main window shows the code editor with 'MyThirdPersonChar.cpp' selected. The code implements a character movement system, including setting up collision capsules, camera booms, and follow cameras. The right side features the Solution Explorer showing the project structure, including 'Exercise4_01' and its subfolders like 'Engine', 'Games', and 'Source'. The bottom status bar displays '100 %', '8', '0', and other build-related information.

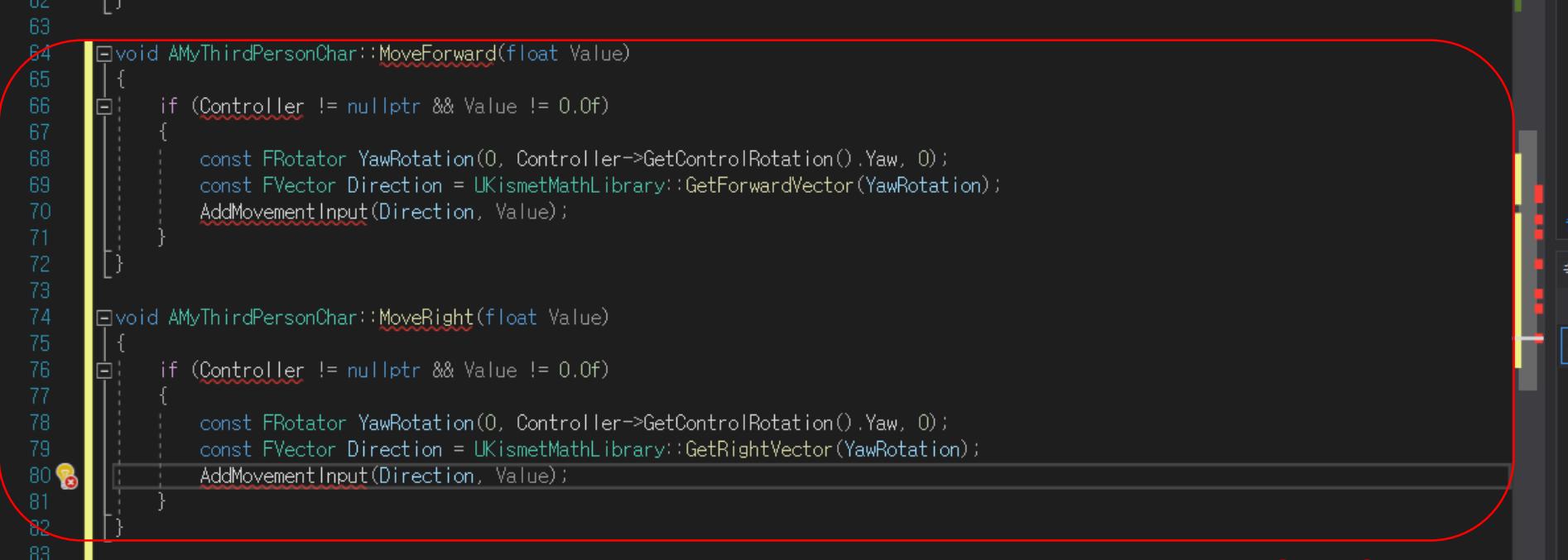
```
DefaultInput.ini MyThirdPersonChar.cpp* MyThirdPersonChar.h
Exercise4_01 (전역 범위)
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3
4 #include "MyThirdPersonChar.h"
5 #include "Components/CapsuleComponent.h"
6 #include "GameFramework/CharacterMovementComponent.h"
7 #include "Kismet/KismetMathLibrary.h"
8
9 // Sets default values
10 AMyThirdPersonChar::AMyThirdPersonChar()
11 {
12     // Set this character to call Tick() every frame. You can turn this off to improve performance if you don't need it.
13     PrimaryActorTick.bCanEverTick = true;
14
15     // Set size for collision capsule
16     GetCapsuleComponent()->InitCapsuleSize(42.0f, 96.0f);
17
18     // Don't rotate when the controller rotates. Let that just affect the camera.
19     bUseControllerRotationPitch = false;
20     bUseControllerRotationYaw = false;
21     bUseControllerRotationRoll = false;
22
23     // Configure character movement
24     GetCharacterMovement()->bOrientRotationToMovement = true;
25
26     // Create a camera boom (pulls in towards the player if there is a collision)
27     CameraBoom = CreateDefaultSubobject<USpringArmComponent>(TEXT("CameraBoom"));
28     CameraBoom->SetupAttachment(RootComponent);
29     CameraBoom->TargetArmLength = 300.0f;
30     CameraBoom->bUsePawnControlRotation = true;
31
32     // Create a camera that will follow the character
33     FollowCamera = CreateDefaultSubobject<UCameraComponent>(TEXT("FollowCamera"));
34     FollowCamera->SetupAttachment(CameraBoom, USpringArmComponent::SocketName);
35     FollowCamera->bUsePawnControlRotation = false;
```

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01

Win64 로컬 Windows 디버거 Live Share

DefaultInput.ini MyThirdPersonChar.cpp* MyThirdPersonChar.h

```
Exercise4_01
52 // Called to bind functionality to input
53 void AMyThirdPersonChar::SetupPlayerInputComponent(UInputComponent* PlayerInputComponent)
54 {
55     Super::SetupPlayerInputComponent(PlayerInputComponent);
56
57     PlayerInputComponent->BindAction("Jump", IE_Pressed, this, &ACharacter::Jump);
58     PlayerInputComponent->BindAction("Jump", IE_Released, this, &ACharacter::StopJumping);
59
60     PlayerInputComponent->BindAxis("MoveForward", this, &AMyThirdPersonChar::MoveForward);
61     PlayerInputComponent->BindAxis("MoveRight", this, &AMyThirdPersonChar::MoveRight);
62 }
63
64 void AMyThirdPersonChar::MoveForward(float Value)
65 {
66     if (Controller != nullptr && Value != 0.0f)
67     {
68         const FRotator YawRotation(0, Controller->GetControlRotation().Yaw, 0);
69         const FVector Direction = UKismetMathLibrary::GetForwardVector(YawRotation);
70         AddMovementInput(Direction, Value);
71     }
72 }
73
74 void AMyThirdPersonChar::MoveRight(float Value)
75 {
76     if (Controller != nullptr && Value != 0.0f)
77     {
78         const FRotator YawRotation(0, Controller->GetControlRotation().Yaw, 0);
79         const FVector Direction = UKismetMathLibrary::GetRightVector(YawRotation);
80         AddMovementInput(Direction, Value);
81     }
82 }
```



Ctrl+S

100% 8 0

준비 소스 제어에 추가

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+F)

솔루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

- Engine
- UE4
- Games
- Exercise4_01
 - 참조
 - 외부 종속성
 - Config
 - DefaultEditor.ini
 - DefaultEngine.ini
 - DefaultGame.ini
 - Source
 - Exercise4_01.uproject
- Visualizers

속성







Turning The Camera Around The Character

The screenshot shows the Unreal Engine Project Settings window with the 'Input' category selected. The main area displays 'Action Mappings' for the character's movement and camera control.

Action Mappings:

- Jump:** Triggered by Space Bar or Gamepad Face Button Bottom. Both mappings have a Scale of 1.0.

Axis Mappings:

- MoveRight:** Triggered by Gamepad Left Thumbstick X-Axis (Scale 1.0), D (Scale 1.0), and A (Scale -1.0).
- MoveForward:** Triggered by Gamepad Left Thumbstick Y-Axis (Scale 1.0), W (Scale 1.0), and S (Scale -1.0).

Speech Mappings: 0 Array elements.

Viewport Properties: Capture Mouse on Launch is checked.

A red arrow points to the 'MoveRight' entry under Axis Mappings, highlighting it.



Project Settings



Animation

Audio

Chaos Solver

Collision

Console

Cooker

Crowd Manager

Data Driven CVars

Debug Camera Controller

Gameplay Debugger

Garbage Collection

General Settings

Hierarchical LOD

Input

Landscape

Level Sequence

Navigation Mesh

Navigation System

Network

Search Details

Axis Mappings + X

MoveRight + X

Gamepad Left Thumbstick X-Axis Scale 1.0 X
D Scale 1.0 X
A Scale -1.0 X

MoveForward + X

Gamepad Left Thumbstick Y-Axis Scale 1.0 X
W Scale 1.0 X
S Scale -1.0 X

Turn + X

Gamepad Right Thumbstick X-Axis Scale 1.0 X
Mouse X Scale 1.0 X

LookUp + X

Gamepad Right Thumbstick Y-Axis Scale 1.0 X
Mouse Y Scale 1.0 X

Speech Mappings

0 Array elements

+ X

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01 Live Share

DefaultInput.ini MyThirdPersonChar.cpp* MyThirdPersonChar.h

Exercise4_01

```
52 // Called to bind functionality to input
53 void AMyThirdPersonChar::SetupPlayerInputComponent(UInputComponent* PlayerInputComponent)
54 {
55     Super::SetupPlayerInputComponent(PlayerInputComponent);
56
57     PlayerInputComponent->BindAction("Jump", IE_Pressed, this, &ACharacter::Jump);
58     PlayerInputComponent->BindAction("Jump", IE_Released, this, &ACharacter::StopJumping);
59
60     PlayerInputComponent->BindAxis("MoveForward", this, &AMyThirdPersonChar::MoveForward);
61     PlayerInputComponent->BindAxis("MoveRight", this, &AMyThirdPersonChar::MoveRight);
62
63     PlayerInputComponent->BindAxis("Turn", this, &APawn::AddControllerYawInput);
64     PlayerInputComponent->BindAxis("LookUp", this, &APawn::AddControllerPitchInput);
65 }
66
67 void AMyThirdPersonChar::MoveForward(float Value)
68 {
69     if (Controller != nullptr && Value != 0.0f)
70     {
71         const FRotator YawRotation(0, Controller->GetControlRotation().Yaw, 0);
72         const FVector Direction = UKismetMathLibrary::GetForwardVector(YawRotation);
73         AddMovementInput(Direction, Value);
74     }
75 }
76
77 void AMyThirdPersonChar::MoveRight(float Value)
78 {
79     if (Controller != nullptr && Value != 0.0f)
80     {
81         const FRotator YawRotation(0, Controller->GetControlRotation().Yaw, 0);
82         const FVector Direction = UKismetMathLibrary::GetRightVector(YawRotation);
83         AddMovementInput(Direction, Value);
84     }
85 }
```

Ctrl+S

100% 문제가 검색되지 않음 줄: 64 문자: 82 열: 85 혼합 CRLF

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+Shift+F)

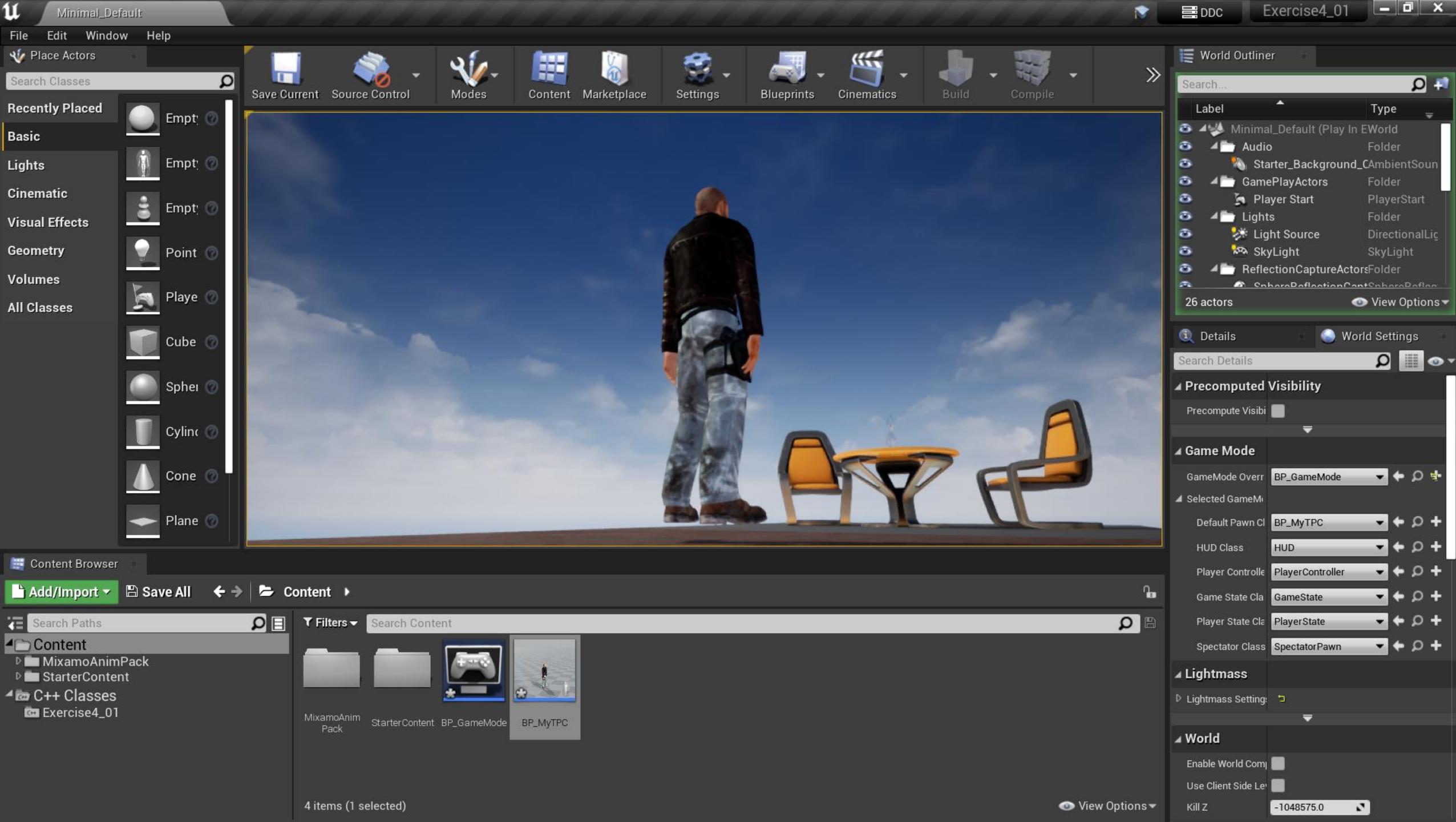
솔루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

- Engine
- UE4
- Games
- Exercise4_01
- 참조
- 외부 종속성
- Config
- DefaultEditor.ini
- DefaultEngine.ini
- DefaultGame.ini
- Source
- Exercise4_01.uproject

솔루션 탐색기 Git 변경 내용 속성

준비 ↑ 소스 제어에 추가 ↻







Exercise 4.03: Previewing on Mobile

The screenshot shows the Unreal Engine Project Settings interface for the 'Android' platform. The left sidebar lists various platforms: Android, iOS, Linux, Mac, Magic Leap, Magic Leap SDK, and Windows. The 'Android' item is selected and highlighted with a red box. The main content area is titled 'Platforms - Android' and contains sections for 'Project settings for Android apps' and 'APK Packaging'. A prominent red banner at the top of the 'APK Packaging' section states 'Project is not configured for the Android platform' and includes a 'Configure Now' button, which is also highlighted with a red arrow. Below this, a note for users from version 4.6 or earlier explains the change in generating an AndroidManifest.xml file. A 'NOTE' box at the bottom requires accepting the SDK license agreement. Configuration options include 'Build Folder', 'Android Package Name ('com.Company.Proj)', 'Store Version (1-2147483647)', 'Store Version offset (armv7)', and 'Store Version offset (arm64)'.

Project Settings

Widget Designer (team)

Platforms

- ▶ Android
 - Android Material Quality - ES31
 - Android Material Quality - Vulkan
 - Android SDK
 - Android SM5 Material Quality - Vulkan
- iOS
 - iOS Material Quality
- Linux
- Lumin Material Quality - Vulkan
- Mac
- Magic Leap
 - Magic Leap SDK
- Windows

Plugins

- AVF Media
- GooglePAD
- IMC Media

Search Details

Platforms - Android

Project settings for Android apps

These settings are saved in DefaultEngine.ini, which is currently writable.

APK Packaging

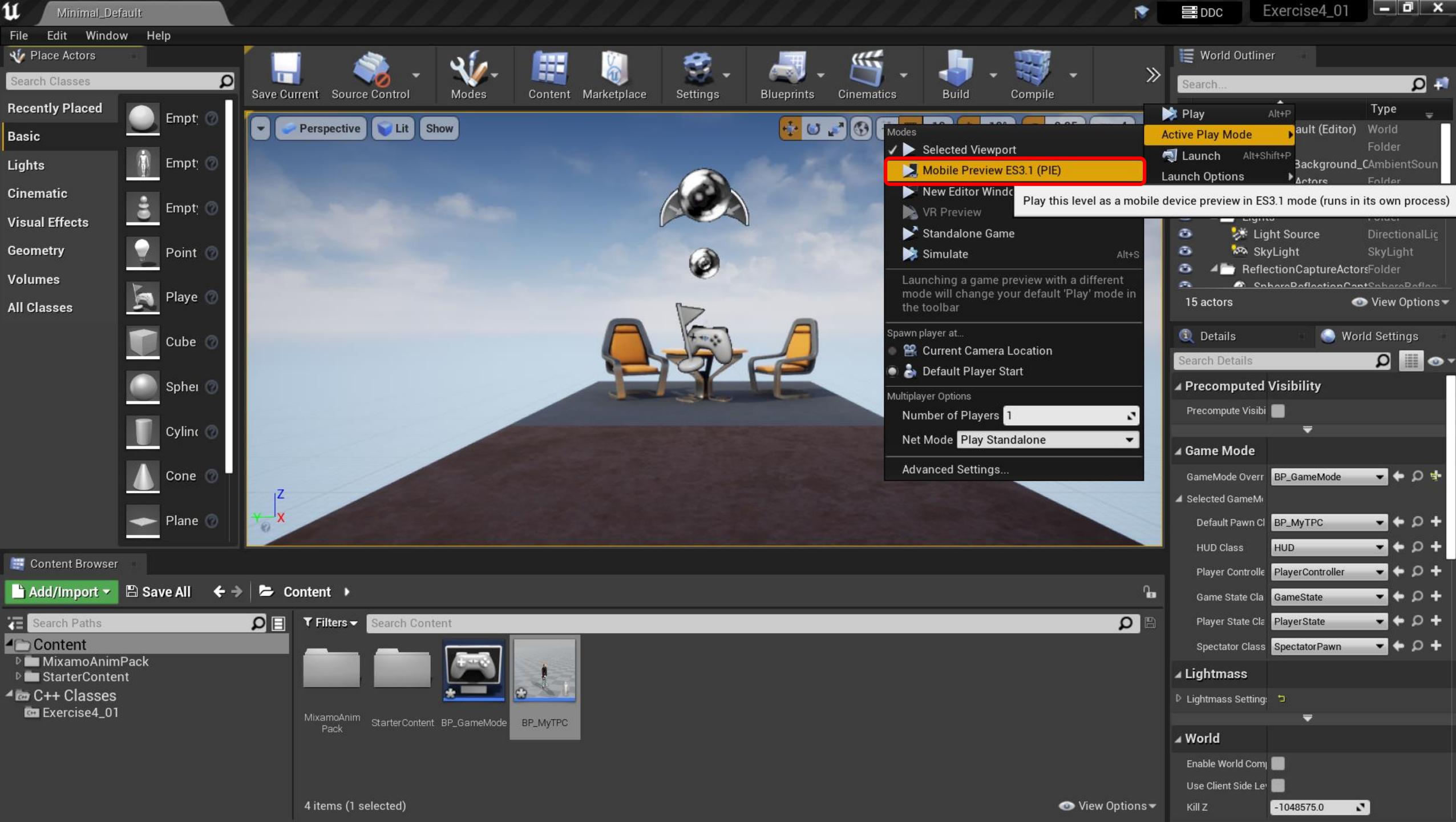
 Platform files are writeable

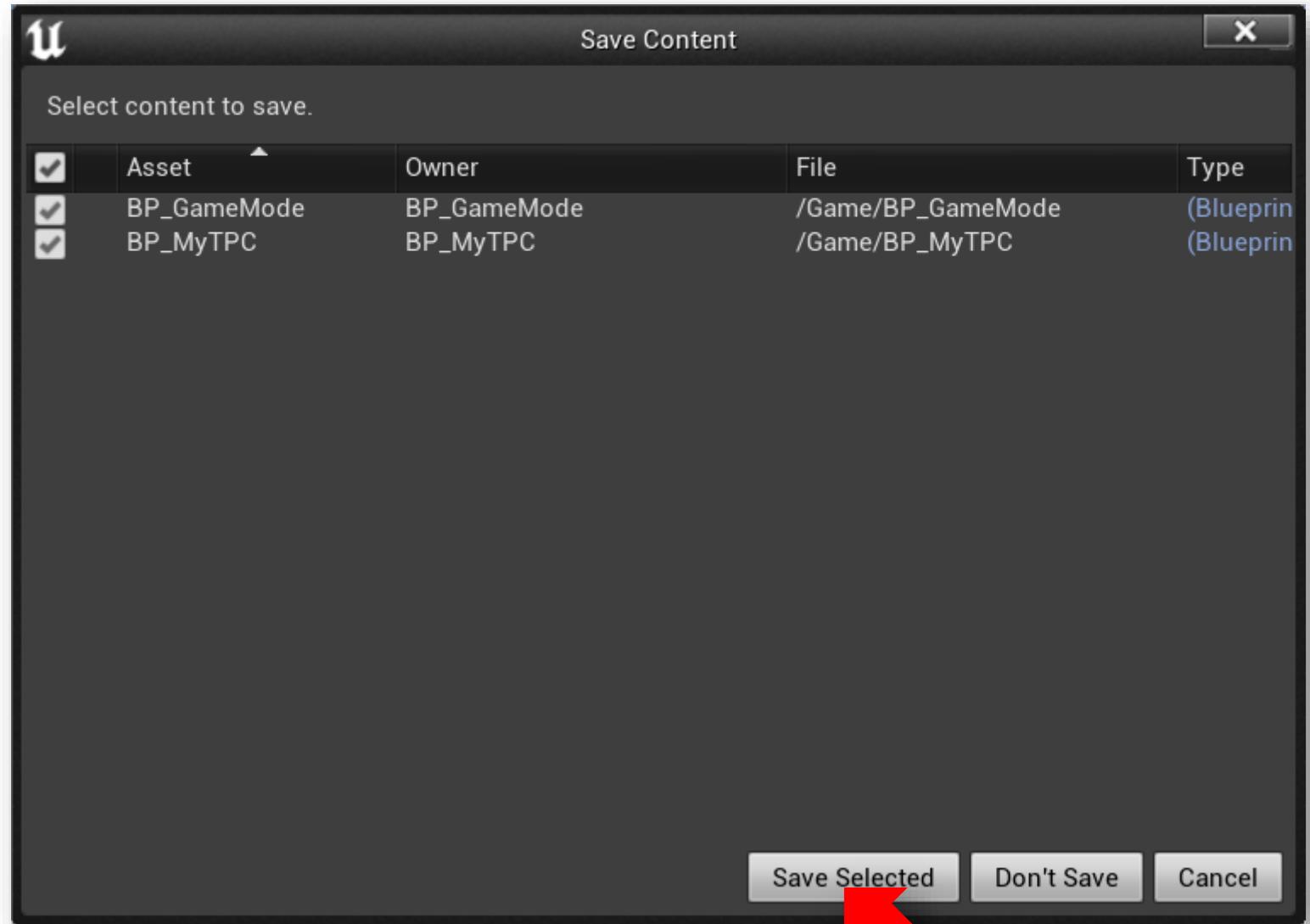
Note to users from 4.6 or earlier: We now GENERATE an AndroidManifest.xml when building, so if you have customized your .xml file, you will need to put all of your changes into the below settings. Note that we don't touch your AndroidManifest.xml that is in your project directory.
Additionally, we no longer use SigningConfig.xml, the settings are now set in the Distribution Signing section.

NOTE: You must accept the SDK license agreement (click on button below) to use Gradle if it isn't grayed out.

Accept SDK License

Build Folder	Open Build Folder
Android Package Name ('com.Company.Proj	com.YourCompany.[PROJECT]
Store Version (1-2147483647)	1
Store Version offset (armv7)	0
Store Version offset (arm64)	0



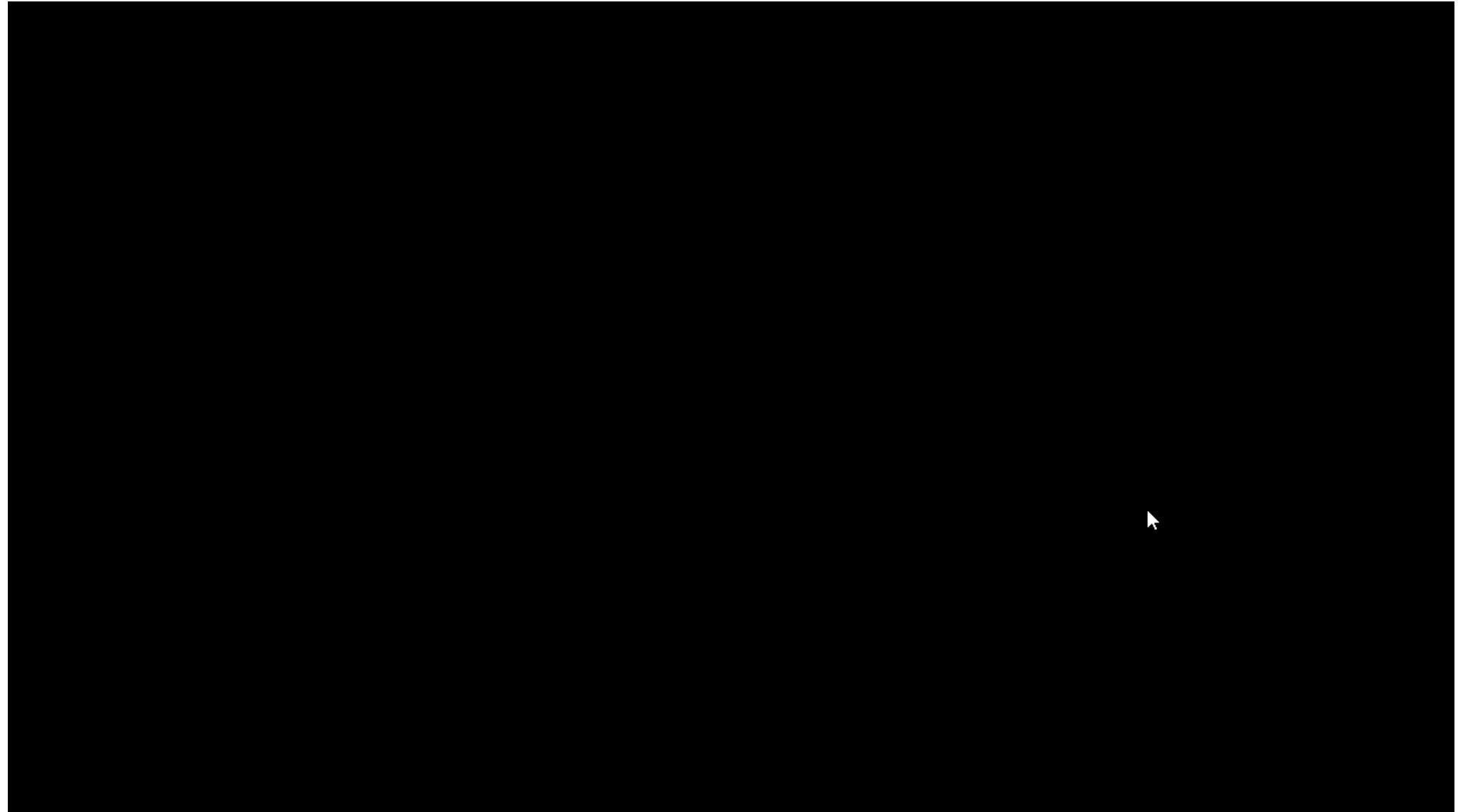


Shaders Compiling (4,173)

'DisableAllScreenMessages' to suppress



< The Mobile Preview window playing the game as if on an Android device >





Exercise 4.04: Adding TouchScreen Input

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01 - X Live Share

DefaultInput.ini MyThirdPersonChar.cpp MyThirdPersonChar.h* ✘

Exercise4_01

```
10
11 UCLASS()
12 class EXERCISE4_01_API AMyThirdPersonChar : public ACharacter
13 {
14     GENERATED_BODY()
15
16     // Spring arm component which will act as a placeholder for the player camera
17     UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = MyTPS_Cam, meta = (AllowPrivateAccess = "true"))
18     class USpringArmComponent* CameraBoom;
19
20     // Follow camera
21     UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = MyTPS_Cam, meta = (AllowPrivateAccess = "true"))
22     class UCameraComponent* FollowCamera;
23
24 public:
25     // Sets default values for this character's properties
26     AMyThirdPersonChar();
27
28 protected:
29     // Called when the game starts or when spawned
30     virtual void BeginPlay() override;
31
32     void MoveForward(float Value);
33     void MoveRight(float Value);
34
35     void TouchStarted(ETouchIndex::Type FingerIndex, FVector Location);
36     void TouchStopped(ETouchIndex::Type FingerIndex, FVector Location);
```

Ctrl+S

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+F)

Exercise4_01

- Engine
- UE4
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- Exercise4_01
 - 참조
 - 외부 종속성
 - Config
 - DefaultEditor.ini
 - DefaultEngine.ini
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 - Source
 - Exercise4_01.uproject
- Visualizers

솔루션 탐색기 Git 변경 내용

속성

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01 Live Share

DefaultInput.ini MyThirdPersonChar.cpp* MyThirdPersonChar.h

Exercise4_01

```
52 // Called to bind functionality to input
53 void AMyThirdPersonChar::SetupPlayerInputComponent(UInputComponent* PlayerInputComponent)
54 {
55     Super::SetupPlayerInputComponent(PlayerInputComponent);
56
57     PlayerInputComponent->BindAction("Jump", IE_Pressed, this, &ACharacter::Jump);
58     PlayerInputComponent->BindAction("Jump", IE_Released, this, &ACharacter::StopJumping);
59
60     PlayerInputComponent->BindAxis("MoveForward", this, &AMyThirdPersonChar::MoveForward);
61     PlayerInputComponent->BindAxis("MoveRight", this, &AMyThirdPersonChar::MoveRight);
62
63     PlayerInputComponent->BindAxis("Turn", this, &APawn::AddControllerYawInput);
64     PlayerInputComponent->BindAxis("LookUp", this, &APawn::AddControllerPitchInput);
65
66     PlayerInputComponent->BindTouch(IE_Pressed, this, &AMyThirdPersonChar::TouchStarted);
67     PlayerInputComponent->BindTouch(IE_Released, this, &AMyThirdPersonChar::TouchStopped);
68 }
69
70 void AMyThirdPersonChar::TouchStarted(ETouchIndex::Type FingerIndex, FVector Location)
71 {
72     Jump();
73 }
74
75 void AMyThirdPersonChar::TouchStopped(ETouchIndex::Type FingerIndex, FVector Location)
76 {
77     StopJumping();
78 }
79
80 void AMyThirdPersonChar::MoveForward(float Value)
81 {
82     if (Controller != nullptr && Value != 0.0f)
83     {
84         const FRotator YawRotation(0, Controller->GetControlRotation().Yaw, 0);
85         const FVector Direction = UKismetMathLibrary::GetForwardVector(YawRotation);
86         AddMovementInput(Direction, Value);
87     }
88 }
```

Ctrl+S

100 % 문제가 검색되지 않음 줄: 77 문자: 16 열: 19 혼합 CRLF

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+Shift+F)

솔루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

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Visualizers

속성

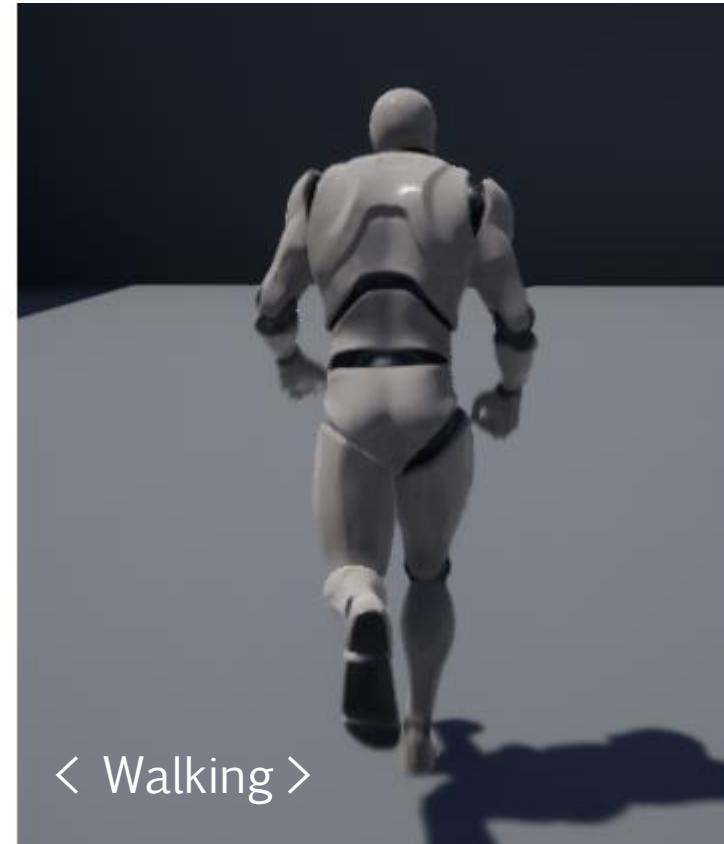
저장되었습니다. ↑ 소스 제어에 추가 ↗





Activity 4.01: Adding Walking Logic to Our Character

- › Add logic that will make our character walk when we move it while holding the **Shift** key on the keyboard or the **Gamepad Face Button Right** key



Project Settings

ENGINE

- AI System
- Animation
- Audio
- Chaos Solver
- Collision
- Console
- Cooker
- Crowd Manager
- Data Driven CVars
- Debug Camera Controller
- Gameplay Debugger
- Garbage Collection
- General Settings
- Hierarchical LOD
- ▶ Input
- Landscape
- Level Sequence
- Navigation Mesh
- Navigation System

Search Details

Bindings

Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behaviors by inserting a layer of indirection between the input behavior and the keys that invoke it. Action Mappings are for key presses and releases, while Axis Mappings allow for inputs that have a continuous range.

Action Mappings

- Jump**
 - Space Bar
 - Gamepad Face Button Bottom

Axis Mappings

- MoveRight**
 - Gamepad Left Thumbstick X-Axis
 - D
 - A
- MoveForward**
 - Gamepad Left Thumbstick Y-Axis
 - W
 - S

A red arrow points to the '+' button next to the 'Jump' action mapping header.

Project Settings

Search Details

Bindings

Action and Axis Mappings provide a mechanism to conveniently map keys and axes to input behaviors by inserting a layer of indirection between the input behavior and the keys that invoke it. Action Mappings are for key presses and releases, while Axis Mappings allow for inputs that have a continuous range.

Action Mappings

- Jump**
 - Space Bar
 - Gamepad Face Button Bottom
- Walk**
 - Left Shift
 - Gamepad Face Button Right

Axis Mappings

- MoveRight**
 - Gamepad Left Thumbstick X-Axis
 - D
 - A
- MoveForward**

The "Walk" section is highlighted with a red box.

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01 Live Share

DefaultInput.ini MyThirdPersonChar.cpp MyThirdPersonChar.h* ✘

Exercise4_01 AMyThirdPersonChar MoveRight(float Value)

```
// Fill out your copyright notice in the Description page of Project Settings.  
  
#pragma once  
  
#include "CoreMinimal.h"  
#include "GameFramework/SpringArmComponent.h"  
#include "Camera/CameraComponent.h"  
#include "GameFramework/Character.h"  
#include "MyThirdPersonChar.generated.h"  
  
UCLASS()  
class EXERCISE4_01_API AMyThirdPersonChar : public ACharacter  
{  
    GENERATED_BODY()  
  
    // Spring arm component which will act as a placeholder for the player camera  
    UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = MyTPS_Cam, meta = (AllowPrivateAccess = "true"))  
    class USpringArmComponent* CameraBoom;  
  
    // Follow camera  
    UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = MyTPS_Cam, meta = (AllowPrivateAccess = "true"))  
    class UCameraComponent* FollowCamera;  
  
public:  
    // Sets default values for this character's properties  
    AMyThirdPersonChar();  
  
protected:  
    // Called when the game starts or when spawned  
    virtual void BeginPlay() override;  
  
    void BeginWalking();  
    void StopWalking();  
  
    void MoveForward(float Value);  
  
    // Fill out your copyright notice in the Description page of Project Settings.
```

Ctrl+S

100 % 문제가 검색되지 않음 출: 33 문자: 21 열: 24 탭 CRLF

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+Shift+F)

솔루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

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속성

준비 소스 제어에 추가

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) Exe...4_01 Live Share

DefaultInput.ini MyThirdPersonChar.cpp* MyThirdPersonChar.h

Exercise4_01 AMyThirdPersonChar StopWalking()

```
52 // Called to bind functionality to input
53 void AMyThirdPersonChar::SetupPlayerInputComponent(UInputComponent* PlayerInputComponent)
54 {
55     Super::SetupPlayerInputComponent(PlayerInputComponent);
56
57     PlayerInputComponent->BindAction("Jump", IE_Pressed, this, &ACharacter::Jump);
58     PlayerInputComponent->BindAction("Jump", IE_Released, this, &ACharacter::StopJumping);
59
60     PlayerInputComponent->BindAction("Walk", IE_Pressed, this, &AMyThirdPersonChar::BeginWalking);
61     PlayerInputComponent->BindAction("Walk", IE_Released, this, &AMyThirdPersonChar::StopWalking);
62
63     PlayerInputComponent->BindAxis("MoveForward", this, &AMyThirdPersonChar::MoveForward);
64     PlayerInputComponent->BindAxis("MoveRight", this, &AMyThirdPersonChar::MoveRight);
65
66     PlayerInputComponent->BindAxis("Turn", this, &APawn::AddControllerYawInput);
67     PlayerInputComponent->BindAxis("LookUp", this, &APawn::AddControllerPitchInput);
68
69     PlayerInputComponent->BindTouch(IE_Pressed, this, &AMyThirdPersonChar::TouchStarted);
70     PlayerInputComponent->BindTouch(IE_Released, this, &AMyThirdPersonChar::TouchStopped);
71 }
72
73 void AMyThirdPersonChar::BeginWalking()
74 {
75     GetCharacterMovement()->MaxWalkSpeed *= 0.4f;
76 }
77
78 void AMyThirdPersonChar::StopWalking()
79 {
80     GetCharacterMovement()->MaxWalkSpeed *= 2.5f; // equal to /= 0.4f;
81 }
82
83 void AMyThirdPersonChar::TouchStarted(ETouchIndex::Type FingerIndex, FVector Location)
84 {
85     Jump();
86 }
```

Ctrl+S

100 % 문제가 검색되지 않음 줄: 80 문자: 59 열: 64 혼합 CRLF

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+F)

솔루션 탐색기 'Exercise4_01' (2/2개 프로젝트)

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Visualizers

속성

IntelliSense: 사용할 수 있는 멤버가 없습니다.

↑ 소스 제어에 추가 ↗





LIGHTING NEEDS TO BE REBUILT (1 unbuilt object)

'DisableAllScreenMessages' to suppress