Collision Objects

6th Week, 2021

Collision Components (1)

- Two types of components that can affect and be affected by collision:
  - Meshes
  - Shape objects
- **Meshes**
  - As simple as a cube, or as complex as a high-resolution character with tens of thousands of vertices
  - The types of meshes that can have collision are as follows:
    - Static Meshes
    - Skeletal Meshes
    - Procedural Meshes
    - And so on

Collision Components (2)

- **Shape objects**
  - Simple meshes represented in wireframe mode that are used to behave as collision objects by causing and receiving collision events
  - Essentially invisible meshes
  - Their three types are as follows:
    - Box Collision (Box Component in C++)
    - Sphere Collision (Sphere Component in C++)
    - Capsule Collision (Capsule Component in C++)

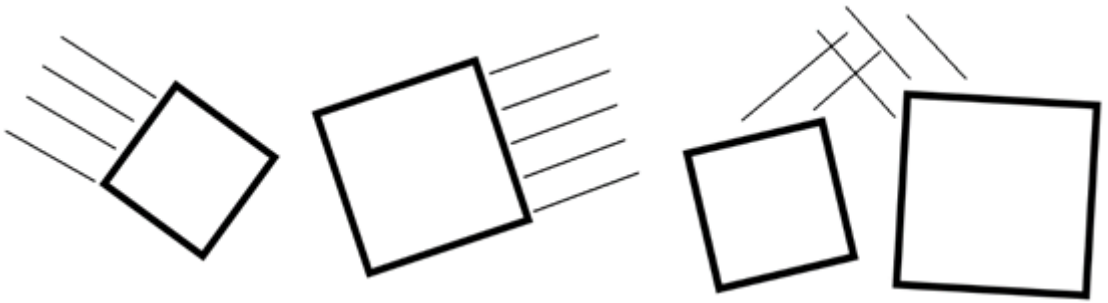
Collision Events (1)

- Two objects colliding into one another
  - The **Overlap** event
    - They overlap each other, as if the other weren't there.
  - The **Block** event
    - They collide and prevent each other from continuing their course.

- In the previous chapter,
  - How to change an object's response to a specific **Trace** channel
  - An object's response can be either **Block**, **Overlap**, or **Ignore**.

Collision Events (2)

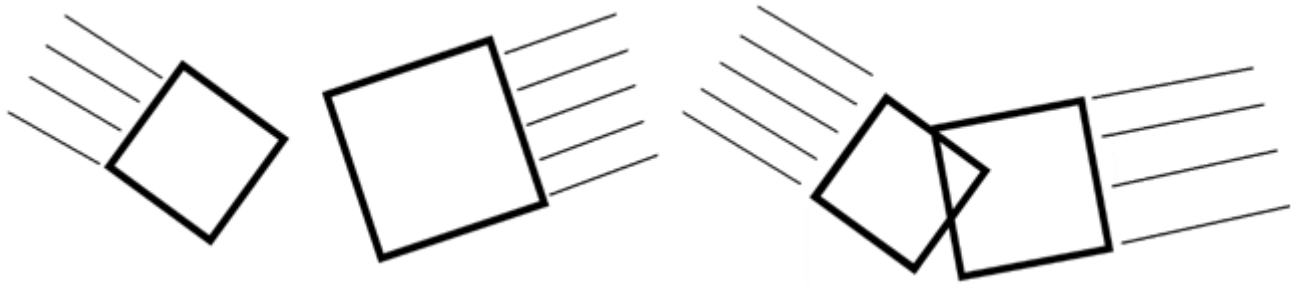
- **Block**
  - Two objects will only block each other if both of them have their response to the other object set to **Block**:
    - Both objects will have their **OnHit** events called.
    - If one of the objects is simulating physics, that object must have its **SimulationGeneratesHitEvents** property set to **true**.
    - Both objects will physically stop each other from continuing with their course.



< Object A and Object B blocking each other >

Collision Events (3)

- **Overlap**
  - Two objects will overlap each other if they don't block each other and neither of them is ignoring the other:
    - If both objects have the **GenerateOverlapEvents** property set to true, they will have their **OnBeginOverlap** and **OnEndOverlap** events called.
    - If at least one of them doesn't have this property set to **true**, neither of them will call these events.
    - The objects act as if the other object doesn't exist.



< Object A and Object B overlapping each other >

Collision Events (4)

- **Ignore**
  - Two objects will ignore each other if at least one of them is ignoring the other:
    - There will be no events called on either object.
    - Similar to the **Overlap** response, the objects will act as if the other object doesn't exist and will overlap each other.

Collision Events (5)

- Consider that you have two objects – Object A and Object B:
  - If Object A has set its response to Object B to **Block** and Object B has set its response to Object A to **Block**, they will **Block** each other.
  - If Object A has set its response to Object B to **Block** and Object B has set its response to Object A to **Overlap**, they will **Overlap** each other.
  - If Object A has set its response to Object B to **Ignore** and Object B has set its response to Object A to **Overlap**, they will **Ignore** each other.

Object A \ Object B	Block	Overlap	Ignore
Block	Block	Overlap	Ignore
Overlap	Overlap	Overlap	Ignore
Ignore	Ignore	Ignore	Ignore

Collision Events (6)

- **Physics**
  - All collisions related to physics simulation
  - The physically simulated response of the collision within the game, which can be either:
    - Both objects continuing their trajectories as if the other object wasn't there (no physical collision).
    - Both objects colliding and changing their trajectories, usually with at least one of them continuing its movement, that is, blocking each other's paths.

Collision Events (7)

- **Query**
  - Query can be divided into two aspects of collision:
    - The events related to the collision of the objects that are called by the game and that you can use to create additional logic.
      - The **OnHit** event
      - The **OnBeginOverlap** event
      - The **OnEndOverlap** event
    - The physical response of the collision within the game.
      - Both objects continuing their movement as if the other object wasn't there (no physical collision)
      - Both objects colliding and blocking each other's path

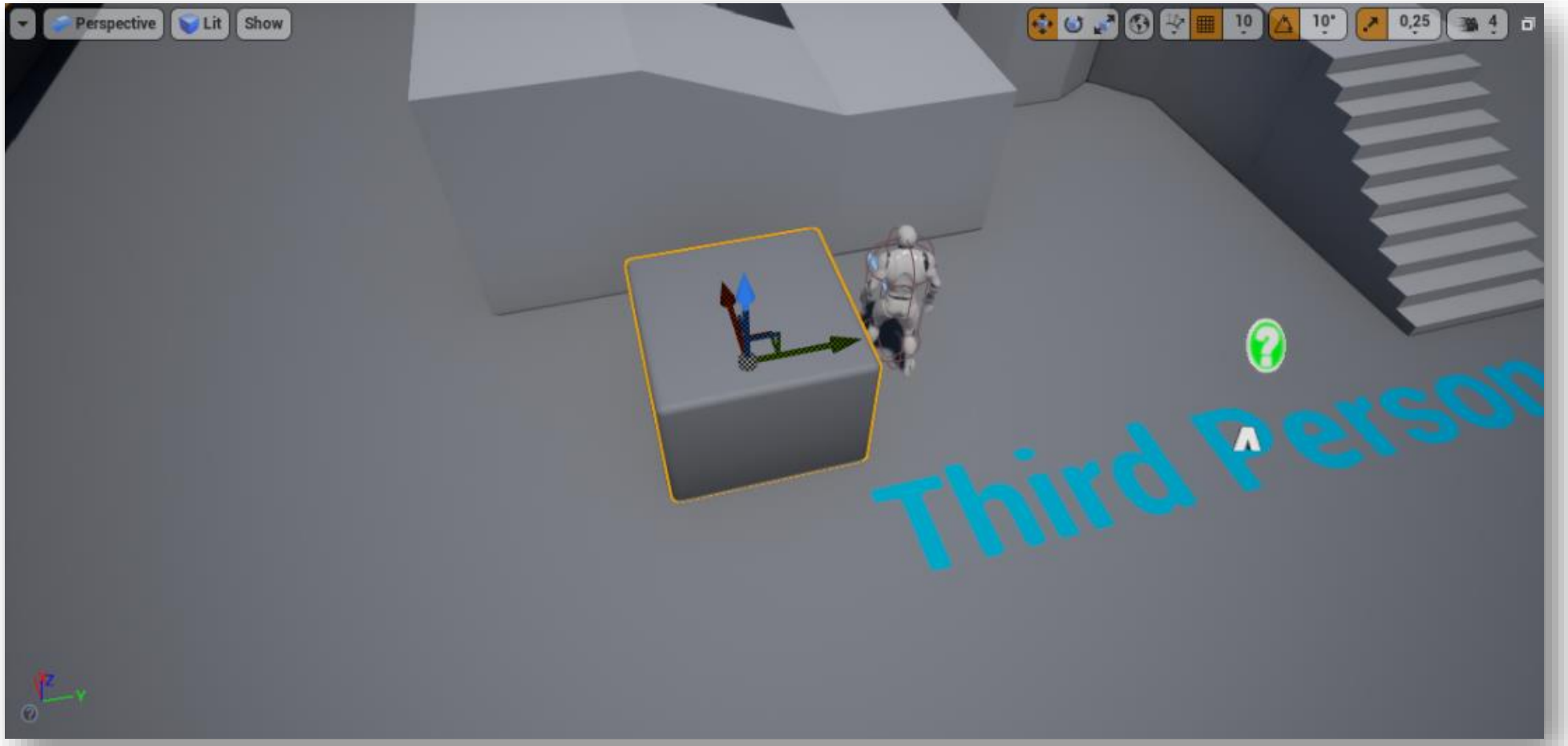
Collision Channels

- In the previous chapter,
  - **Trace Channels** (Visibility and Camera)
  - How to make our own custom channel

- **Object Channels**
  - While Trace Channel are only used for Line Traces, Object Channels are used for object collision.
  - You can specify a “purpose” for each Object Channel, much like with Trace Channels, such as Pawn, Static Object, Physics Object, Projectile, and so on.
  - You can then specify how you want each Object Type to respond to all the other Object Types by blocking, overlapping, or ignoring object of that type.

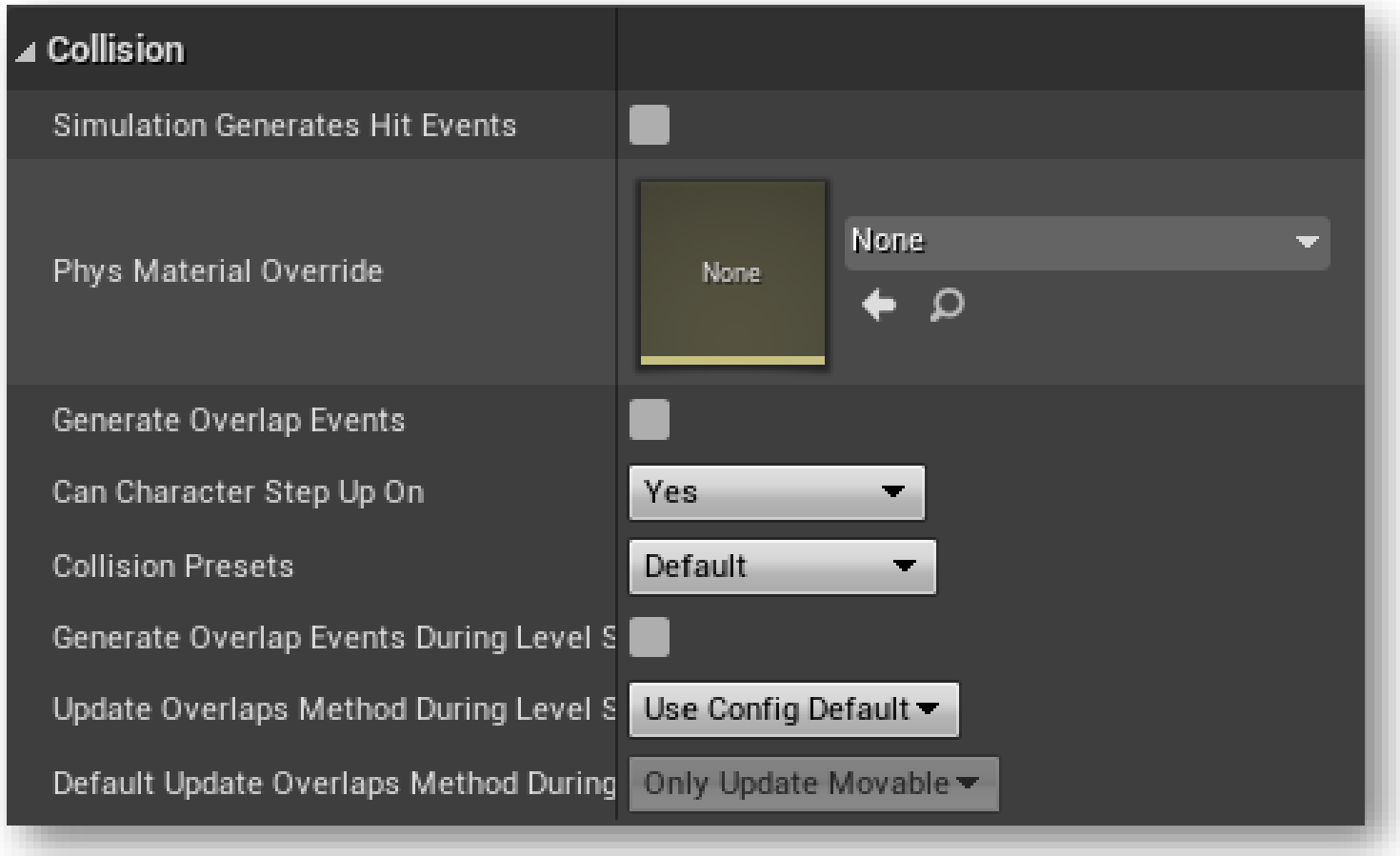
Collision Properties (1)

› The cube can be seen in the following screenshot:



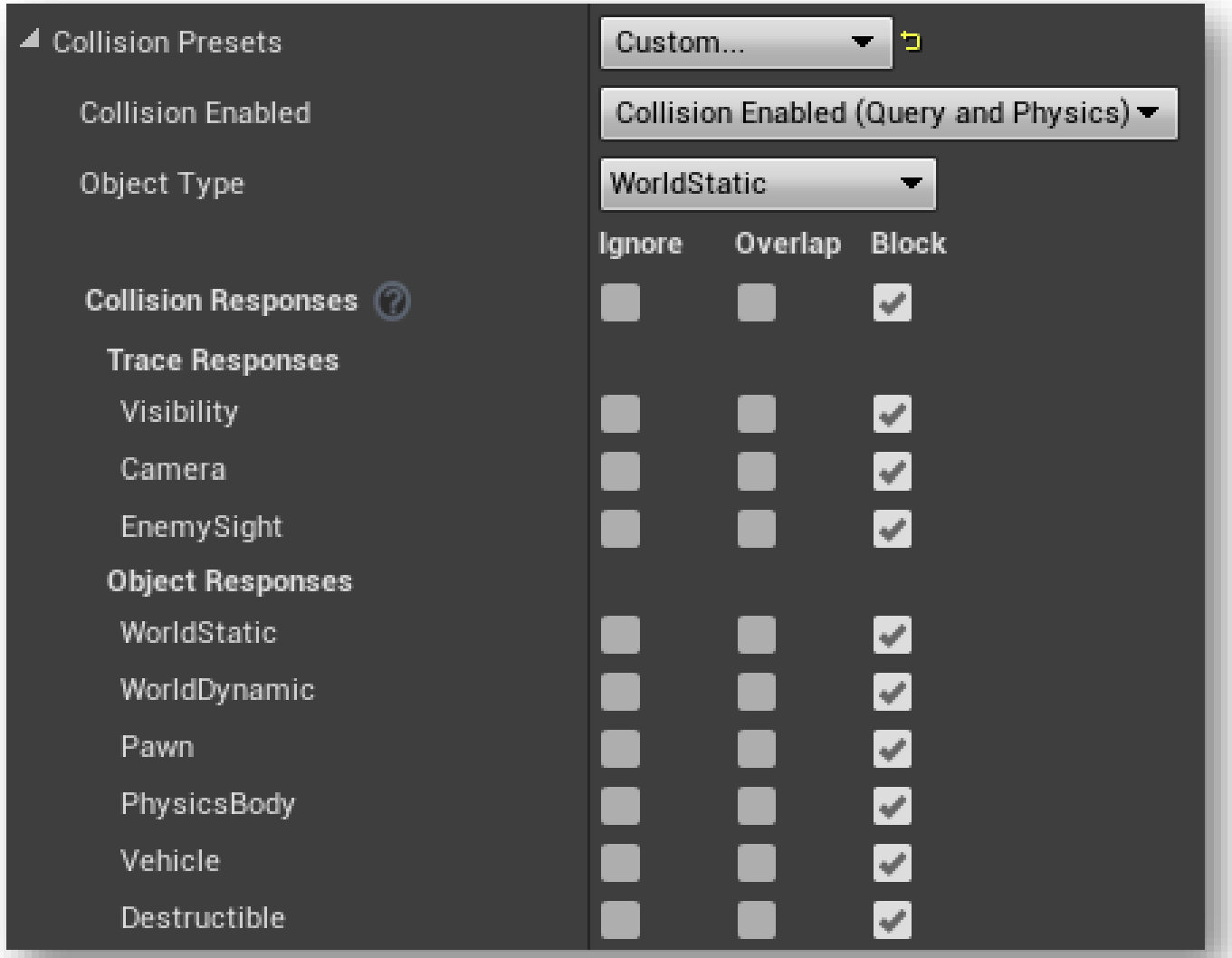
Collision Properties (2)

› With the level open in the editor, select the cube and go to the **Collision** section of its Details Panel:



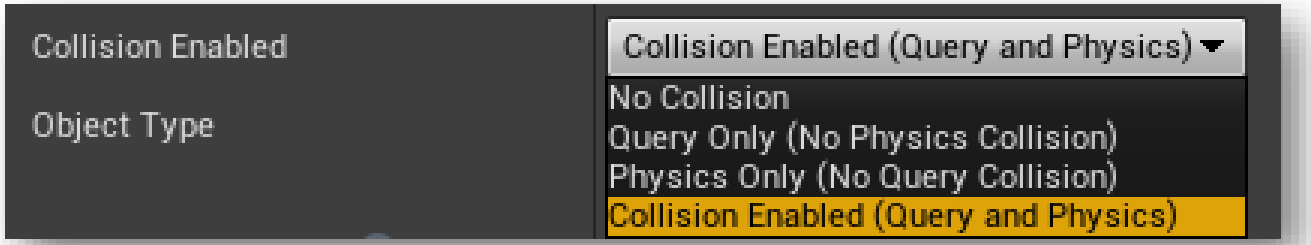
Collision Properties (3)

› Changes in Collision Presets



Collision Properties (4)

› Collision Enabled for Query and Physics:



› Object Type:

- **World Static**: An object that doesn't move.
- **World Dynamic**: An object that may move.
- **Pawn**: Used for Pawns that can be controlled and moved around the level.
- **Physics Body**: Used for objects that simulate physics
- **Vehicle**: Used for Vehicle objects
- **Destructible**: Used for destructible meshes

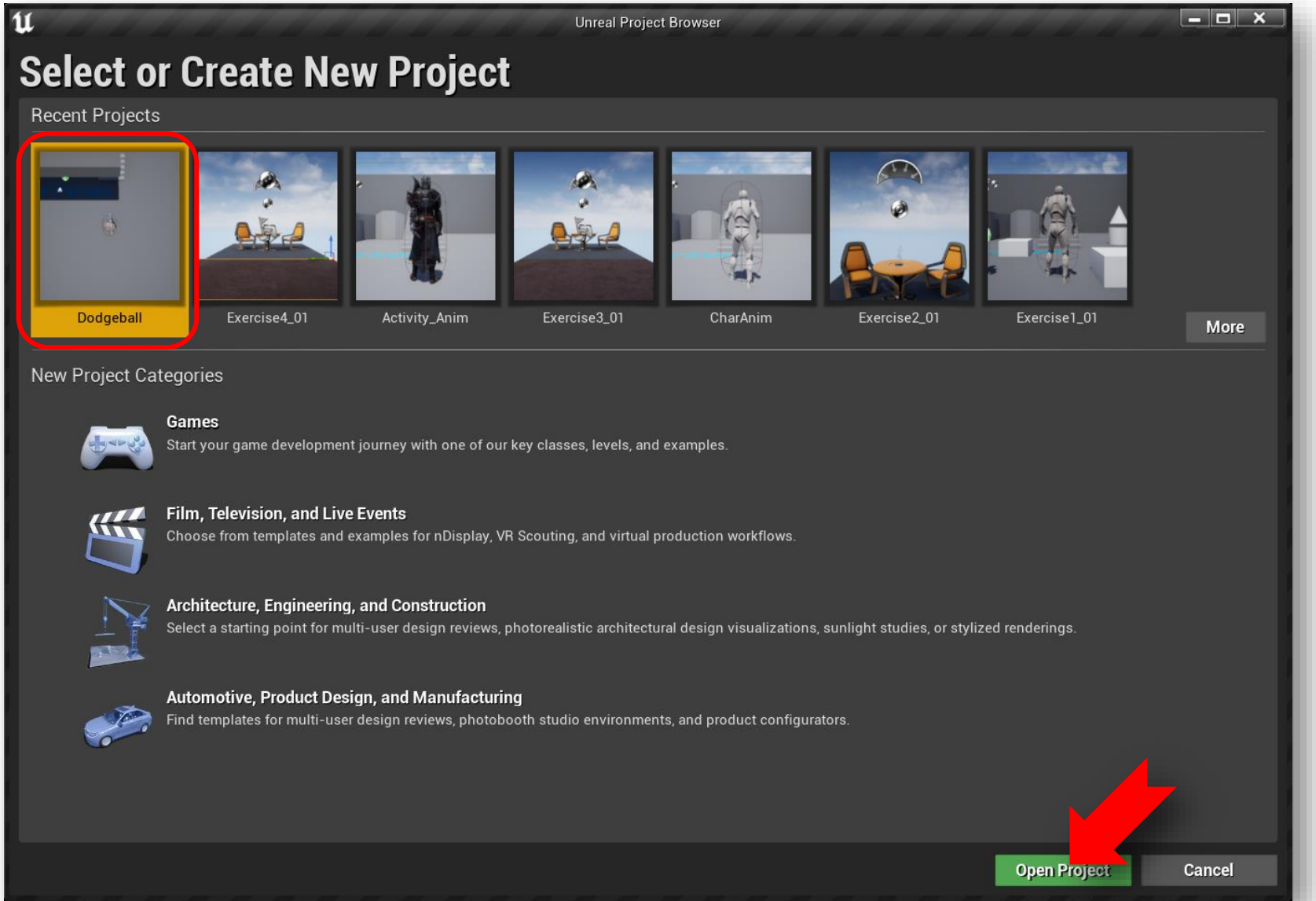
Collision Properties (5)

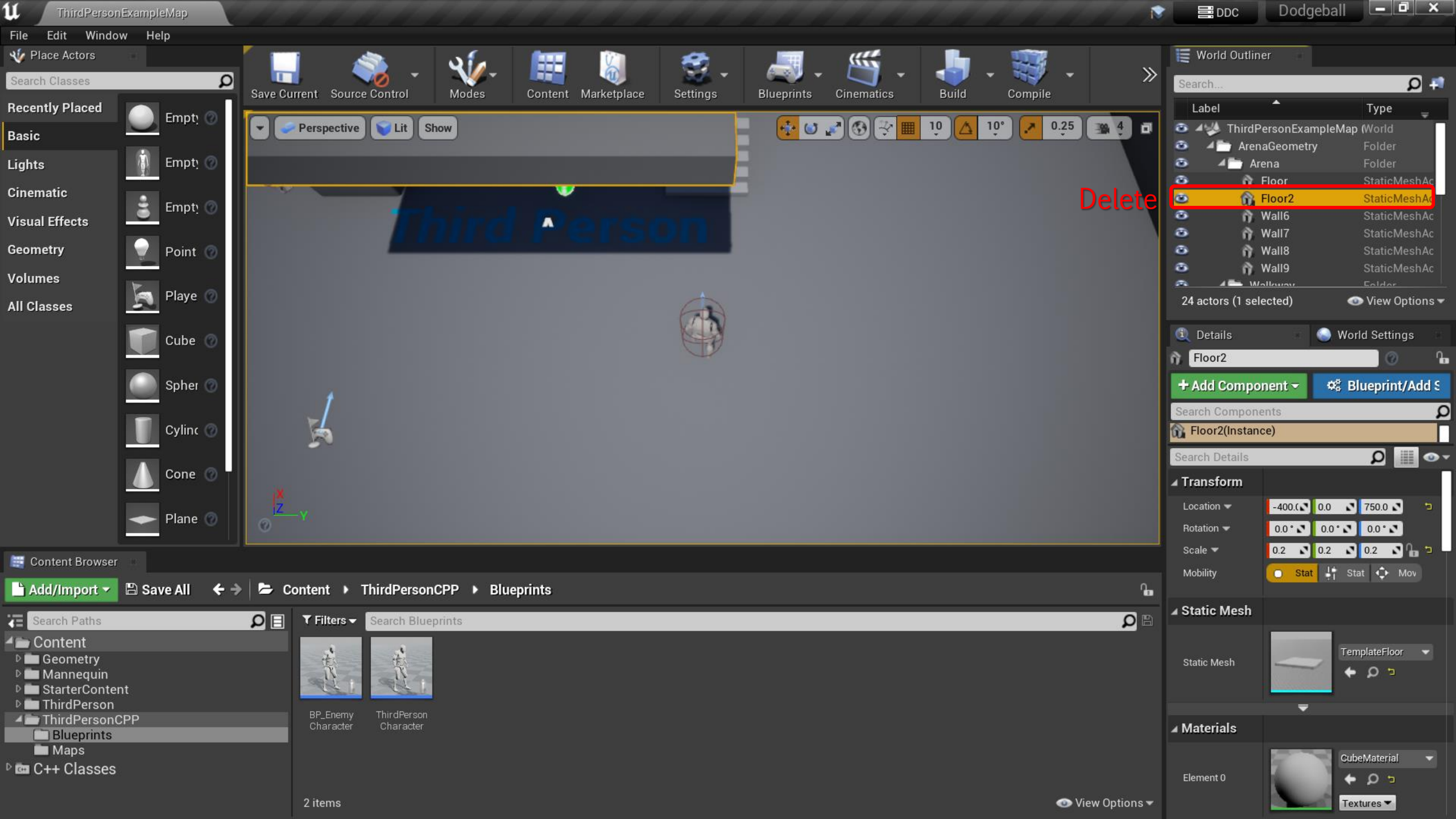
- Collision Presets
  - **No Collision**: Used for objects that aren't affected by collision whatsoever
  - **Block All**: Used for objects that are static and block all other objects
  - **Overlap All**: Used for objects that are static and overlap all other objects
  - **Block All Dynamics**: Similar to the **Block All** preset, but for dynamic objects that may change their transform during game play
  - **Overlap All Dynamics**: Similar to the **Overlap All** preset, but for dynamic objects that may change their transform during game play

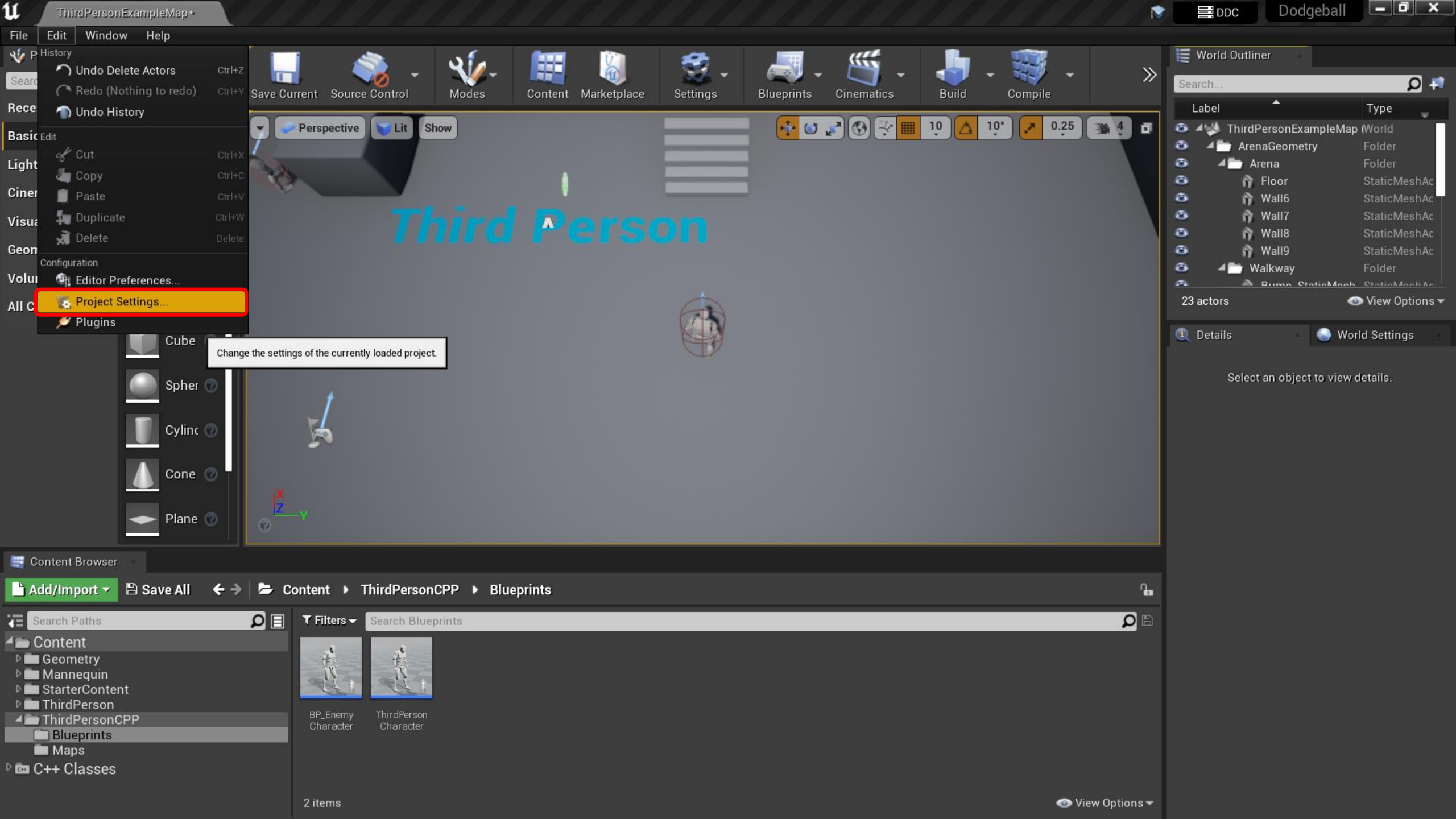
Collision Properties (6)

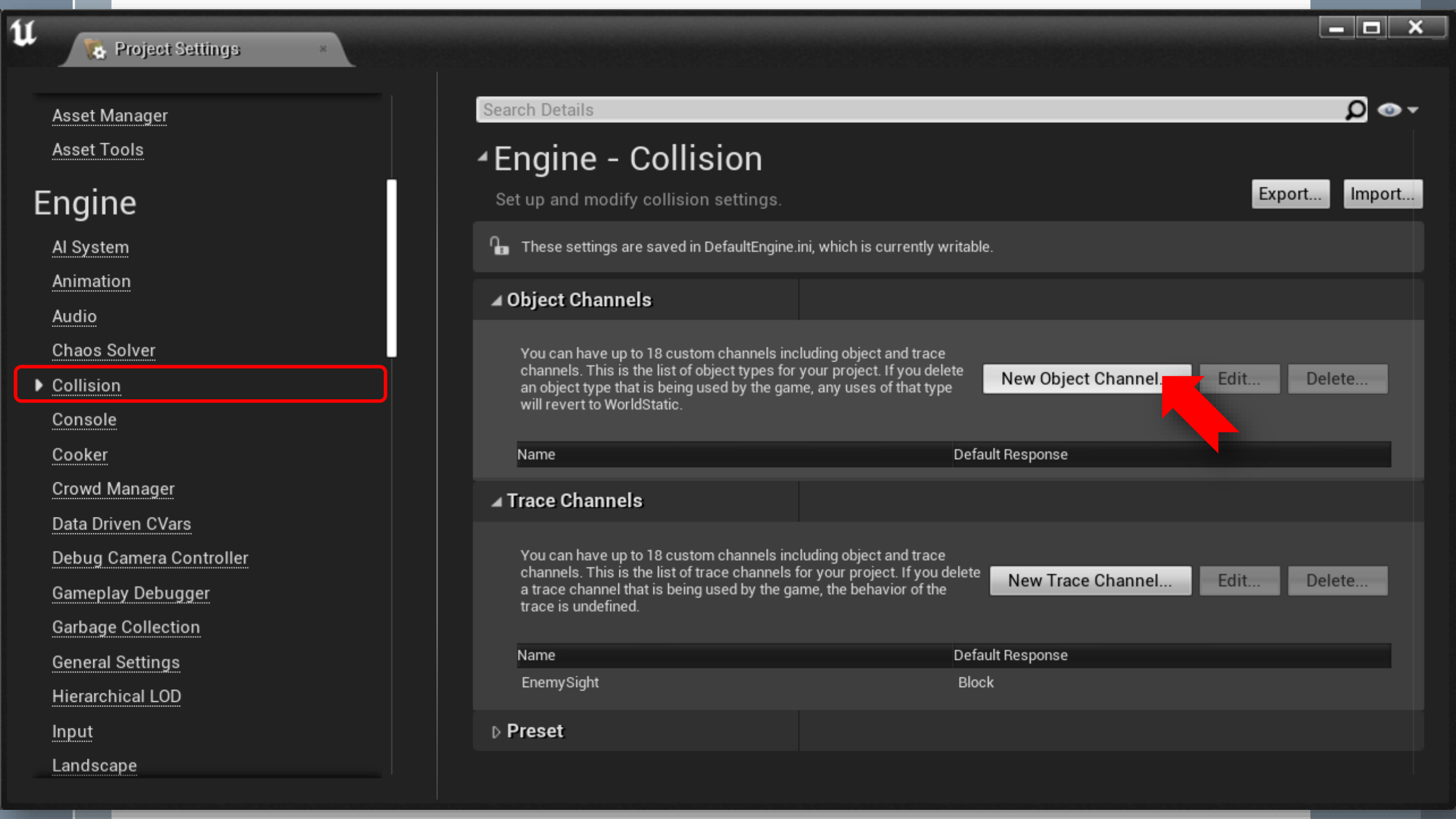
› Collision Presets (cont')
  – **Pawn**: Used for pawns and characters
  – **Physics Actor**: Used for objects that simulate physics

Exercise 6.01: Creating The Dodgeball Class

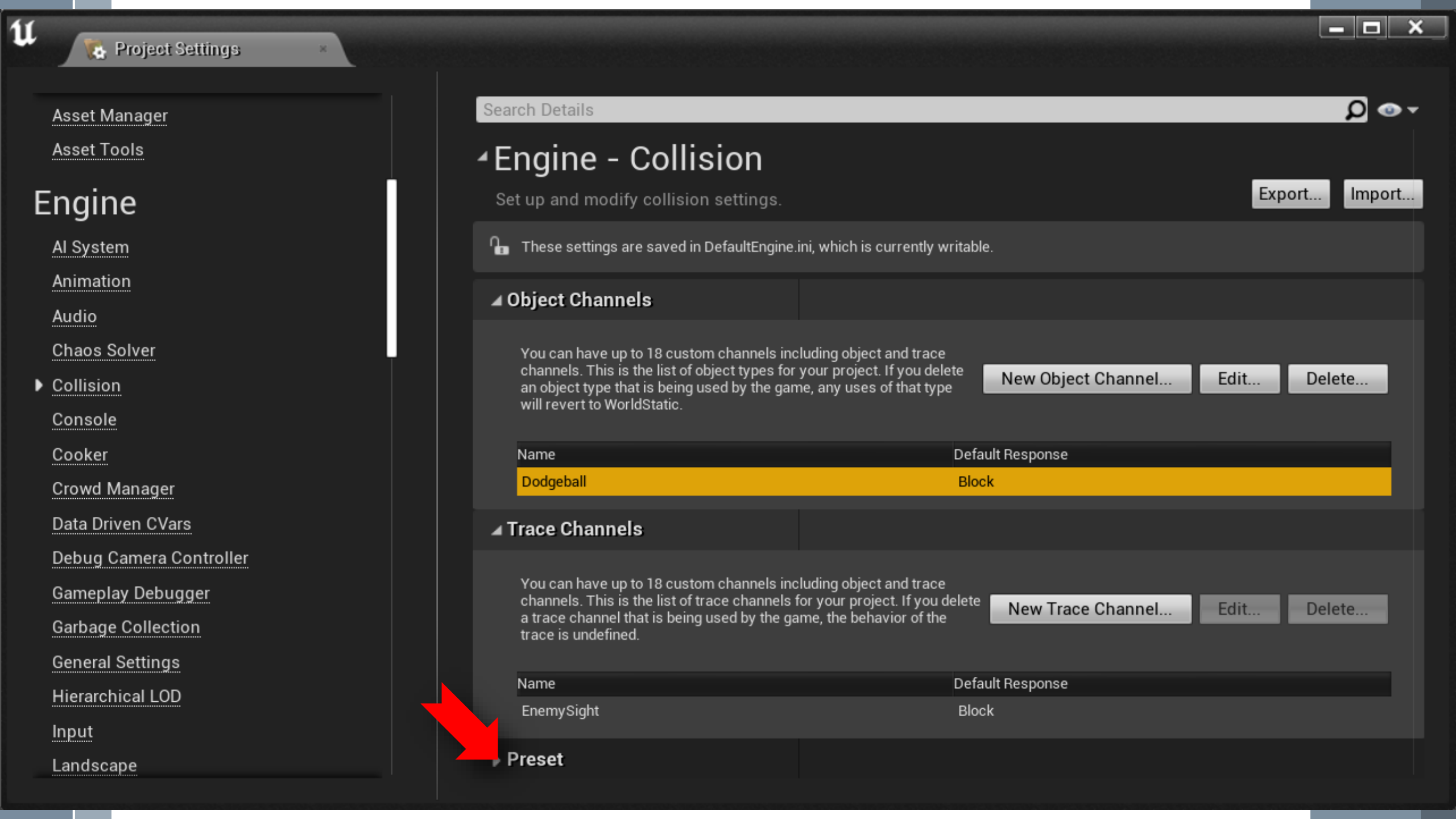



ThirdPersonExampleMap
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
Delete
World Outliner
Search...
Label
Type
ThirdPersonExampleMap (World
ArenaGeometry
Folder
Arena
Folder
Floor
StaticMeshAc
Floor2
StaticMeshAc
Wall6
StaticMeshAc
Wall7
StaticMeshAc
Wall8
StaticMeshAc
Wall9
StaticMeshAc
24 actors (1 selected)
View Options
Details
World Settings
Floor2
+ Add Component
Blueprint/Add S
Search Components
Floor2(Instance)
Search Details
Transform
Location
-400.0
0.0
750.0
Rotation
0.0 °
0.0 °
0.0 °
Scale
0.2
0.2
0.2
Mobility
Stat
Stat
Mov
Static Mesh
Static Mesh
TemplateFloor
Materials
Element 0
CubeMaterial
Textures
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Content
Geometry
Mannequin
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Filters
Search Blueprints
BP_Enemy Character
ThirdPerson Character
2 items
View Options


ThirdPersonExampleMap*
DDC
Dodgeball
File
Edit
Window
Help
History
Undo Delete Actors Ctrl+Z
Redo (Nothing to redo) Ctrl+Y
Undo History
Edit
Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Duplicate Ctrl+W
Delete Delete
Configuration
Editor Preferences...
Project Settings...
Plugins
Change the settings of the currently loaded project.
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
Cube
Sphere
Cylinder
Cone
Plane
World Outliner
Search...
Label
Type
ThirdPersonExampleMap (World
ArenaGeometry Folder
Arena Folder
Floor StaticMeshAc
Wall6 StaticMeshAc
Wall7 StaticMeshAc
Wall8 StaticMeshAc
Wall9 StaticMeshAc
Walkway Folder
23 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Content
Geometry
Mannequin
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Filters
Search Blueprints
BP_Enemy Character
ThirdPerson Character
2 items
View Options


Project Settings
Asset Manager
Asset Tools
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
Search Details
Engine - Collision
Set up and modify collision settings.
Export...
Import...
These settings are saved in DefaultEngine.ini, which is currently writable.
Object Channels
You can have up to 18 custom channels including object and trace channels. This is the list of object types for your project. If you delete an object type that is being used by the game, any uses of that type will revert to WorldStatic.
New Object Channel...
Edit...
Delete...
Name
Default Response
Trace Channels
You can have up to 18 custom channels including object and trace channels. This is the list of trace channels for your project. If you delete a trace channel that is being used by the game, the behavior of the trace is undefined.
New Trace Channel...
Edit...
Delete...
Name
Default Response
EnemySight
Block
Preset


New Channel
Name
Dodgeball
Default Response
Block
Accept
Cancel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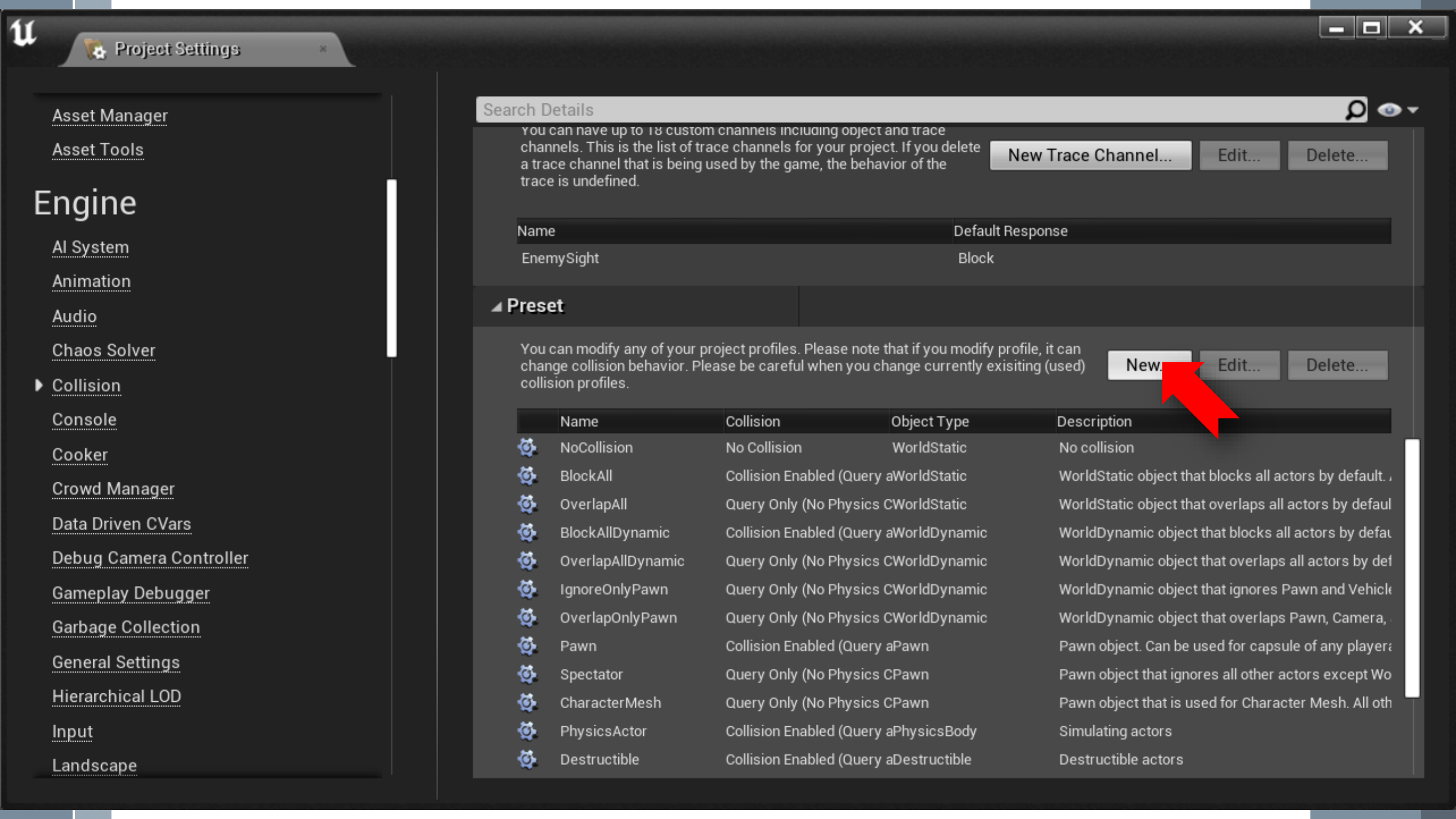
New Trace Channel...
Edit...
Delete...
Name
Default Response
EnemySight
Block
Preset


Project Settings
Asset Manager
Asset Tools
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Chaos Solver
Collision
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Cooker
Crowd Manager
Data Driven CVars
Debug Camera Controller
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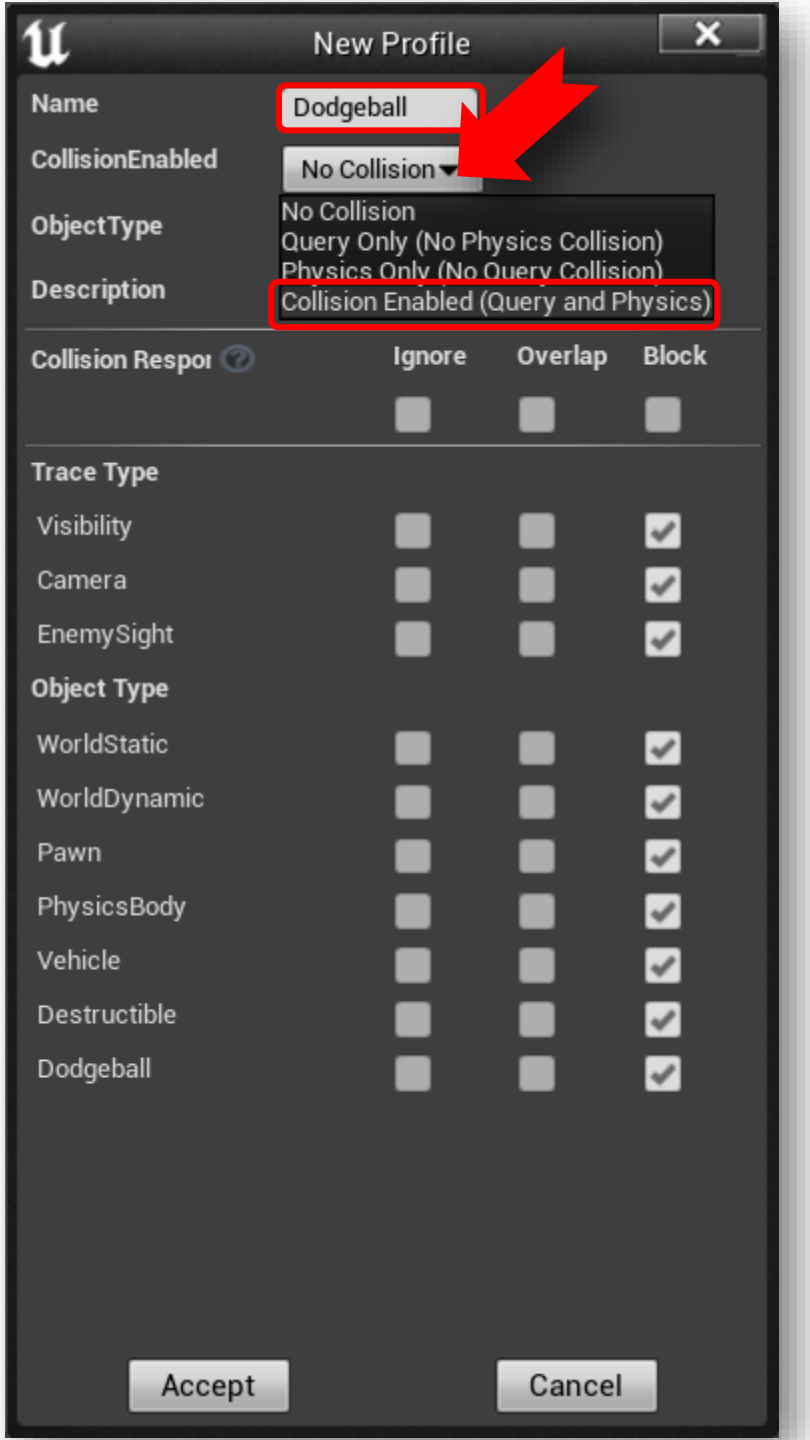
New Trace Channel...
Edit...
Delete...
Name
Default Response
EnemySight
Block
Preset
You can modify any of your project profiles. Please note that if you modify profile, it can change collision behavior. Please be careful when you change currently exisiting (used) collision profiles.
New...
Edit...
Delete...
Name
Collision
Object Type
Description
NoCollision
No Collision
WorldStatic
No collision
BlockAll
Collision Enabled (Query a
WorldStatic
WorldStatic object that blocks all actors by default.
OverlapAll
Query Only (No Physics C
WorldStatic
WorldStatic object that overlaps all actors by defaul
BlockAllDynamic
Collision Enabled (Query a
WorldDynamic
WorldDynamic object that blocks all actors by defau
OverlapAllDynamic
Query Only (No Physics C
WorldDynamic
WorldDynamic object that overlaps all actors by def
IgnoreOnlyPawn
Query Only (No Physics C
WorldDynamic
WorldDynamic object that ignores Pawn and Vehicl
OverlapOnlyPawn
Query Only (No Physics C
WorldDynamic
WorldDynamic object that overlaps Pawn, Camera,
Pawn
Collision Enabled (Query a
Pawn
Pawn object. Can be used for capsule of any player
Spectator
Query Only (No Physics C
Pawn
Pawn object that ignores all other actors except Wo
CharacterMesh
Query Only (No Physics C
Pawn
Pawn object that is used for Character Mesh. All oth
PhysicsActor
Collision Enabled (Query a
PhysicsBody
Simulating actors
Destructible
Collision Enabled (Query a
Destructible
Destructible actors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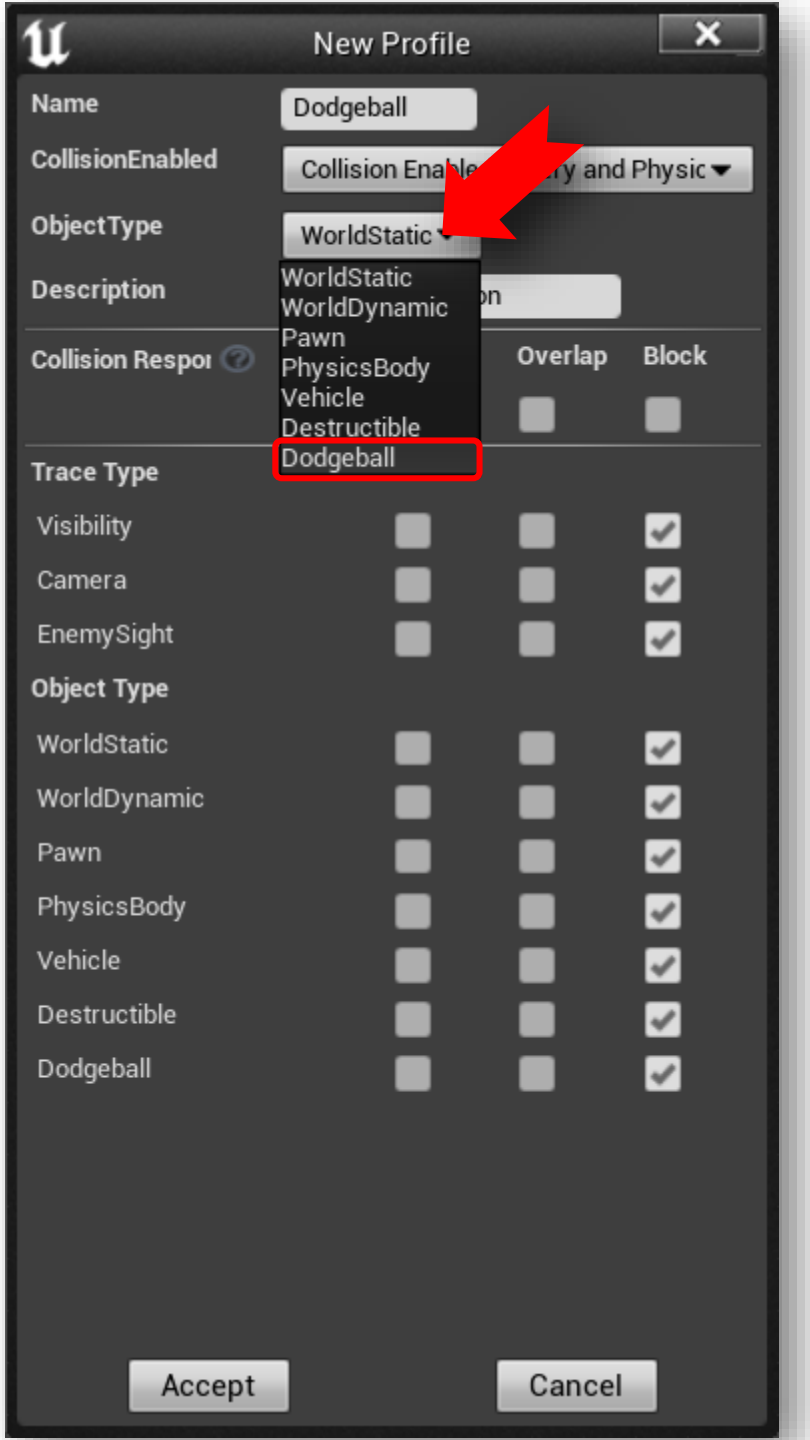
Dodgeball
CollisionEnabled
No Collision
ObjectType
Description
No Collision
Query Only (No Physics Collision)
Physics Only (No Query Collision)
Collision Enabled (Query and Physics)
Collision Respor
Ignore
Overlap
Block
Trace Type
Visibility
Camera
EnemySight
Object Type
WorldStatic
WorldDynamic
Pawn
PhysicsBody
Vehicle
Destructible
Dodgeball
Accept
Cancel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Pawn
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Vehicle
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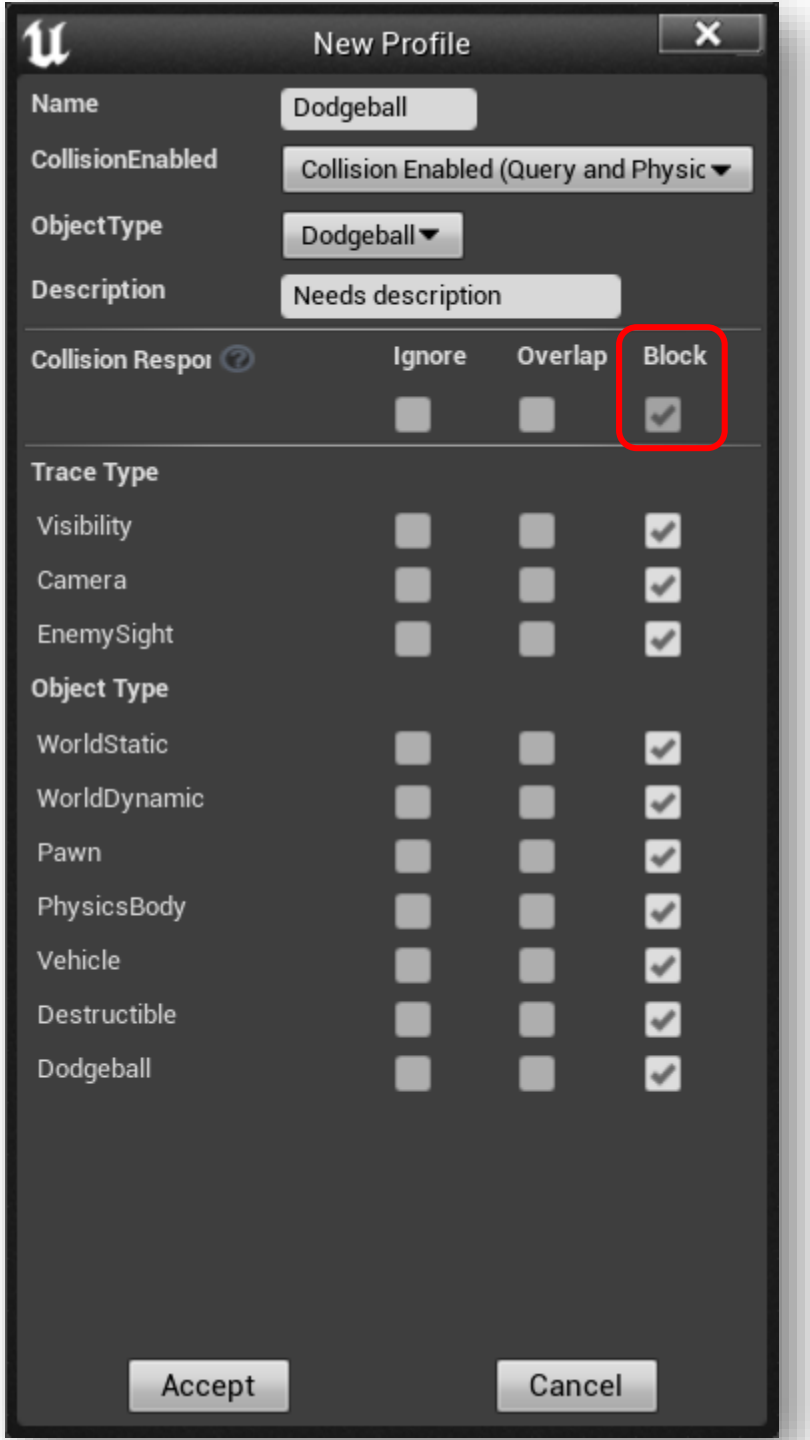
New Profile
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ObjectType
Dodgeball
Description
Needs description
Collision Respor
Ignore
Overlap
Block
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Camera
EnemySight
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WorldDynamic
Pawn
PhysicsBody
Vehicle
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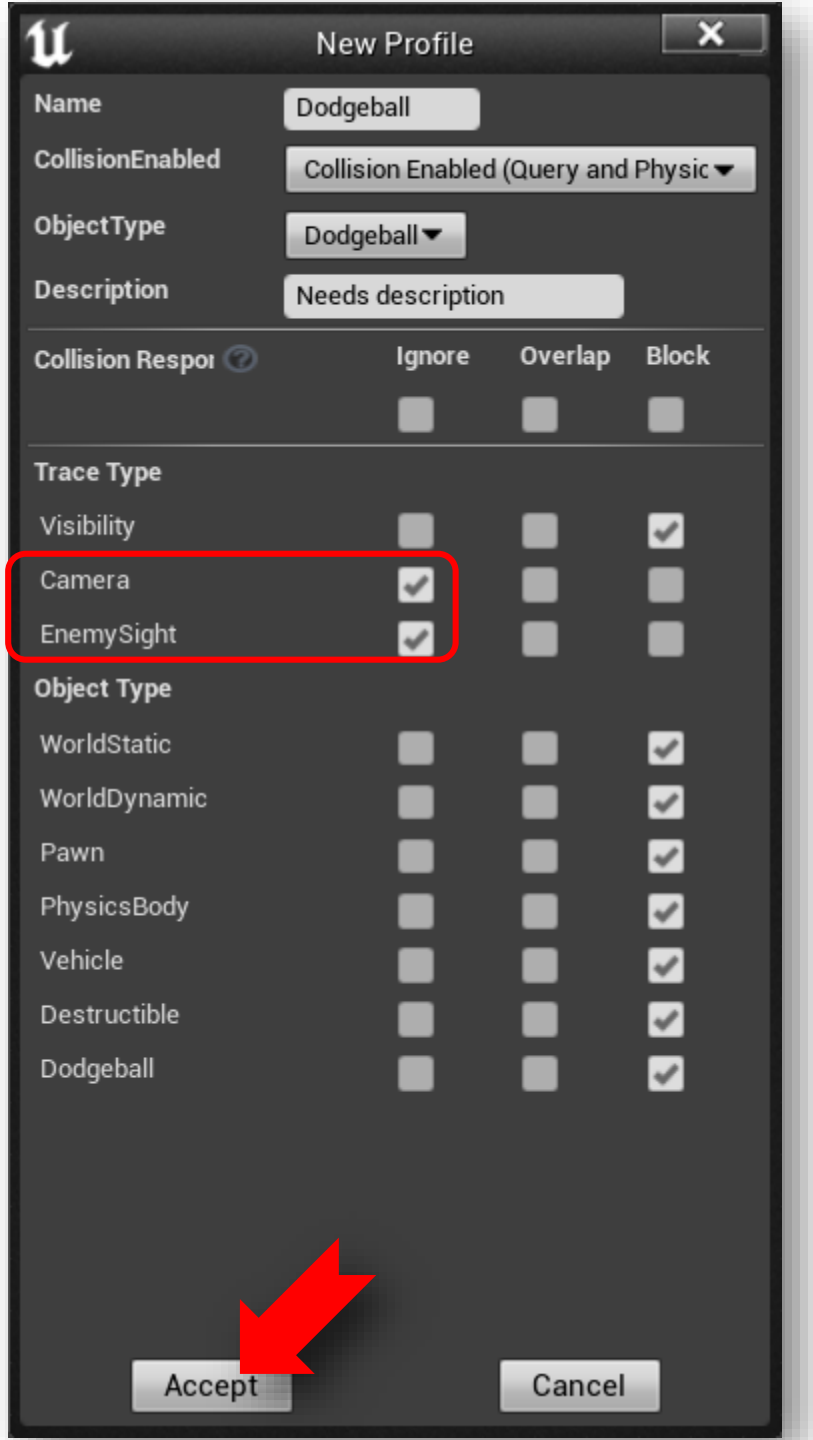
Dodgeball
Accept
Cancel


New Profile
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CollisionEnabled
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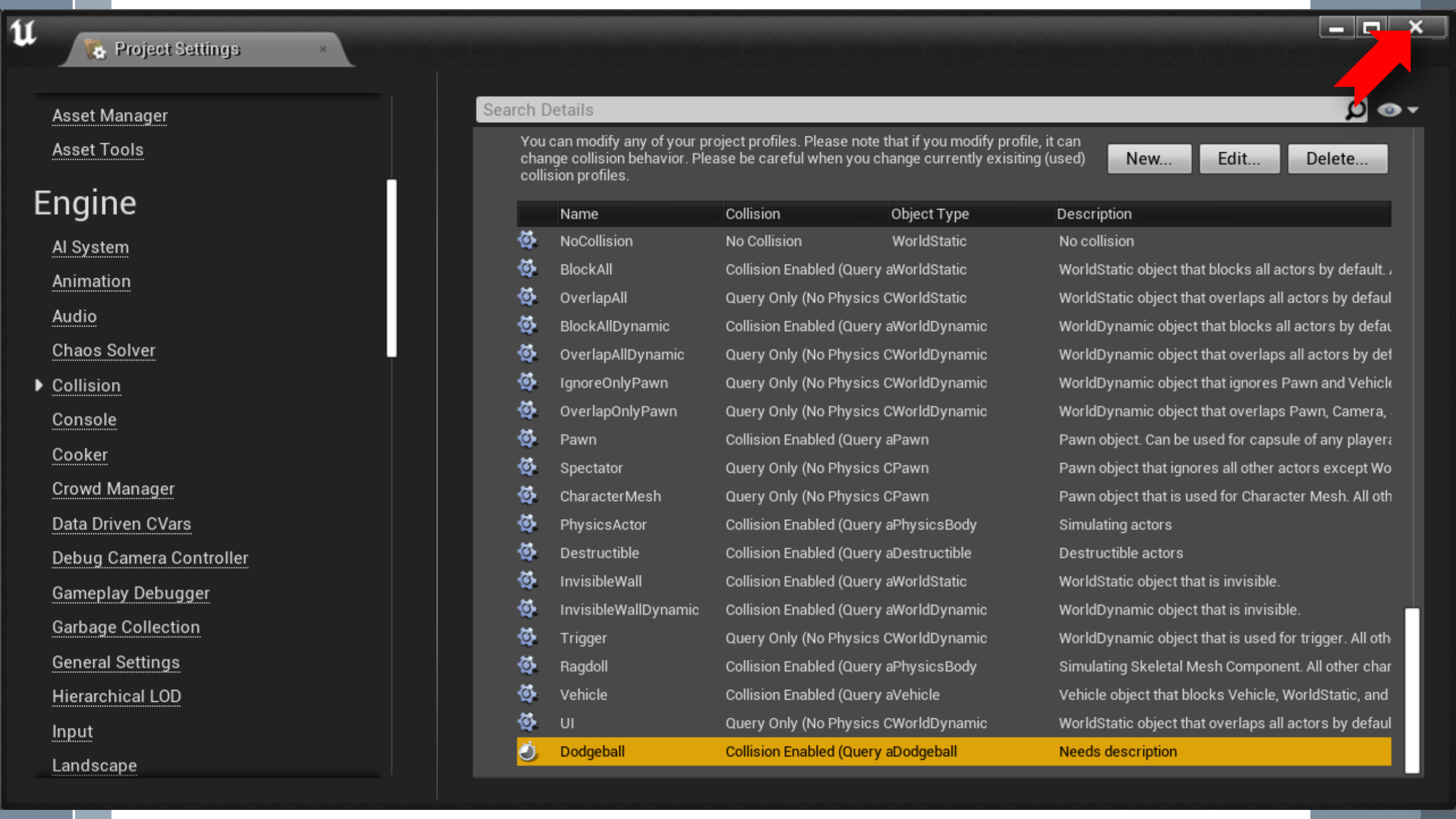
ObjectType
Dodgeball
Description
Needs description
Collision Respor
Ignore
Overlap
Block
Trace Type
Visibility
Camera
EnemySight
Object Type
WorldStatic
WorldDynamic
Pawn
PhysicsBody
Vehicle
Destructible
Dodgeball
Accept
Cancel


Project Settings
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Hierarchical LOD
Input
Landscape
Search Details
You can modify any of your project profiles. Please note that if you modify profile, it can change collision behavior. Please be careful when you change currently exisiting (used) collision profiles.
New...
Edit...
Delete...
Name
Collision
Object Type
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NoCollision
No Collision
WorldStatic
No collision
BlockAll
Collision Enabled (Query a
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Query Only (No Physics C
WorldStatic
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BlockAllDynamic
Collision Enabled (Query a
WorldDynamic
WorldDynamic object that blocks all actors by defau
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Query Only (No Physics C
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WorldDynamic object that ignores Pawn and Vehicl
OverlapOnlyPawn
Query Only (No Physics C
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WorldDynamic object that overlaps Pawn, Camera,
Pawn
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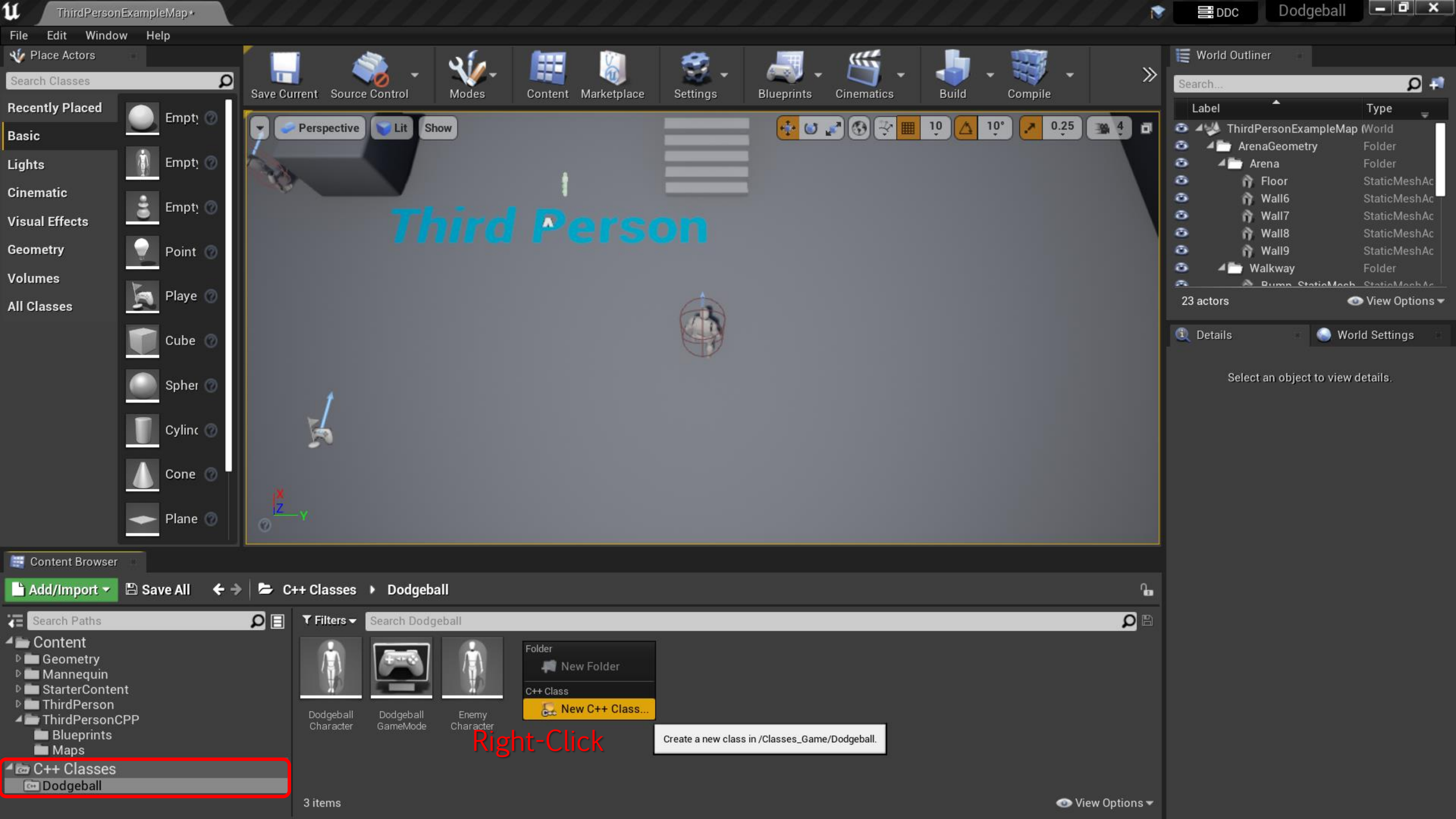
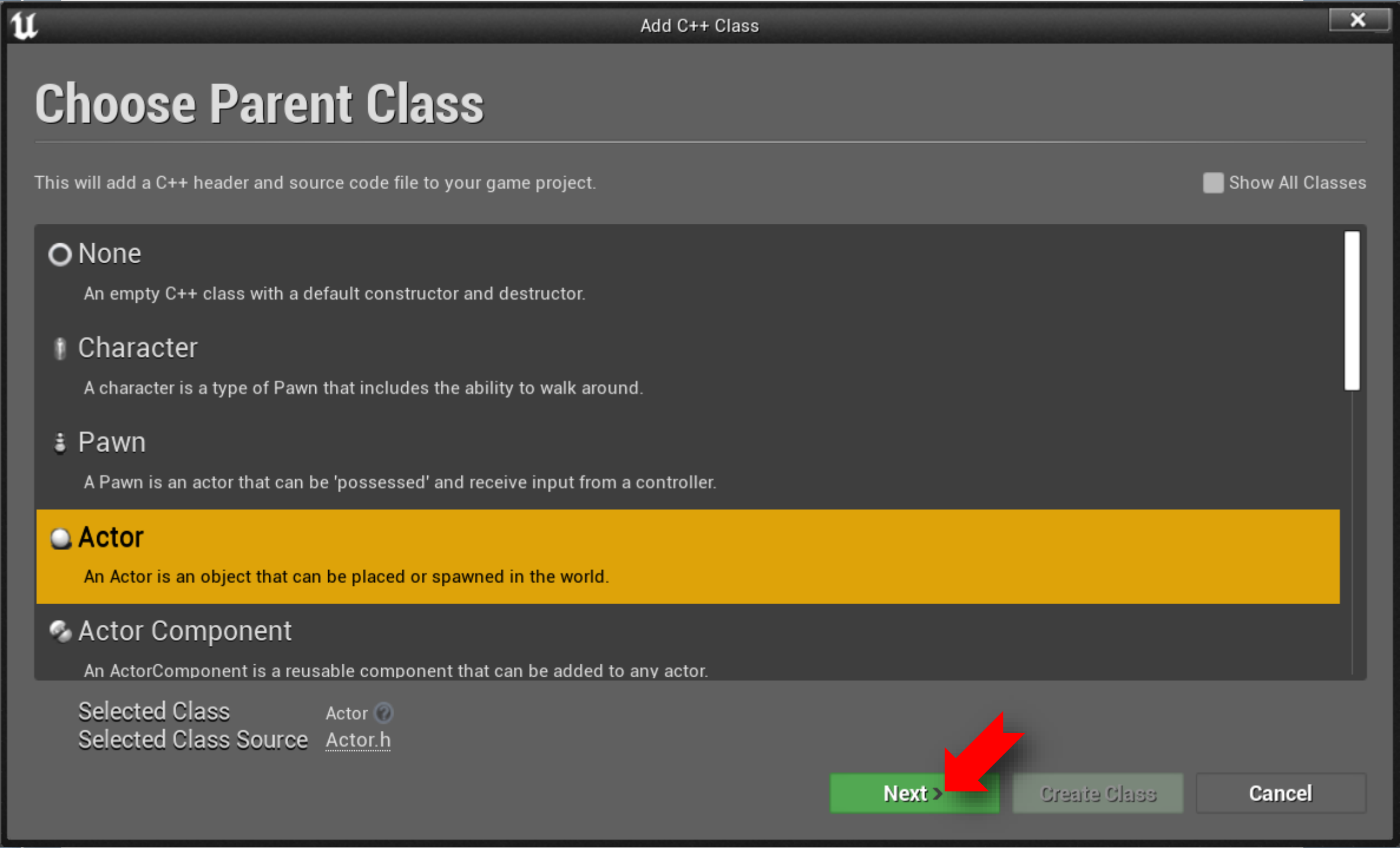
Pawn object. Can be used for capsule of any player
Spectator
Query Only (No Physics C
Pawn
Pawn object that ignores all other actors except Wo
CharacterMesh
Query Only (No Physics C
Pawn
Pawn object that is used for Character Mesh. All oth
PhysicsActor
Collision Enabled (Query a
PhysicsBody
Simulating actors
Destructible
Collision Enabled (Query a
Destructible
Destructible actors
InvisibleWall
Collision Enabled (Query a
WorldStatic
WorldStatic object that is invisible.
InvisibleWallDynamic
Collision Enabled (Query a
WorldDynamic
WorldDynamic object that is invisible.
Trigger
Query Only (No Physics C
WorldDynamic
WorldDynamic object that is used for trigger. All oth
Ragdoll
Collision Enabled (Query a
PhysicsBody
Simulating Skeletal Mesh Component. All other char
Vehicle
Collision Enabled (Query a
Vehicle
Vehicle object that blocks Vehicle, WorldStatic, and
UI
Query Only (No Physics C
WorldDynamic
WorldStatic object that overlaps all actors by defaul
Dodgeball
Collision Enabled (Query a
Dodgeball
Needs description


ThirdPersonExampleMap*
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
World Outliner
Search...
Label
Type
ThirdPersonExampleMap (World
ArenaGeometry
Folder
Arena
Folder
Floor
StaticMeshAc
Wall6
StaticMeshAc
Wall7
StaticMeshAc
Wall8
StaticMeshAc
Wall9
StaticMeshAc
Walkway
Folder
23 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add/Import
Save All
C++ Classes
Dodgeball
Search Paths
Content
Geometry
Mannequin
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
Filters
Search Dodgeball
Dodgeball Character
Dodgeball GameMode
Enemy Character
Folder
New Folder
C++ Class
New C++ Class...
Right-Click
Create a new class in /Classes_Game/Dodgeball.
3 items
View Options


Add C++ Class
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
Actor
Selected Class Source
Actor.h
Next >
Create Class
Cancel

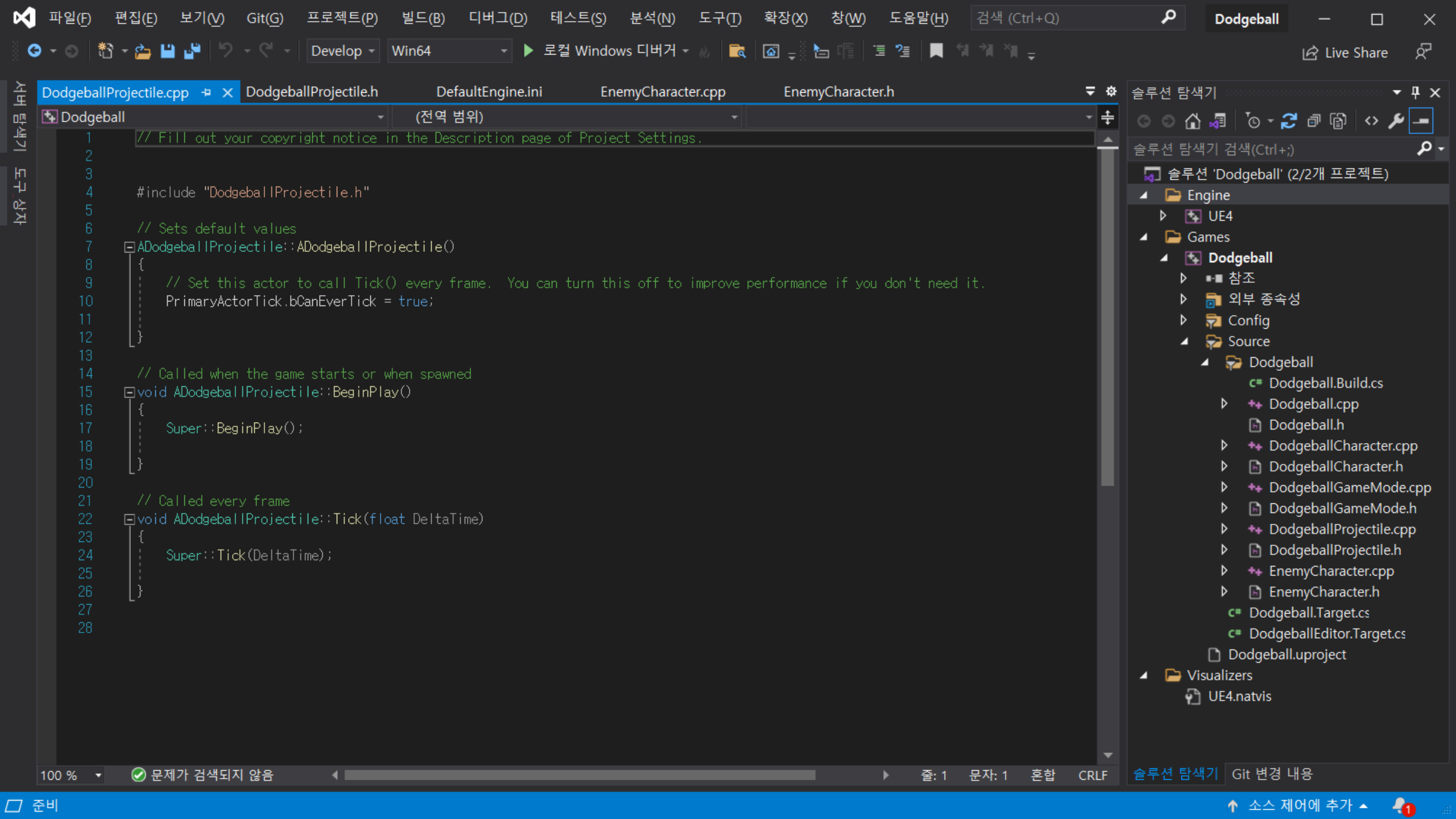
Add C++ Class

Name Your New Actor

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	DodgeballProjectile	Dodgeball (Runtime)	Public / Private
Path	C:/Users/sunje/Desktop/Unreal/Dodgeball/Source/Dodgeball/		Choose Folder
Header File	C:/Users/sunje/Desktop/Unreal/Dodgeball/Source/Dodgeball/DodgeballProjectile.h		
Source File	C:/Users/sunje/Desktop/Unreal/Dodgeball/Source/Dodgeball/DodgeballProjectile.cpp		

Back | Create Class | Cancel


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)
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EnemyCharacter.h
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(전역 범위)
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3
4 #include "DodgeballProjectile.h"
5
6 // Sets default values
7 ADodgeballProjectile::ADodgeballProjectile()
8 {
9 // Set this actor to call Tick() every frame. You can turn this off to improve performance if you don't need it.
10 PrimaryActorTick.bCanEverTick = true;
11
12 }
13
14 // Called when the game starts or when spawned
15 void ADodgeballProjectile::BeginPlay()
16 {
17 Super::BeginPlay();
18
19 }
20
21 // Called every frame
22 void ADodgeballProjectile::Tick(float DeltaTime)
23 {
24 Super::Tick(DeltaTime);
25
26 }
27
28
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문제가 검색되지 않음
줄: 1
문자: 1
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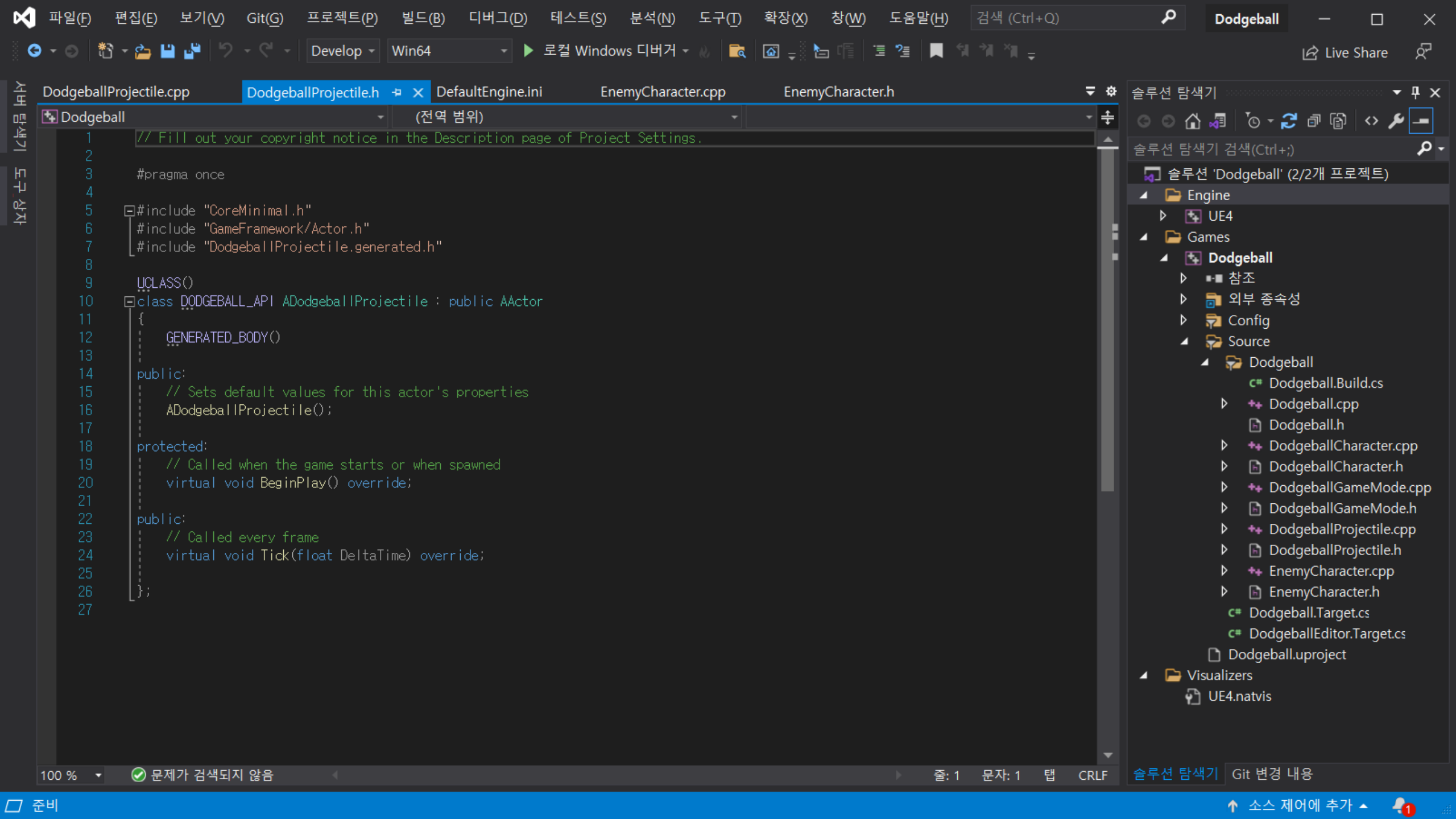
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EnemyCharacter.h
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(전역 범위)
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3 #pragma once
4
5 #include "CoreMinimal.h"
6 #include "GameFramework/Actor.h"
7 #include "DodgeballProjectile.generated.h"
8
9 UCLASS()
10 class DODGEBALL_API ADodgeballProjectile : public AActor
11 {
12 GENERATED_BODY()
13
14 public:
15 // Sets default values for this actor's properties
16 ADodgeballProjectile();
17
18 protected:
19 // Called when the game starts or when spawned
20 virtual void BeginPlay() override;
21
22 public:
23 // Called every frame
24 virtual void Tick(float DeltaTime) override;
25
26 };
27
100 %
문제가 검색되지 않음
줄: 1
문자: 1
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솔루션 탐색기
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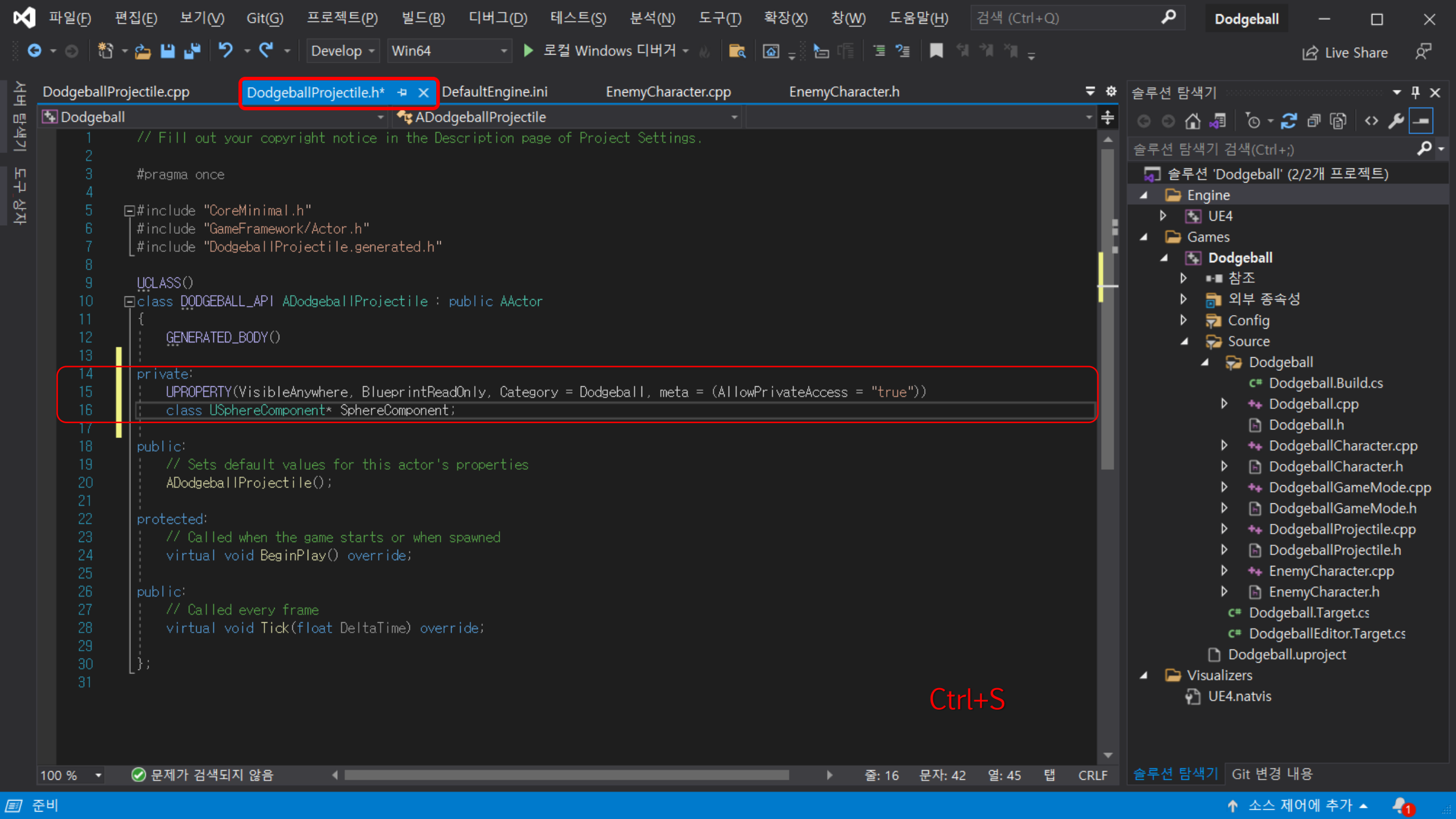
파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(T) 확장(X) 창(W) 도움말(H)
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Dodgeball
ADodgeballProjectile
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3 #pragma once
4
5 #include "CoreMinimal.h"
6 #include "GameFramework/Actor.h"
7 #include "DodgeballProjectile.generated.h"
8
9 UCLASS()
10 class DODGEBALL_API ADodgeballProjectile : public AActor
11 {
12 GENERATED_BODY()
13
14 private:
15 UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = Dodgeball, meta = (AllowPrivateAccess = "true"))
16 class USphereComponent* SphereComponent;
17
18 public:
19 // Sets default values for this actor's properties
20 ADodgeballProjectile();
21
22 protected:
23 // Called when the game starts or when spawned
24 virtual void BeginPlay() override;
25
26 public:
27 // Called every frame
28 virtual void Tick(float DeltaTime) override;
29
30 };
31
Ctrl+S
100 %
문제가 검색되지 않음
줄: 16 문자: 42 열: 45 탭 CRLF
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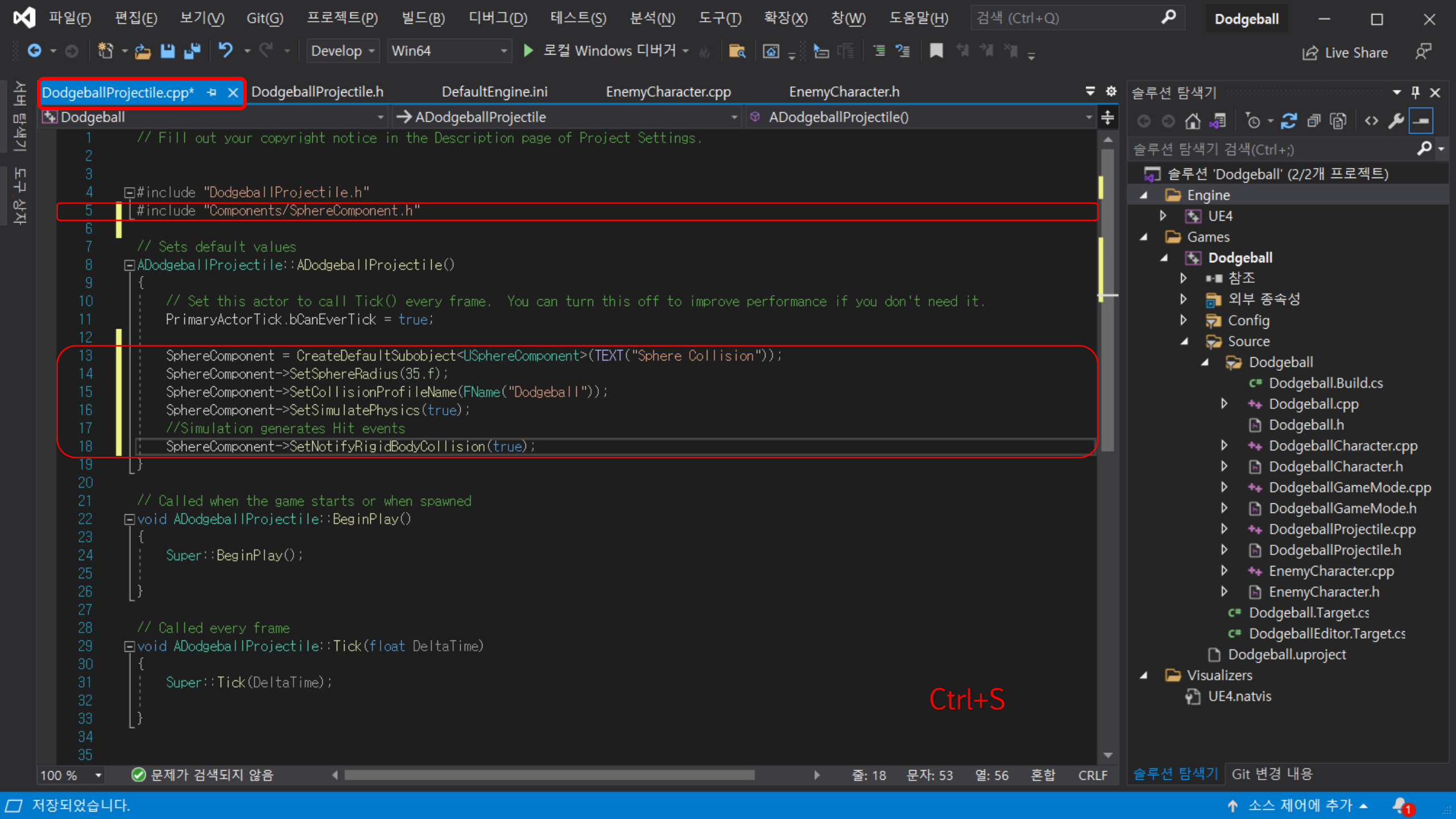
파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(T) 확장(X) 창(W) 도움말(H)
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ADodgeballProjectile
ADodgeballProjectile()
// Fill out your copyright notice in the Description page of Project Settings.
#include "DodgeballProjectile.h"
#include "Components/SphereComponent.h"
// Sets default values
ADodgeballProjectile::ADodgeballProjectile()
{
// Set this actor to call Tick() every frame. You can turn this off to improve performance if you don't need it.
PrimaryActorTick.bCanEverTick = true;
SphereComponent = CreateDefaultSubobject<USphereComponent>(TEXT("Sphere Collision"));
SphereComponent->SetSphereRadius(35.f);
SphereComponent->SetCollisionProfileName(FName("Dodgeball"));
SphereComponent->SetSimulatePhysics(true);
//Simulation generates Hit events
SphereComponent->SetNotifyRigidBodyCollision(true);
}
// Called when the game starts or when spawned
void ADodgeballProjectile::BeginPlay()
{
Super::BeginPlay();
}
// Called every frame
void ADodgeballProjectile::Tick(float DeltaTime)
{
Super::Tick(DeltaTime);
}
Ctrl+S
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DodgeballProjectile.h
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문제가 검색되지 않음
줄: 18
문자: 53
열: 56
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CRLF
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Git 변경 내용
저장되었습니다.
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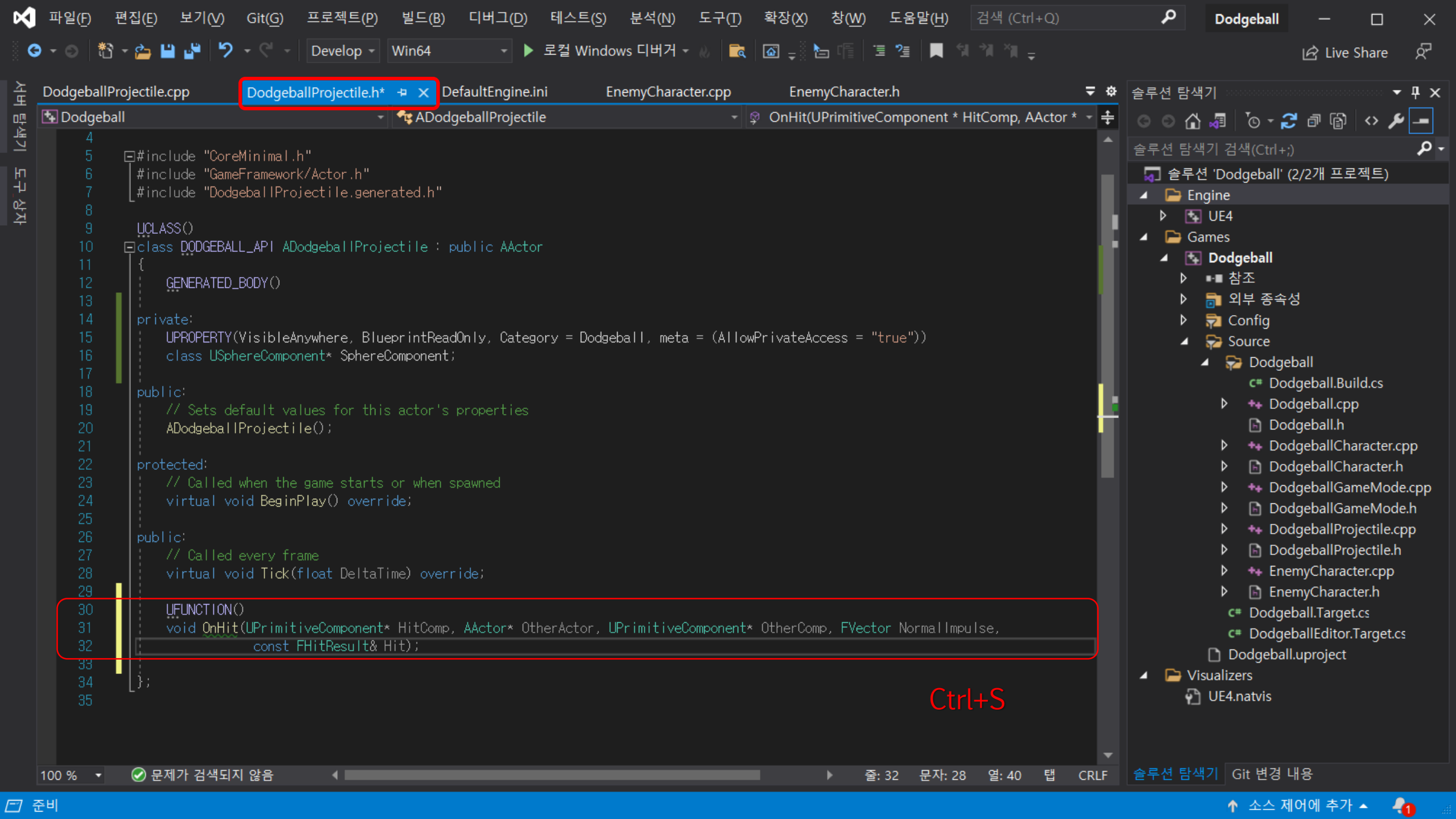
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ADodgeballProjectile
OnHit(UPrimitiveComponent * HitComp, AActor *
4
5 #include "CoreMinimal.h"
6 #include "GameFramework/Actor.h"
7 #include "DodgeballProjectile.generated.h"
8
9 UCLASS()
10 class DODGEBALL_API ADodgeballProjectile : public AActor
11 {
12 GENERATED_BODY()
13
14 private:
15 UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = Dodgeball, meta = (AllowPrivateAccess = "true"))
16 class USphereComponent* SphereComponent;
17
18 public:
19 // Sets default values for this actor's properties
20 ADodgeballProjectile();
21
22 protected:
23 // Called when the game starts or when spawned
24 virtual void BeginPlay() override;
25
26 public:
27 // Called every frame
28 virtual void Tick(float DeltaTime) override;
29
30 UFUNCTION()
31 void OnHit(UPrimitiveComponent* HitComp, AActor* OtherActor, UPrimitiveComponent* OtherComp, FVector NormalImpulse,
32 const FHitResult& Hit);
33
34 };
35
Ctrl+S
100 %
문제가 검색되지 않음
줄: 32 문자: 28 열: 40 탭 CRLF
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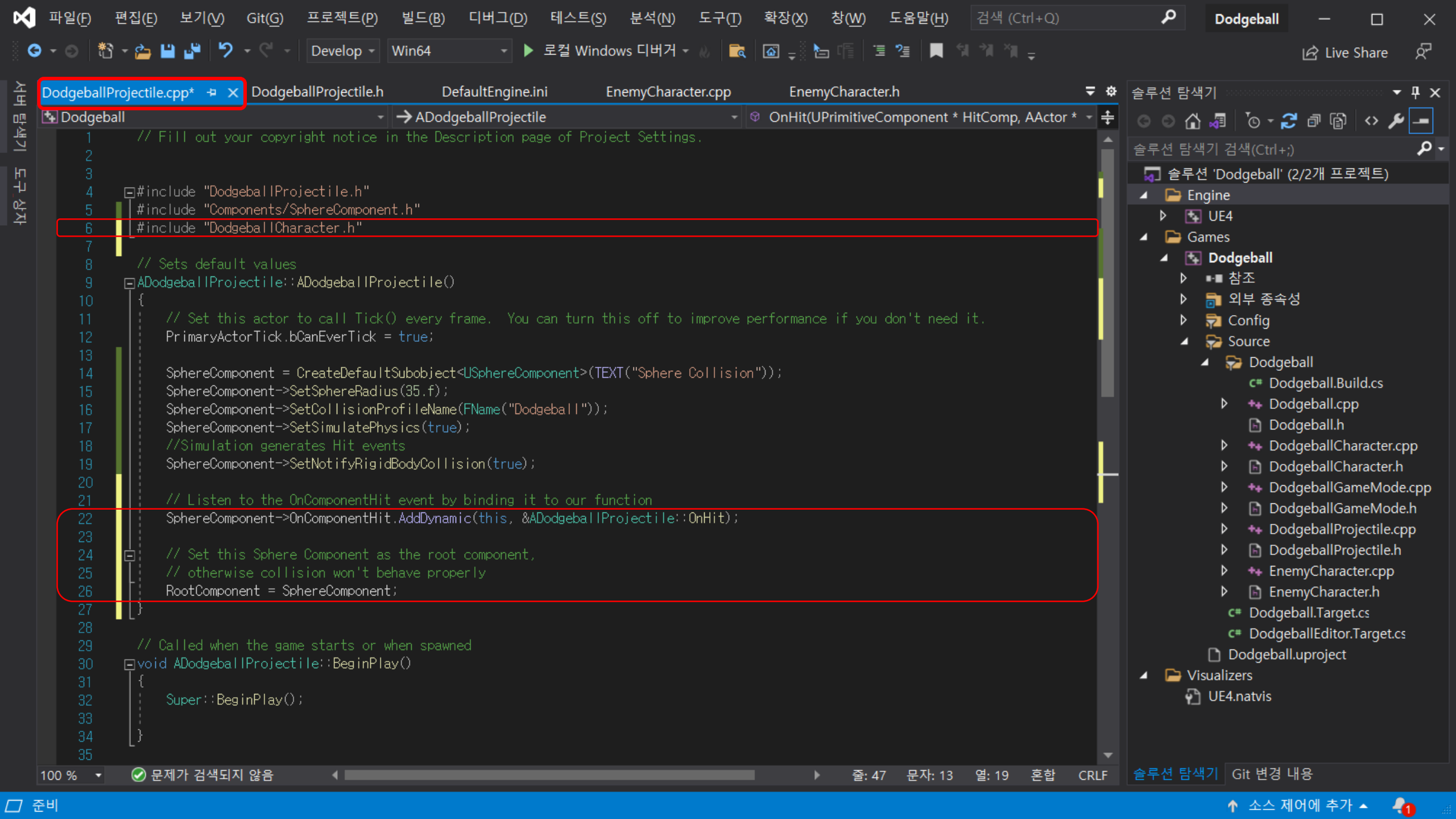
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EnemyCharacter.h
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OnHit(UPrimitiveComponent * HitComp, AActor *
// Fill out your copyright notice in the Description page of Project Settings.
#include "DodgeballProjectile.h"
#include "Components/SphereComponent.h"
#include "DodgeballCharacter.h"
// Sets default values
ADodgeballProjectile::ADodgeballProjectile()
{
// Set this actor to call Tick() every frame. You can turn this off to improve performance if you don't need it.
PrimaryActorTick.bCanEverTick = true;
SphereComponent = CreateDefaultSubobject<USphereComponent>(TEXT("Sphere Collision"));
SphereComponent->SetSphereRadius(35.f);
SphereComponent->SetCollisionProfileName(FName("Dodgeball"));
SphereComponent->SetSimulatePhysics(true);
//Simulation generates Hit events
SphereComponent->SetNotifyRigidBodyCollision(true);
// Listen to the OnComponentHit event by binding it to our function
SphereComponent->OnComponentHit.AddDynamic(this, &ADodgeballProjectile::OnHit);
// Set this Sphere Component as the root component,
// otherwise collision won't behave properly
RootComponent = SphereComponent;
}
// Called when the game starts or when spawned
void ADodgeballProjectile::BeginPlay()
{
Super::BeginPlay();
}
100 %
문제가 검색되지 않음
줄: 47 문자: 13 열: 19 혼합 CRLF
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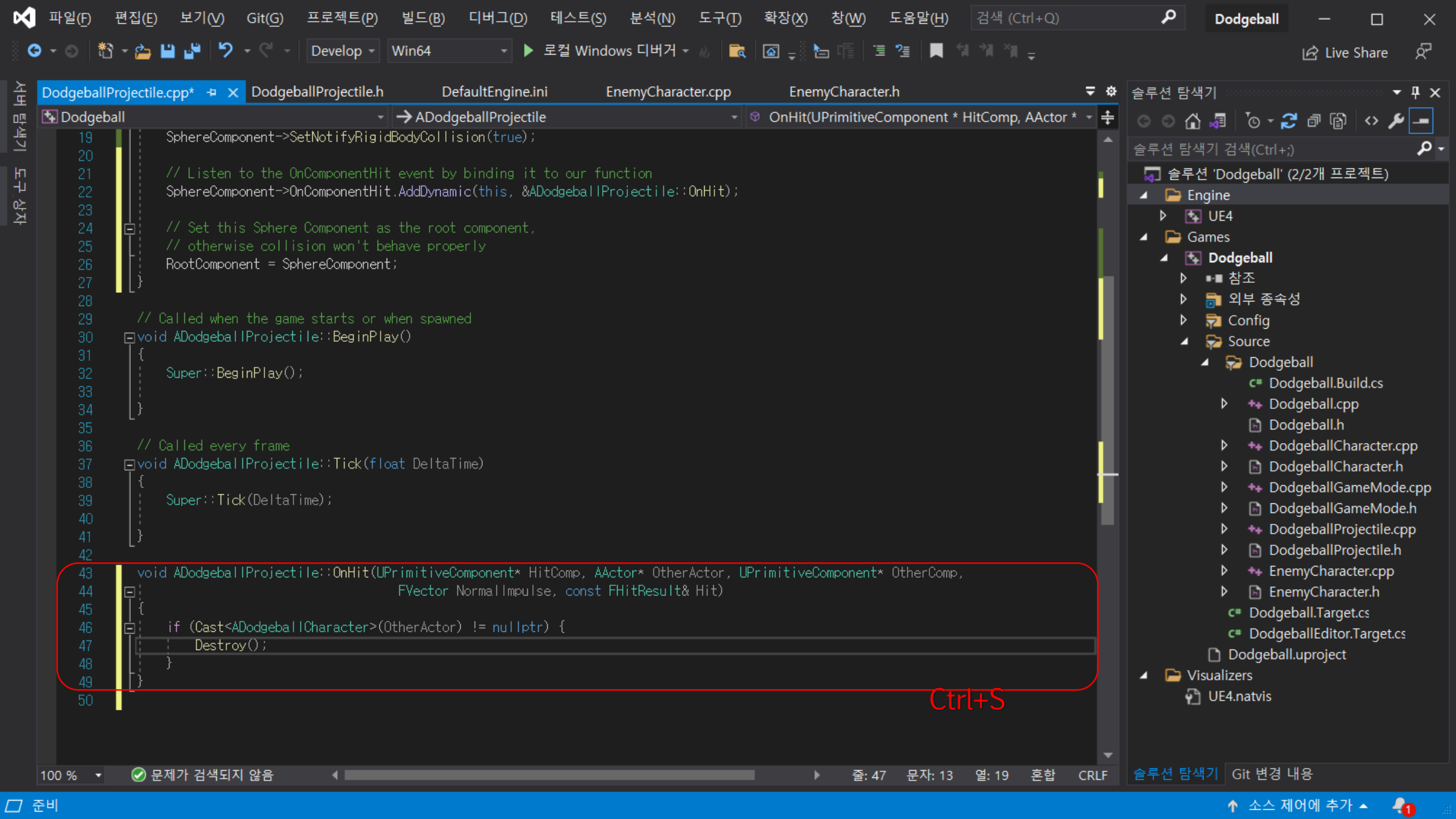
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ADodgeballProjectile
OnHit(UPrimitiveComponent * HitComp, AActor *
19 SphereComponent->SetNotifyRigidBodyCollision(true);
20
21 // Listen to the OnComponentHit event by binding it to our function
22 SphereComponent->OnComponentHit.AddDynamic(this, &ADodgeballProjectile::OnHit);
23
24 // Set this Sphere Component as the root component,
25 // otherwise collision won't behave properly
26 RootComponent = SphereComponent;
27 }
28
29 // Called when the game starts or when spawned
30 void ADodgeballProjectile::BeginPlay()
31 {
32 Super::BeginPlay();
33
34 }
35
36 // Called every frame
37 void ADodgeballProjectile::Tick(float DeltaTime)
38 {
39 Super::Tick(DeltaTime);
40
41 }
42
43 void ADodgeballProjectile::OnHit(UPrimitiveComponent* HitComp, AActor* OtherActor, UPrimitiveComponent* OtherComp,
44 FVector NormalImpulse, const FHitResult& Hit)
45 {
46 if (Cast<ADodgeballCharacter>(OtherActor) != nullptr) {
47 Destroy();
48 }
49 }
50
Ctrl+S
100 %
문제가 검색되지 않음
줄: 47 문자: 13 열: 19 혼합 CRLF
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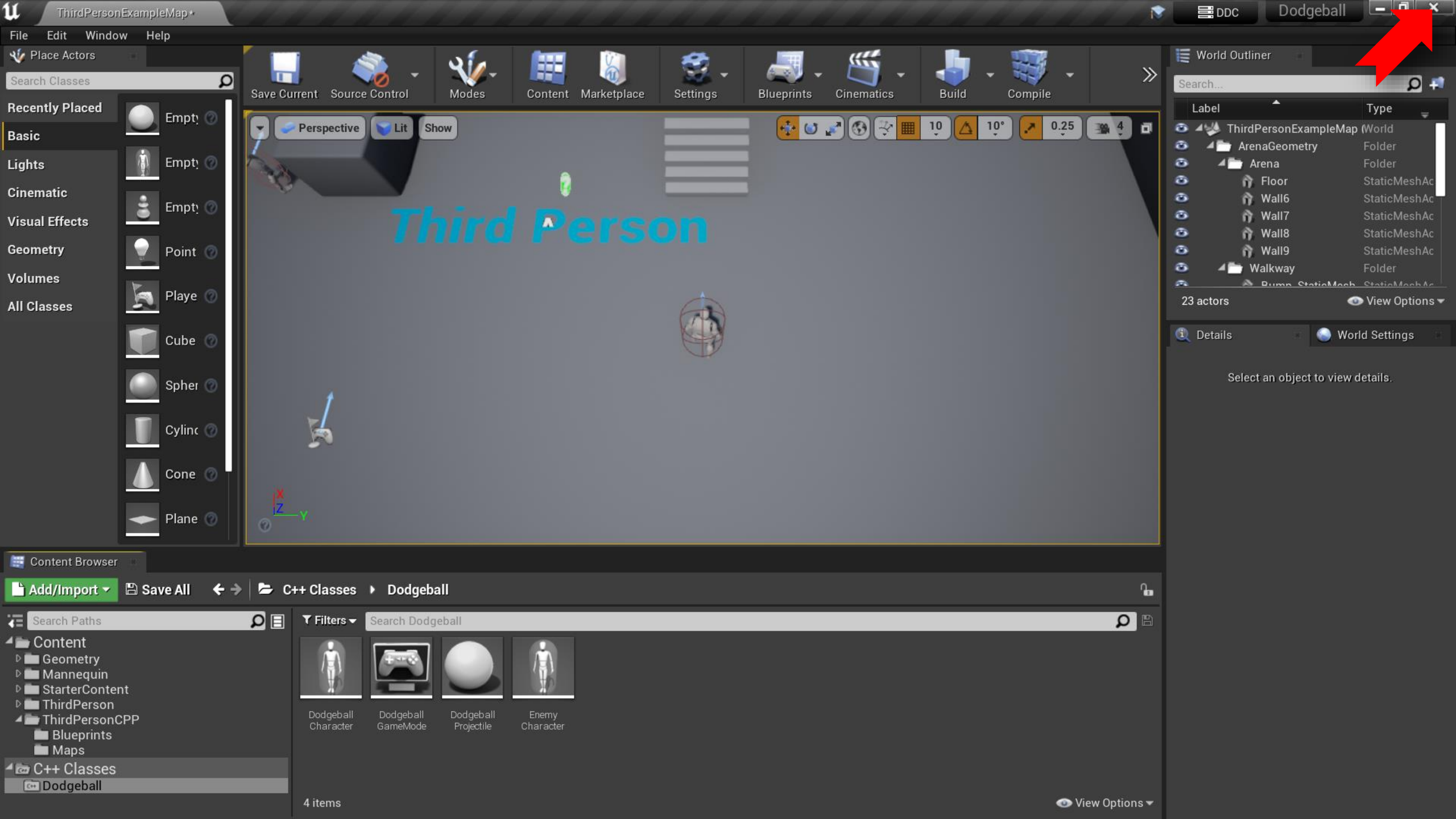
ThirdPersonExampleMap*
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Type
ThirdPersonExampleMap (World
ArenaGeometry
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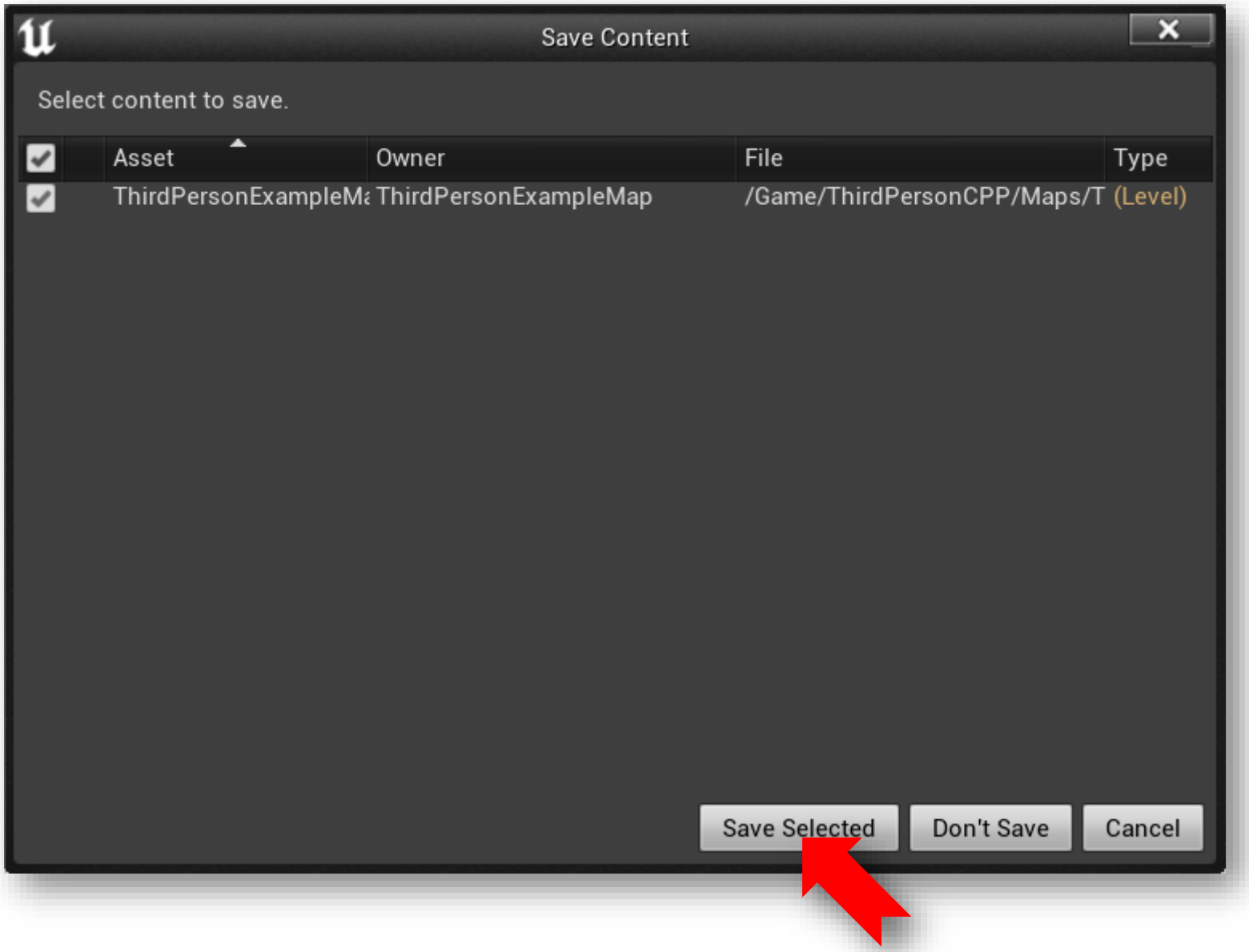
4 items
View Options


Save Content
Select content to save.
Asset
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File
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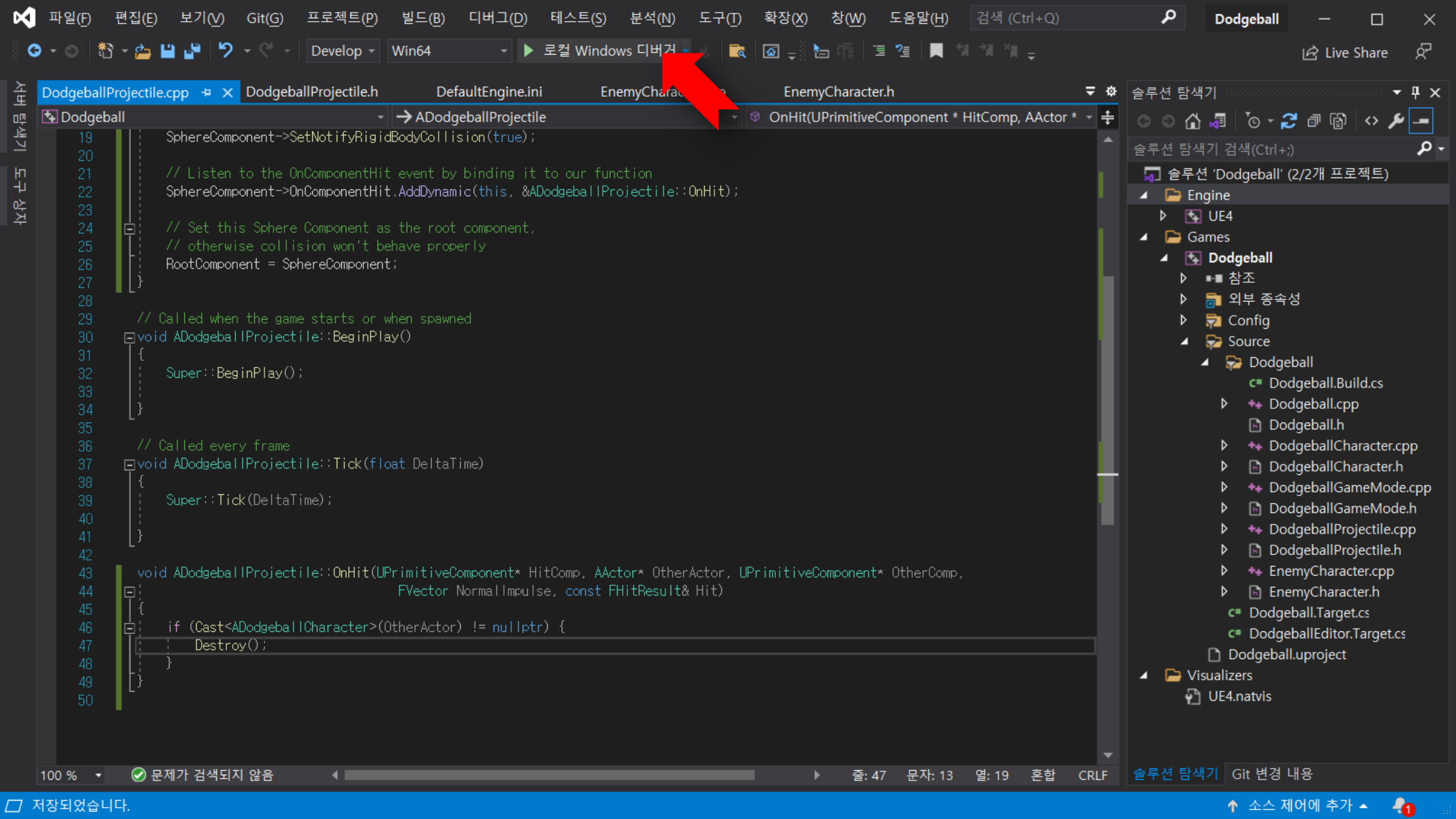
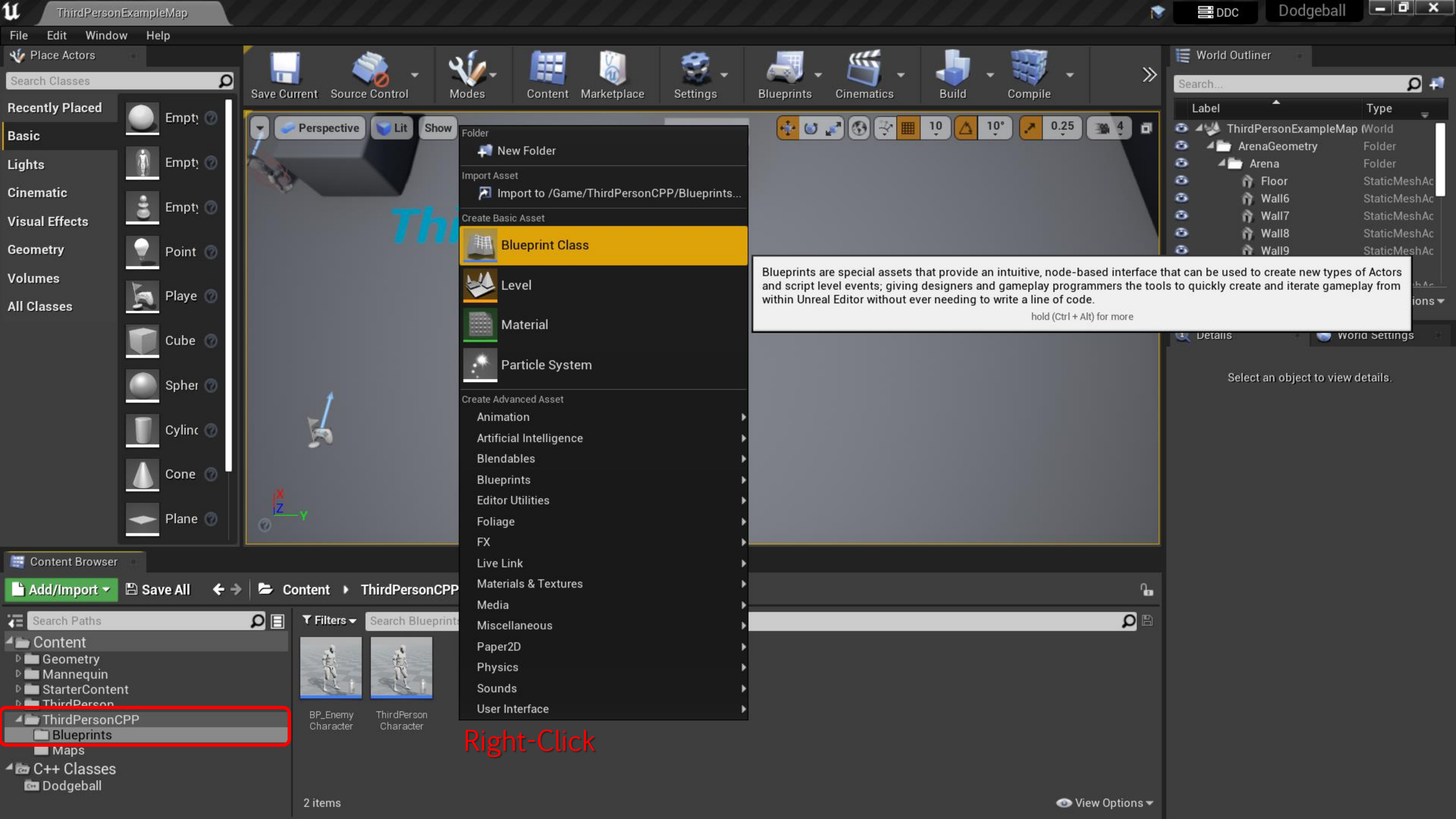
ThirdPersonExampleMap
/Game/ThirdPersonCPP/Maps/T
(Level)
Save Selected
Don't Save
Cancel


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)
Dodgeball
Develop
Win64
로컬 Windows 디버거
Live Share
DodgeballProjectile.cpp
DodgeballProjectile.h
DefaultEngine.ini
EnemyCharacter.h
Dodgeball
ADodgeballProjectile
OnHit(UPrimitiveComponent * HitComp, AActor *
SphereComponent->SetNotifyRigidBodyCollision(true);
// Listen to the OnComponentHit event by binding it to our function
SphereComponent->OnComponentHit.AddDynamic(this, &ADodgeballProjectile::OnHit);
// Set this Sphere Component as the root component,
// otherwise collision won't behave properly
RootComponent = SphereComponent;
}
// Called when the game starts or when spawned
void ADodgeballProjectile::BeginPlay()
{
Super::BeginPlay();
}
// Called every frame
void ADodgeballProjectile::Tick(float DeltaTime)
{
Super::Tick(DeltaTime);
}
void ADodgeballProjectile::OnHit(UPrimitiveComponent* HitComp, AActor* OtherActor, UPrimitiveComponent* OtherComp,
FVector NormalImpulse, const FHitResult& Hit)
{
if (Cast<ADodgeballCharacter>(OtherActor) != nullptr) {
Destroy();
}
}
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
솔루션 'Dodgeball' (2/2개 프로젝트)
Engine
UE4
Games
Dodgeball
참조
외부 종속성
Config
Source
Dodgeball
Dodgeball.Build.cs
Dodgeball.cpp
Dodgeball.h
DodgeballCharacter.cpp
DodgeballCharacter.h
DodgeballGameMode.cpp
DodgeballGameMode.h
DodgeballProjectile.cpp
DodgeballProjectile.h
EnemyCharacter.cpp
EnemyCharacter.h
Dodgeball.Target.cs
DodgeballEditor.Target.cs
Dodgeball.uproject
Visualizers
UE4.natvis
100 %
문제가 검색되지 않음
줄: 47
문자: 13
열: 19
혼합
CRLF
솔루션 탐색기
Git 변경 내용
저장되었습니다.
소스 제어에 추가


ThirdPersonExampleMap
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
World Outliner
Search...
Label
Type
ThirdPersonExampleMap (World
ArenaGeometry
Folder
Arena
Folder
Floor
Wall6
Wall7
Wall8
Wall9
StaticMeshAc
Perspective
Lit
Show
Folder
New Folder
Import Asset
Import to /Game/ThirdPersonCPP/Blueprints...
Create Basic Asset
Blueprint Class
Level
Material
Particle System
Create Advanced Asset
Animation
Artificial Intelligence
Blendables
Blueprints
Editor Utilities
Foliage
FX
Live Link
Materials & Textures
Media
Miscellaneous
Paper2D
Physics
Sounds
User Interface
Blueprints are special assets that provide an intuitive, node-based interface that can be used to create new types of Actors and script level events; giving designers and gameplay programmers the tools to quickly create and iterate gameplay from within Unreal Editor without ever needing to write a line of code.
hold (Ctrl + Alt) for more
Details
World Settings
Select an object to view details.
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Search Paths
Filters
Search Blueprints
Content
Geometry
Mannequin
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
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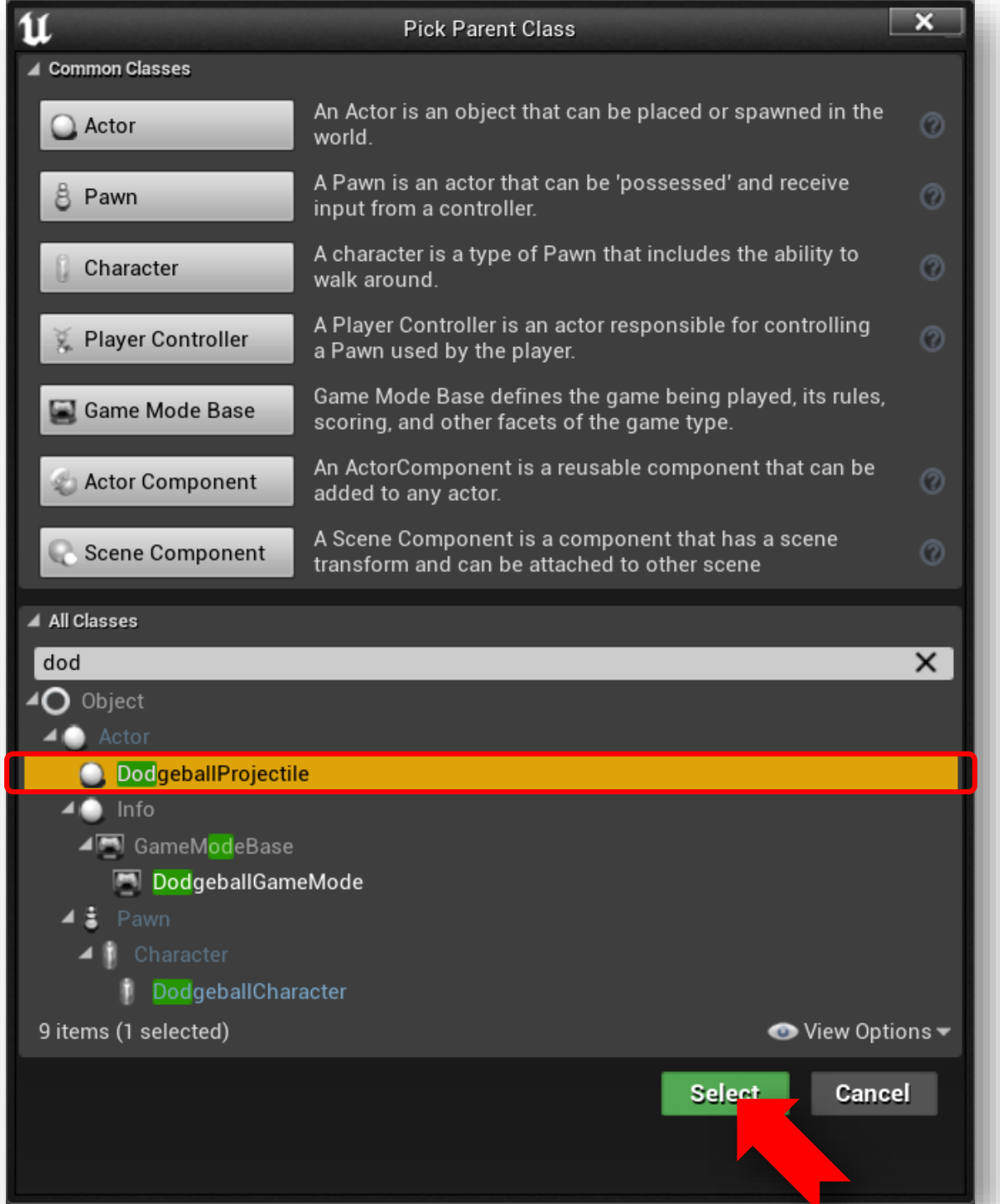
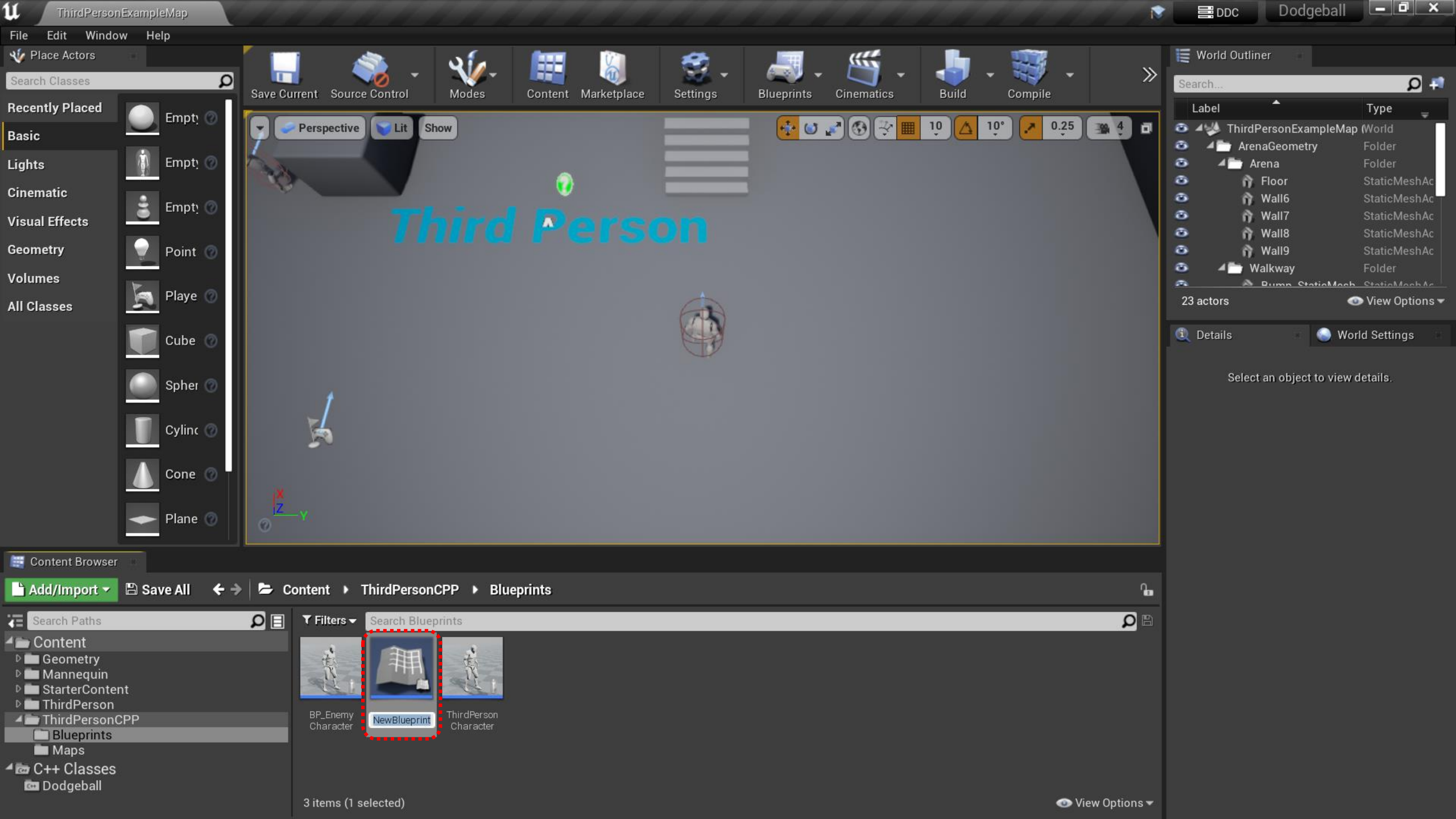
C++ Classes
Dodgeball
BP_Enemy Character
ThirdPerson Character
2 items
View Options
Right-Click


Pick Parent Class
Common Classes
Actor
An Actor is an object that can be placed or spawned in the world.
Pawn
A Pawn is an actor that can be 'possessed' and receive input from a controller.
Character
A character is a type of Pawn that includes the ability to walk around.
Player Controller
A Player Controller is an actor responsible for controlling a Pawn used by the player.
Game Mode Base
Game Mode Base defines the game being played, its rules, scoring, and other facets of the game type.
Actor Component
An ActorComponent is a reusable component that can be added to any actor.
Scene Component
A Scene Component is a component that has a scene transform and can be attached to other scene
All Classes
dod
Object
Actor
DodgeballProjectile
Info
GameModeBase
DodgeballGameMode
Pawn
Character
DodgeballCharacter
9 items (1 selected)
View Options
Select
Cancel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Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
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Cube
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Cylinc
Cone
Plane
Save Current
Source Control
Modes
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Marketplace
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Floor
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Wall6
StaticMeshAc
Wall7
StaticMeshAc
Wall8
StaticMeshAc
Wall9
StaticMeshAc
Walkway
Folder
23 actors
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World Settings
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Blueprints
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Mannequin
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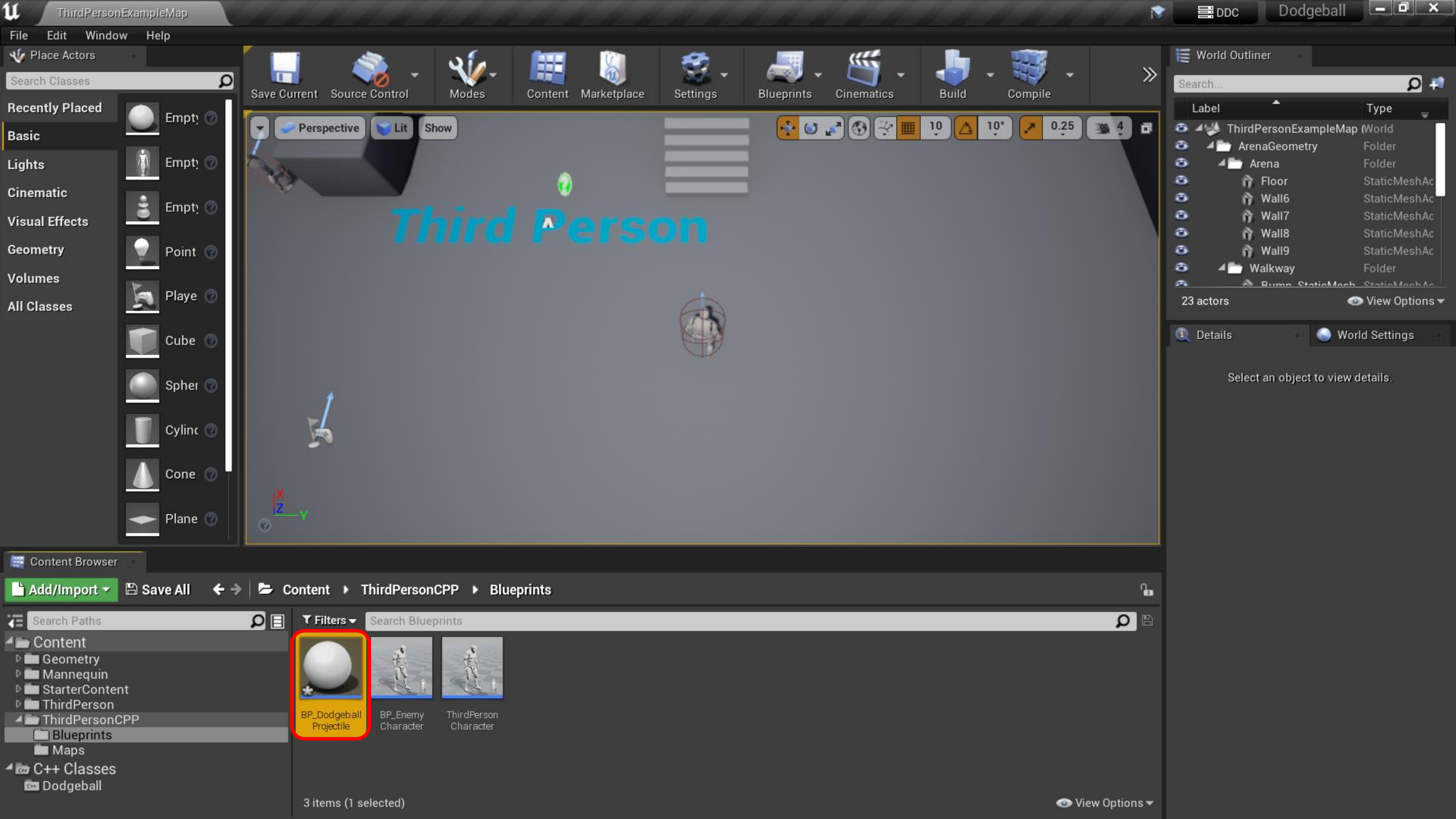
ThirdPerson Character
3 items (1 selected)
View Options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C++ Classes
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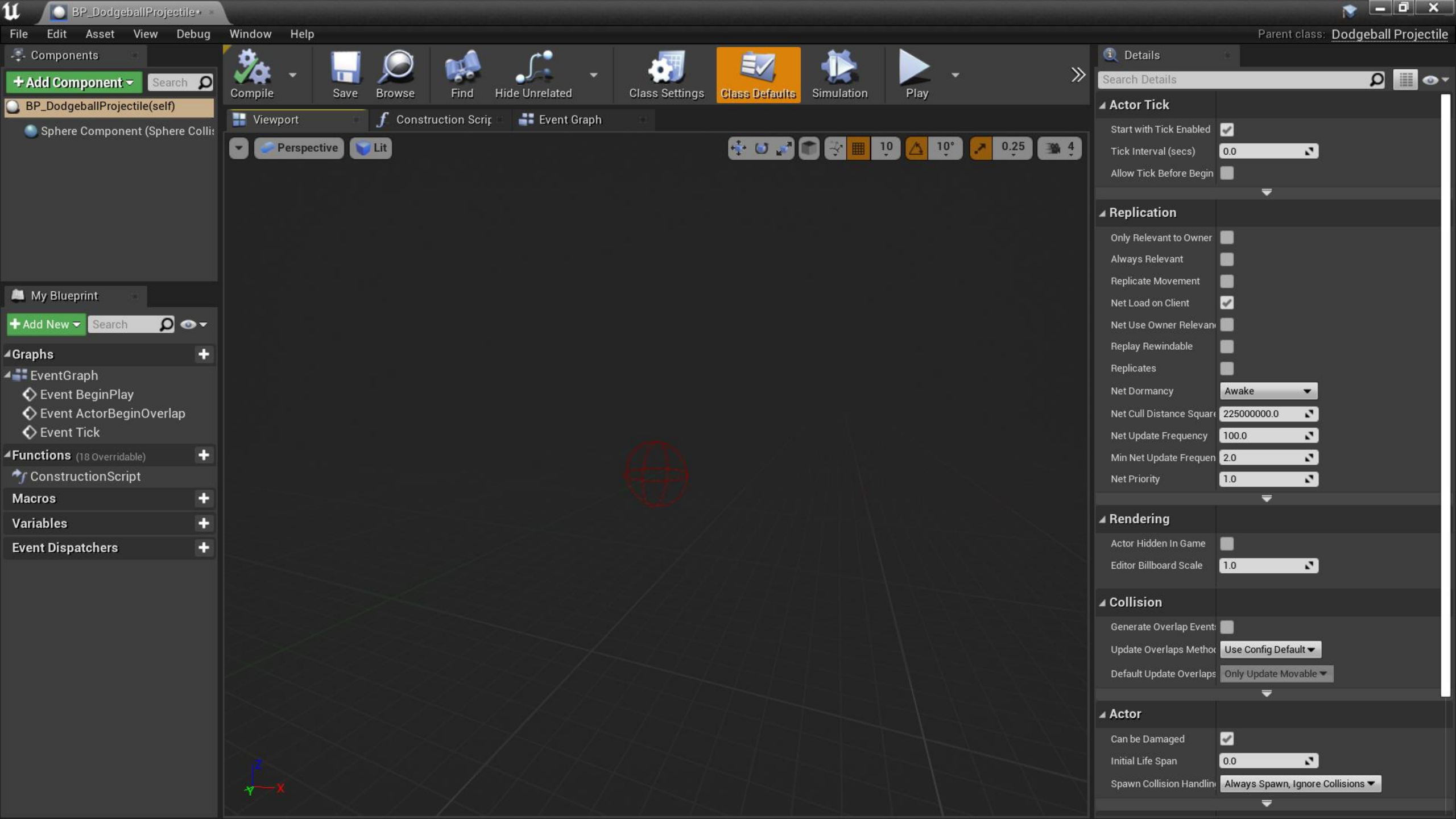
BP_Dodgeball Projectile
BP_Enemy Character
ThirdPerson Character
3 items (1 selected)
View Options


BP_DodgeballProjectile
File
Edit
Asset
View
Debug
Window
Help
Parent class: Dodgeball Projectile
Components
+ Add Component
Search
BP_DodgeballProjectile(self)
Sphere Component (Sphere Collis
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
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Viewport
Construction Scrip
Event Graph
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Lit
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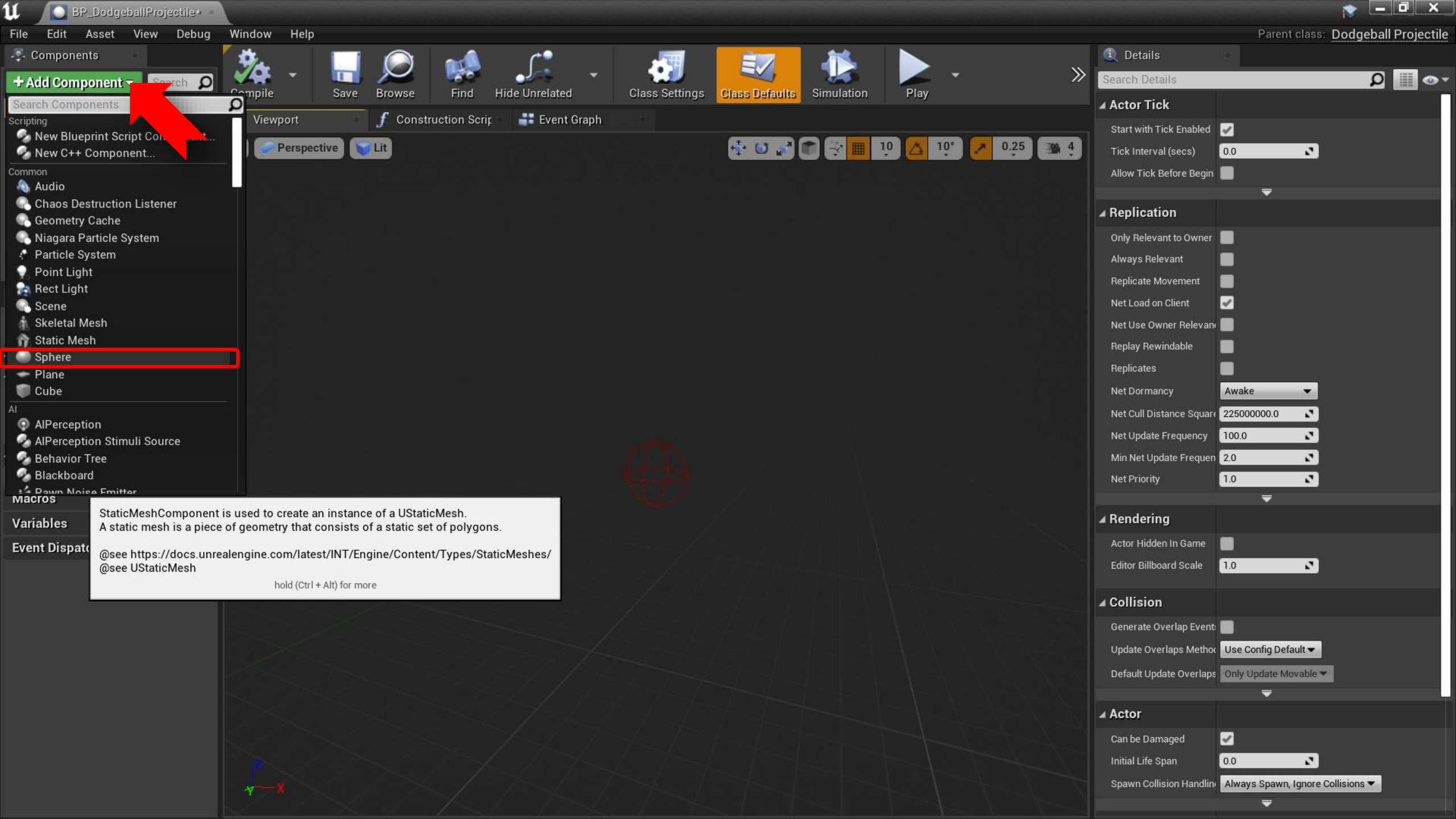
4
My Blueprint
+ Add New
Search
Graphs
EventGraph
Event BeginPlay
Event ActorBeginOverlap
Event Tick
Functions (18 Overridable)
ConstructionScript
Macros
Variables
Event Dispatchers
Details
Search Details
Actor Tick
Start with Tick Enabled
Tick Interval (secs)
0.0
Allow Tick Before Begin
Replication
Only Relevant to Owner
Always Relevant
Replicate Movement
Net Load on Client
Net Use Owner Relevan
Replay Rewindable
Replicates
Net Dormancy
Awake
Net Cull Distance Squar
225000000.0
Net Update Frequency
100.0
Min Net Update Frequen
2.0
Net Priority
1.0
Rendering
Actor Hidden In Game
Editor Billboard Scale
1.0
Collision
Generate Overlap Event
Update Overlaps Metho
Use Config Default
Default Update Overlaps
Only Update Movable
Actor
Can be Damaged
Initial Life Span
0.0
Spawn Collision Handlin
Always Spawn, Ignore Collisions


BP_DodgeballProjectile
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Parent class: Dodgeball Projectile
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Search Components
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New Blueprint Script Component...
New C++ Component...
Common
Audio
Chaos Destruction Listener
Geometry Cache
Niagara Particle System
Particle System
Point Light
Rect Light
Scene
Skeletal Mesh
Static Mesh
Sphere
Plane
Cube
AI
AIPerception
AIPerception Stimuli Source
Behavior Tree
Blackboard
Macros
Variables
Event Dispatc
StaticMeshComponent is used to create an instance of a UStaticMesh.
A static mesh is a piece of geometry that consists of a static set of polygons.
@see https://docs.unrealengine.com/latest/INT/Engine/Content/Types/StaticMeshes/
@see UStaticMesh
hold (Ctrl + Alt) for more
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
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Viewport
Construction Scrip
Event Graph
Perspective
Lit
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Start with Tick Enabled
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Replay Rewindable
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Editor Billboard Scale 1.0
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Update Overlaps Metho Use Config Default
Default Update Overlaps Only Update Movable
Actor
Can be Damaged
Initial Life Span 0.0
Spawn Collision Handlin Always Spawn, Ignore Collisions

BP_DodgeballProjectile*

File Edit Asset View Debug Window Help

Parent class: Dodgeball Projectile

Components

+ Add Component | Search

BP_DodgeballProjectile(self)

Sphere Component (Sphere Collis

Sphere

My Blueprint

+ Add New | Search

Graphs

EventGraph

Event

Event

Event Tick

EventGraph
hold (Ctrl + Alt) for more

Functions (18 Overridable)

ConstructionScript

Macros

Variables

Components

Sphere

Event Dispatchers

Compile | Save | Browse | Find | Hide Unrelated | Class Settings | Class Defaults | Simulation | Play

Viewport | Construction Scrip | Event Graph

Perspective | Lit | 10 | 10° | 0.25 | 4

Details

Search Details

Variable

Variable Name: Sphere

Tooltip:

Category: Default

Editable when Inherited: ☑

Transform

Location: X 0.0 Y 0.0 Z 0.0

Rotation: X 0.0° Y 0.0° Z 0.0°

Scale: X 1.0 Y 1.0 Z 1.0

Mobility: Static | Stationa | Movabl

Sockets

Parent Socket: None

Static Mesh

Static Mesh: Sphere

Materials

Element 0: BasicShapeMaterial

Textures

Component Tick

Start with Tick Enabled: ☑

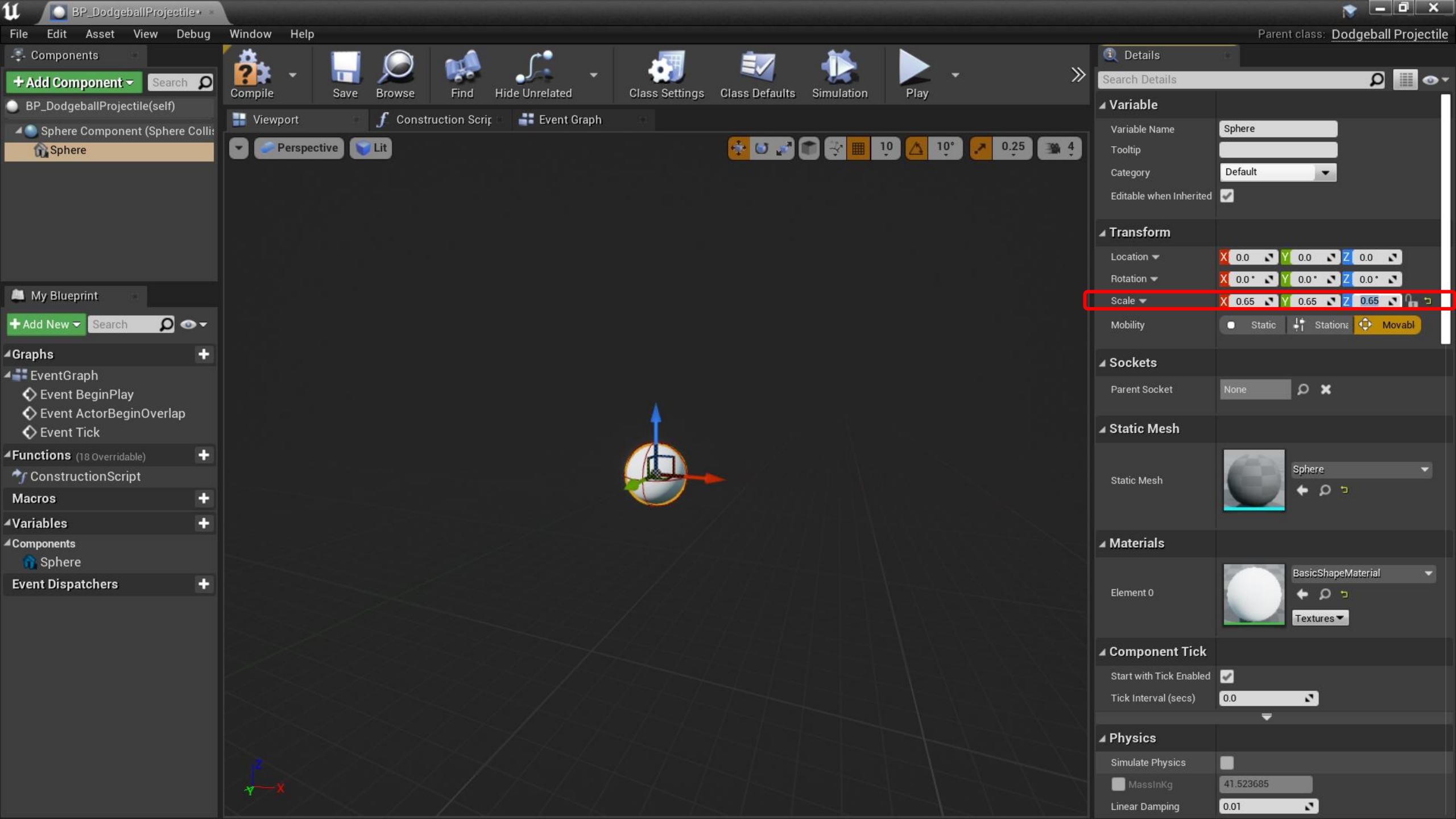
Tick Interval (secs): 0.0

Physics

Simulate Physics: ☐

MassInKg: 109.456337

Linear Damping: 0.01


BP_DodgeballProjectile
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Event BeginPlay
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Textures
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Simulate Physics
MassInKg
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Linear Damping
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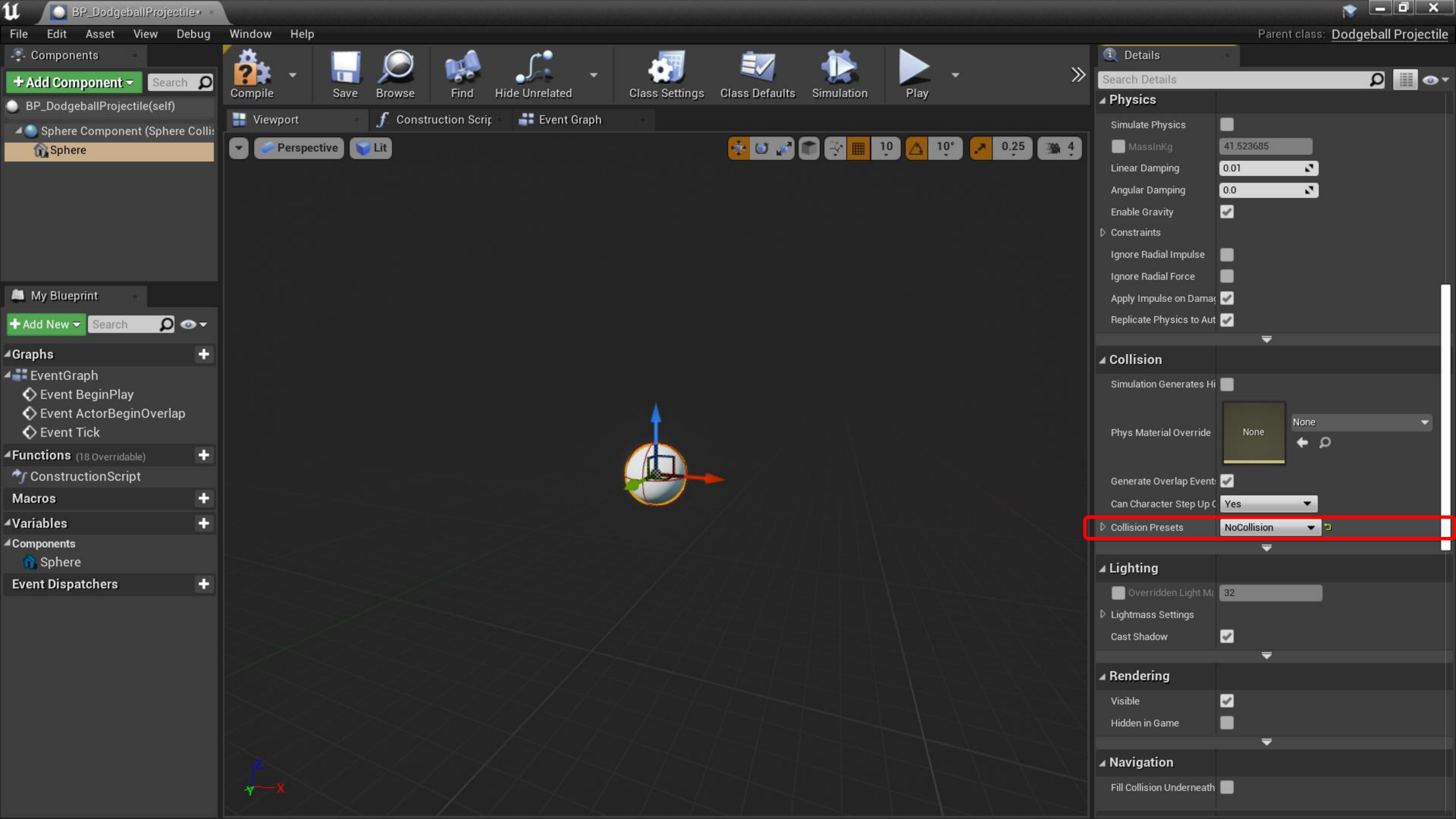
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Lightmass Settings
Cast Shadow
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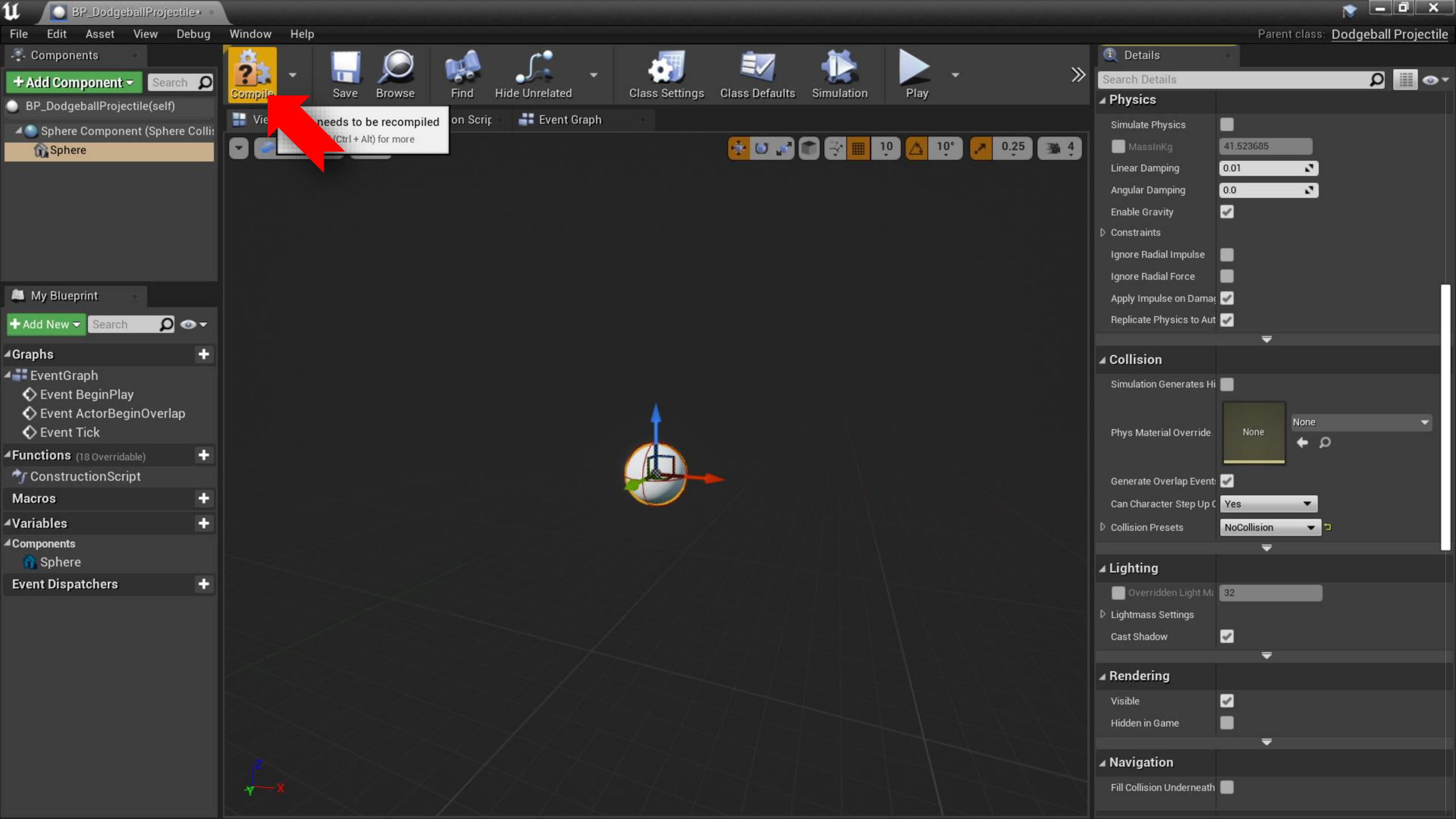
Visible
Hidden in Game
Navigation
Fill Collision Underneath


BP_DodgeballProjectile*
File Edit Asset View Debug Window Help
Parent class: Dodgeball Projectile
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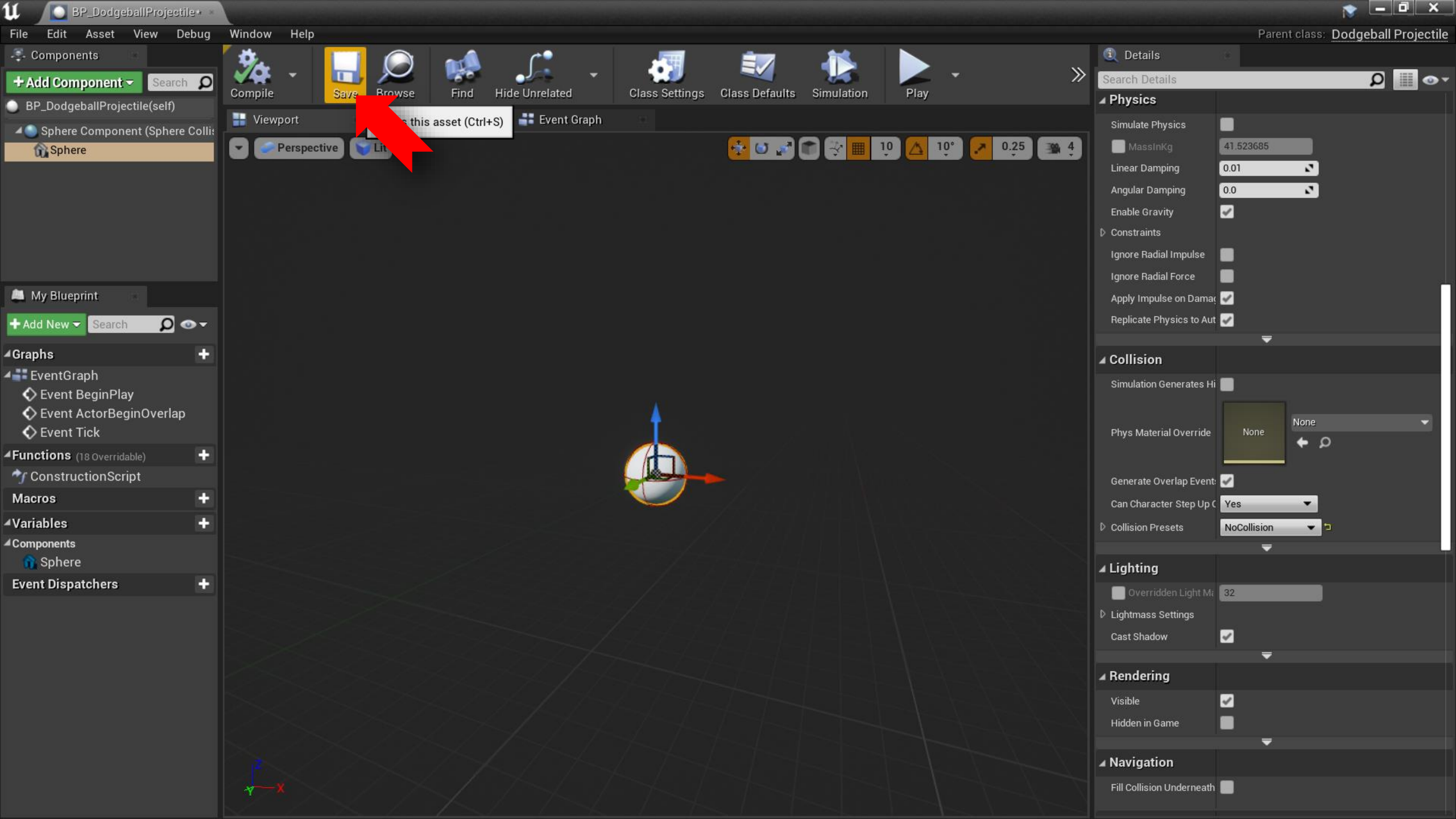
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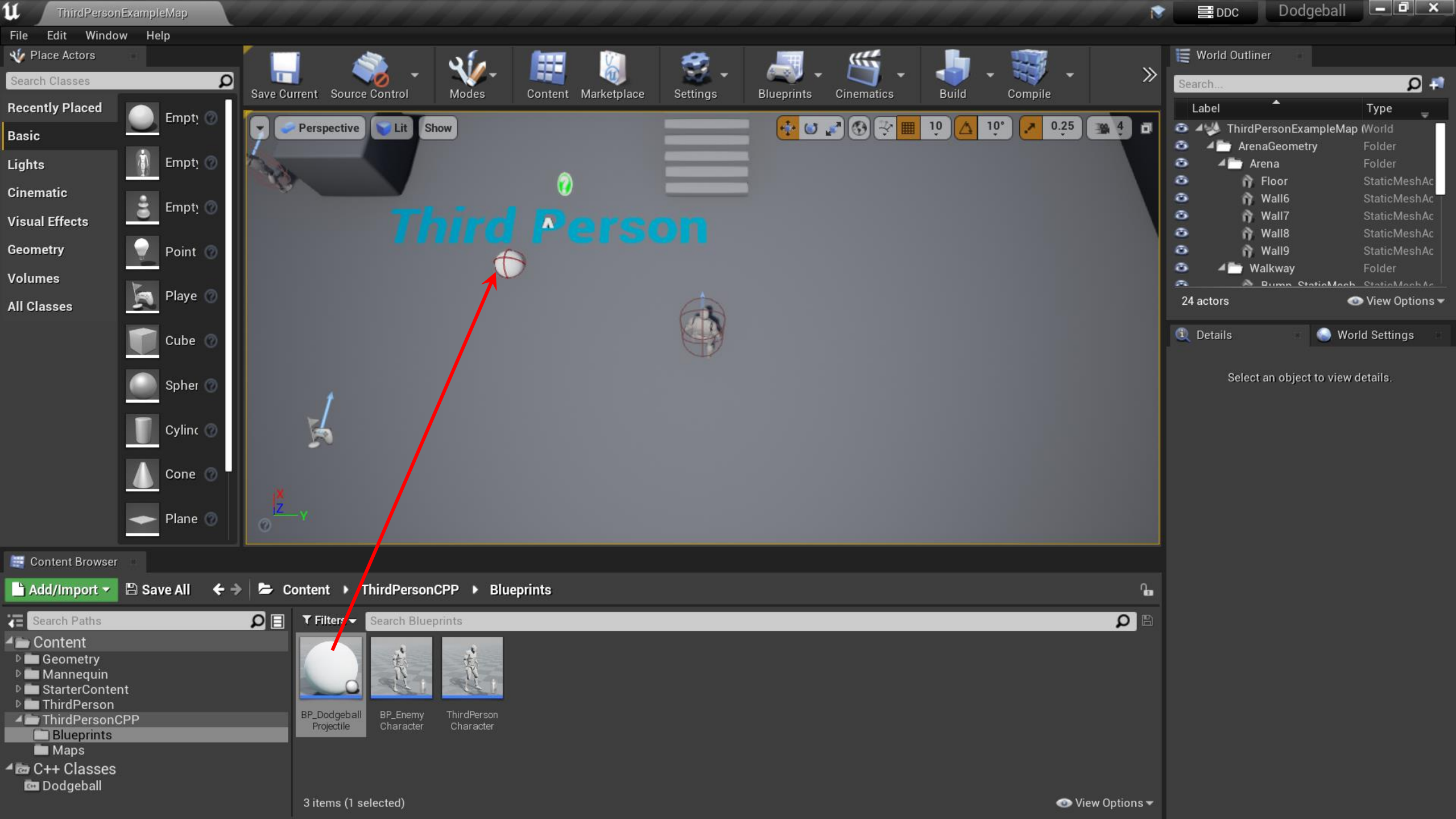
ThirdPersonExampleMap
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Select an object to view details.
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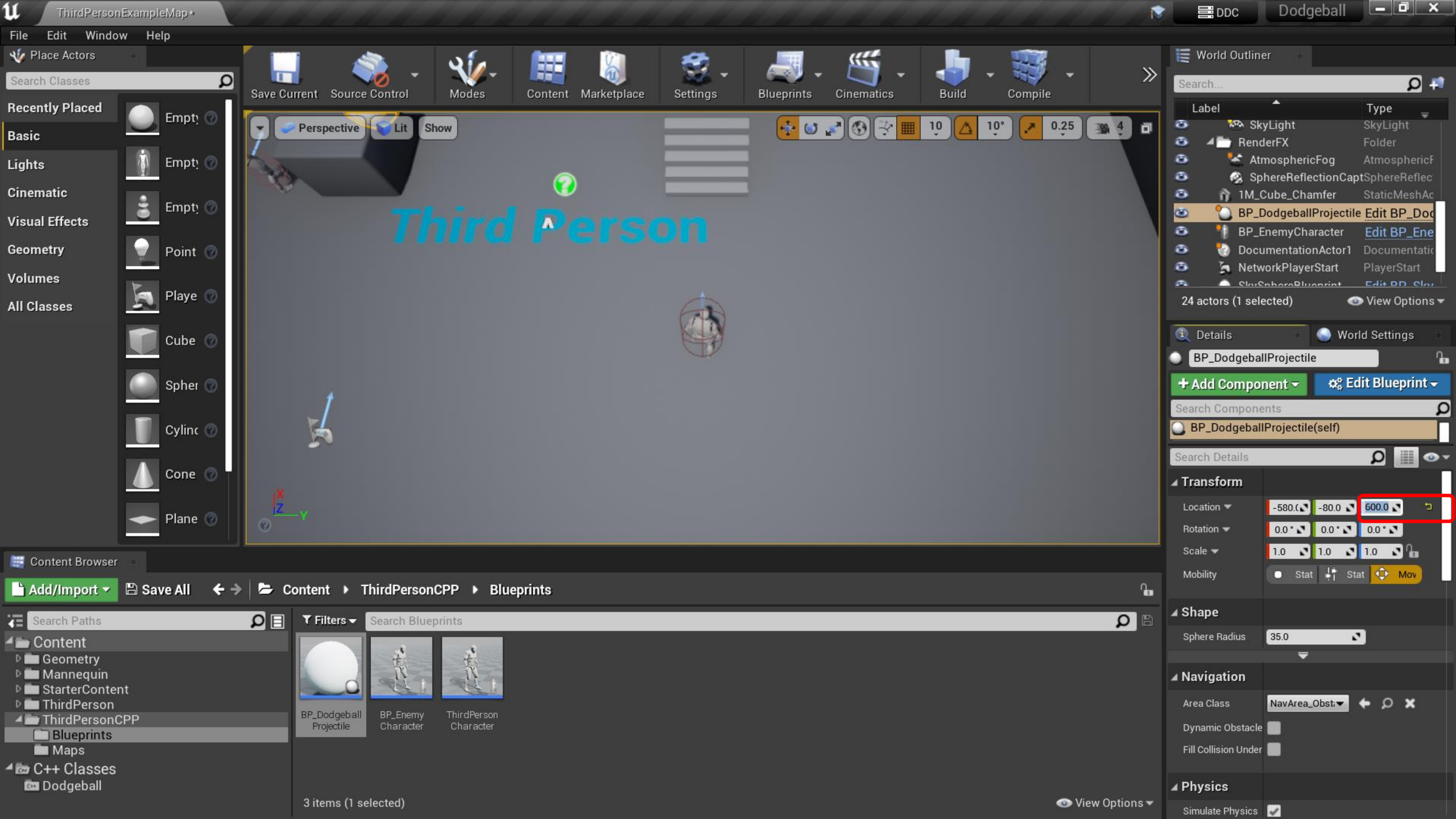
View Options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AtmosphericFog
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BP_EnemyCharacter
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24 actors (1 selected)
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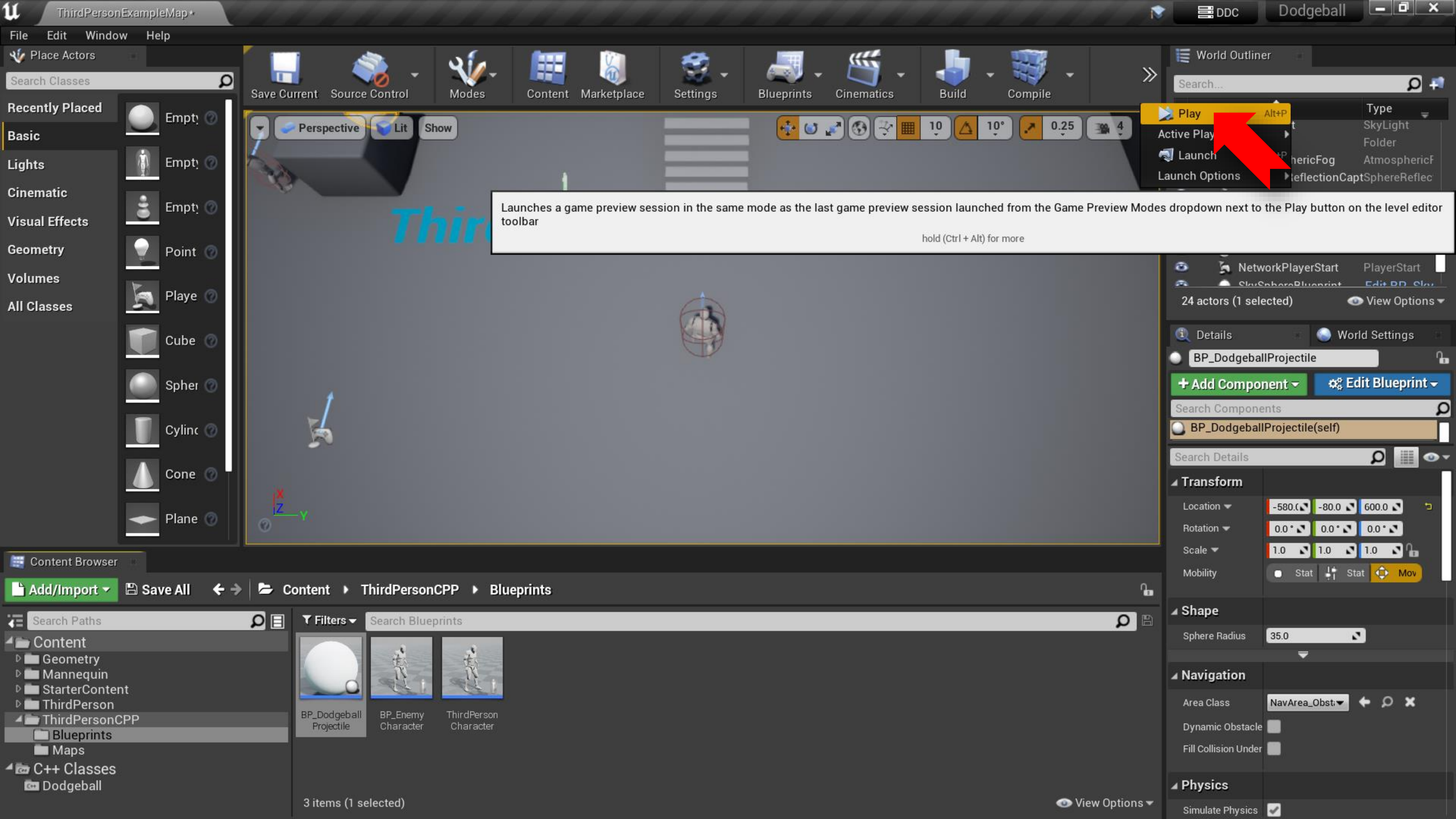
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
BP_Dodgeball Projectile
BP_Enemy Character
ThirdPerson Character
3 items (1 selected)
View Options


ThirdPersonExampleMap*
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Dodgeball
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Search Classes
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Visual Effects
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Save Current
Source Control
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Blueprints
Cinematics
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Compile
Perspective
Lit
Show
10
10°
0.25
4
Play Alt+P
Active Play
Launch
Launch Options
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
World Outliner
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24 actors (1 selected)
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+ Add Component
Edit Blueprint
Search Components
BP_DodgeballProjectile(self)
Search Details
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Scale
Mobility
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-80.0
600.0
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Stat
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Dynamic Obstacle
Fill Collision Under
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Simulate Physics
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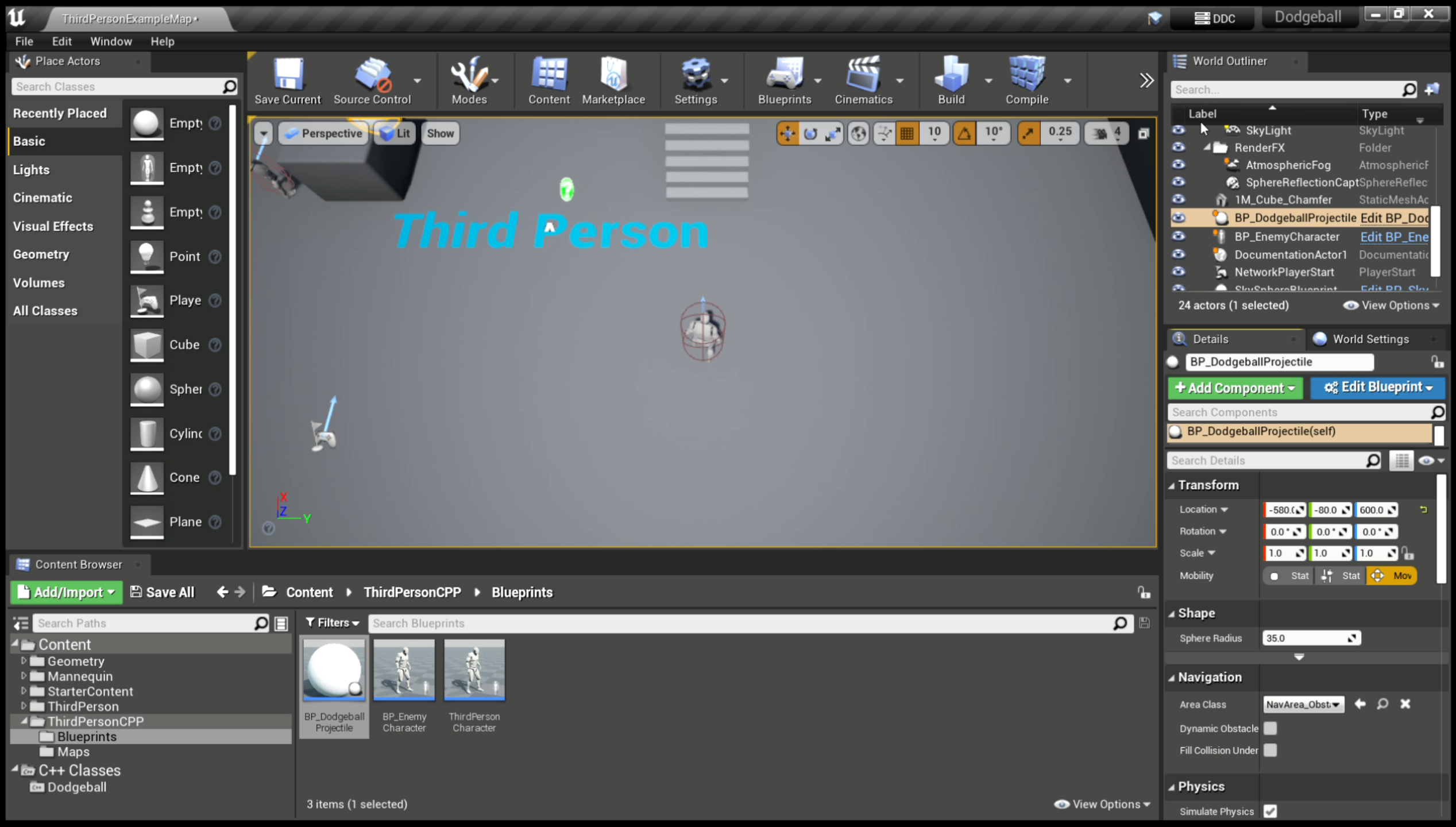
BP_Enemy Character
ThirdPerson Character
3 items (1 selected)
View Options


ThirdPersonExampleMap*
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BP_EnemyCharacter
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NetworkPlayerStart
24 actors (1 selected)
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Edit Blueprint
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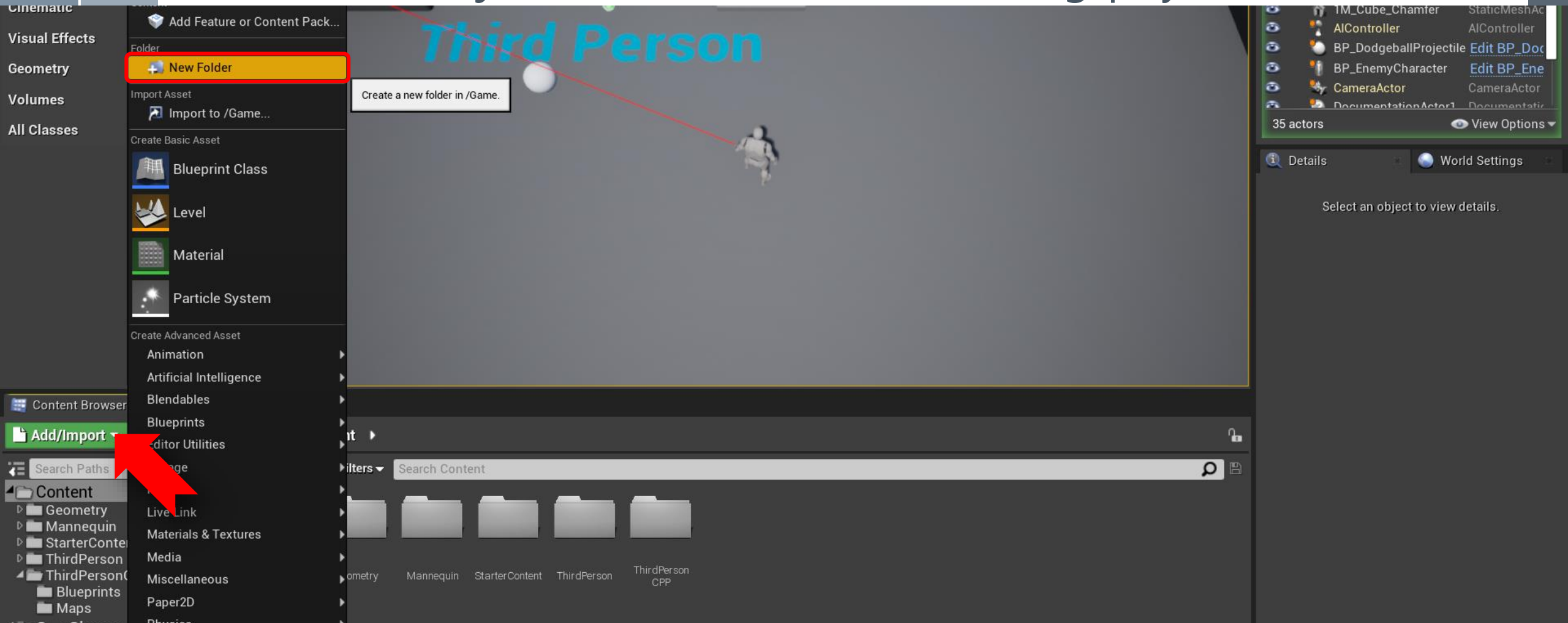
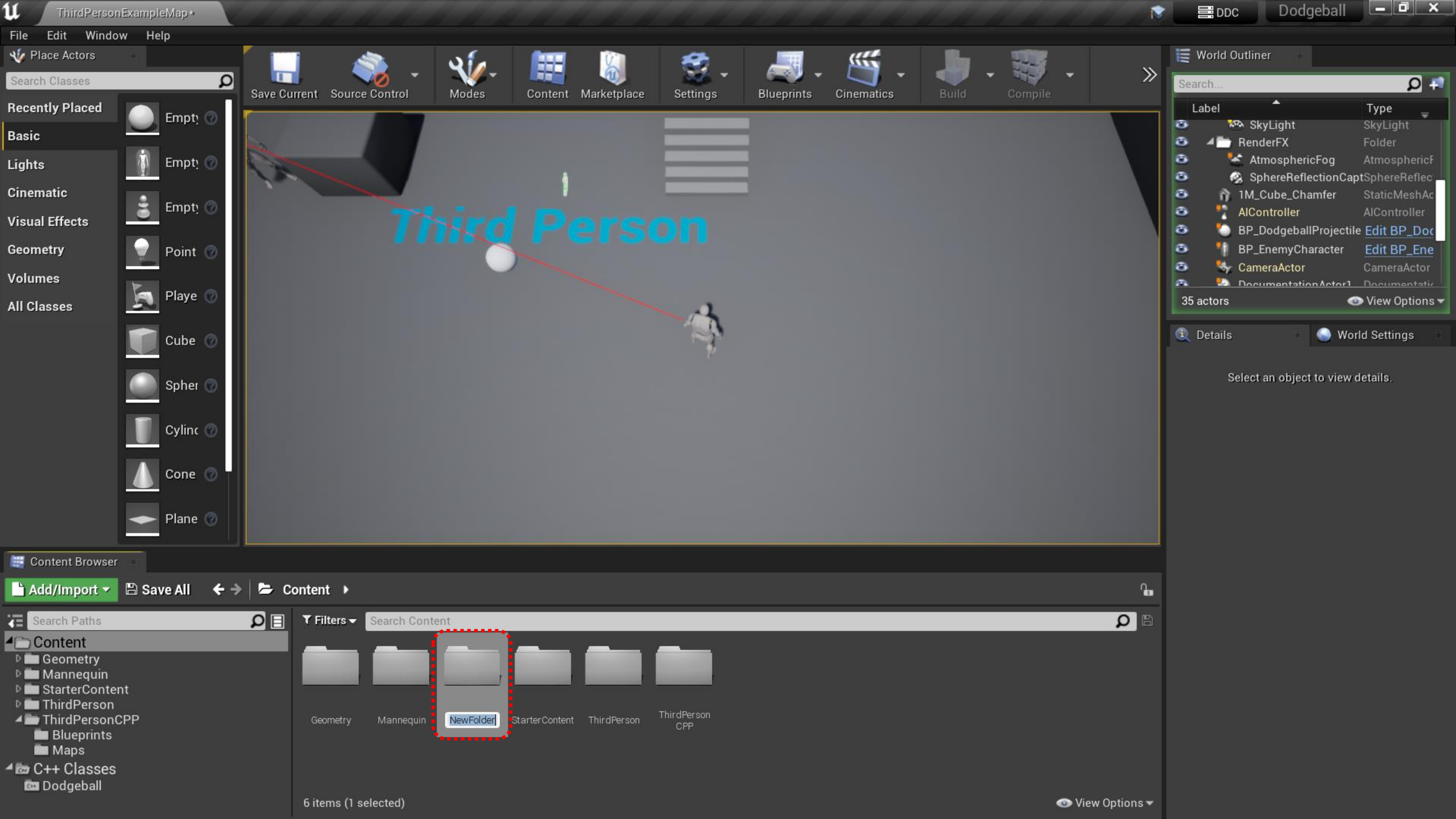
BP_Dodgeball Projectile
BP_Enemy Character
ThirdPerson Character
3 items (1 selected)
View Options

Physical Materials

› How an object behaves while simulating physics

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Select an object to view details.
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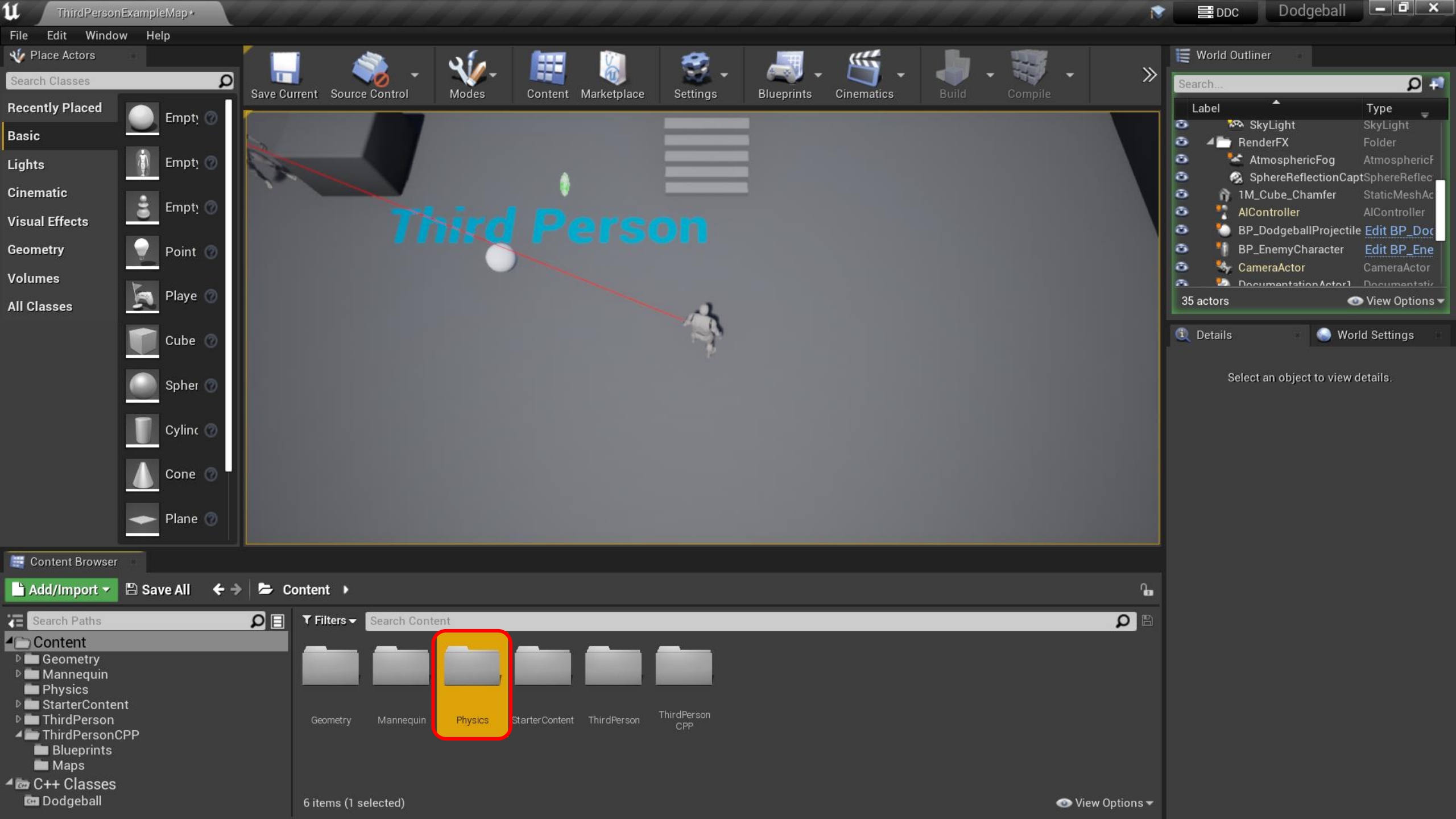
6 items (1 selected)
View Options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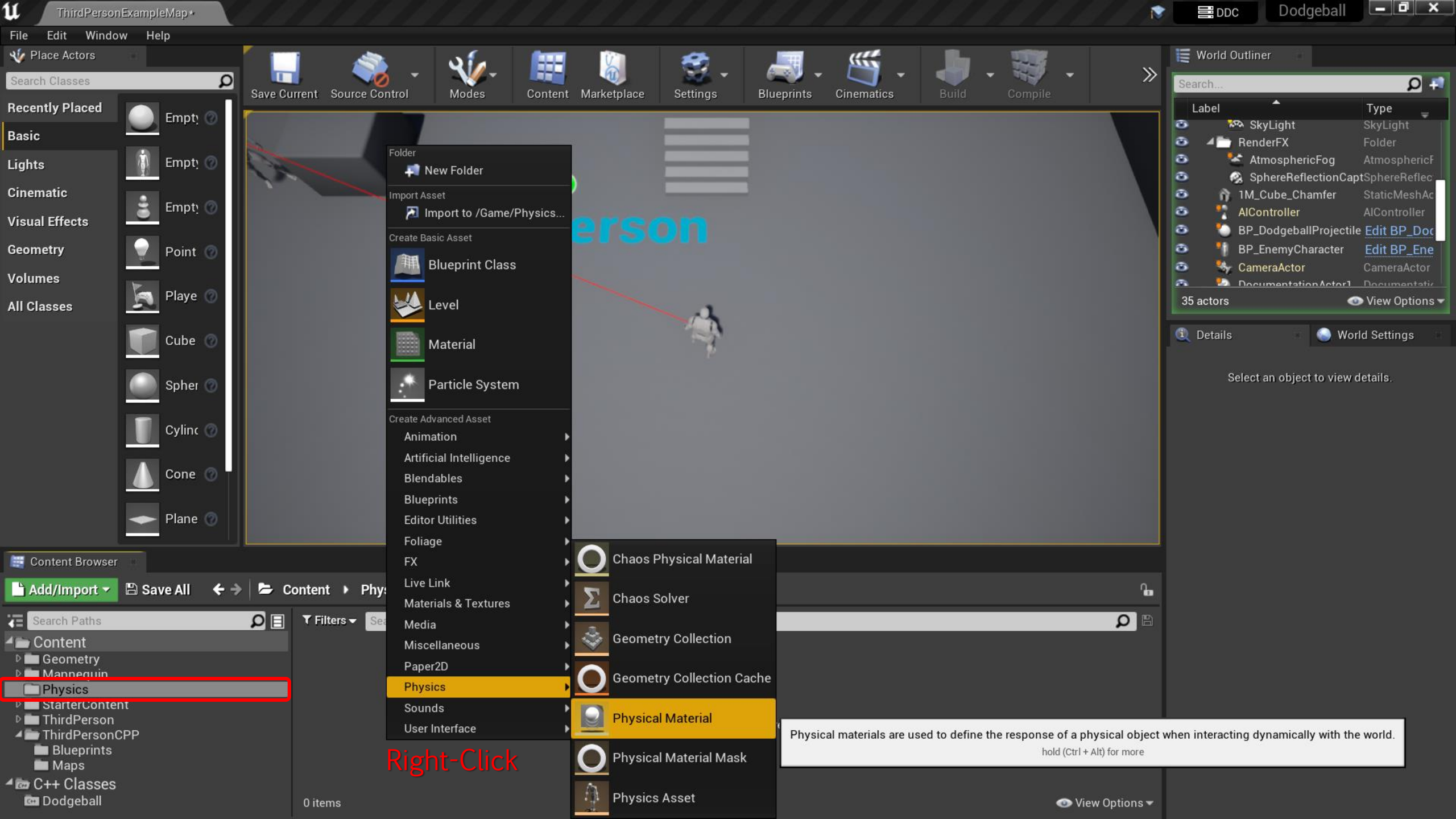
6 items (1 selected)
View Options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BP_DodgeballProjectile
BP_EnemyCharacter
CameraActor
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Details
World Settings
Select an object to view details.
Folder
New Folder
Import Asset
Import to /Game/Physics...
Create Basic Asset
Blueprint Class
Level
Material
Particle System
Create Advanced Asset
Animation
Artificial Intelligence
Blendables
Blueprints
Editor Utilities
Foliage
FX
Live Link
Materials & Textures
Media
Miscellaneous
Paper2D
Physics
Sounds
User Interface
Chaos Physical Material
Chaos Solver
Geometry Collection
Geometry Collection Cache
Physical Material
Physical Material Mask
Physics Asset
Physical materials are used to define the response of a physical object when interacting dynamically with the world.
hold (Ctrl + Alt) for more
Right-Click
Content Browser
Add/Import
Save All
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Search Paths
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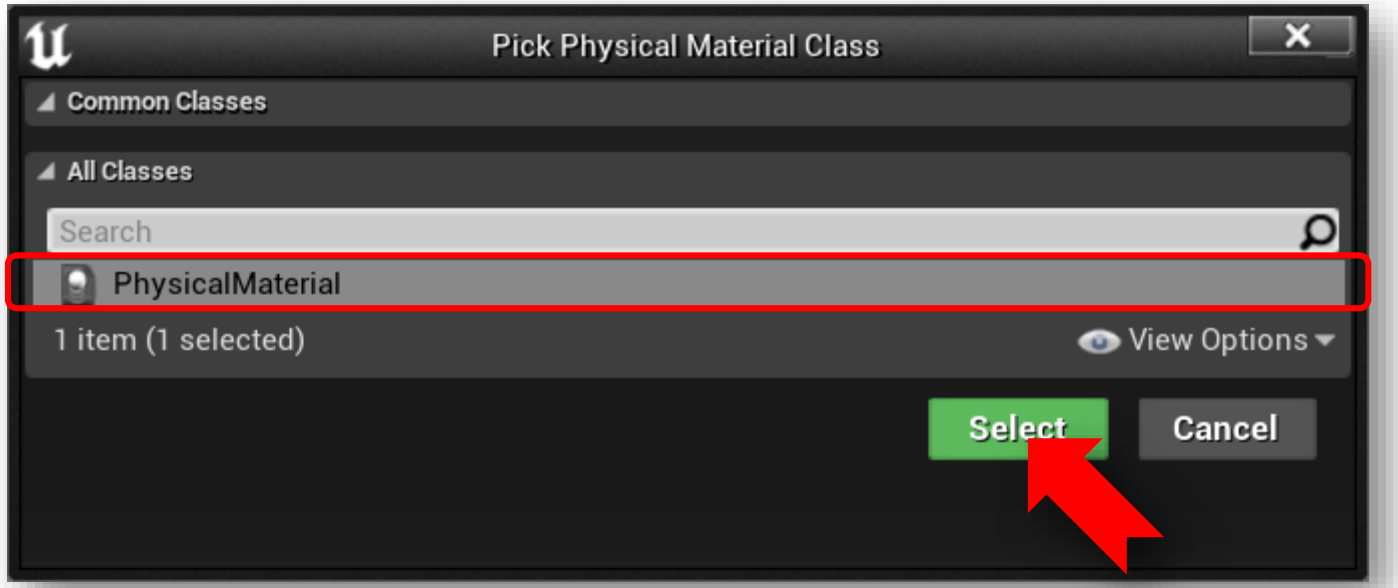
Pick Physical Material Class
Common Classes
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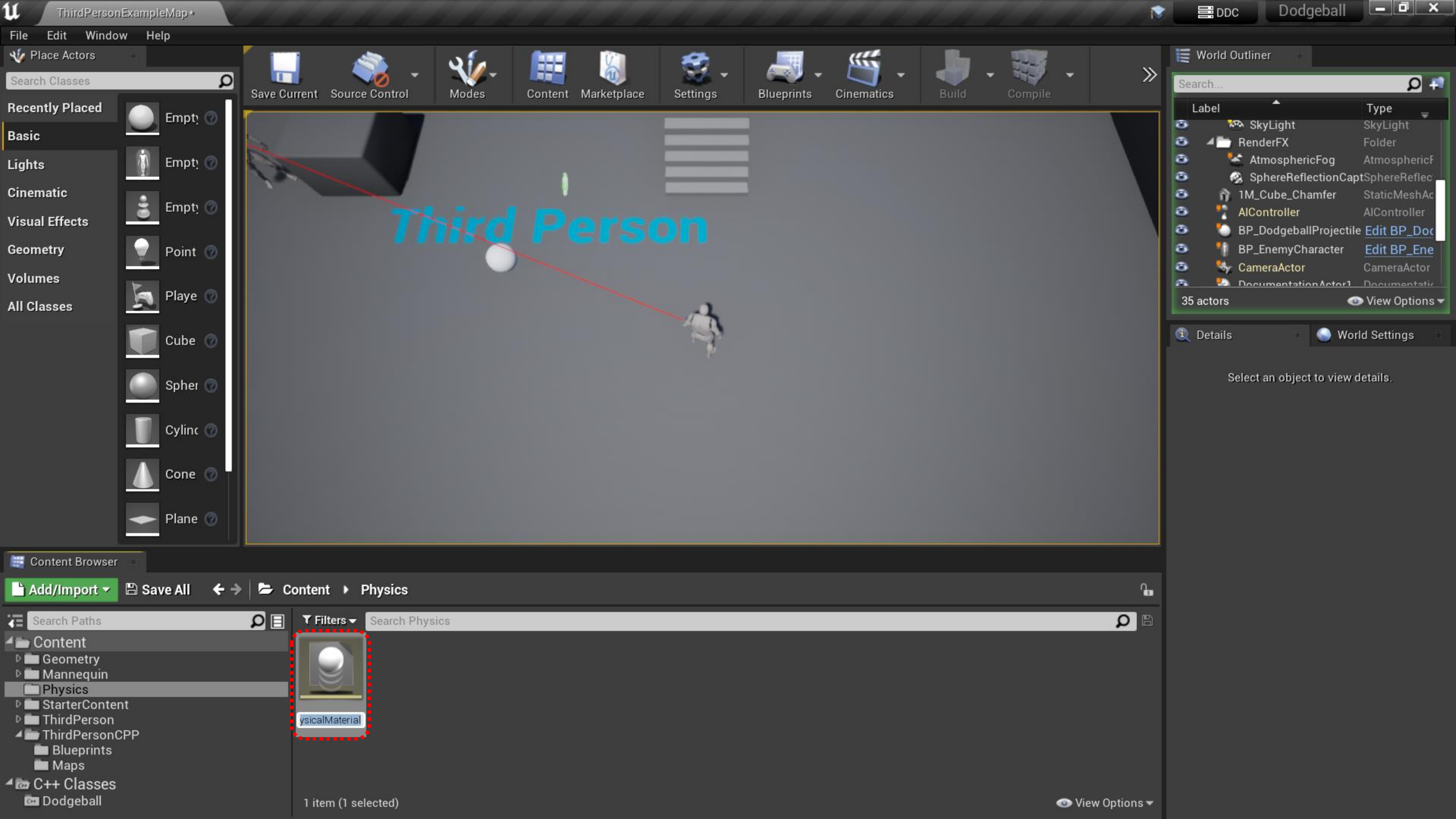
Search
PhysicalMaterial
1 item (1 selected)
View Options
Select
Cancel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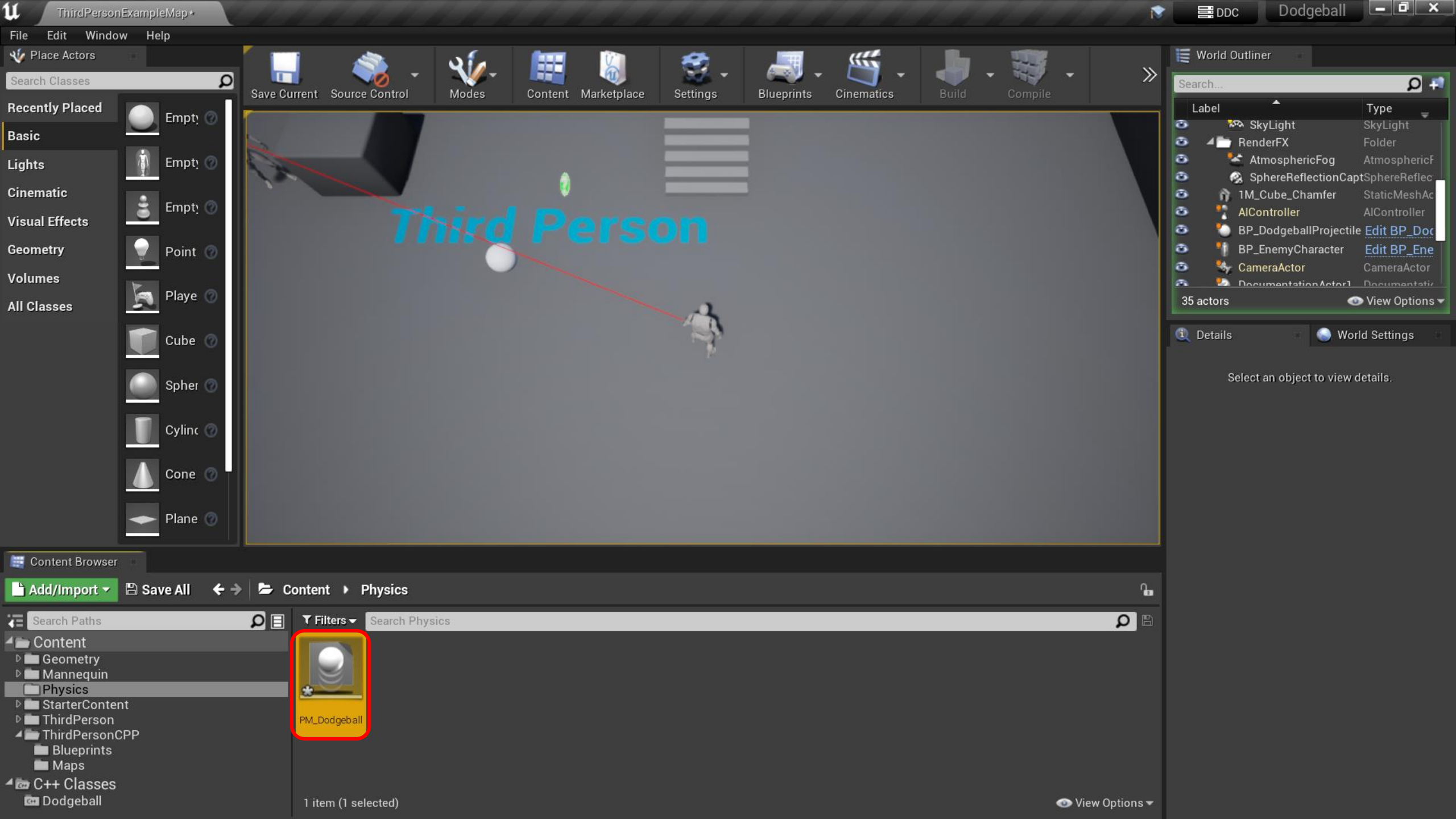
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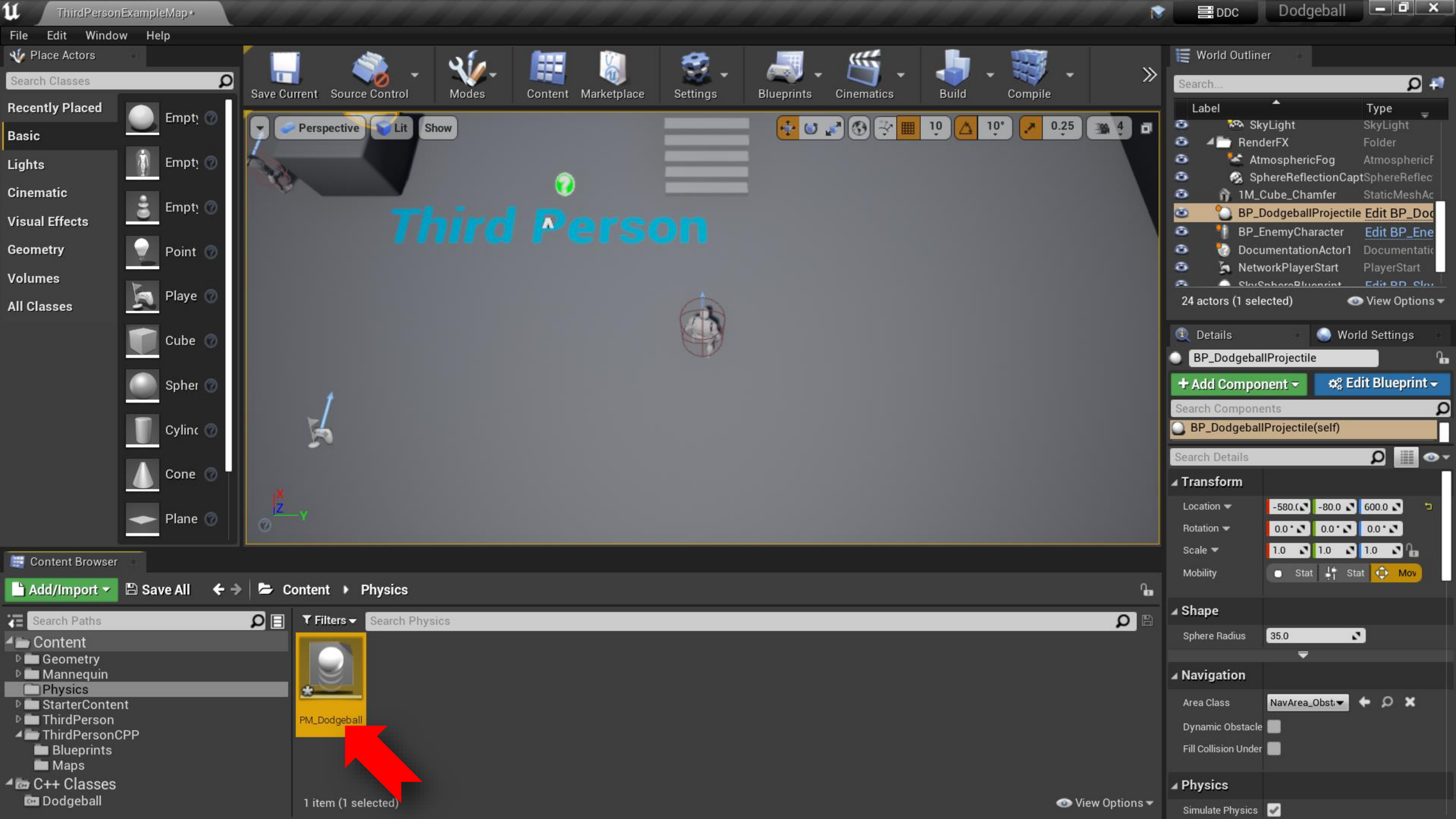
ThirdPersonExampleMap*
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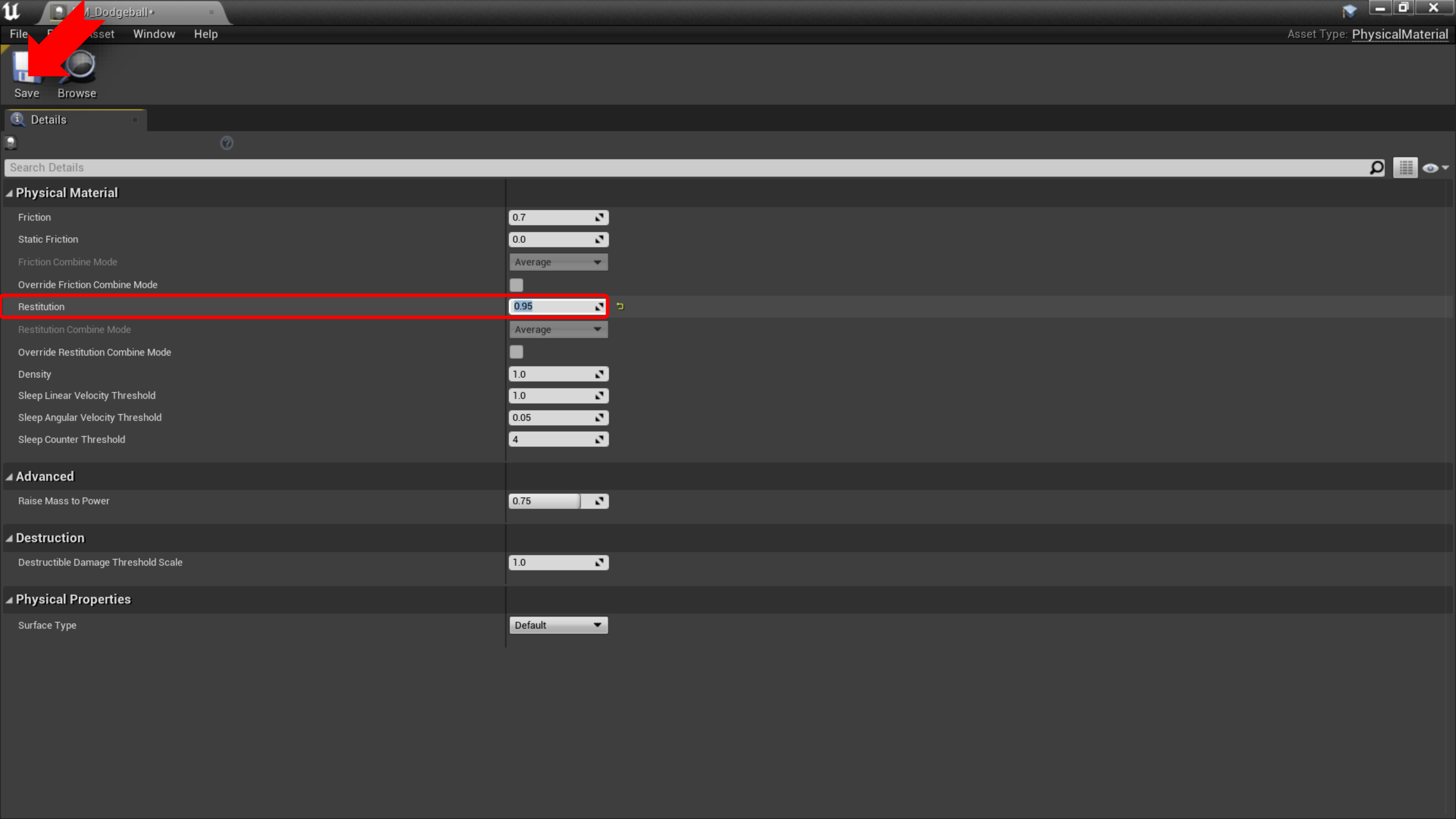
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Static Friction
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Average
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1.0
Sleep Angular Velocity Threshold
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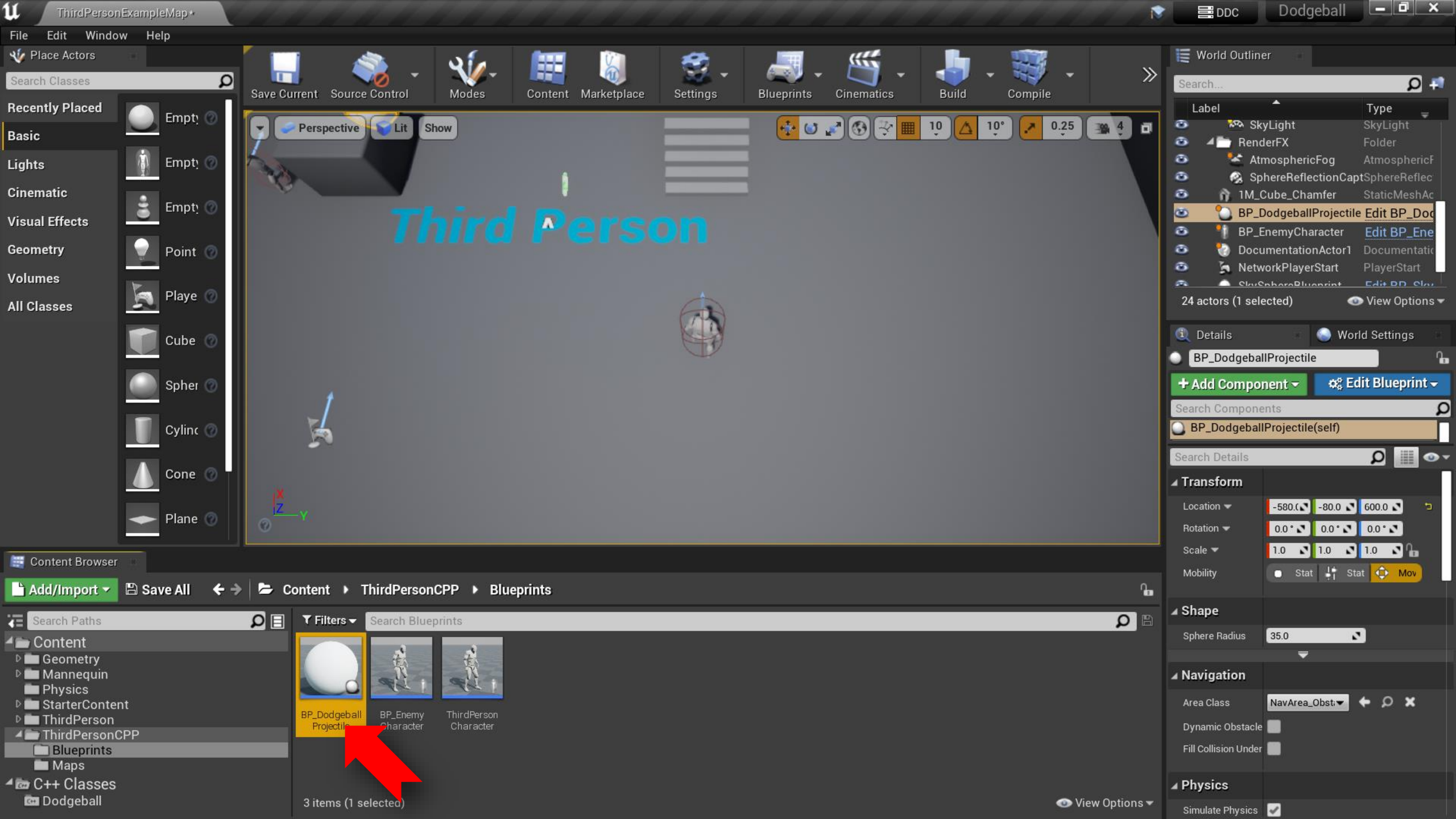
0.75
Destruction
Destructible Damage Threshold Scale
1.0
Physical Properties
Surface Type
Default


ThirdPersonExampleMap*
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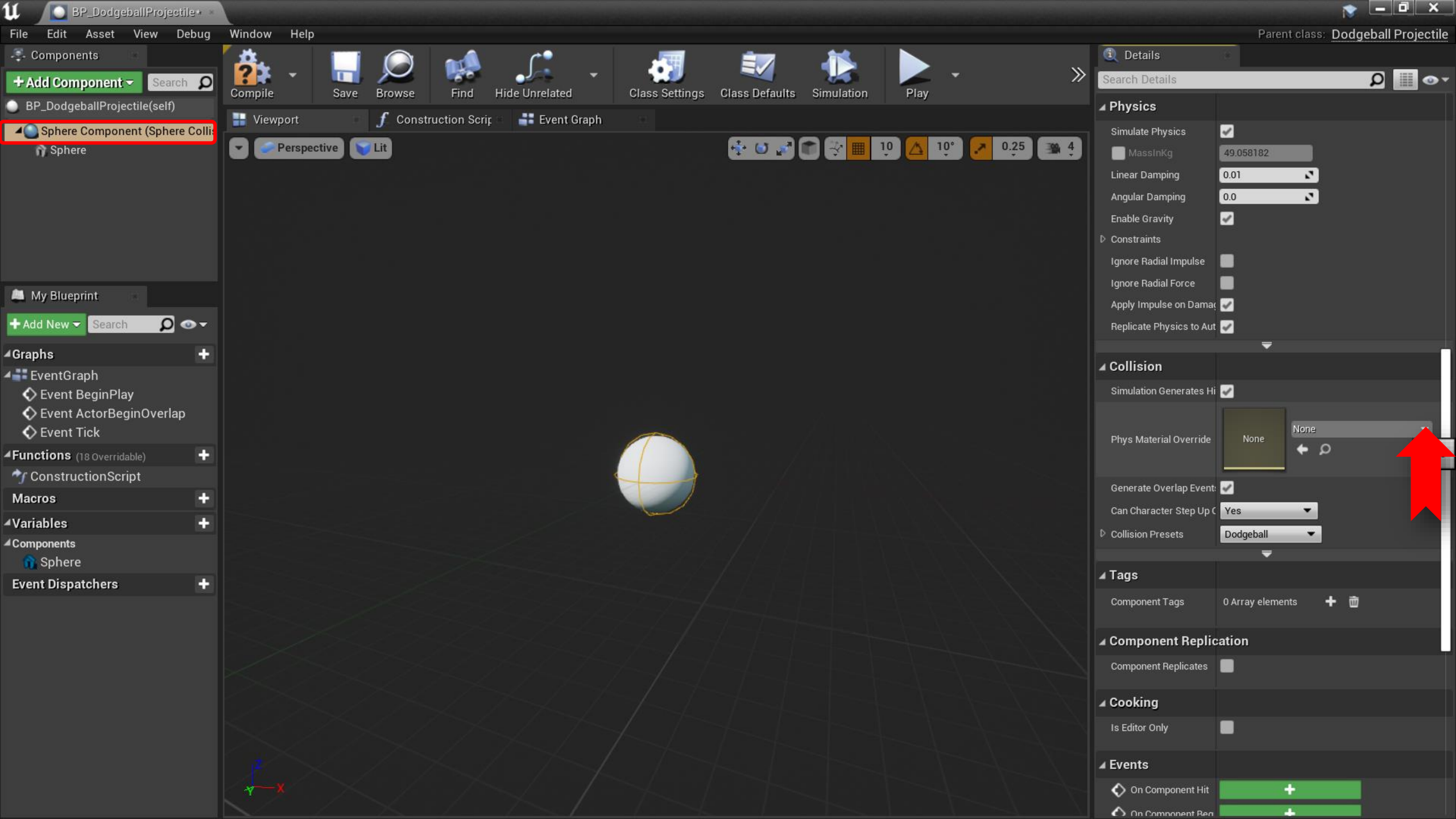
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Event ActorBeginOverlap
Event Tick
Functions (18 Overridable)
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Event Dispatchers
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Hide Unrelated
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Class Defaults
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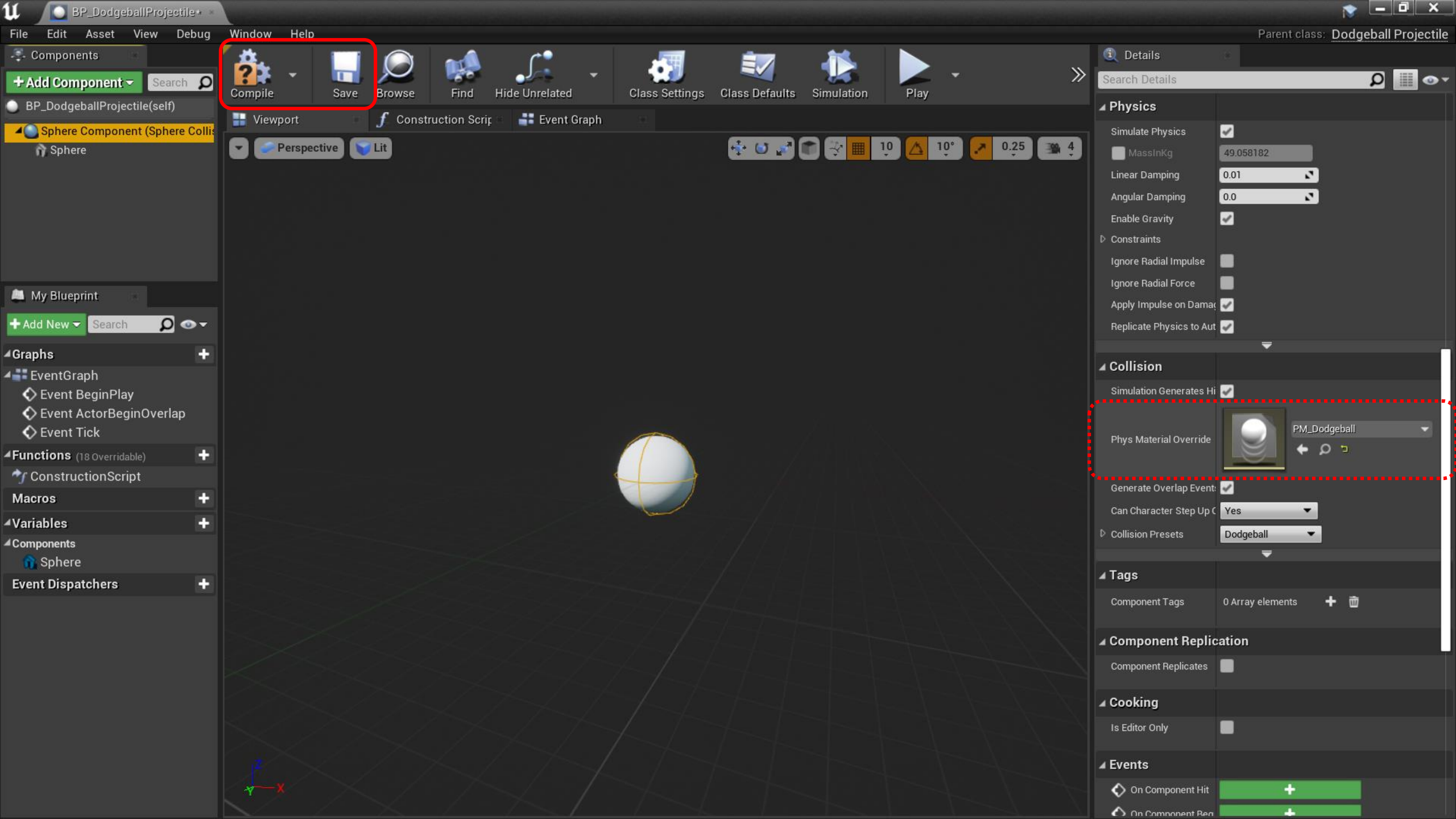
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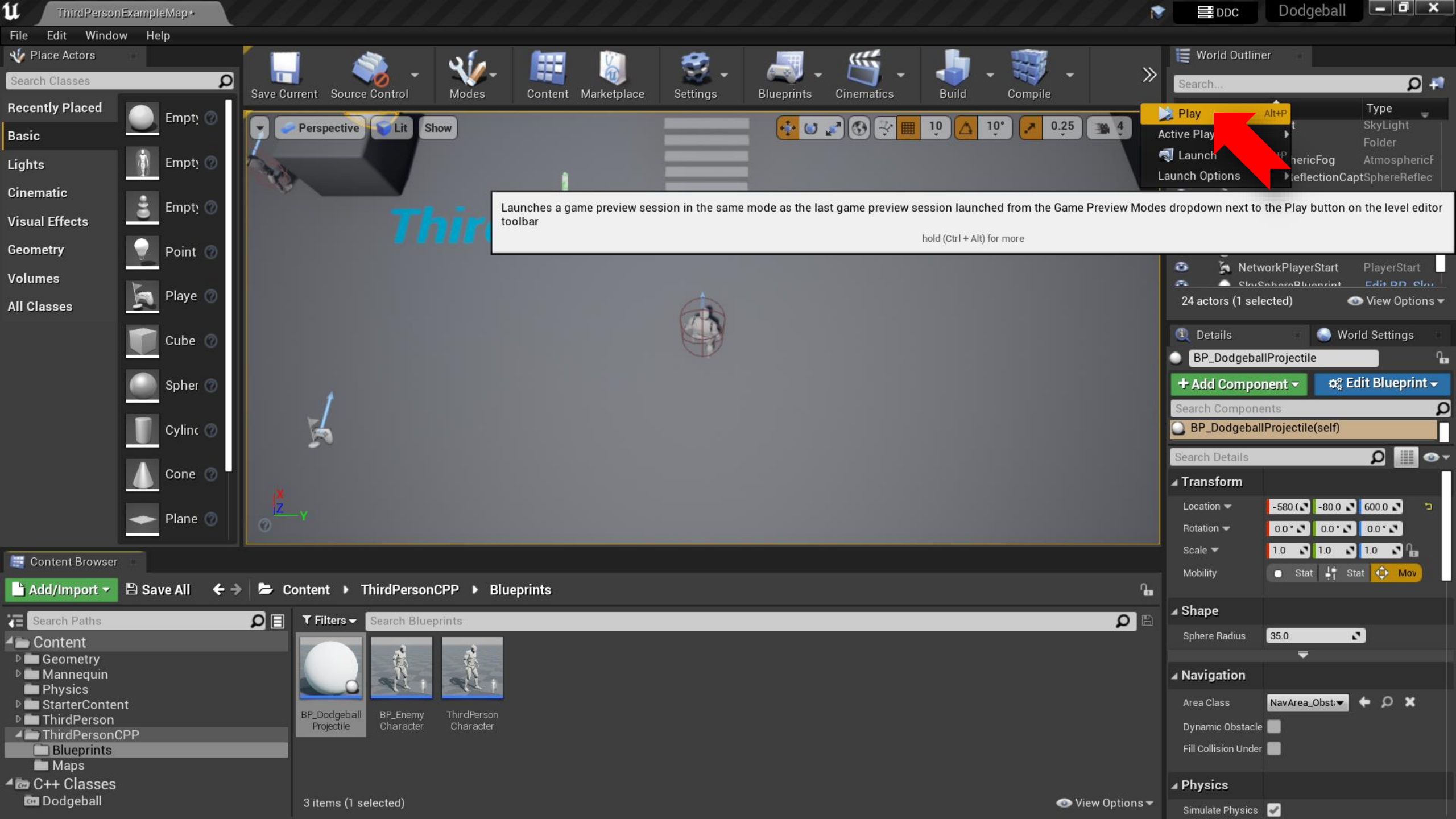
ThirdPersonExampleMap*
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Volumes
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Active Play
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PlayerStart
24 actors (1 selected)
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World Settings
BP_DodgeballProjectile
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Edit Blueprint
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Rotation
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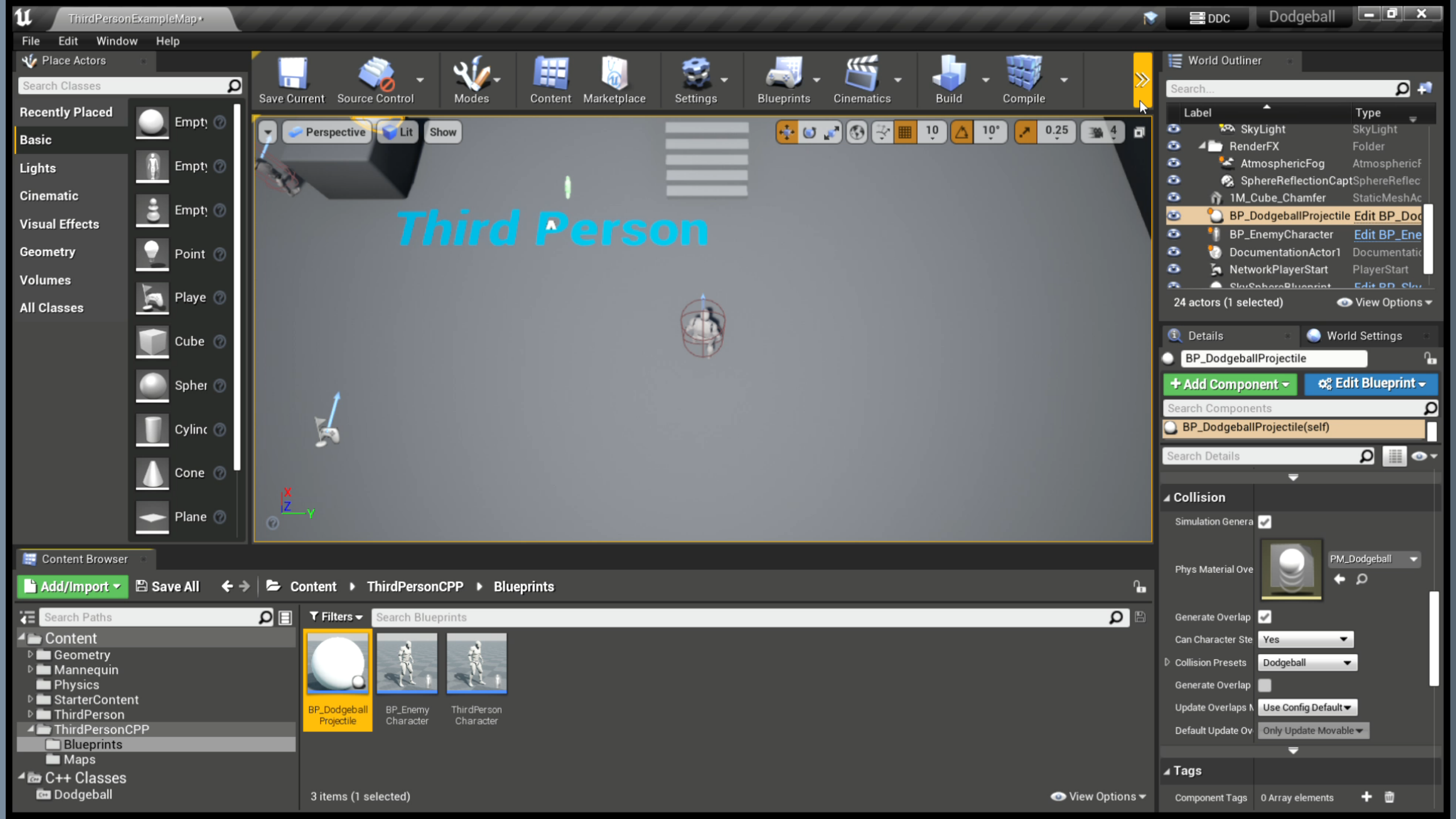
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SphereReflectionCapt
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BP_DodgeballProjectile
BP_EnemyCharacter
DocumentationActor1
NetworkPlayerStart
24 actors (1 selected)
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Details
World Settings
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Add Component
Edit Blueprint
Search Components
BP_DodgeballProjectile(self)
Search Details
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Simulation Genera
Phys Material Ove
PM_Dodgeball
Generate Overlap
Can Character Ste
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Collision Presets
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Only Update Movable
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Component Tags
0 Array elements
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Add/Import
Save All
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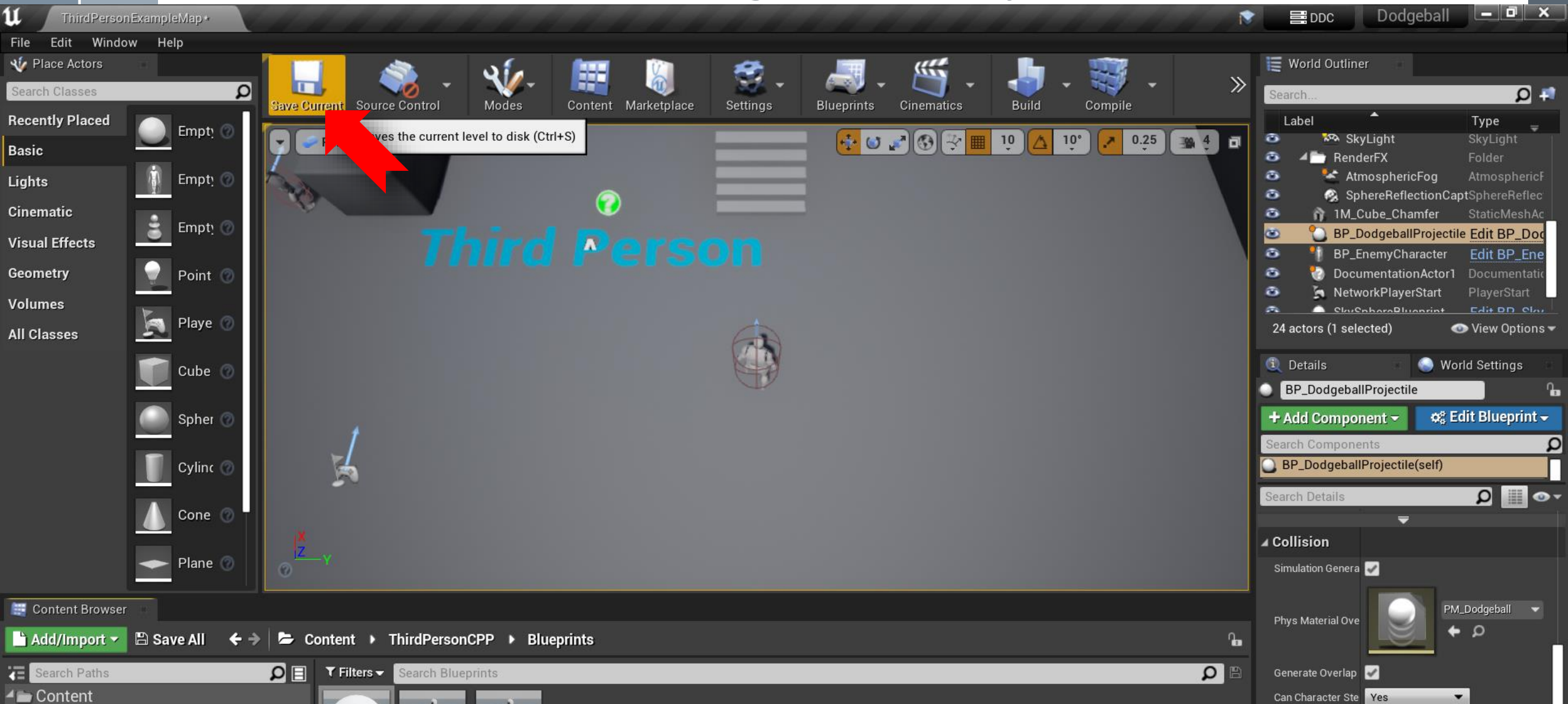
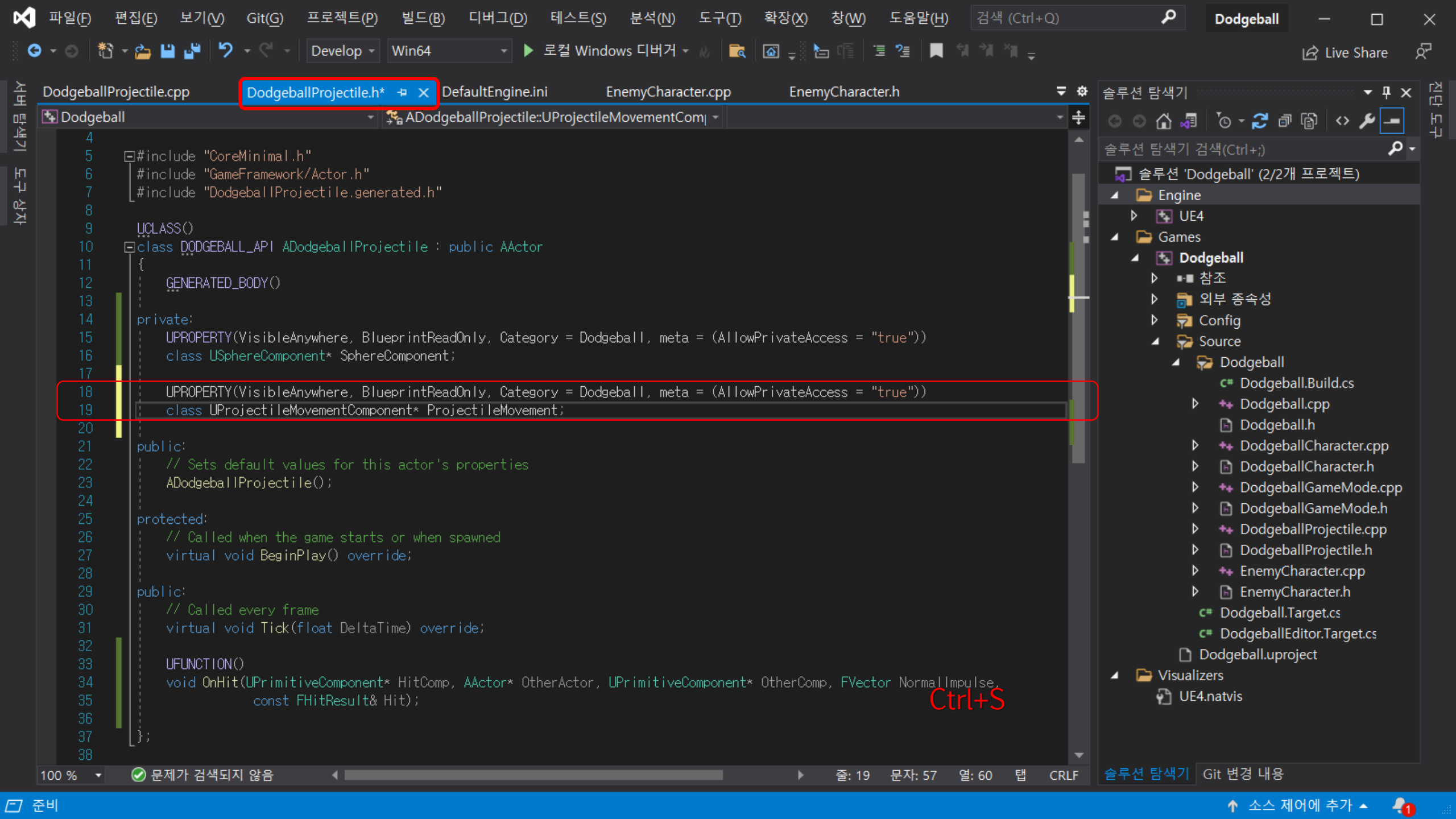
ThirdPersonCPP
Blueprints
Search Paths
Filters
Search Blueprints
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
BP_Dodgeball Projectile
BP_Enemy Character
ThirdPerson Character
3 items (1 selected)
View Options

Exercise 6.02: Adding a Projectile Movement Component to Dodgeball Projectile

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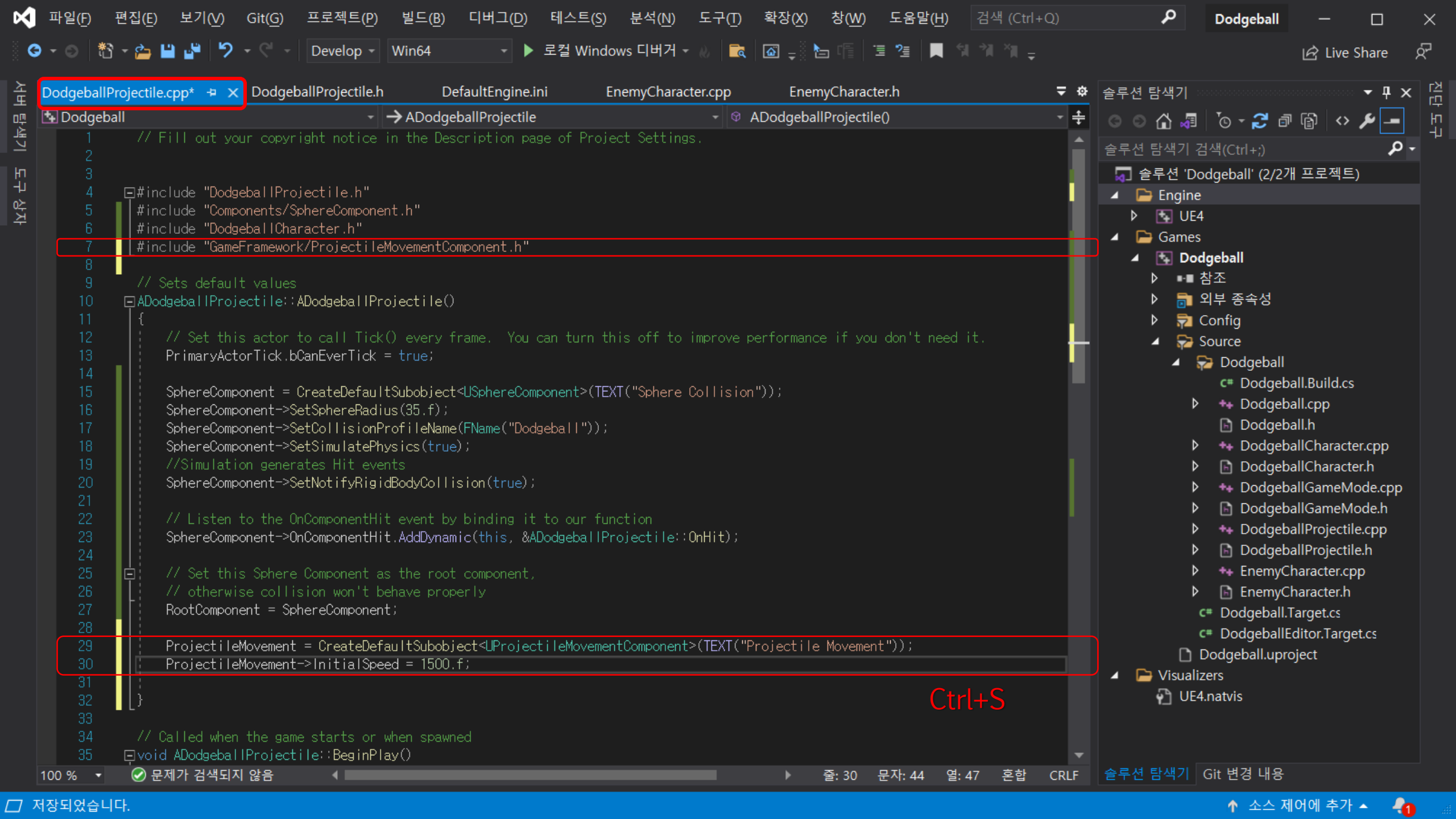
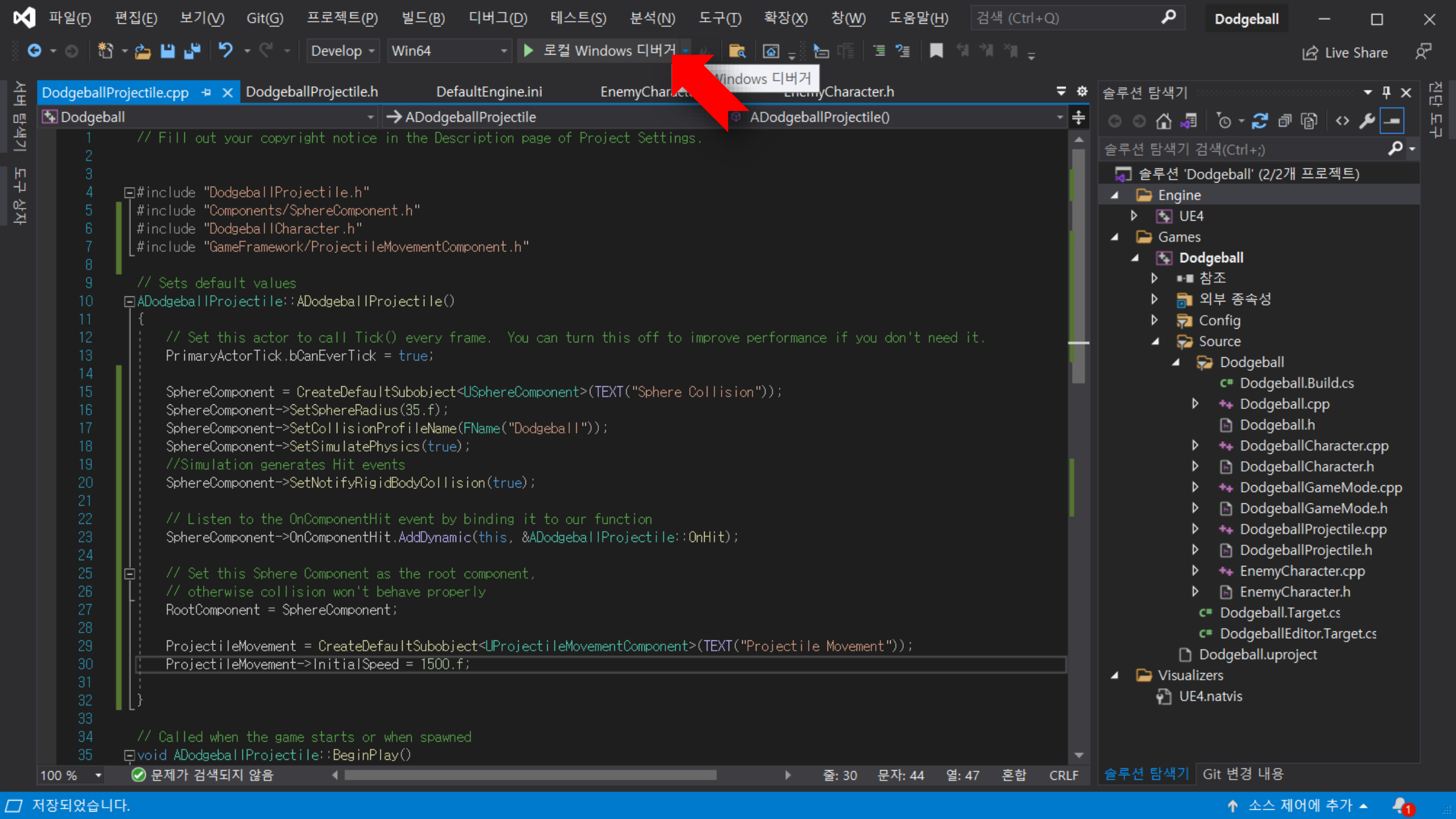
검색 (Ctrl+Q)
Dodgeball
Develop
Win64
로컬 Windows 디버거
Live Share
DodgeballProjectile.cpp
DodgeballProjectile.h*
DefaultEngine.ini
EnemyCharacter.cpp
EnemyCharacter.h
Dodgeball
ADodgeballProjectile::UProjectileMovementCom
4
5 #include "CoreMinimal.h"
6 #include "GameFramework/Actor.h"
7 #include "DodgeballProjectile.generated.h"
8
9 UCLASS()
10 class DODGEBALL_API ADodgeballProjectile : public AActor
11 {
12 GENERATED_BODY()
13
14 private:
15 UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = Dodgeball, meta = (AllowPrivateAccess = "true"))
16 class USphereComponent* SphereComponent;
17
18 UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = Dodgeball, meta = (AllowPrivateAccess = "true"))
19 class UProjectileMovementComponent* ProjectileMovement;
20
21 public:
22 // Sets default values for this actor's properties
23 ADodgeballProjectile();
24
25 protected:
26 // Called when the game starts or when spawned
27 virtual void BeginPlay() override;
28
29 public:
30 // Called every frame
31 virtual void Tick(float DeltaTime) override;
32
33 UFUNCTION()
34 void OnHit(UPrimitiveComponent* HitComp, AActor* OtherActor, UPrimitiveComponent* OtherComp, FVector NormalImpulse,
35 const FHitResult& Hit);
36
37 };
38
Ctrl+S
100 %
문제가 검색되지 않음
줄: 19 문자: 57 열: 60 탭 CRLF
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
솔루션 'Dodgeball' (2/2개 프로젝트)
Engine
UE4
Games
Dodgeball
참조
외부 종속성
Config
Source
Dodgeball
Dodgeball.Build.cs
Dodgeball.cpp
Dodgeball.h
DodgeballCharacter.cpp
DodgeballCharacter.h
DodgeballGameMode.cpp
DodgeballGameMode.h
DodgeballProjectile.cpp
DodgeballProjectile.h
EnemyCharacter.cpp
EnemyCharacter.h
Dodgeball.Target.cs
DodgeballEditor.Target.cs
Dodgeball.uproject
Visualizers
UE4.natvis
솔루션 탐색기
Git 변경 내용
서버 탐색기
도구 상자
진단 도구
준비
소스 제어에 추가


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)
Dodgeball
Develop
Win64
로컬 Windows 디버거
Live Share
DodgeballProjectile.cpp*
DodgeballProjectile.h
DefaultEngine.ini
EnemyCharacter.cpp
EnemyCharacter.h
Dodgeball
ADodgeballProjectile
ADodgeballProjectile()
// Fill out your copyright notice in the Description page of Project Settings.
#include "DodgeballProjectile.h"
#include "Components/SphereComponent.h"
#include "DodgeballCharacter.h"
#include "GameFramework/ProjectileMovementComponent.h"
// Sets default values
ADodgeballProjectile::ADodgeballProjectile()
{
// Set this actor to call Tick() every frame. You can turn this off to improve performance if you don't need it.
PrimaryActorTick.bCanEverTick = true;
SphereComponent = CreateDefaultSubobject<USphereComponent>(TEXT("Sphere Collision"));
SphereComponent->SetSphereRadius(35.f);
SphereComponent->SetCollisionProfileName(FName("Dodgeball"));
SphereComponent->SetSimulatePhysics(true);
//Simulation generates Hit events
SphereComponent->SetNotifyRigidBodyCollision(true);
// Listen to the OnComponentHit event by binding it to our function
SphereComponent->OnComponentHit.AddDynamic(this, &ADodgeballProjectile::OnHit);
// Set this Sphere Component as the root component,
// otherwise collision won't behave properly
RootComponent = SphereComponent;
ProjectileMovement = CreateDefaultSubobject<UProjectileMovementComponent>(TEXT("Projectile Movement"));
ProjectileMovement->InitialSpeed = 1500.f;
}
// Called when the game starts or when spawned
void ADodgeballProjectile::BeginPlay()
Ctrl+S
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
솔루션 'Dodgeball' (2/2개 프로젝트)
Engine
UE4
Games
Dodgeball
참조
외부 종속성
Config
Source
Dodgeball
Dodgeball.Build.cs
Dodgeball.cpp
Dodgeball.h
DodgeballCharacter.cpp
DodgeballCharacter.h
DodgeballGameMode.cpp
DodgeballGameMode.h
DodgeballProjectile.cpp
DodgeballProjectile.h
EnemyCharacter.cpp
EnemyCharacter.h
Dodgeball.Target.cs
DodgeballEditor.Target.cs
Dodgeball.uproject
Visualizers
UE4.natvis
100 %
문제가 검색되지 않음
줄: 30
문자: 44
열: 47
혼합
CRLF
솔루션 탐색기
Git 변경 내용
저장되었습니다.
소스 제어에 추가


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)
Dodgeball
Develop
Win64
로컬 Windows 디버거
Live Share
DodgeballProjectile.cpp
DodgeballProjectile.h
DefaultEngine.ini
EnemyCharacter.h
Dodgeball
ADodgeballProjectile
ADodgeballProjectile()
// Fill out your copyright notice in the Description page of Project Settings.
#include "DodgeballProjectile.h"
#include "Components/SphereComponent.h"
#include "DodgeballCharacter.h"
#include "GameFramework/ProjectileMovementComponent.h"
// Sets default values
ADodgeballProjectile::ADodgeballProjectile()
{
// Set this actor to call Tick() every frame. You can turn this off to improve performance if you don't need it.
PrimaryActorTick.bCanEverTick = true;
SphereComponent = CreateDefaultSubobject<USphereComponent>(TEXT("Sphere Collision"));
SphereComponent->SetSphereRadius(35.f);
SphereComponent->SetCollisionProfileName(FName("Dodgeball"));
SphereComponent->SetSimulatePhysics(true);
//Simulation generates Hit events
SphereComponent->SetNotifyRigidBodyCollision(true);
// Listen to the OnComponentHit event by binding it to our function
SphereComponent->OnComponentHit.AddDynamic(this, &ADodgeballProjectile::OnHit);
// Set this Sphere Component as the root component,
// otherwise collision won't behave properly
RootComponent = SphereComponent;
ProjectileMovement = CreateDefaultSubobject<UProjectileMovementComponent>(TEXT("Projectile Movement"));
ProjectileMovement->InitialSpeed = 1500.f;
}
// Called when the game starts or when spawned
void ADodgeballProjectile::BeginPlay()
100 %
문제가 검색되지 않음
줄: 30 문자: 44 열: 47 혼합 CRLF
솔루션 탐색기
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솔루션 'Dodgeball' (2/2개 프로젝트)
Engine
UE4
Games
Dodgeball
참조
외부 종속성
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Dodgeball.Target.cs
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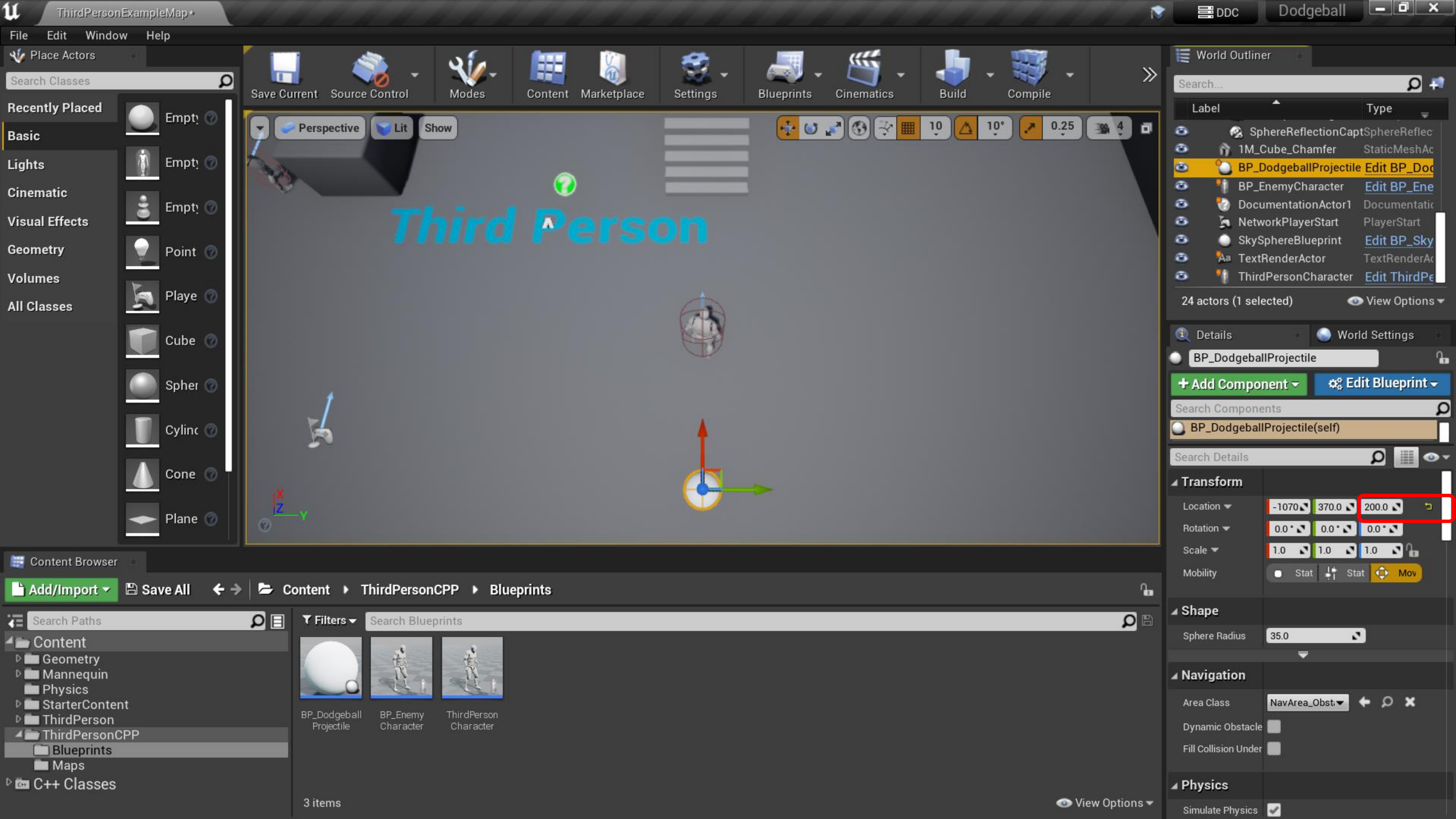
Dodgeball.uproject
Visualizers
UE4.natvis
솔루션 탐색기
Git 변경 내용
저장되었습니다.
소스 제어에 추가


ThirdPersonExampleMap*
DDC
Dodgeball
File Edit Window Help
Place Actors
Search Classes
Recently Placed
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Cinematic
Visual Effects
Geometry
Volumes
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Search Details
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Rotation 0.0° 0.0° 0.0°
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Mobility Stat Stat Mov
Shape
Sphere Radius 35.0
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Area Class NavArea_Obst
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Filters
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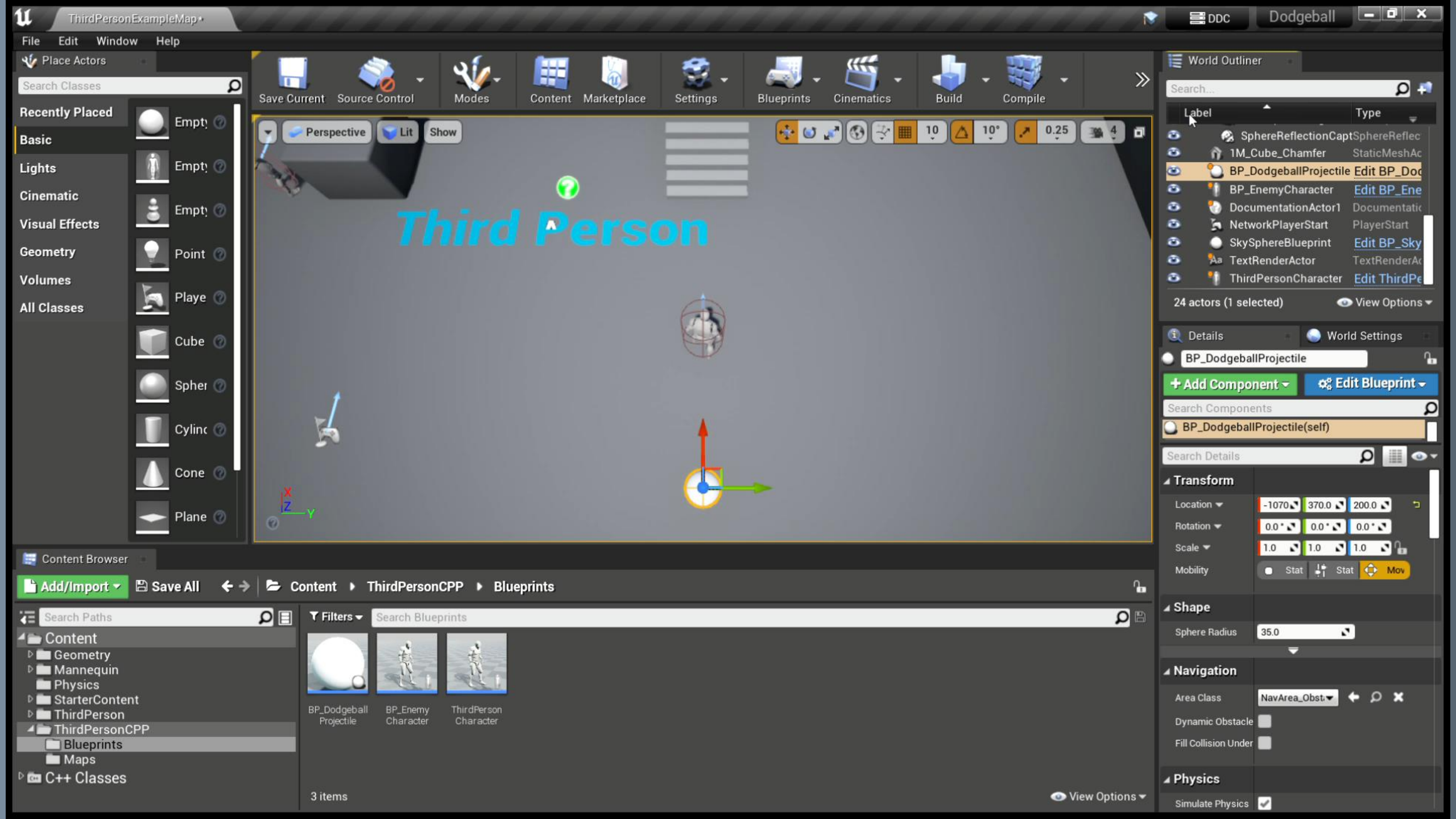
BP_Enemy Character
ThirdPerson Character
3 items
View Options


ThirdPersonExampleMap*
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Cinematic
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Volumes
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SkySphereBlueprint Edit BP_Sky
TextRenderActor TextRenderAc
ThirdPersonCharacter Edit ThirdPe
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Add Component
Edit Blueprint
Search Components
BP_DodgeballProjectile(self)
Search Details
Transform
Location -1070 370.0 200.0
Rotation 0.0° 0.0° 0.0°
Scale 1.0 1.0 1.0
Mobility Stat Stat Mov
Shape
Sphere Radius 35.0
Navigation
Area Class NavArea_Obst
Dynamic Obstacle
Fill Collision Under
Physics
Simulate Physics
Content Browser
Add/Import
Save All
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Search Paths
Filters
Search Blueprints
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Mannequin
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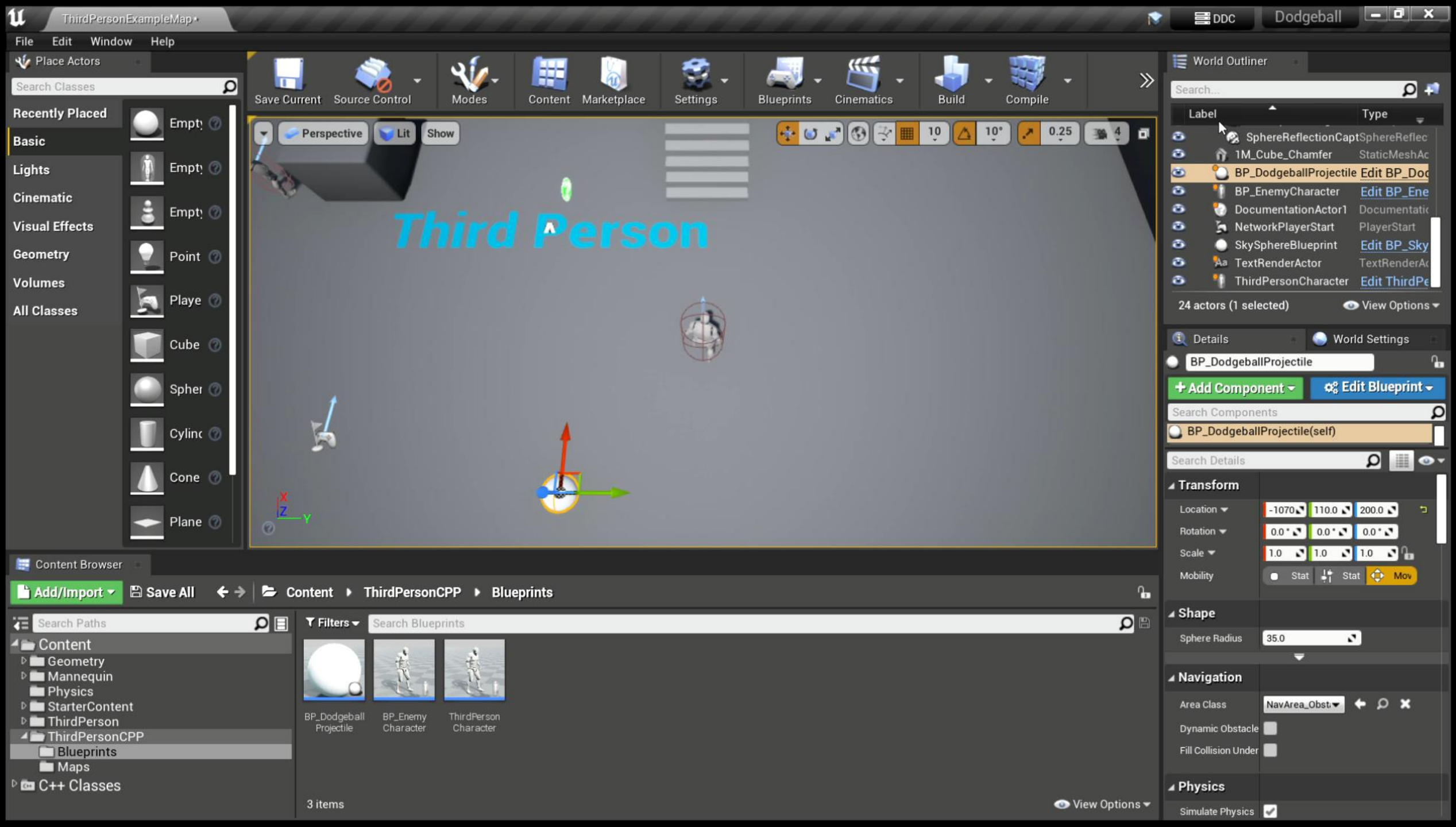
Maps
C++ Classes
BP_Dodgeball Projectile
BP_Enemy Character
ThirdPerson Character
3 items
View Options


ThirdPersonExampleMap*
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Search Classes
Recently Placed
Basic
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Cinematic
Visual Effects
Geometry
Volumes
All Classes
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Marketplace
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Blueprints
Cinematics
Build
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Third Person
World Outliner
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SphereReflectionCapt SphereReflec
1M_Cube_Chamfer StaticMeshAc
BP_DodgeballProjectile Edit BP_Doc
BP_EnemyCharacter Edit BP_Ene
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NetworkPlayerStart PlayerStart
SkySphereBlueprint Edit BP_Sky
TextRenderActor TextRenderAc
ThirdPersonCharacter Edit ThirdPe
24 actors (1 selected)
View Options
Details
World Settings
BP_DodgeballProjectile
Add Component
Edit Blueprint
Search Components
BP_DodgeballProjectile(self)
Search Details
Transform
Location -1070 110.0 200.0
Rotation 0.0° 0.0° 0.0°
Scale 1.0 1.0 1.0
Mobility Stat Stat Mov
Shape
Sphere Radius 35.0
Navigation
Area Class NavArea_Obst
Dynamic Obstacle
Fill Collision Under
Physics
Simulate Physics
Content Browser
Add/Import
Save All
Content ▸ ThirdPersonCPP ▸ Blueprints
Search Paths
Filters
Search Blueprints
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
BP_Dodgeball Projectile
BP_Enemy Character
ThirdPerson Character
3 items
View Options

Timers

- Our **EnemyCharacter** will be throwing dodge balls every few seconds.
  - This delay, or wait time, can be achieved through timers.
- A **Timer**
  - To call a function after a certain amount of time

Spawning Actors (1)

- To call the **SpawnActor** function, available from the **World** object

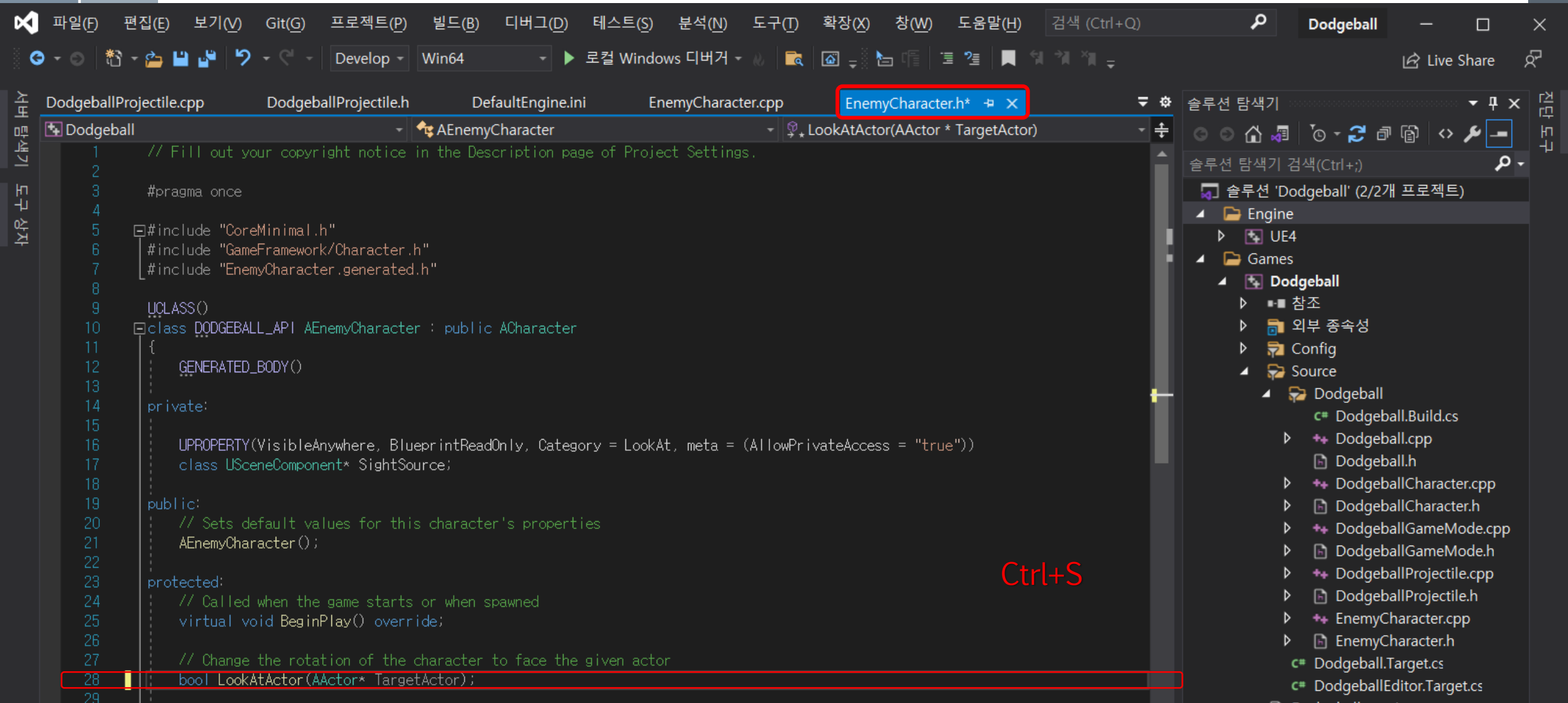
```
GetWorld( ) -> SpawnActor<NameOfC++Class> (ClassReference,
                SpawnLocation, SpawnRotation)
```

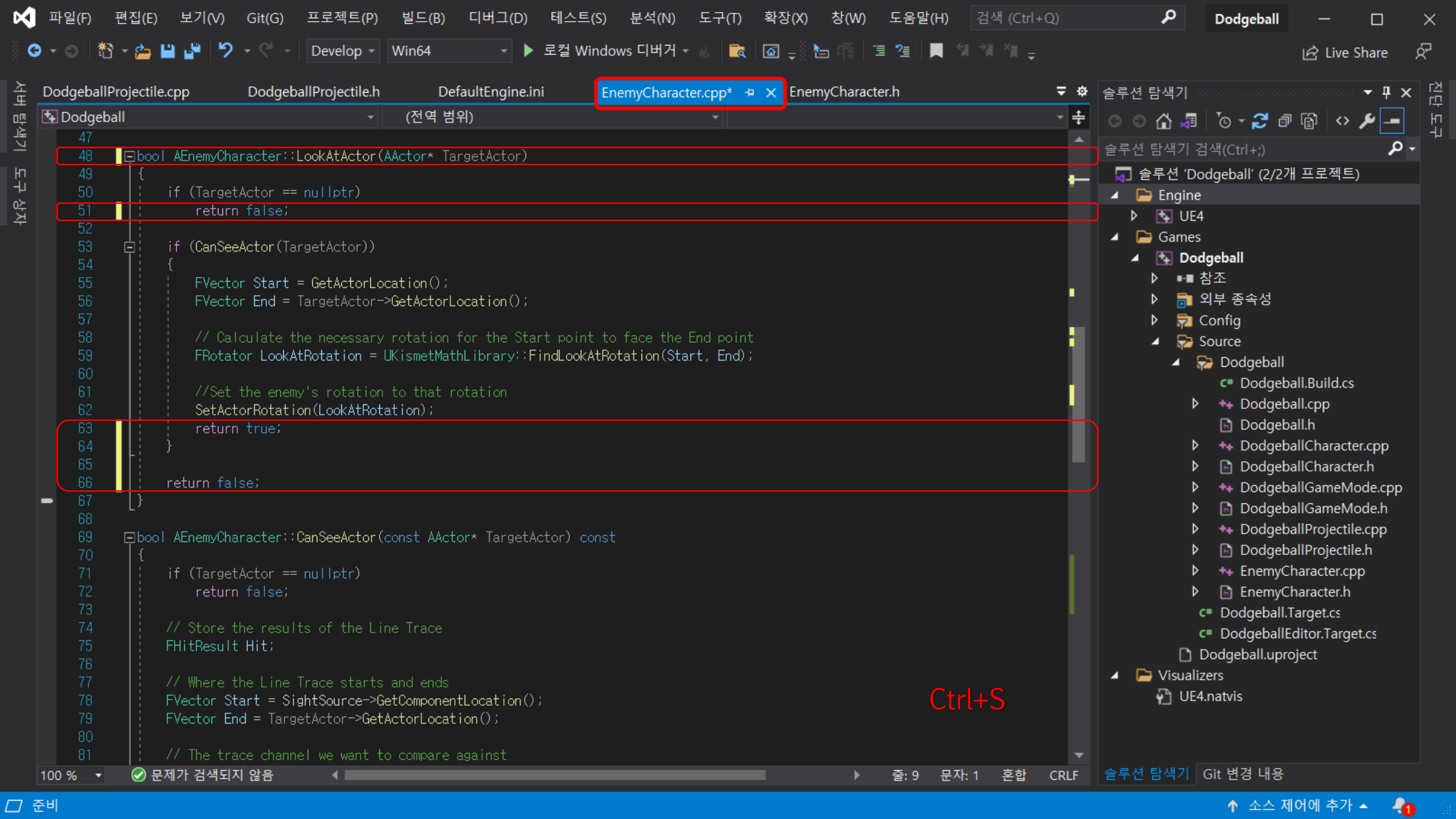
  - **UClass*** property: a C++ class or a Blueprint class
    - **NameOfC++Class:StaticClass( )** function
    - **TSubclassOf** property: a way for you to reference a Blueprint class
  - Either an **FTrasnform** property or the **FVector** and **FRotator** properties
  - An optional **FActorSpawnParameter** property
    - To specify more properties specific to the spawning process

Spawning Actors (2)

- **SpawnActor** function
  - To create an instance of the object and then place it in the world
- **SpawnActorDeferred** function
  - To create an instance of the object and only place it in the world when you call the actor's **FinishSpawning** function

Exercise 6.03: Adding Projectile-Throwing Logic to The EnemyCharacter




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)
Dodgeball
Develop
Win64
로컬 Windows 디버거
Live Share
DodgeballProjectile.cpp
DodgeballProjectile.h
DefaultEngine.ini
EnemyCharacter.cpp*
EnemyCharacter.h
Dodgeball
(전역 범위)
47
48 bool AEnemyCharacter::LookAtActor(AActor* TargetActor)
49 {
50 if (TargetActor == nullptr)
51 return false;
52
53 if (CanSeeActor(TargetActor))
54 {
55 FVector Start = GetActorLocation();
56 FVector End = TargetActor->GetActorLocation();
57
58 // Calculate the necessary rotation for the Start point to face the End point
59 FRotator LookAtRotation = UKismetMathLibrary::FindLookAtRotation(Start, End);
60
61 //Set the enemy's rotation to that rotation
62 SetActorRotation(LookAtRotation);
63 return true;
64 }
65
66 return false;
67 }
68
69 bool AEnemyCharacter::CanSeeActor(const AActor* TargetActor) const
70 {
71 if (TargetActor == nullptr)
72 return false;
73
74 // Store the results of the Line Trace
75 FHitResult Hit;
76
77 // Where the Line Trace starts and ends
78 FVector Start = SightSource->GetComponentLocation();
79 FVector End = TargetActor->GetActorLocation();
80
81 // The trace channel we want to compare against
Ctrl+S
100 %
문제가 검색되지 않음
줄: 9
문자: 1
혼합
CRLF
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
솔루션 'Dodgeball' (2/2개 프로젝트)
Engine
UE4
Games
Dodgeball
참조
외부 종속성
Config
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Dodgeball.Build.cs
Dodgeball.cpp
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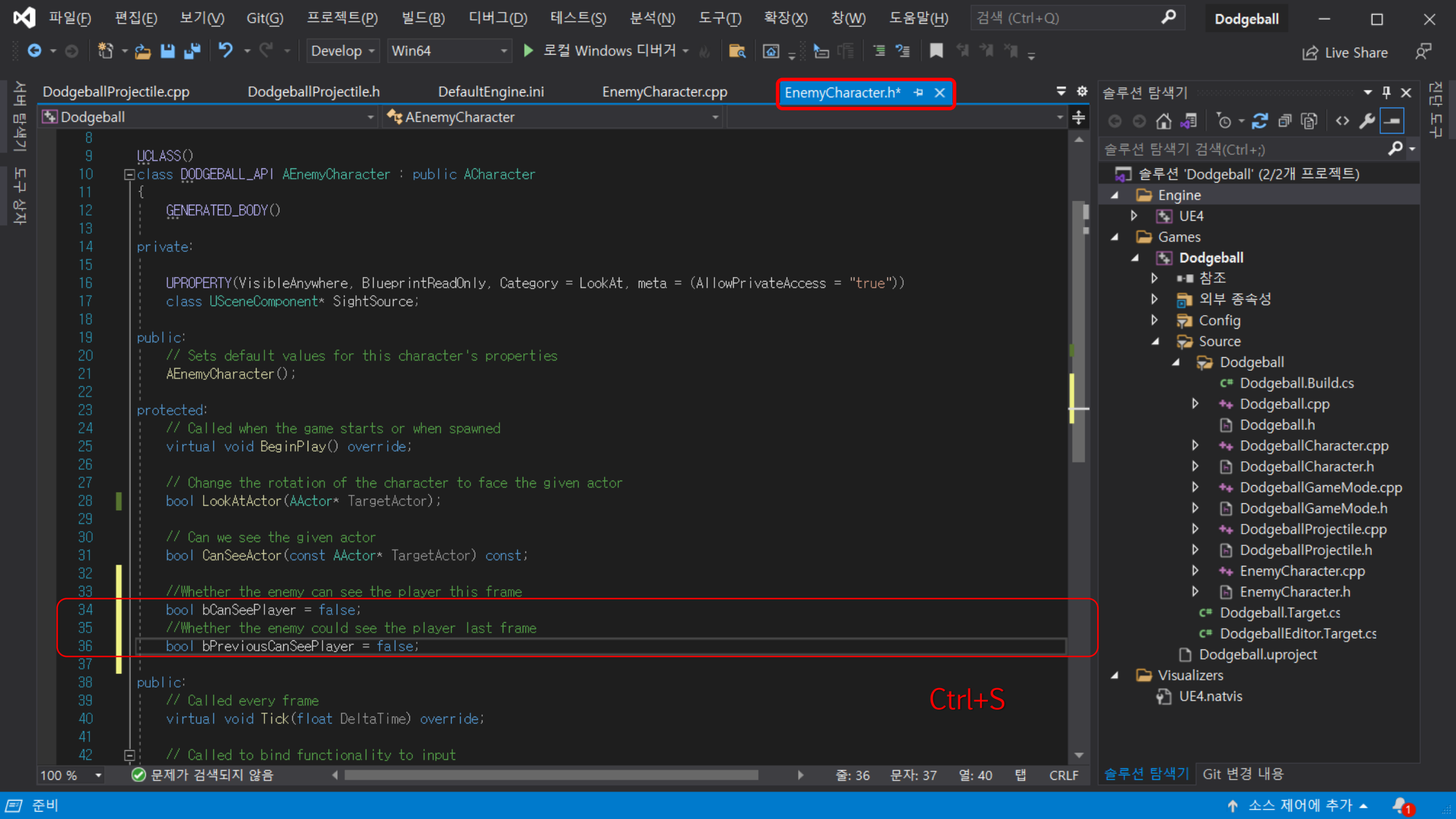
Visualizers
UE4.natvis
솔루션 탐색기
Git 변경 내용
서버 탐색기
도구 상자
진단 도구
준비
소스 제어에 추가


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)
Dodgeball
Develop
Win64
로컬 Windows 디버거
Live Share
DodgeballProjectile.cpp
DodgeballProjectile.h
DefaultEngine.ini
EnemyCharacter.cpp
EnemyCharacter.h*
Dodgeball
AEnemyCharacter
8
9 UCLASS()
10 class DODGEBALL_API AEnemyCharacter : public ACharacter
11 {
12 GENERATED_BODY()
13
14 private:
15
16 UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = LookAt, meta = (AllowPrivateAccess = "true"))
17 class USceneComponent* SightSource;
18
19 public:
20 // Sets default values for this character's properties
21 AEnemyCharacter();
22
23 protected:
24 // Called when the game starts or when spawned
25 virtual void BeginPlay() override;
26
27 // Change the rotation of the character to face the given actor
28 bool LookAtActor(AActor* TargetActor);
29
30 // Can we see the given actor
31 bool CanSeeActor(const AActor* TargetActor) const;
32
33 //Whether the enemy can see the player this frame
34 bool bCanSeePlayer = false;
35 //Whether the enemy could see the player last frame
36 bool bPreviousCanSeePlayer = false;
37
38 public:
39 // Called every frame
40 virtual void Tick(float DeltaTime) override;
41
42 // Called to bind functionality to input
Ctrl+S
100 %
문제가 검색되지 않음
줄: 36 문자: 37 열: 40 탭 CRLF
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
솔루션 'Dodgeball' (2/2개 프로젝트)
Engine
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진단 도구
준비
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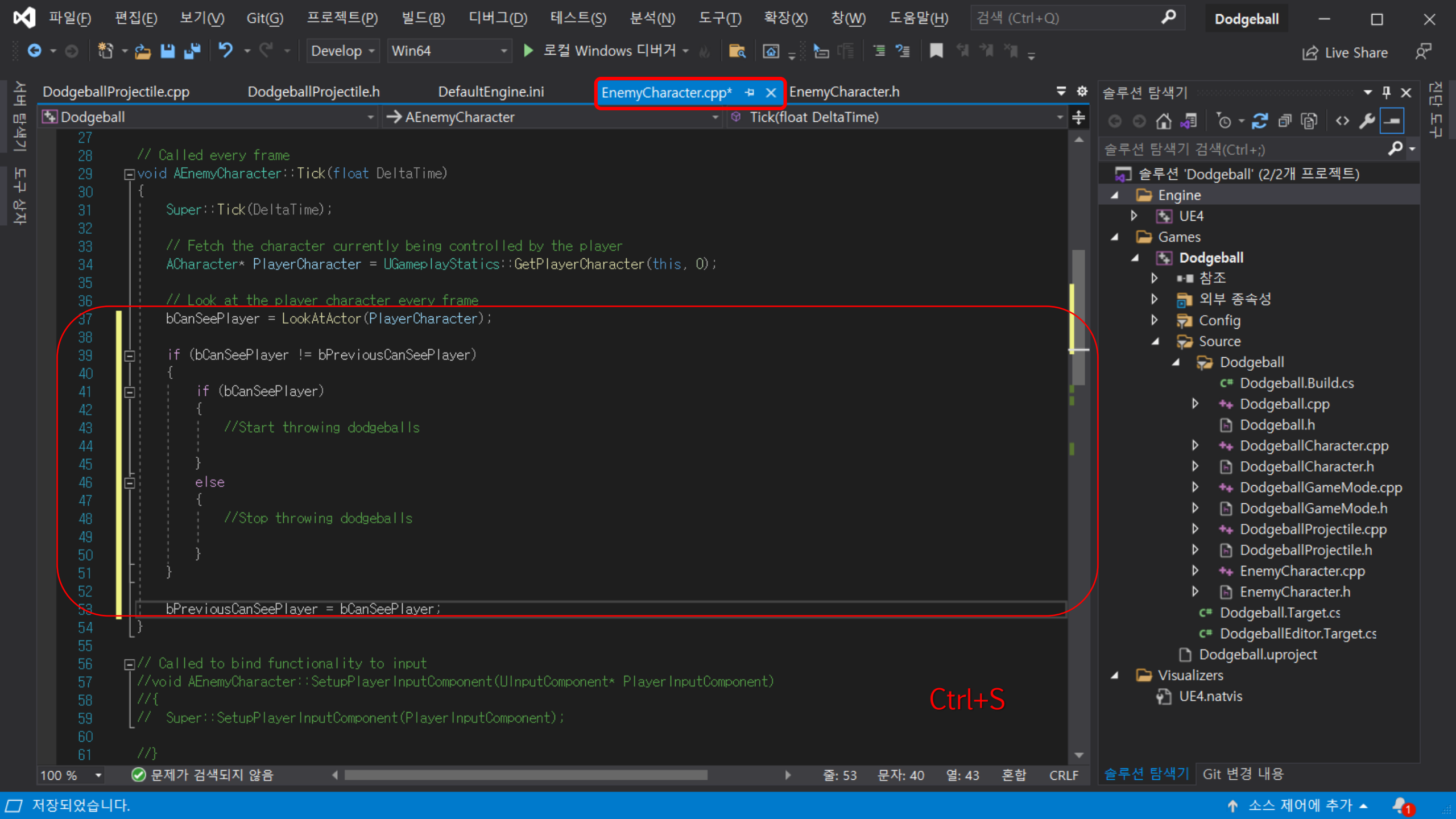
파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(T) 확장(X) 창(W) 도움말(H)
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Tick(float DeltaTime)
27
28 // Called every frame
29 void AEnemyCharacter::Tick(float DeltaTime)
30 {
31 Super::Tick(DeltaTime);
32
33 // Fetch the character currently being controlled by the player
34 ACharacter* PlayerCharacter = UGameplayStatics::GetPlayerCharacter(this, 0);
35
36 // Look at the player character every frame
37 bCanSeePlayer = LookAtActor(PlayerCharacter);
38
39 if (bCanSeePlayer != bPreviousCanSeePlayer)
40 {
41 if (bCanSeePlayer)
42 {
43 //Start throwing dodgeballs
44
45 }
46 else
47 {
48 //Stop throwing dodgeballs
49
50 }
51 }
52
53 bPreviousCanSeePlayer = bCanSeePlayer;
54 }
55
56 // Called to bind functionality to input
57 //void AEnemyCharacter::SetupPlayerInputComponent(UInputComponent* PlayerInputComponent)
58 //{
59 // Super::SetupPlayerInputComponent(PlayerInputComponent);
60
61 //}
Ctrl+S
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줄: 53 문자: 40 열: 43 혼합 CRLF
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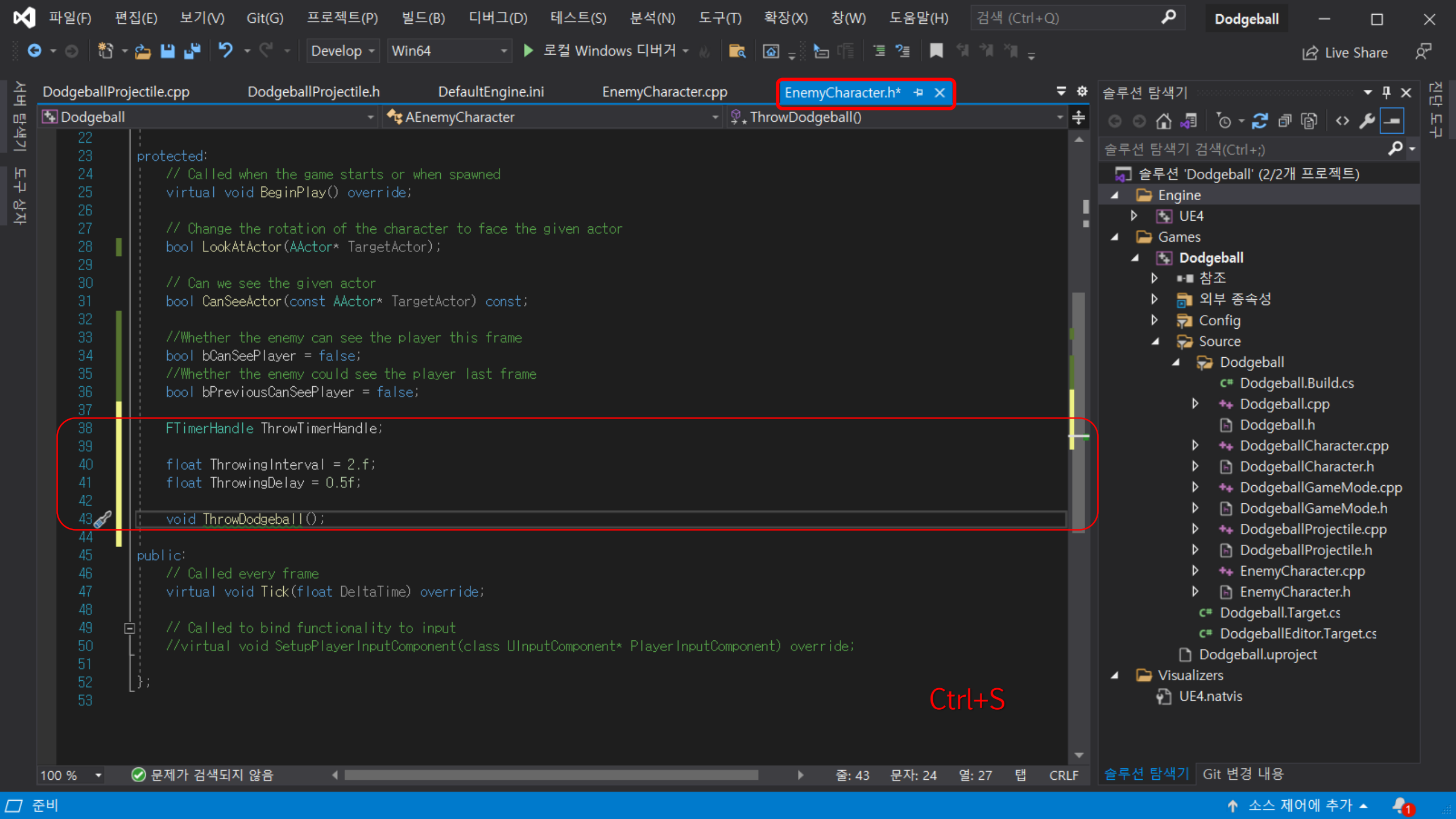
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23 protected:
24 // Called when the game starts or when spawned
25 virtual void BeginPlay() override;
26
27 // Change the rotation of the character to face the given actor
28 bool LookAtActor(AActor* TargetActor);
29
30 // Can we see the given actor
31 bool CanSeeActor(const AActor* TargetActor) const;
32
33 //Whether the enemy can see the player this frame
34 bool bCanSeePlayer = false;
35 //Whether the enemy could see the player last frame
36 bool bPreviousCanSeePlayer = false;
37
38 FTimerHandle ThrowTimerHandle;
39
40 float ThrowingInterval = 2.f;
41 float ThrowingDelay = 0.5f;
42
43 void ThrowDodgeball();
44
45 public:
46 // Called every frame
47 virtual void Tick(float DeltaTime) override;
48
49 // Called to bind functionality to input
50 //virtual void SetupPlayerInputComponent(class UInputComponent* PlayerInputComponent) override;
51
52 };
53
Ctrl+S
100 %
문제가 검색되지 않음
줄: 43 문자: 24 열: 27 탭 CRLF
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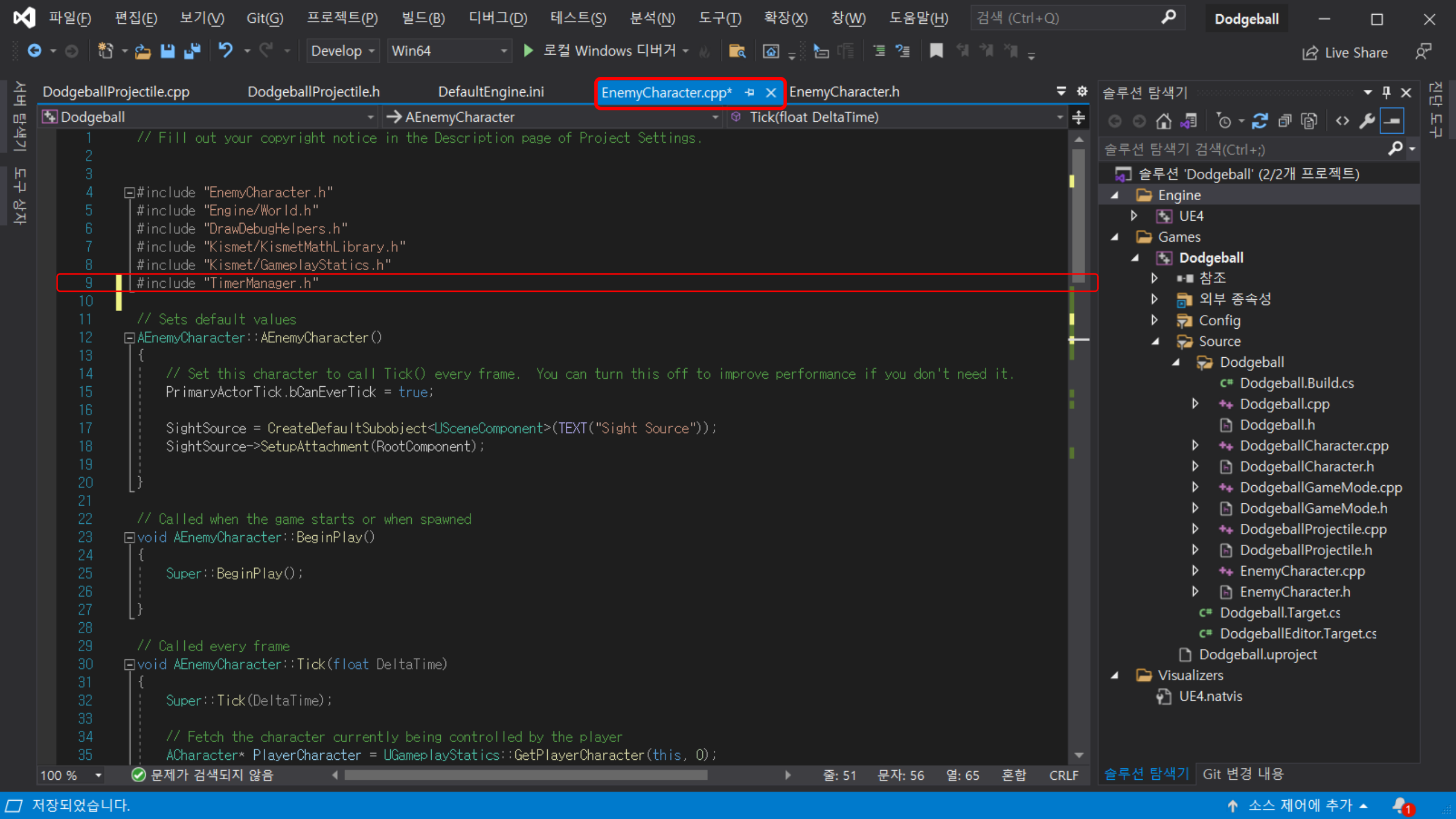
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Tick(float DeltaTime)
// Fill out your copyright notice in the Description page of Project Settings.
#include "EnemyCharacter.h"
#include "Engine/World.h"
#include "DrawDebugHelpers.h"
#include "Kismet/KismetMathLibrary.h"
#include "Kismet/GameplayStatics.h"
#include "TimerManager.h"
// Sets default values
AEnemyCharacter::AEnemyCharacter()
{
// 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;
SightSource = CreateDefaultSubobject<USceneComponent>(TEXT("Sight Source"));
SightSource->SetupAttachment(RootComponent);
}
// Called when the game starts or when spawned
void AEnemyCharacter::BeginPlay()
{
Super::BeginPlay();
}
// Called every frame
void AEnemyCharacter::Tick(float DeltaTime)
{
Super::Tick(DeltaTime);
// Fetch the character currently being controlled by the player
ACharacter* PlayerCharacter = UGameplayStatics::GetPlayerCharacter(this, 0);
100 %
문제가 검색되지 않음
줄: 51 문자: 56 열: 65 혼합 CRLF
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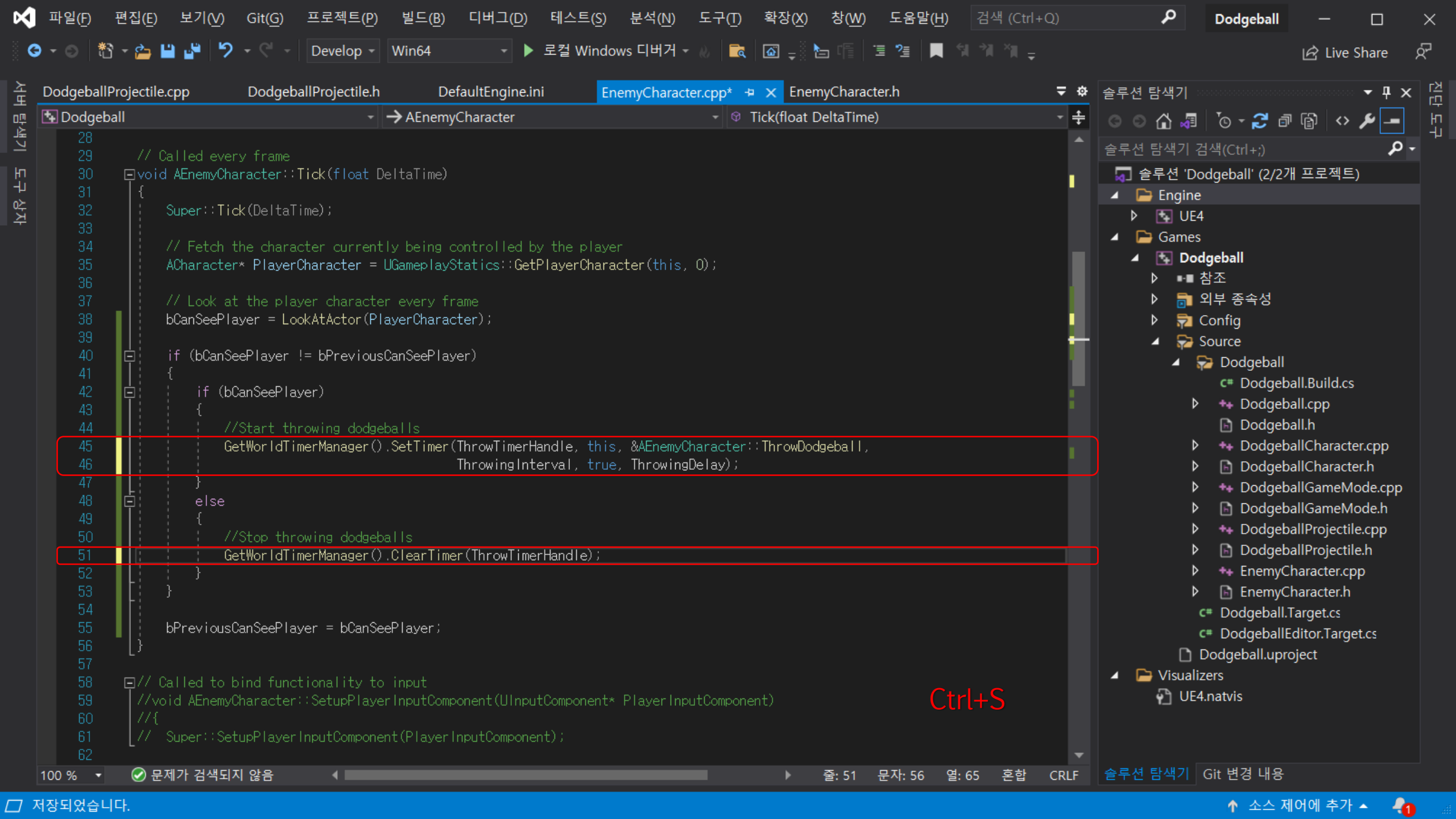
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33
34 // Fetch the character currently being controlled by the player
35 ACharacter* PlayerCharacter = UGameplayStatics::GetPlayerCharacter(this, 0);
36
37 // Look at the player character every frame
38 bCanSeePlayer = LookAtActor(PlayerCharacter);
39
40 if (bCanSeePlayer != bPreviousCanSeePlayer)
41 {
42 if (bCanSeePlayer)
43 {
44 //Start throwing dodgeballs
45 GetWorldTimerManager().SetTimer(ThrowTimerHandle, this, &AEnemyCharacter::ThrowDodgeball,
46 ThrowingInterval, true, ThrowingDelay);
47 }
48 else
49 {
50 //Stop throwing dodgeballs
51 GetWorldTimerManager().ClearTimer(ThrowTimerHandle);
52 }
53 }
54
55 bPreviousCanSeePlayer = bCanSeePlayer;
56 }
57
58 // Called to bind functionality to input
59 //void AEnemyCharacter::SetupPlayerInputComponent(UInputComponent* PlayerInputComponent)
60 //{
61 // Super::SetupPlayerInputComponent(PlayerInputComponent);
62
Ctrl+S
100 %
문제가 검색되지 않음
줄: 51 문자: 56 열: 65 혼합 CRLF
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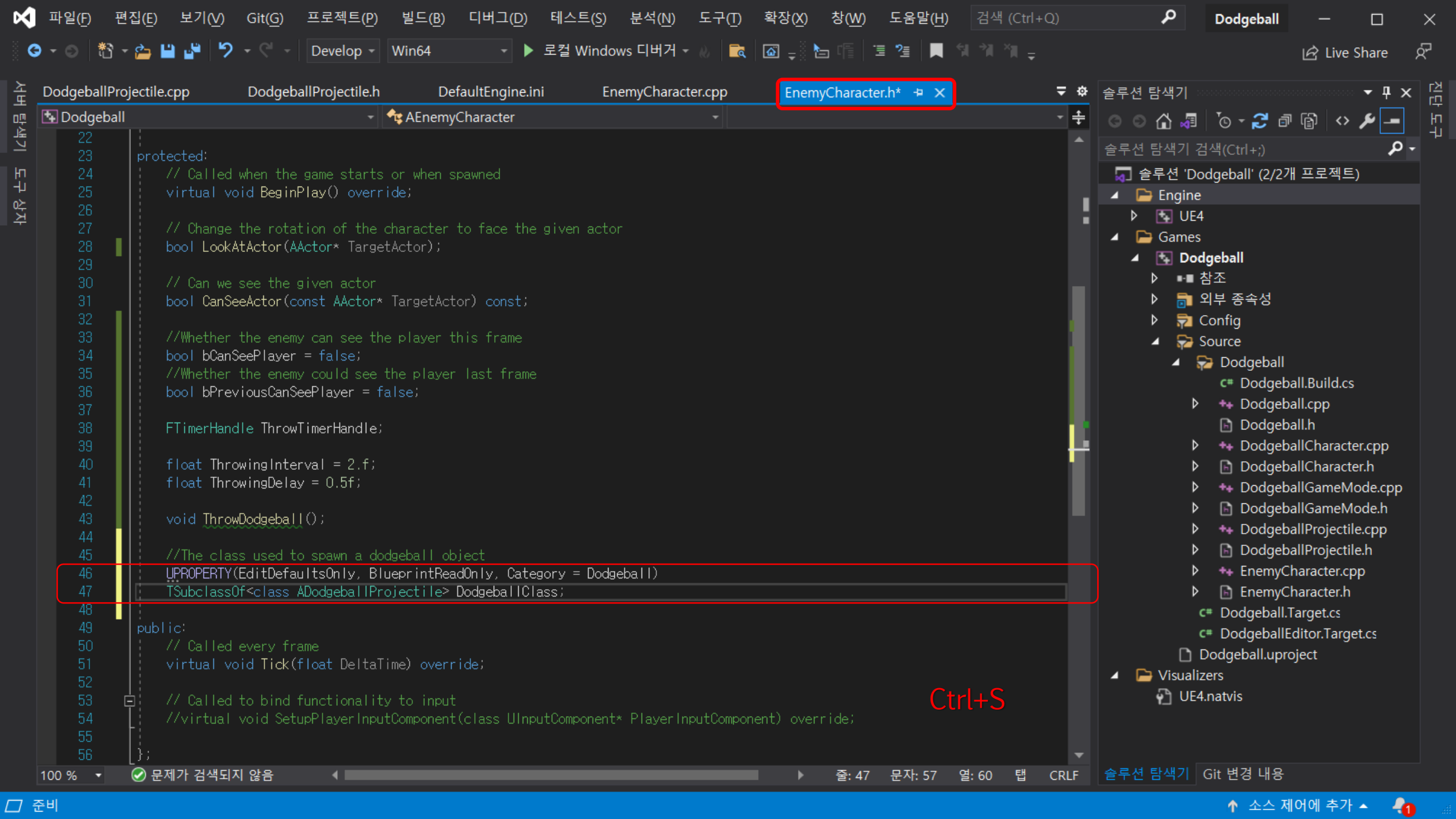
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25 virtual void BeginPlay() override;
26
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28 bool LookAtActor(AActor* TargetActor);
29
30 // Can we see the given actor
31 bool CanSeeActor(const AActor* TargetActor) const;
32
33 //Whether the enemy can see the player this frame
34 bool bCanSeePlayer = false;
35 //Whether the enemy could see the player last frame
36 bool bPreviousCanSeePlayer = false;
37
38 FTimerHandle ThrowTimerHandle;
39
40 float ThrowingInterval = 2.f;
41 float ThrowingDelay = 0.5f;
42
43 void ThrowDodgeball();
44
45 //The class used to spawn a dodgeball object
46 UPROPERTY(EditDefaultsOnly, BlueprintReadOnly, Category = Dodgeball)
47 TSubclassOf<class ADodgeballProjectile> DodgeballClass;
48
49 public:
50 // Called every frame
51 virtual void Tick(float DeltaTime) override;
52
53 // Called to bind functionality to input
54 //virtual void SetupPlayerInputComponent(class UInputComponent* PlayerInputComponent) override;
55
56 };
Ctrl+S
100 %
문제가 검색되지 않음
줄: 47 문자: 57 열: 60 탭 CRLF
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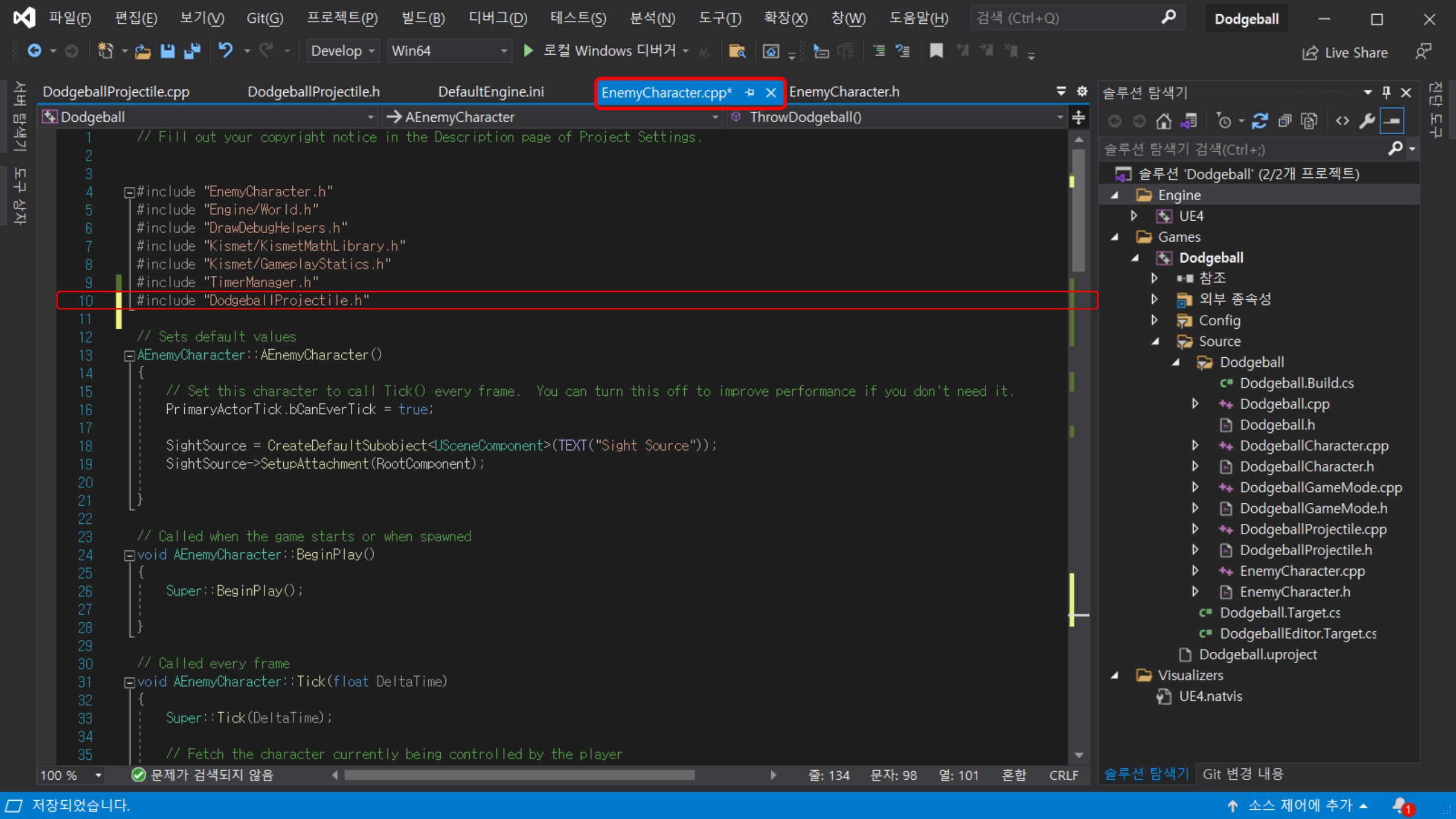
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ThrowDodgeball()
// Fill out your copyright notice in the Description page of Project Settings.
#include "EnemyCharacter.h"
#include "Engine/World.h"
#include "DrawDebugHelpers.h"
#include "Kismet/KismetMathLibrary.h"
#include "Kismet/GameplayStatics.h"
#include "TimerManager.h"
#include "DodgeballProjectile.h"
// Sets default values
AEnemyCharacter::AEnemyCharacter()
{
// 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;
SightSource = CreateDefaultSubobject<USceneComponent>(TEXT("Sight Source"));
SightSource->SetupAttachment(RootComponent);
}
// Called when the game starts or when spawned
void AEnemyCharacter::BeginPlay()
{
Super::BeginPlay();
}
// Called every frame
void AEnemyCharacter::Tick(float DeltaTime)
{
Super::Tick(DeltaTime);
// Fetch the character currently being controlled by the player
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문제가 검색되지 않음
줄: 134
문자: 98
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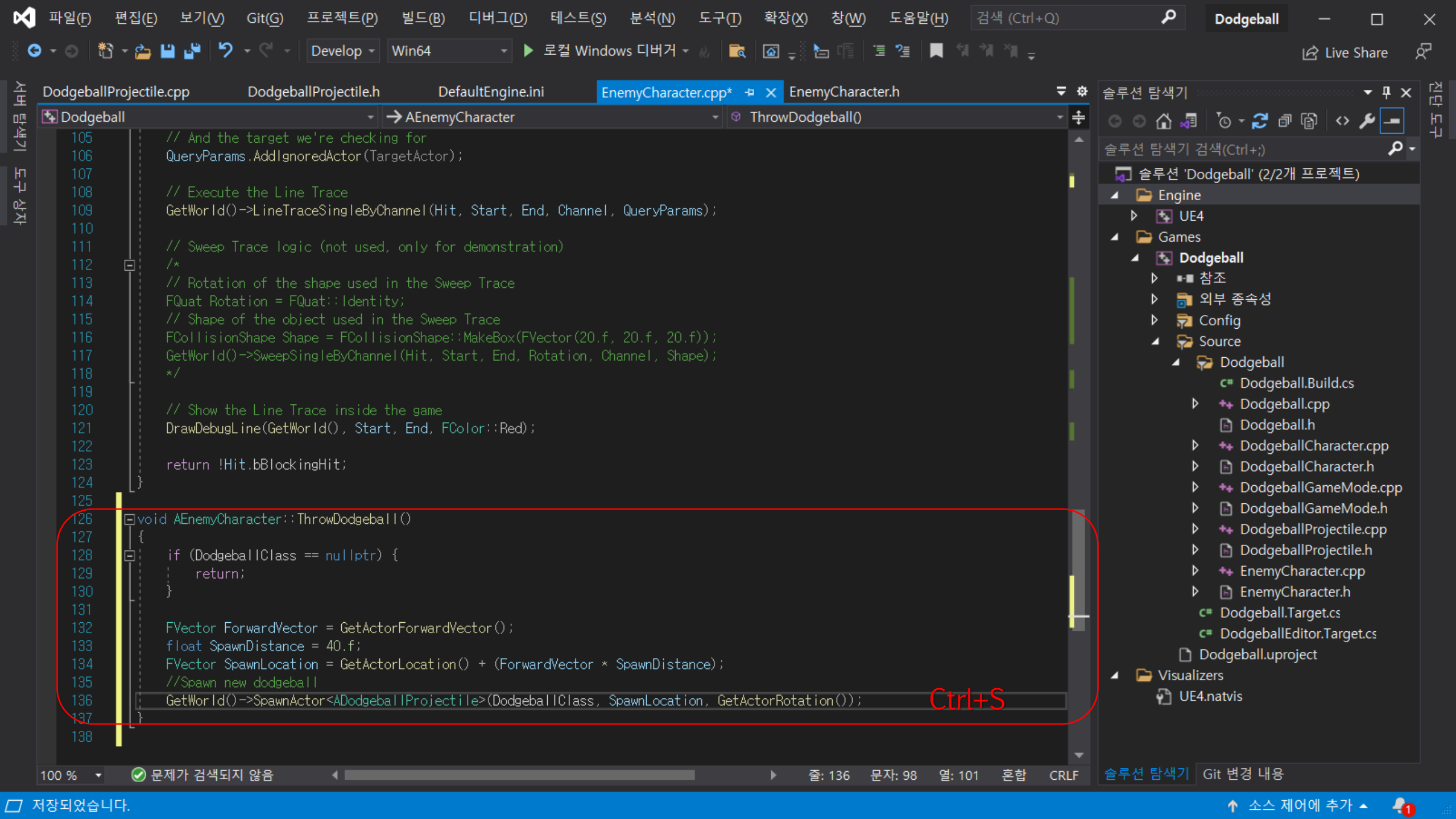
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105 // And the target we're checking for
106 QueryParams.AddIgnoredActor(TargetActor);
107
108 // Execute the Line Trace
109 GetWorld()->LineTraceSingleByChannel(Hit, Start, End, Channel, QueryParams);
110
111 // Sweep Trace logic (not used, only for demonstration)
112 /*
113 // Rotation of the shape used in the Sweep Trace
114 FQuat Rotation = FQuat::Identity;
115 // Shape of the object used in the Sweep Trace
116 FCollisionShape Shape = FCollisionShape::MakeBox(FVector(20.f, 20.f, 20.f));
117 GetWorld()->SweepSingleByChannel(Hit, Start, End, Rotation, Channel, Shape);
118 */
119
120 // Show the Line Trace inside the game
121 DrawDebugLine(GetWorld(), Start, End, FColor::Red);
122
123 return !Hit.bBlockingHit;
124 }
125
126 void AEnemyCharacter::ThrowDodgeball()
127 {
128 if (DodgeballClass == nullptr) {
129 return;
130 }
131
132 FVector ForwardVector = GetActorForwardVector();
133 float SpawnDistance = 40.f;
134 FVector SpawnLocation = GetActorLocation() + (ForwardVector * SpawnDistance);
135 //Spawn new dodgeball
136 GetWorld()->SpawnActor<ADodgeballProjectile>(DodgeballClass, SpawnLocation, GetActorRotation());
137 }
138
Ctrl+S
100 %
문제가 검색되지 않음
줄: 136 문자: 98 열: 101 혼합 CRLF
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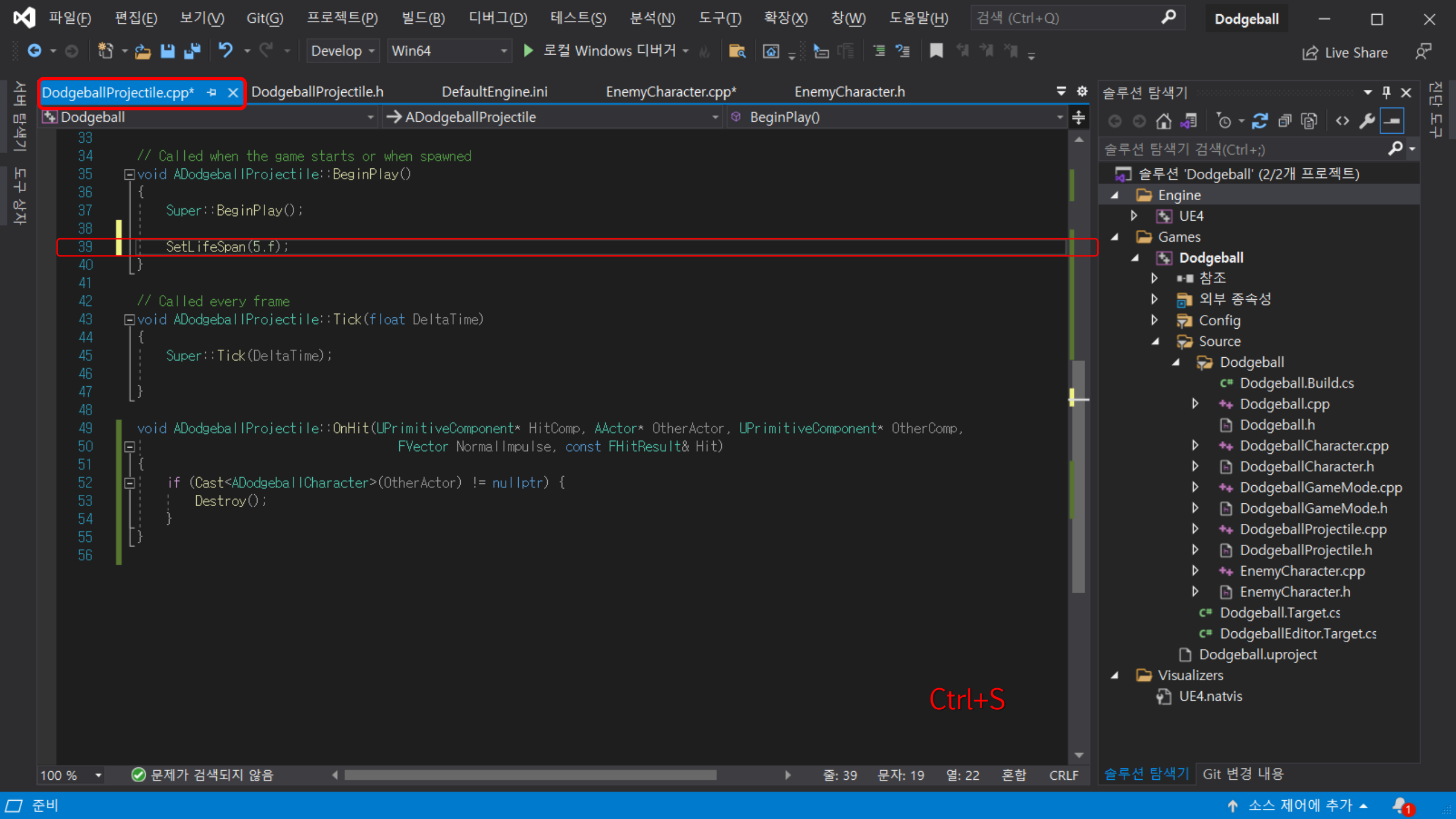
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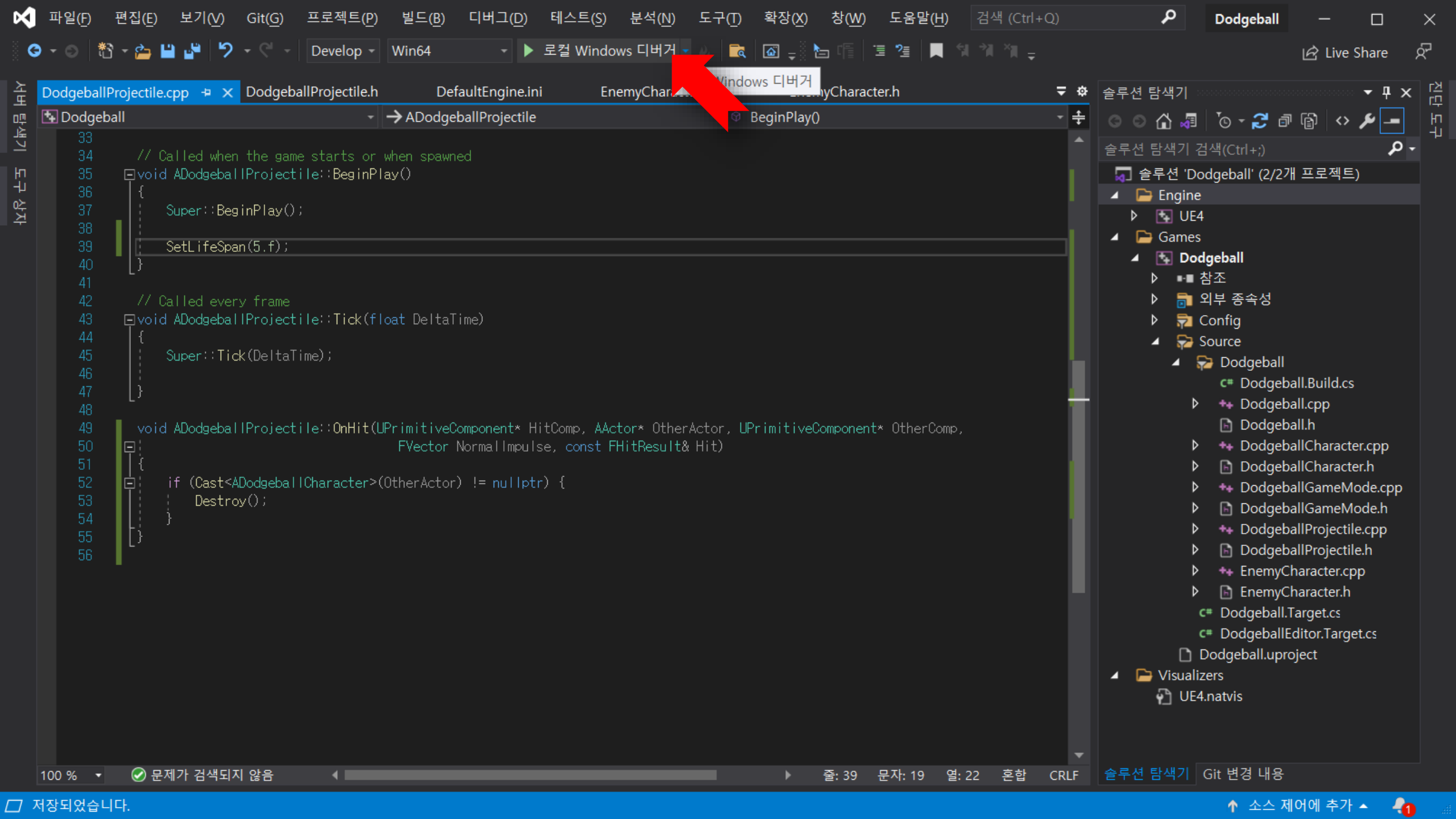
Dodgeball
ADodgeballProjectile
BeginPlay()
33
34 // Called when the game starts or when spawned
35 void ADodgeballProjectile::BeginPlay()
36 {
37 Super::BeginPlay();
38
39 SetLifeSpan(5.f);
40 }
41
42 // Called every frame
43 void ADodgeballProjectile::Tick(float DeltaTime)
44 {
45 Super::Tick(DeltaTime);
46
47 }
48
49 void ADodgeballProjectile::OnHit(UPrimitiveComponent* HitComp, AActor* OtherActor, UPrimitiveComponent* OtherComp,
50 FVector NormalImpulse, const FHitResult& Hit)
51 {
52 if (Cast<ADodgeballCharacter>(OtherActor) != nullptr) {
53 Destroy();
54 }
55 }
56
Ctrl+S
100 %
문제가 검색되지 않음
줄: 39 문자: 19 열: 22 혼합 CRLF
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
솔루션 'Dodgeball' (2/2개 프로젝트)
Engine
UE4
Games
Dodgeball
참조
외부 종속성
Config
Source
Dodgeball
Dodgeball.Build.cs
Dodgeball.cpp
Dodgeball.h
DodgeballCharacter.cpp
DodgeballCharacter.h
DodgeballGameMode.cpp
DodgeballGameMode.h
DodgeballProjectile.cpp
DodgeballProjectile.h
EnemyCharacter.cpp
EnemyCharacter.h
Dodgeball.Target.cs
DodgeballEditor.Target.cs
Dodgeball.uproject
Visualizers
UE4.natvis
솔루션 탐색기
Git 변경 내용
서버 탐색기
도구 상자
진단 도구
준비
소스 제어에 추가


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)
Dodgeball
Develop
Win64
로컬 Windows 디버거
Live Share
DodgeballProjectile.cpp
DodgeballProjectile.h
DefaultEngine.ini
Dodgeball
ADodgeballProjectile
BeginPlay()
// Called when the game starts or when spawned
void ADodgeballProjectile::BeginPlay()
{
Super::BeginPlay();
SetLifeSpan(5.f);
}
// Called every frame
void ADodgeballProjectile::Tick(float DeltaTime)
{
Super::Tick(DeltaTime);
}
void ADodgeballProjectile::OnHit(UPrimitiveComponent* HitComp, AActor* OtherActor, UPrimitiveComponent* OtherComp,
FVector NormalImpulse, const FHitResult& Hit)
{
if (Cast<ADodgeballCharacter>(OtherActor) != nullptr) {
Destroy();
}
}
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
솔루션 'Dodgeball' (2/2개 프로젝트)
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100 %
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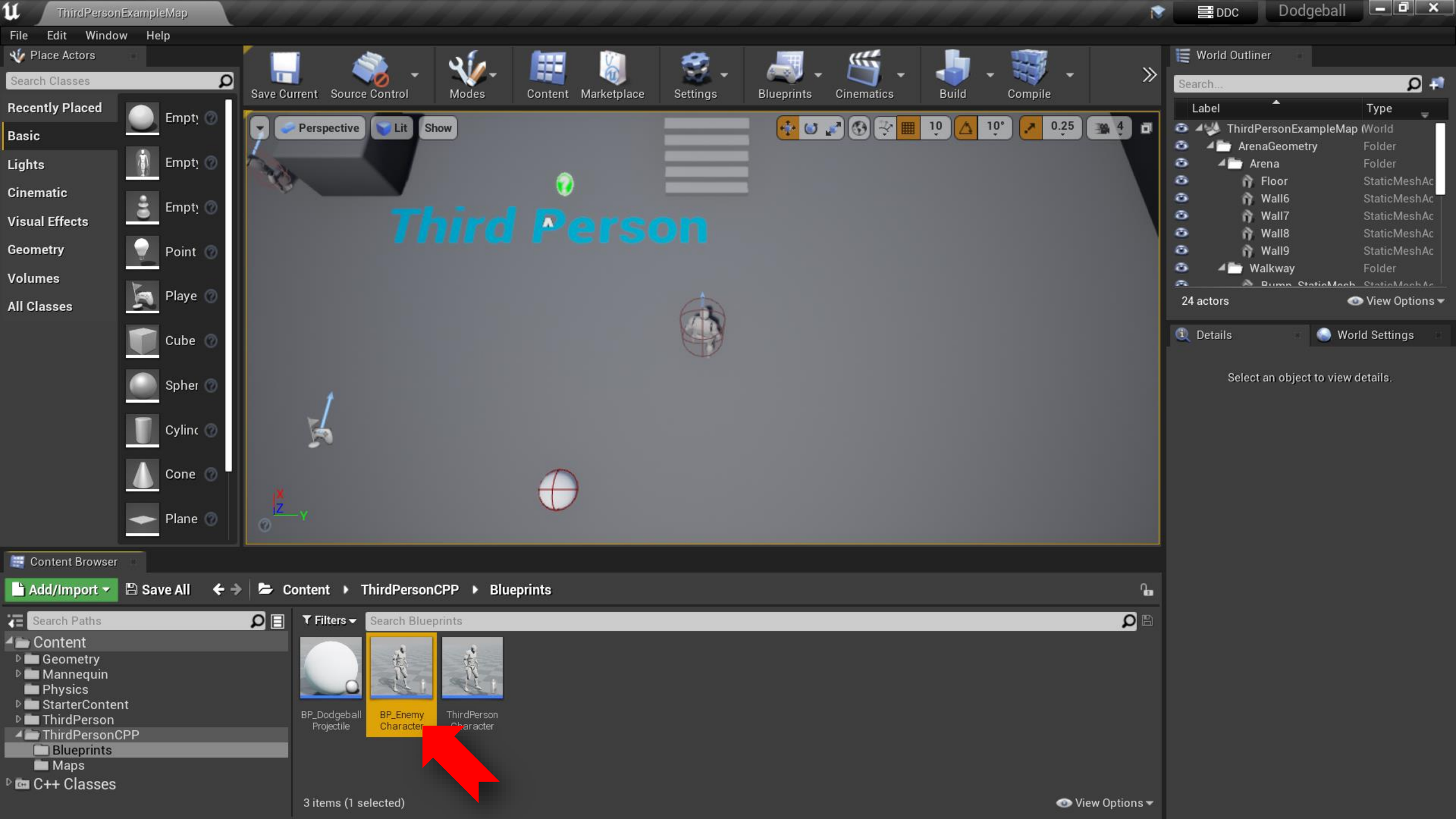
혼합
CRLF
솔루션 탐색기
Git 변경 내용
저장되었습니다.
소스 제어에 추가


ThirdPersonExampleMap
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
World Outliner
Search...
Label
Type
ThirdPersonExampleMap (World
ArenaGeometry
Folder
Arena
Folder
Floor
StaticMeshAc
Wall6
StaticMeshAc
Wall7
StaticMeshAc
Wall8
StaticMeshAc
Wall9
StaticMeshAc
Walkway
Folder
24 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Content
Geometry
Mannequin
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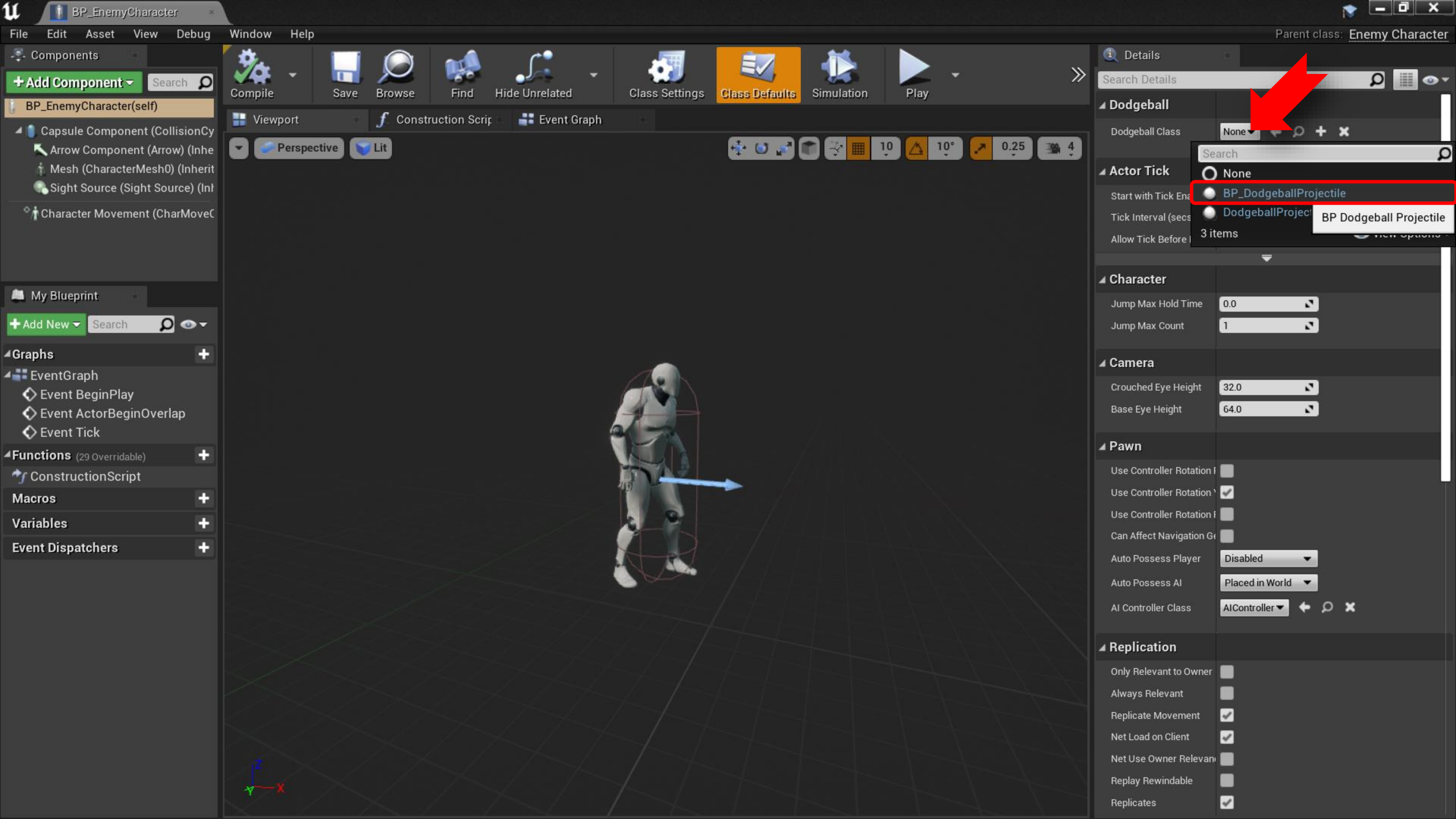
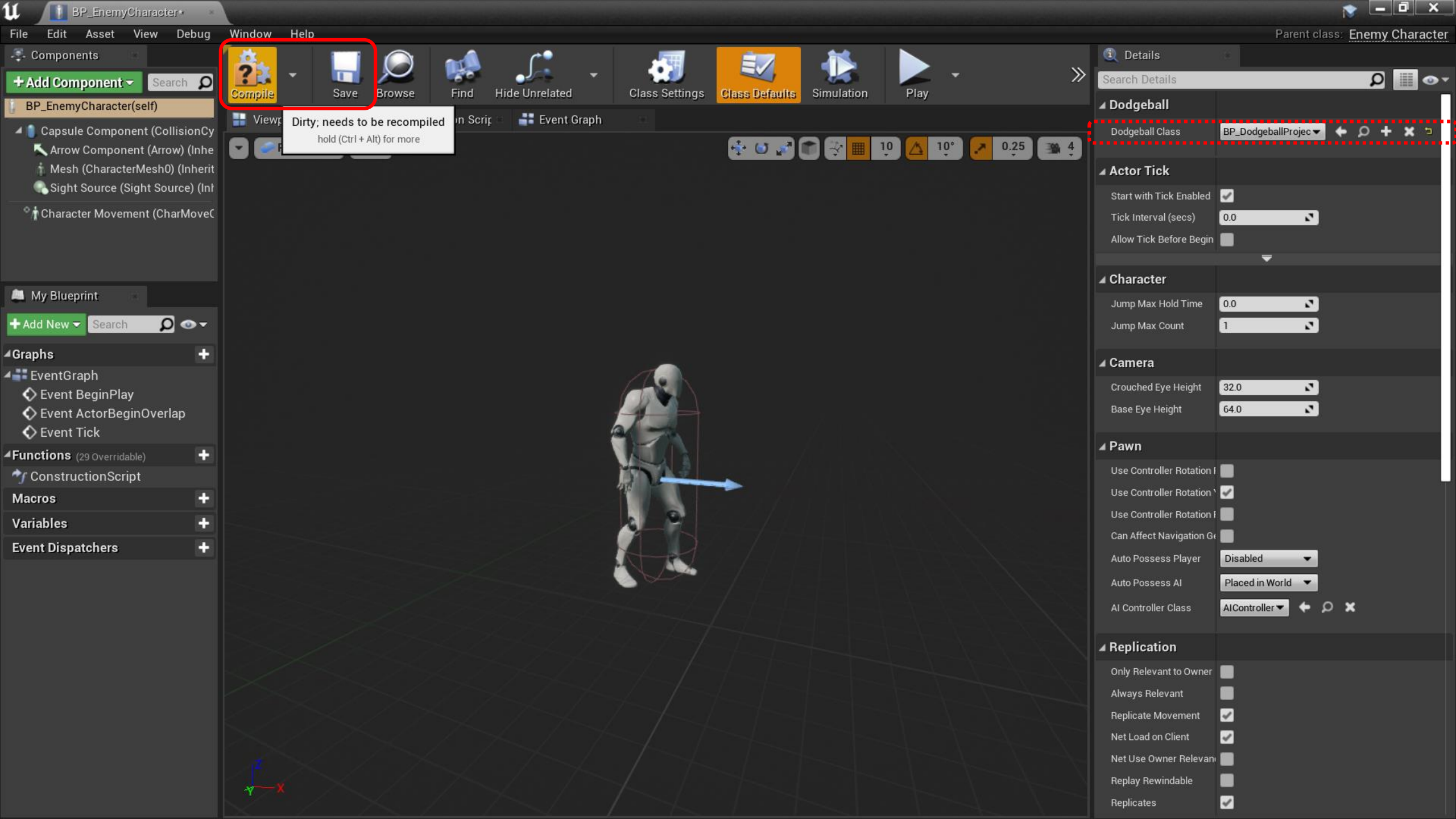
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Filters
Search Blueprints
BP_Dodgeball Projectile
BP_Enemy Character
ThirdPerson Character
3 items (1 selected)
View Options


BP_EnemyCharacter
File Edit Asset View Debug Window Help
Parent class: Enemy Character
Components
+ Add Component
Search
BP_EnemyCharacter(self)
Capsule Component (CollisionCy
Arrow Component (Arrow) (Inhe
Mesh (CharacterMesh0) (Inherit
Sight Source (Sight Source) (Inh
Character Movement (CharMoveC
My Blueprint
+ Add New
Search
Graphs
EventGraph
Event BeginPlay
Event ActorBeginOverlap
Event Tick
Functions (29 Overridable)
ConstructionScript
Macros
Variables
Event Dispatchers
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
Viewport
Construction Scrip
Event Graph
Perspective
Lit
10
10°
0.25
4
Details
Search Details
Dodgeball
Dodgeball Class
None
Search
None
BP_DodgeballProjectile
DodgeballProject
3 items
BP Dodgeball Projectile
Actor Tick
Start with Tick Ena
Tick Interval (secs
Allow Tick Before
Character
Jump Max Hold Time
0.0
Jump Max Count
1
Camera
Crouched Eye Height
32.0
Base Eye Height
64.0
Pawn
Use Controller Rotation
Use Controller Rotation
Use Controller Rotation
Can Affect Navigation G
Auto Possess Player
Disabled
Auto Possess AI
Placed in World
AI Controller Class
AIController
Replication
Only Relevant to Owner
Always Relevant
Replicate Movement
Net Load on Client
Net Use Owner Relevan
Replay Rewindable
Replicates


BP_EnemyCharacter
File Edit Asset View Debug Window Help
Parent class: Enemy Character
Components
+ Add Component
Search
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Capsule Component (CollisionCy
Arrow Component (Arrow) (Inhe
Mesh (CharacterMesh0) (Inherit
Sight Source (Sight Source) (Inh
Character Movement (CharMoveC
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
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My Blueprint
+ Add New
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Graphs
EventGraph
Event BeginPlay
Event ActorBeginOverlap
Event Tick
Functions (29 Overridable)
ConstructionScript
Macros
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Event Dispatchers
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Tick Interval (secs)
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Allow Tick Before Begin
Character
Jump Max Hold Time
0.0
Jump Max Count
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Use Controller Rotation
Use Controller Rotation
Can Affect Navigation G
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Net Use Owner Relevan
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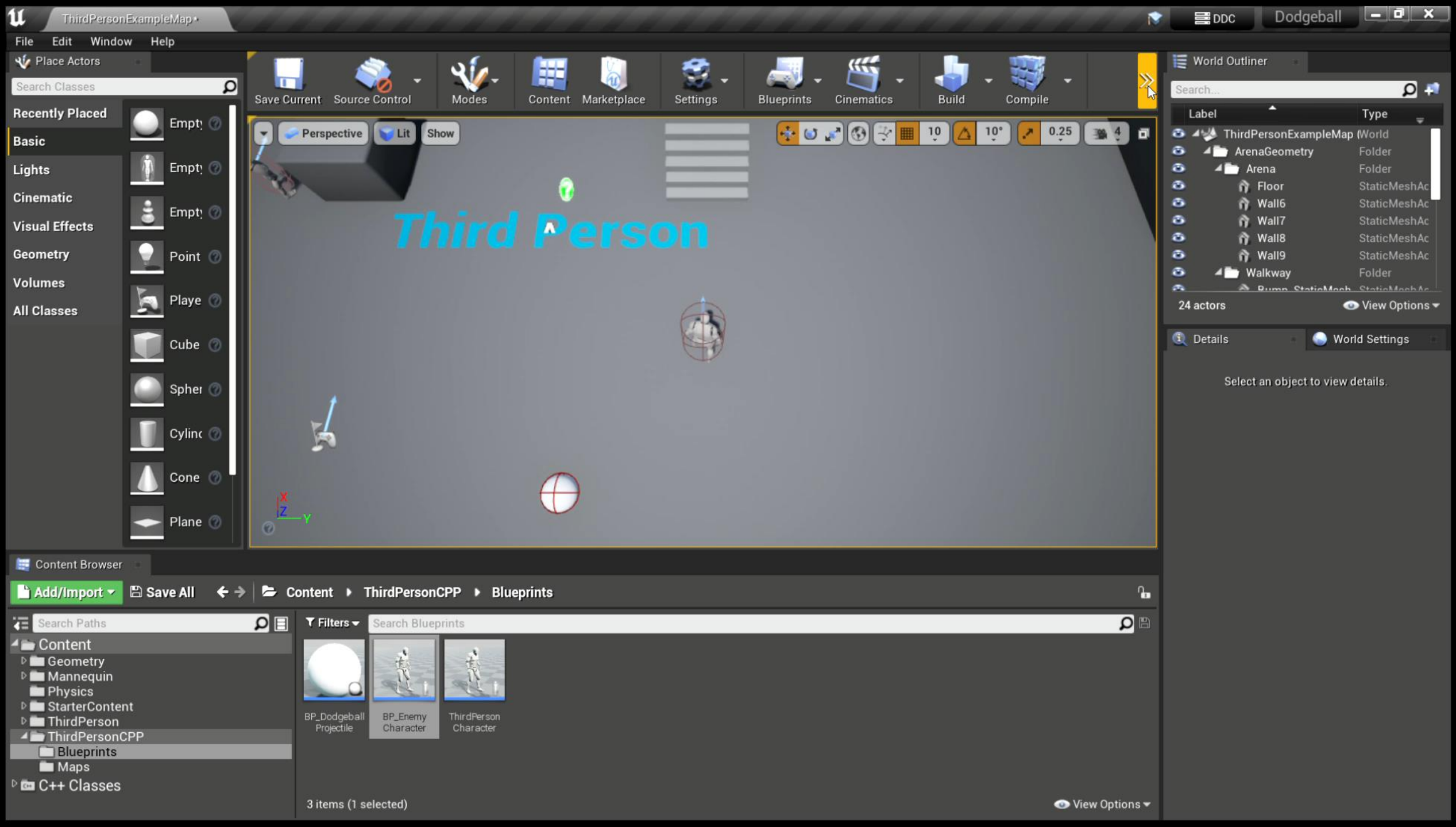
ThirdPersonExampleMap*
DDC
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Place Actors
Search Classes
Recently Placed
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Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
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Third Person
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ThirdPersonExampleMap (World
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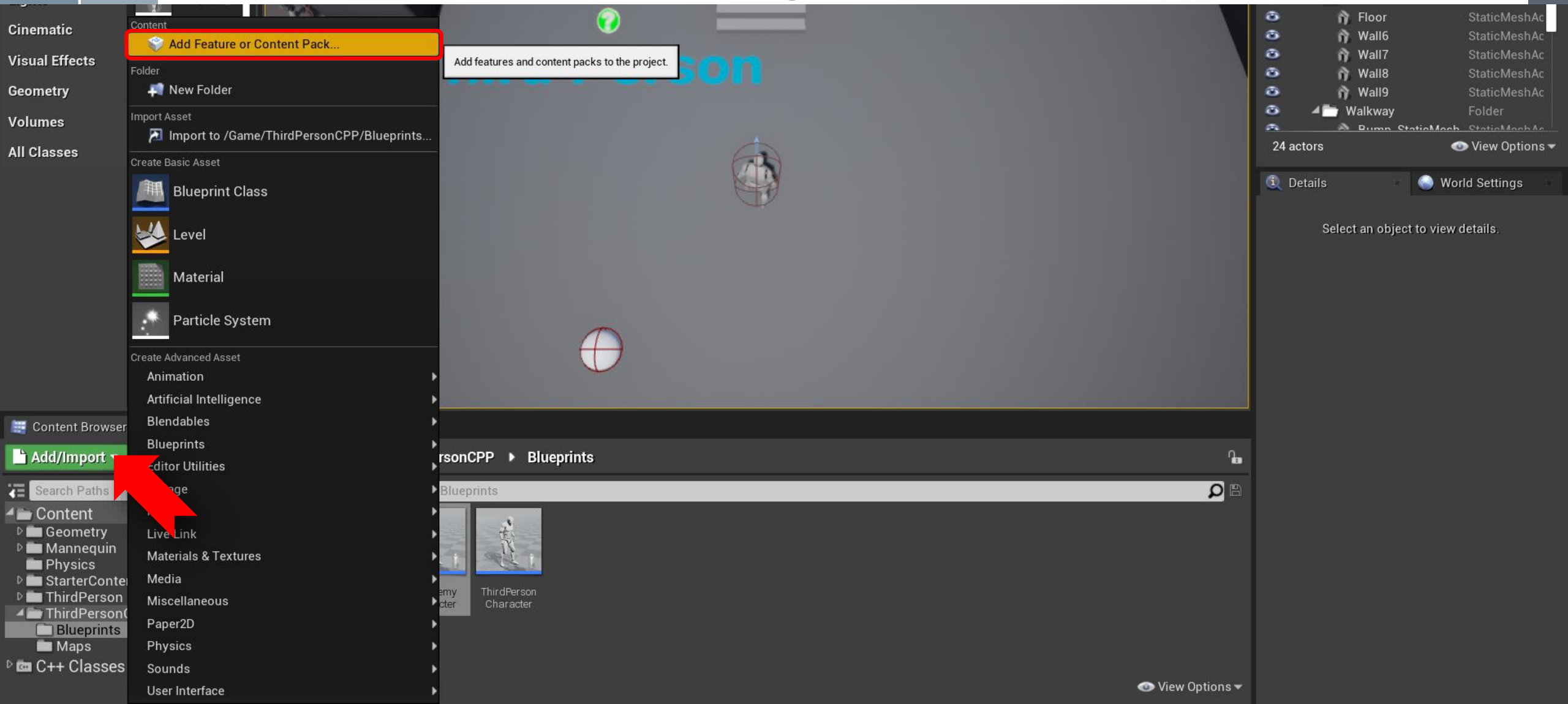
Wall9
StaticMeshAc
Walkway
Folder
24 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Filters
Search Blueprints
BP_Dodgeball Projectile
BP_Enemy Character
ThirdPerson Character
3 items (1 selected)
View Options

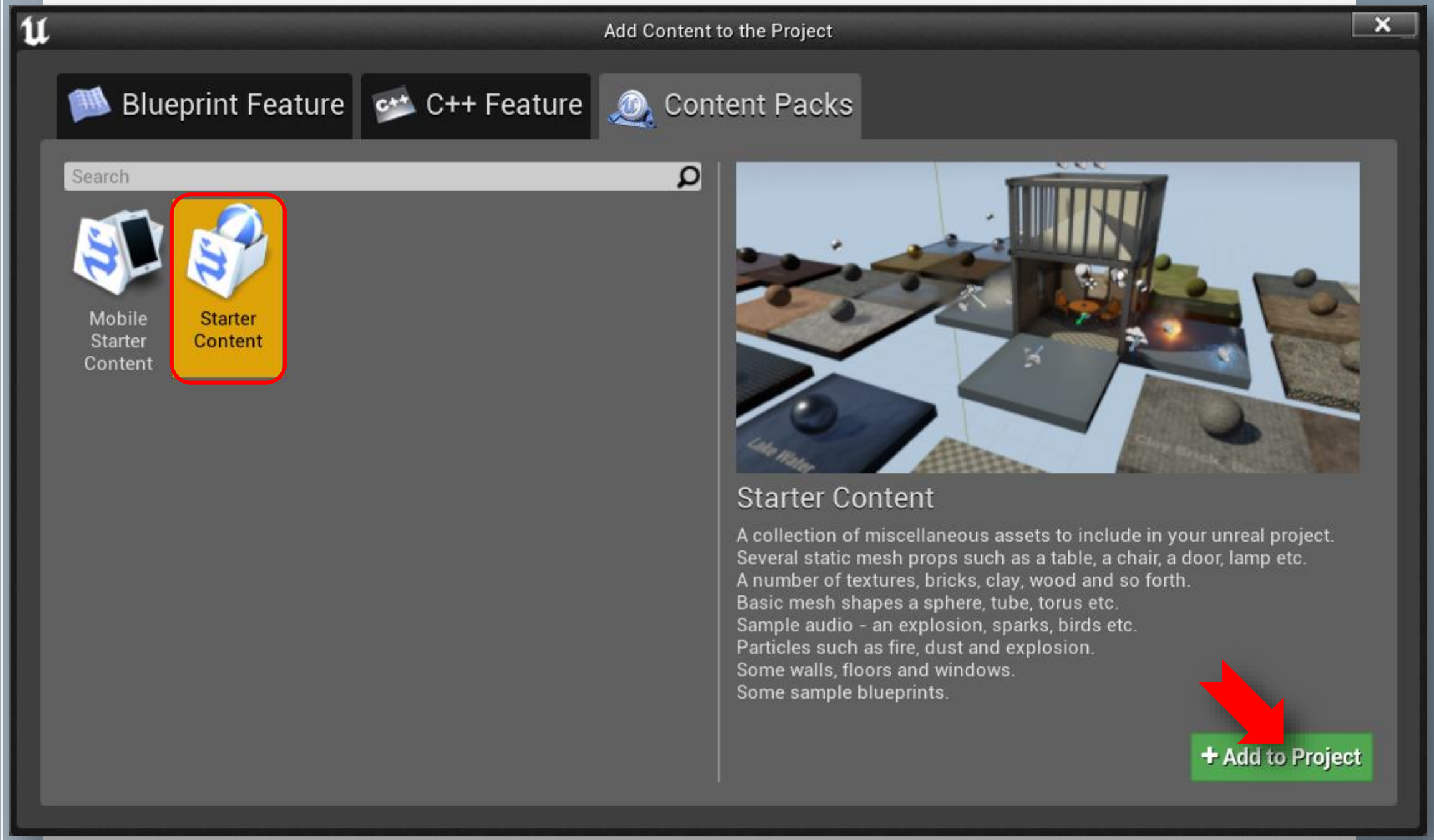
Walls

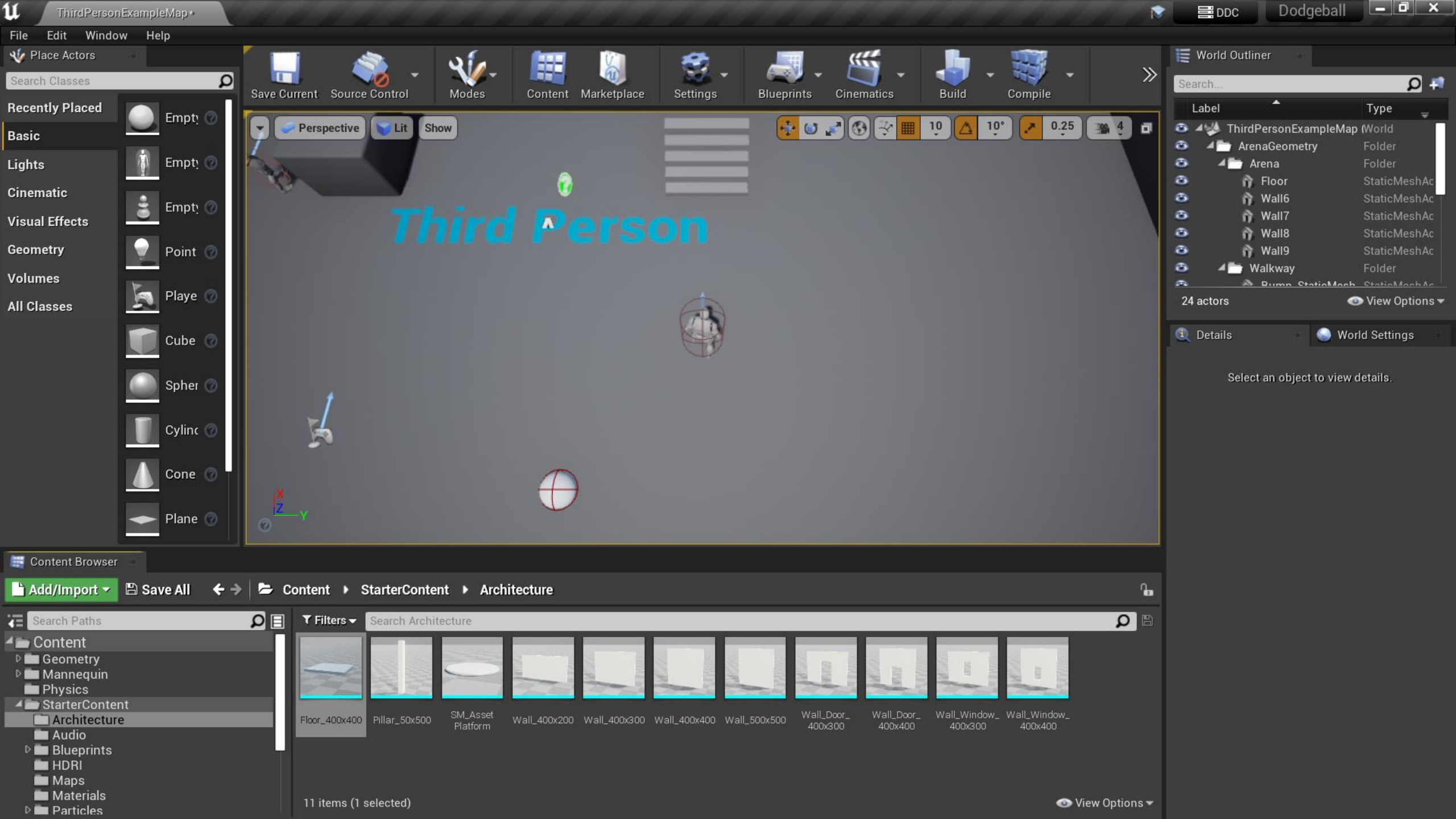
- Creating the **Wall** classes – two types of walls:
  - A normal wall, which will block the enemy's line of sight, the player character, and the dodge ball
  - A ghost wall, which will only block the player character, and ignore the enemy's line of sight and the dodge ball

Exercise 6.04: Creating Wall Classes




Add Content to the Project
Blueprint Feature
C++ Feature
Content Packs
Search
First Person
Flying
Puzzle
Rolling
Third Person
Top Down
Twin Stick Shooter
Handheld AR
Side Scroller
2D Side Scroller
Vehicle
Virtual Reality
Vehicle Advanced
First Person
This pack features a player character (represented by a pair of arms) which is viewed from first person perspective. The character can be moved around the level using keyboard, controller or virtual joystick on a touch device. Additionally the player can look around using mouse, controller or virtual joystick on a touch device. The character is also equipped with a gun that, using mouse, controller or virtual joystick on a touch device will fire an 'instant hit' weapon that will interact with the level.
+ Add to Project


Add Content to the Project
Blueprint Feature
C++ Feature
Content Packs
Search
Mobile Starter Content
Starter Content
Starter Content
A collection of miscellaneous assets to include in your unreal project.
Several static mesh props such as a table, a chair, a door, lamp etc.
A number of textures, bricks, clay, wood and so forth.
Basic mesh shapes a sphere, tube, torus etc.
Sample audio - an explosion, sparks, birds etc.
Particles such as fire, dust and explosion.
Some walls, floors and windows.
Some sample blueprints.
+ Add to Project


ThirdPersonExampleMap*
DDC
Dodgeball
File
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Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
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Marketplace
Settings
Blueprints
Cinematics
Build
Compile
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Show
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World Outliner
Search...
Label
Type
ThirdPersonExampleMap (World
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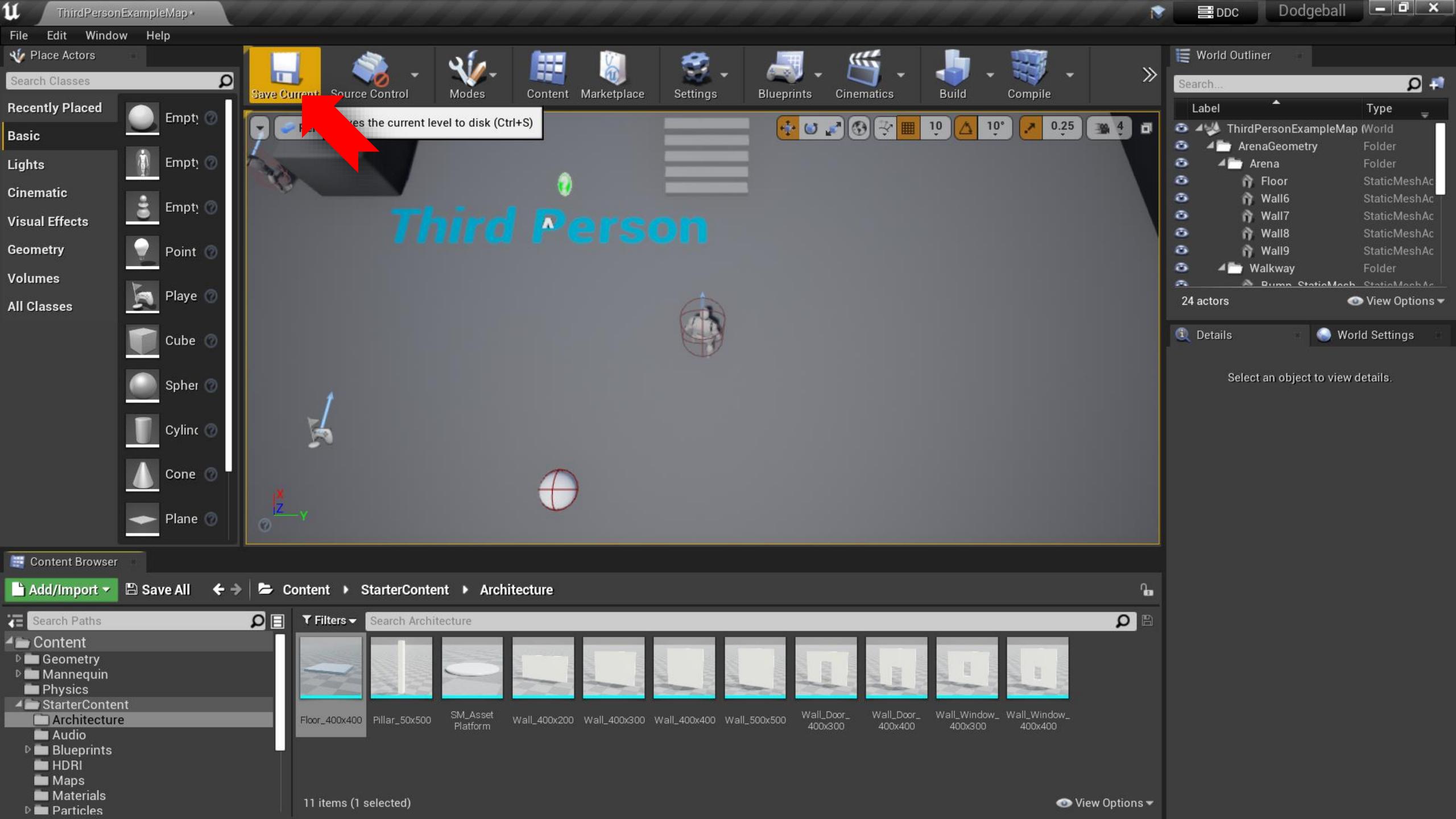
Arena
Folder
Floor
StaticMeshAc
Wall6
StaticMeshAc
Wall7
StaticMeshAc
Wall8
StaticMeshAc
Wall9
StaticMeshAc
Walkway
Folder
24 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add/Import
Save All
Content
StarterContent
Architecture
Search Paths
Content
Geometry
Mannequin
Physics
StarterContent
Architecture
Audio
Blueprints
HDRI
Maps
Materials
Particles
Filters
Search Architecture
Floor_400x400
Pillar_50x500
SM_Asset Platform
Wall_400x200
Wall_400x300
Wall_400x400
Wall_500x500
Wall_Door_ 400x300
Wall_Door_ 400x400
Wall_Window_ 400x300
Wall_Window_ 400x400
11 items (1 selected)
View Options


ThirdPersonExampleMap*
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Cinematic
Visual Effects
Geometry
Volumes
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Cylinc
Cone
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Source Control
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Blueprints
Cinematics
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Third Person
World Outliner
Search...
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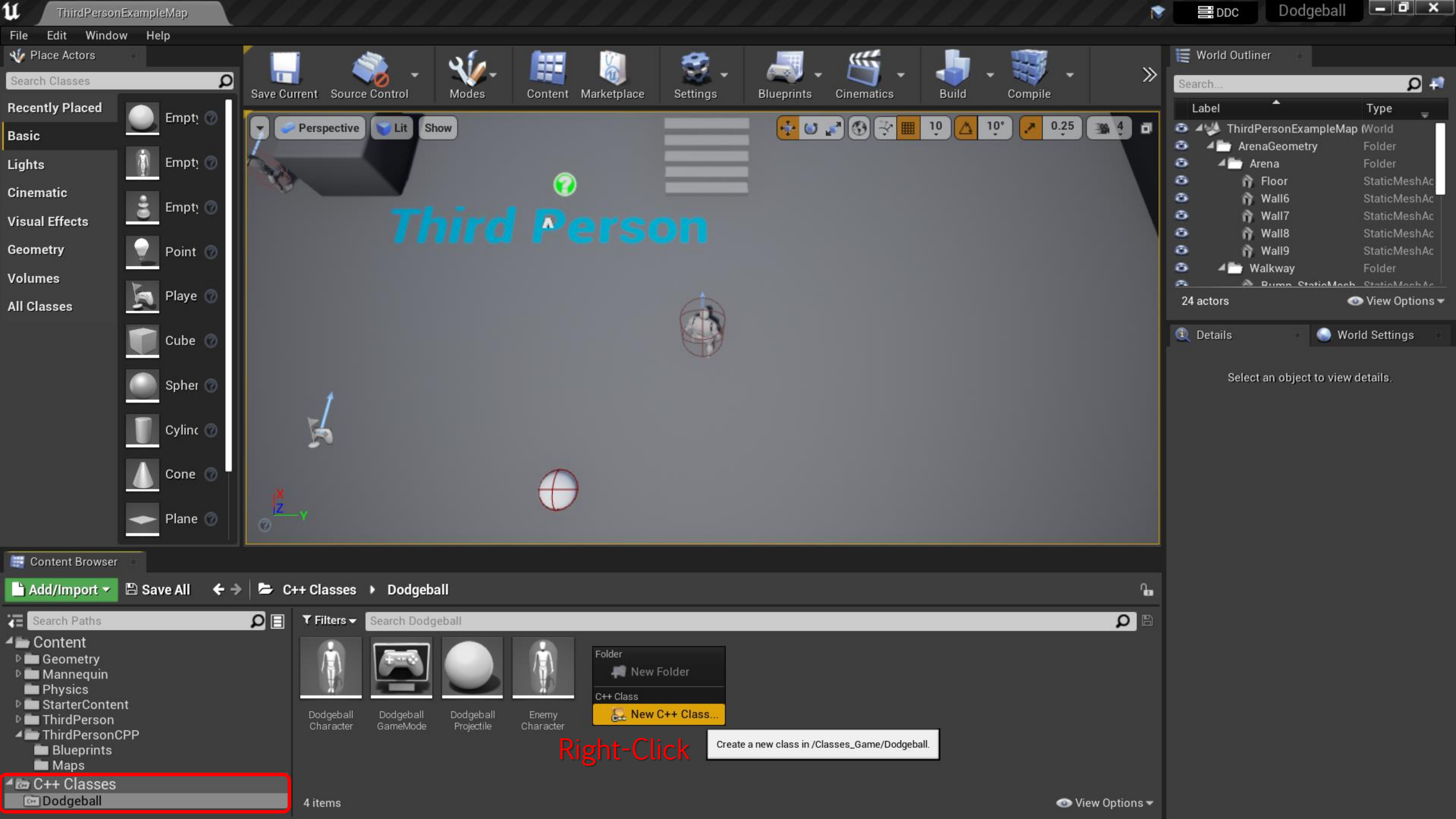
Wall_400x300
Wall_400x400
Wall_500x500
Wall_Door_ 400x300
Wall_Door_ 400x400
Wall_Window_ 400x300
Wall_Window_ 400x400
11 items (1 selected)
View Options


ThirdPersonExampleMap
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Dodgeball
File
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Place Actors
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Geometry
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Cone
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Source Control
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Blueprints
Cinematics
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Perspective
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Third Person
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ThirdPersonExampleMap (World
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StaticMeshAc
Wall7
StaticMeshAc
Wall8
StaticMeshAc
Wall9
StaticMeshAc
Walkway
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Select an object to view details.
Content Browser
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ThirdPersonCPP
Blueprints
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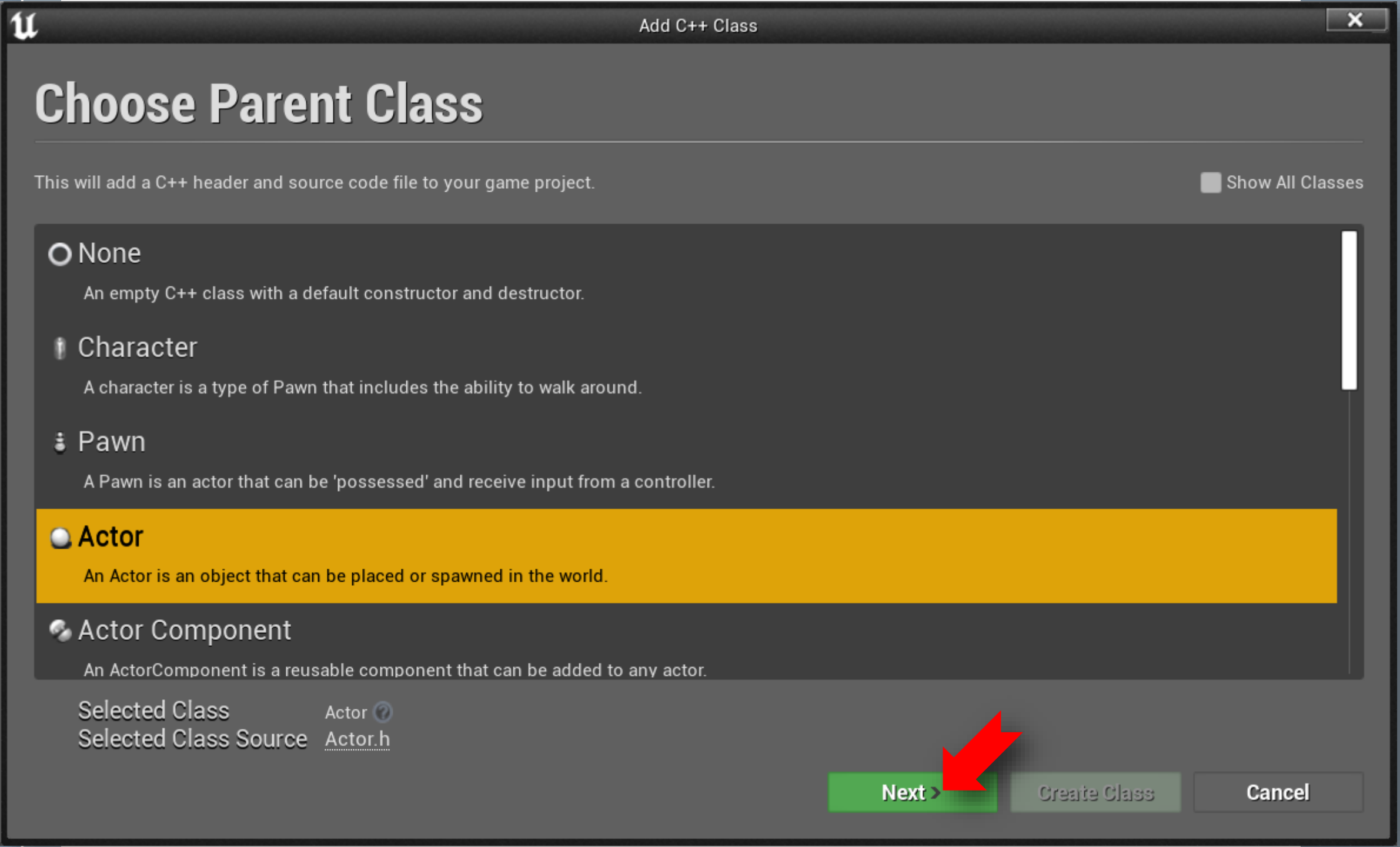
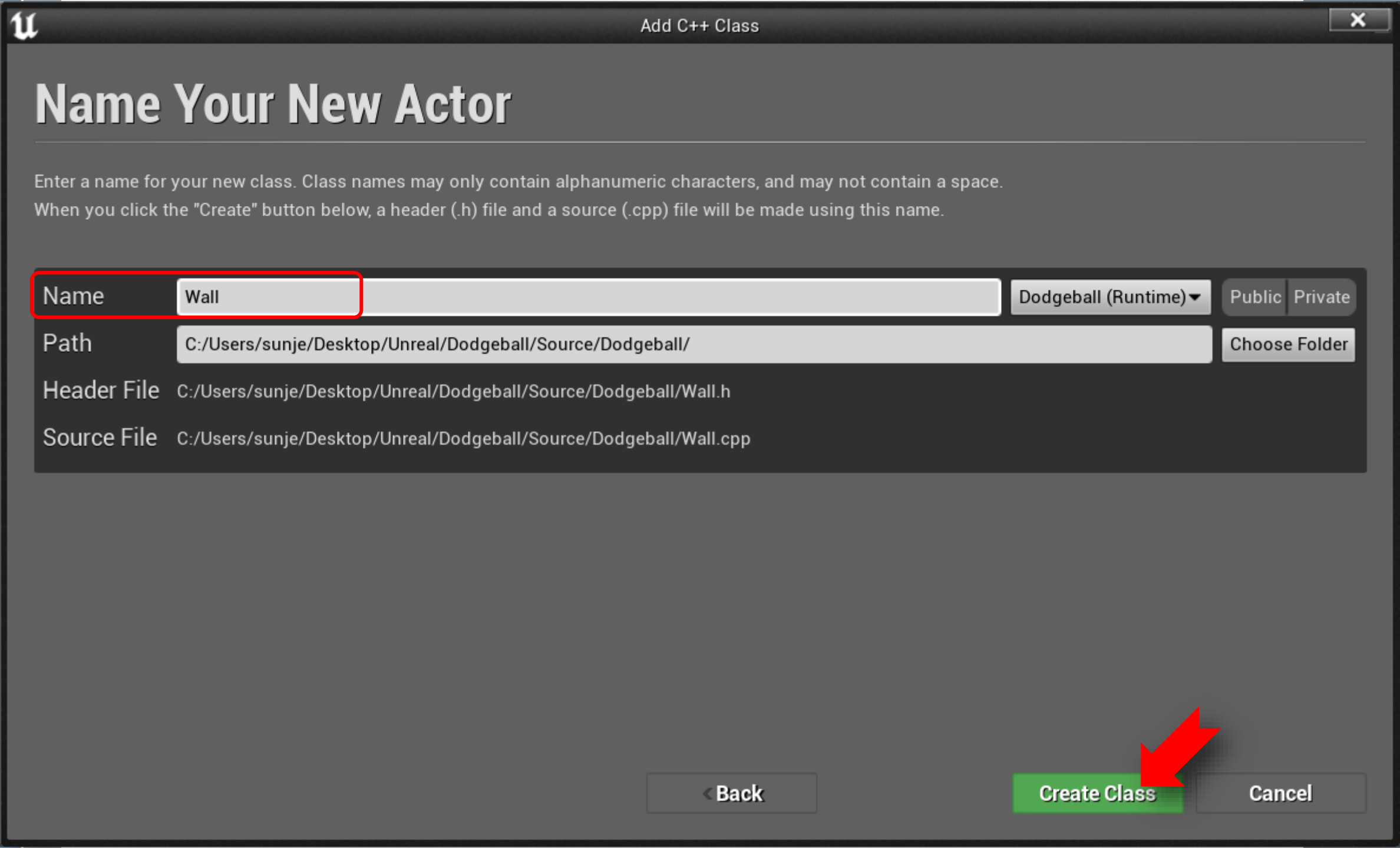
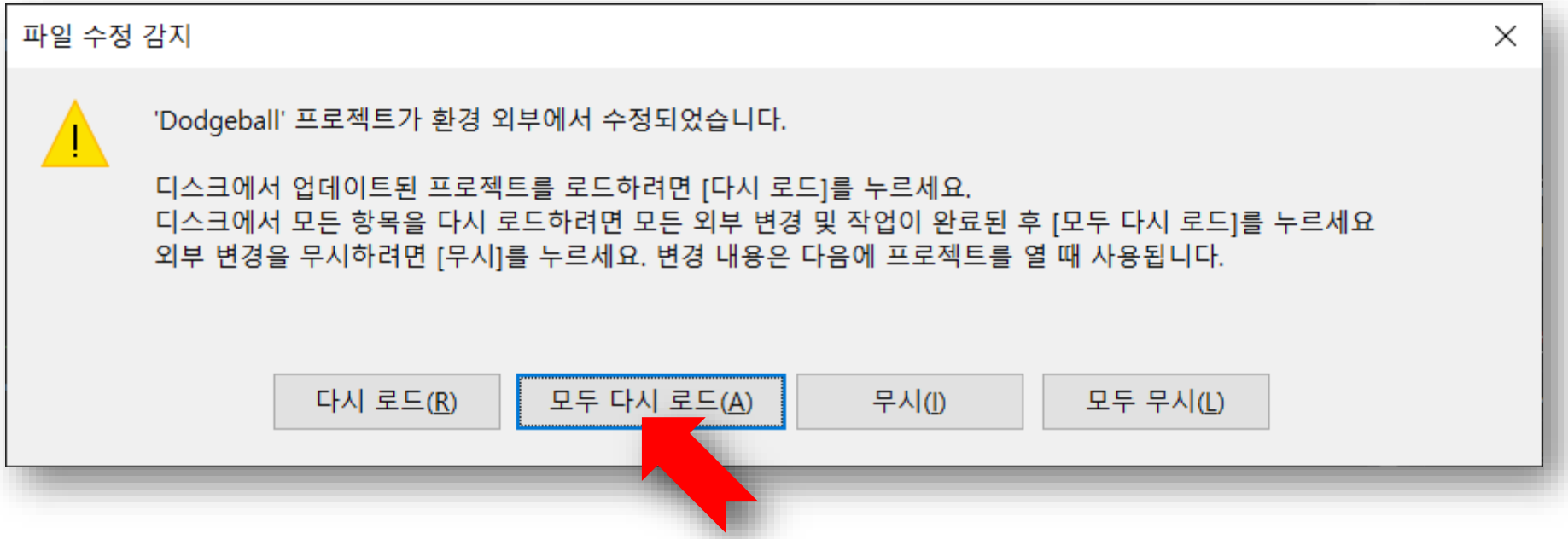
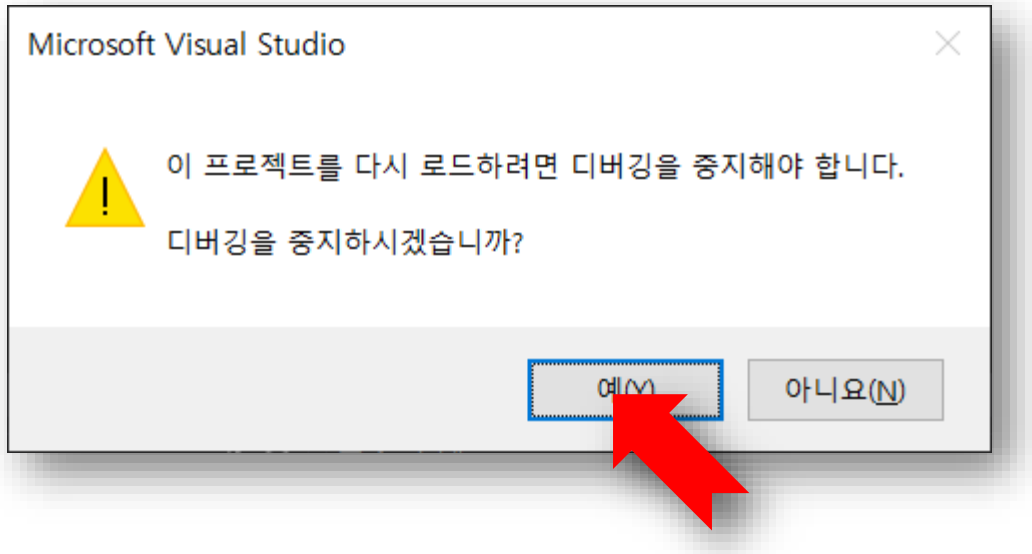
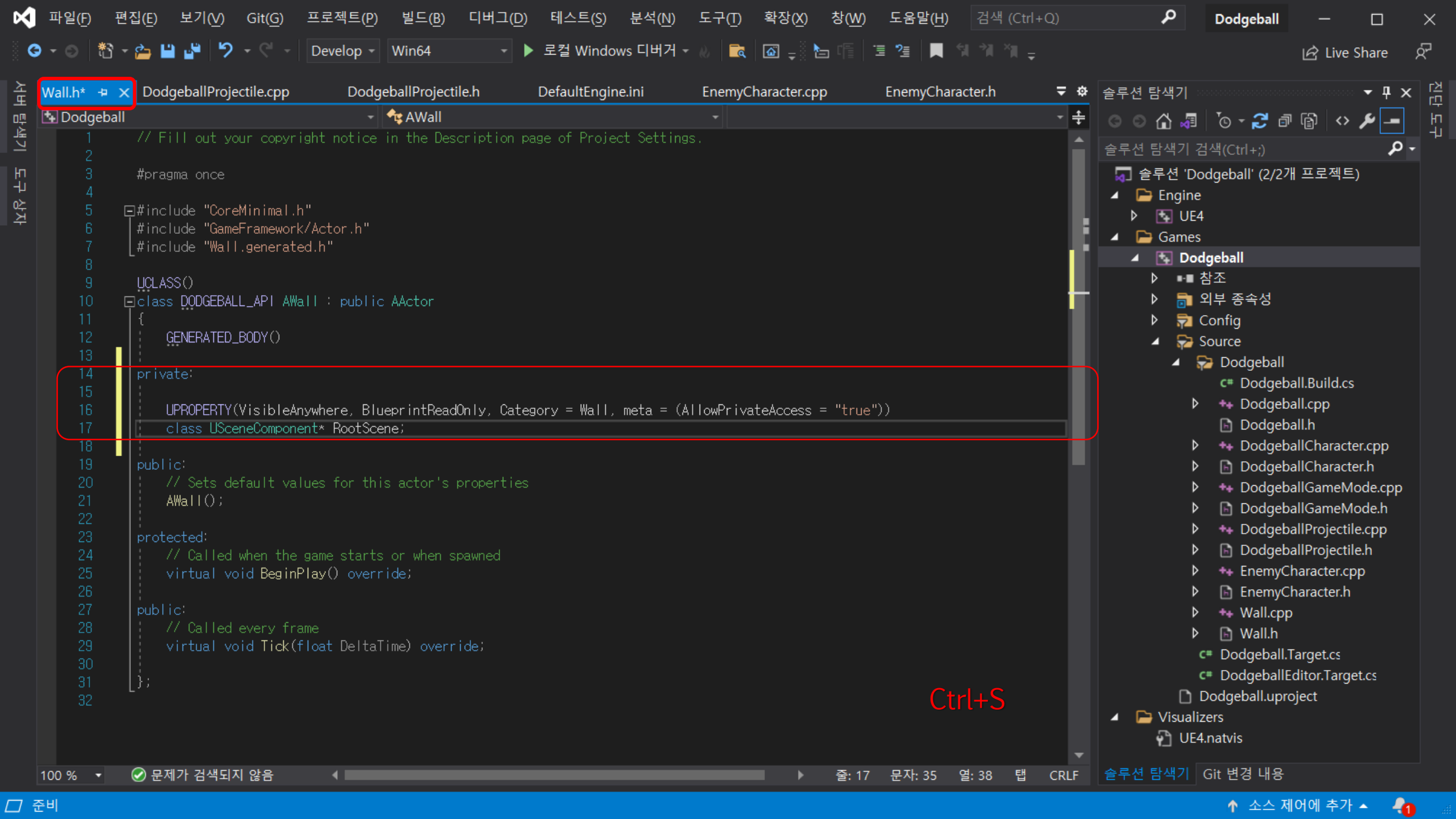
C++ Classes
Dodgeball
Filters
Search Dodgeball
Dodgeball Character
Dodgeball GameMode
Dodgeball Projectile
Enemy Character
Folder
New Folder
C++ Class
New C++ Class...
Right-Click
Create a new class in /Classes_Game/Dodgeball.
4 items
View Options


Add C++ Class
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
Actor
Selected Class Source
Actor.h
Next >
Create Class
Cancel


Add C++ Class
Name Your New Actor
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
Wall
Dodgeball (Runtime)
Public
Private
Path
C:/Users/sunje/Desktop/Unreal/Dodgeball/Source/Dodgeball/
Choose Folder
Header File
C:/Users/sunje/Desktop/Unreal/Dodgeball/Source/Dodgeball/Wall.h
Source File
C:/Users/sunje/Desktop/Unreal/Dodgeball/Source/Dodgeball/Wall.cpp
Back
Create Class
Cancel


파일 수정 감지
'Dodgeball' 프로젝트가 환경 외부에서 수정되었습니다.
디스크에서 업데이트된 프로젝트를 로드하려면 [다시 로드]를 누르세요.
디스크에서 모든 항목을 다시 로드하려면 모든 외부 변경 및 작업이 완료된 후 [모두 다시 로드]를 누르세요
외부 변경을 무시하려면 [무시]를 누르세요. 변경 내용은 다음에 프로젝트를 열 때 사용됩니다.
다시 로드(R)
모두 다시 로드(A)
무시(I)
모두 무시(L)


Microsoft Visual Studio
이 프로젝트를 다시 로드하려면 디버깅을 중지해야 합니다.
디버깅을 중지하시겠습니까?
예(Y)
아니요(N)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검색 (Ctrl+Q)
Dodgeball
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Live Share
Wall.h*
DodgeballProjectile.cpp
DodgeballProjectile.h
DefaultEngine.ini
EnemyCharacter.cpp
EnemyCharacter.h
Dodgeball
AWall
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/Actor.h"
7 #include "Wall.generated.h"
8
9 UCLASS()
10 class DODGEBALL_API AWall : public AActor
11 {
12 GENERATED_BODY()
13
14 private:
15
16 UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = Wall, meta = (AllowPrivateAccess = "true"))
17 class USceneComponent* RootScene;
18
19 public:
20 // Sets default values for this actor's properties
21 AWall();
22
23 protected:
24 // Called when the game starts or when spawned
25 virtual void BeginPlay() override;
26
27 public:
28 // Called every frame
29 virtual void Tick(float DeltaTime) override;
30
31 };
32
Ctrl+S
100 %
문제가 검색되지 않음
줄: 17 문자: 35 열: 38 탭 CRLF
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
솔루션 'Dodgeball' (2/2개 프로젝트)
Engine
UE4
Games
Dodgeball
참조
외부 종속성
Config
Source
Dodgeball
Dodgeball.Build.cs
Dodgeball.cpp
Dodgeball.h
DodgeballCharacter.cpp
DodgeballCharacter.h
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DodgeballGameMode.h
DodgeballProjectile.cpp
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EnemyCharacter.cpp
EnemyCharacter.h
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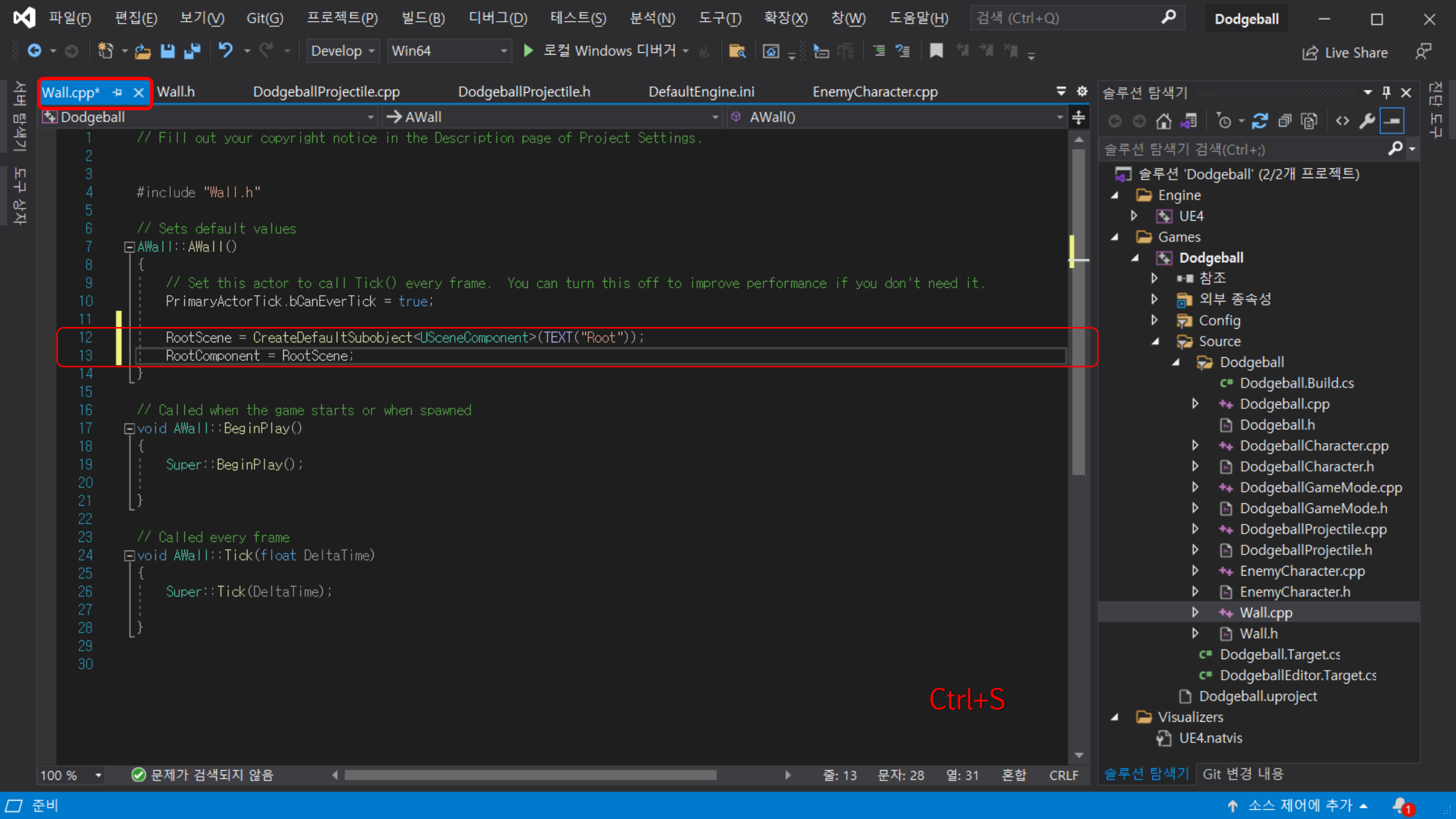
Dodgeball.Target.cs
DodgeballEditor.Target.cs
Dodgeball.uproject
Visualizers
UE4.natvis
솔루션 탐색기
Git 변경 내용
준비
소스 제어에 추가


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)
Dodgeball
Develop
Win64
로컬 Windows 디버거
Live Share
Wall.cpp*
Wall.h
DodgeballProjectile.cpp
DodgeballProjectile.h
DefaultEngine.ini
EnemyCharacter.cpp
Dodgeball
AWall
AWall()
// Fill out your copyright notice in the Description page of Project Settings.
#include "Wall.h"
// Sets default values
AWall::AWall()
{
// Set this actor to call Tick() every frame. You can turn this off to improve performance if you don't need it.
PrimaryActorTick.bCanEverTick = true;
RootScene = CreateDefaultSubobject<USceneComponent>(TEXT("Root"));
RootComponent = RootScene;
}
// Called when the game starts or when spawned
void AWall::BeginPlay()
{
Super::BeginPlay();
}
// Called every frame
void AWall::Tick(float DeltaTime)
{
Super::Tick(DeltaTime);
}
Ctrl+S
솔루션 탐색기
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100 %
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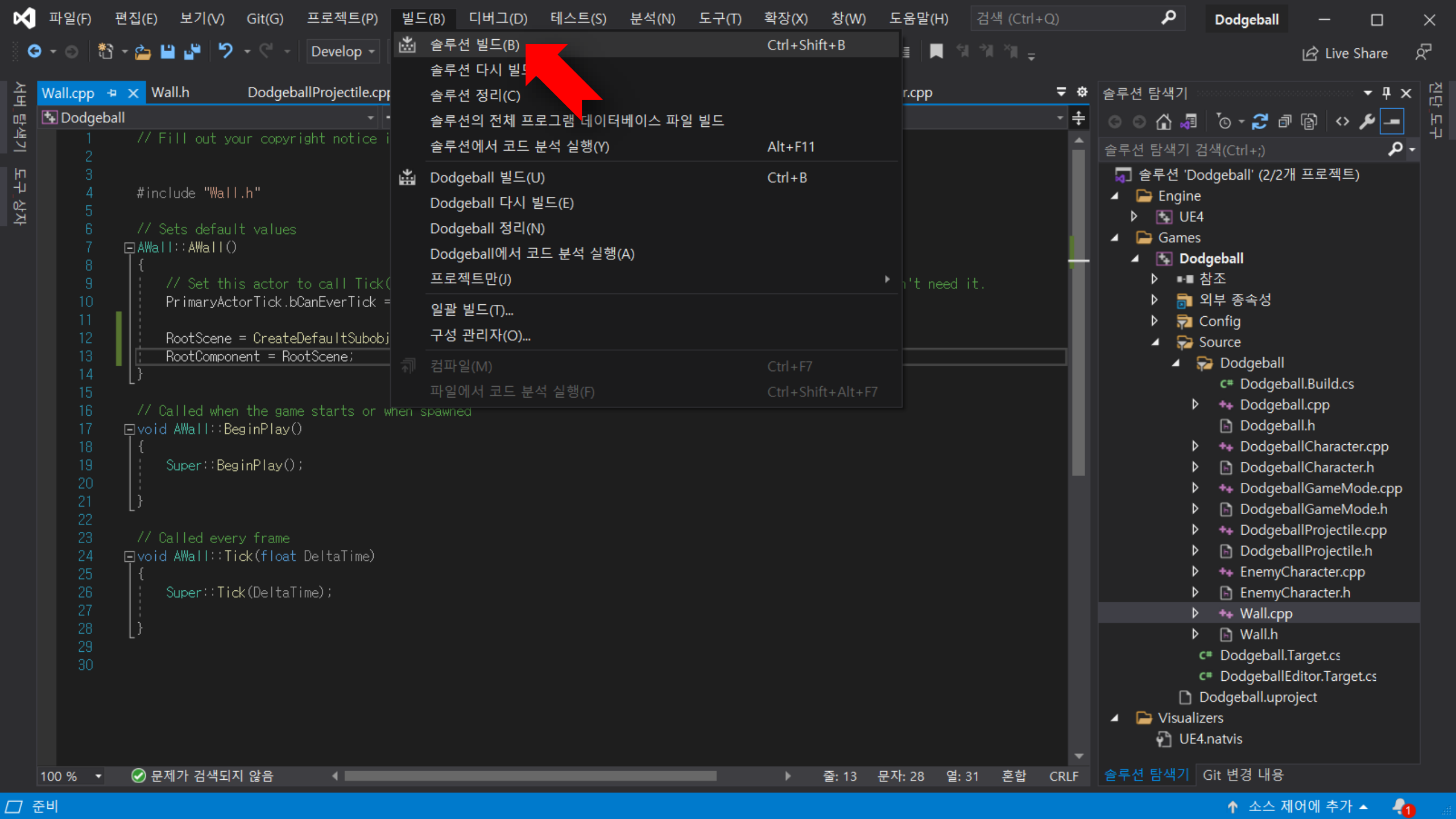
줄: 13
문자: 28
열: 31
혼합
CRLF
솔루션 탐색기
Git 변경 내용
준비
소스 제어에 추가


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)
Dodgeball
Develop
Live Share
솔루션 빌드(B) Ctrl+Shift+B
솔루션 다시 빌드
솔루션 정리(C)
솔루션의 전체 프로그램 데이터베이스 파일 빌드
솔루션에서 코드 분석 실행(Y) Alt+F11
Dodgeball 빌드(U) Ctrl+B
Dodgeball 다시 빌드(E)
Dodgeball 정리(N)
Dodgeball에서 코드 분석 실행(A)
프로젝트만(J)
일괄 빌드(T)...
구성 관리자(O)...
컴파일(M) Ctrl+F7
파일에서 코드 분석 실행(F) Ctrl+Shift+Alt+F7
Wall.cpp
Wall.h
DodgeballProjectile.cpp
Dodgeball
// Fill out your copyright notice i
#include "Wall.h"
// Sets default values
AWall::AWall()
{
// Set this actor to call Tick(
PrimaryActorTick.bCanEverTick =
RootScene = CreateDefaultSubobj
RootComponent = RootScene;
}
// Called when the game starts or when spawned
void AWall::BeginPlay()
{
Super::BeginPlay();
}
// Called every frame
void AWall::Tick(float DeltaTime)
{
Super::Tick(DeltaTime);
}
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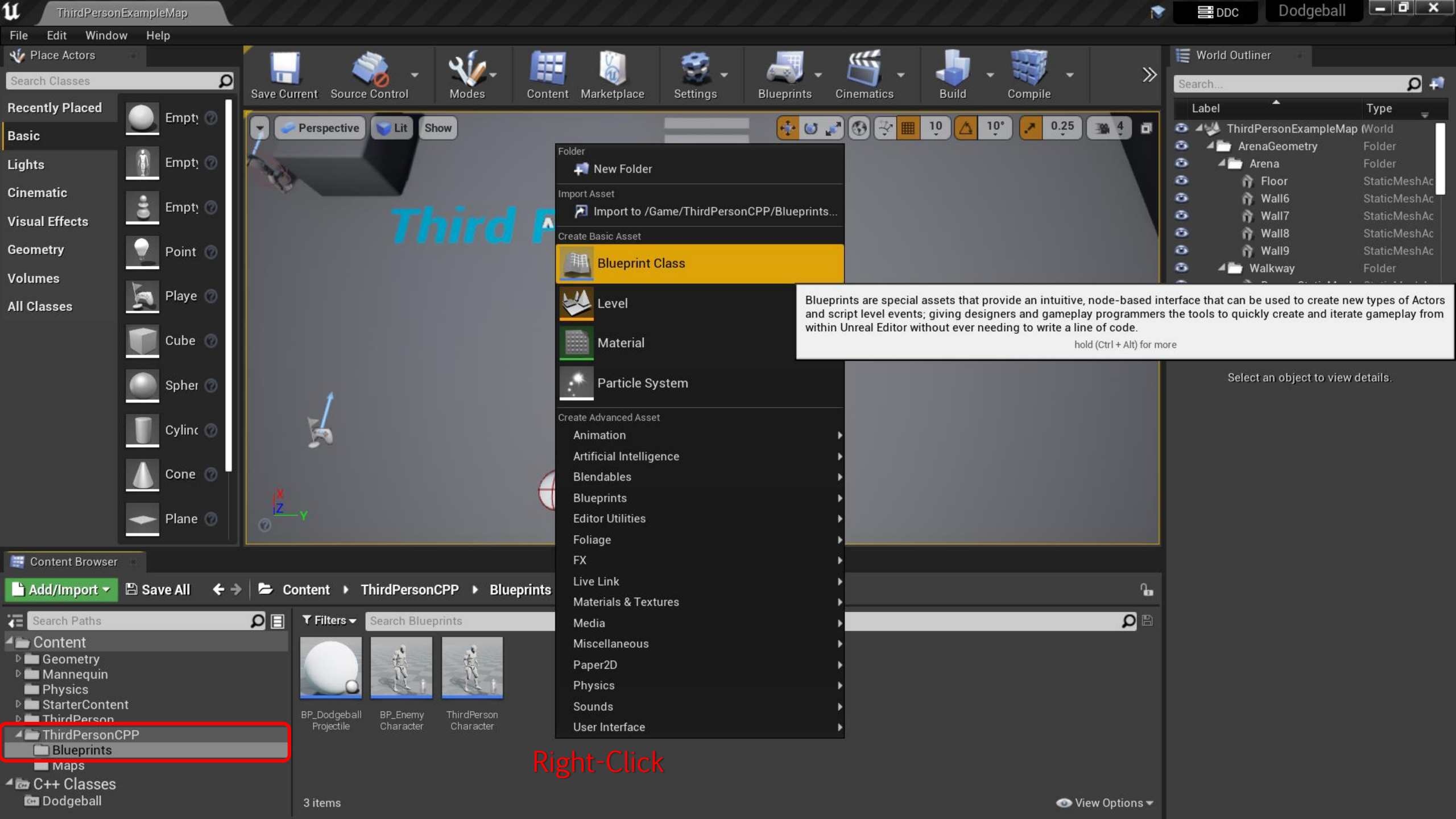
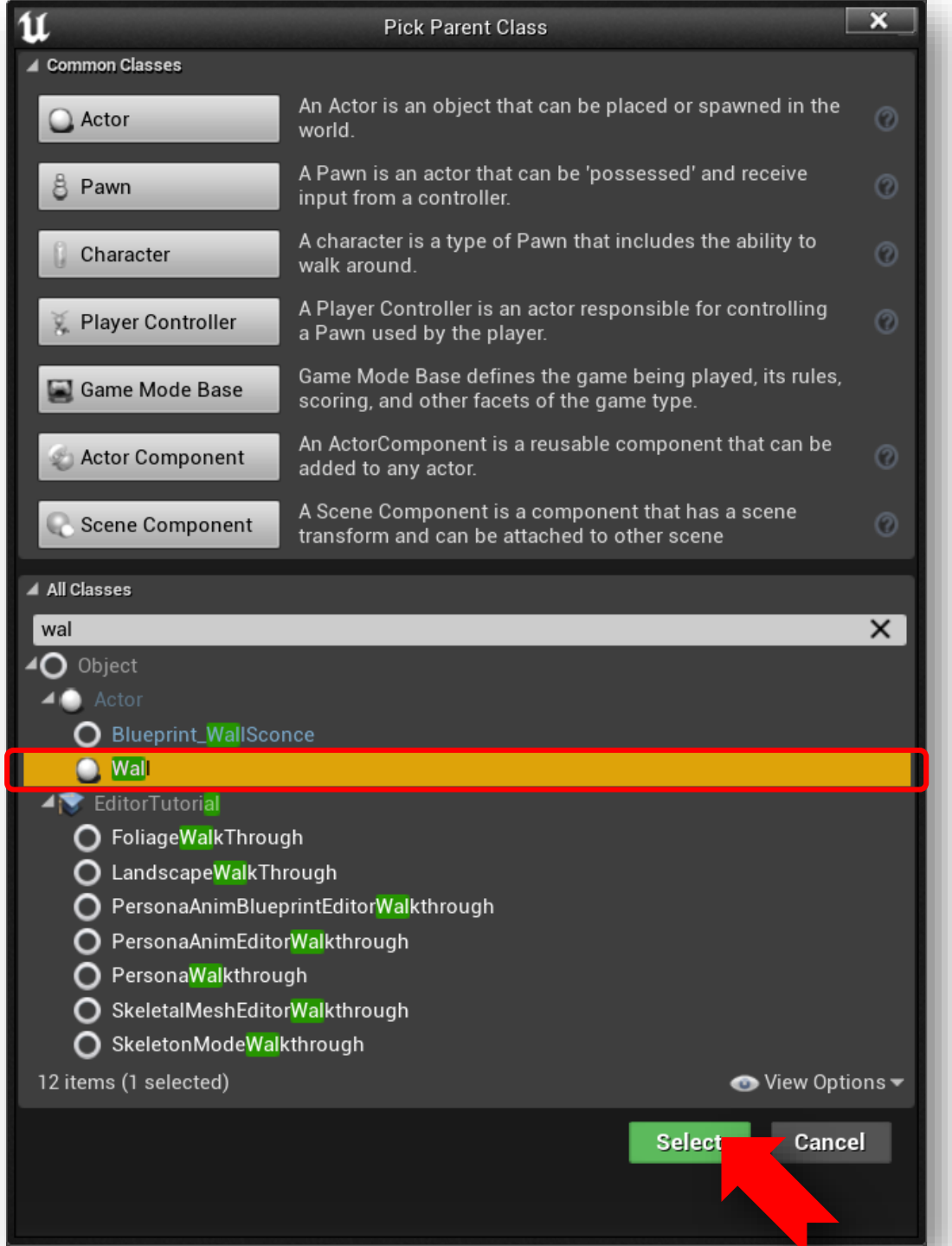
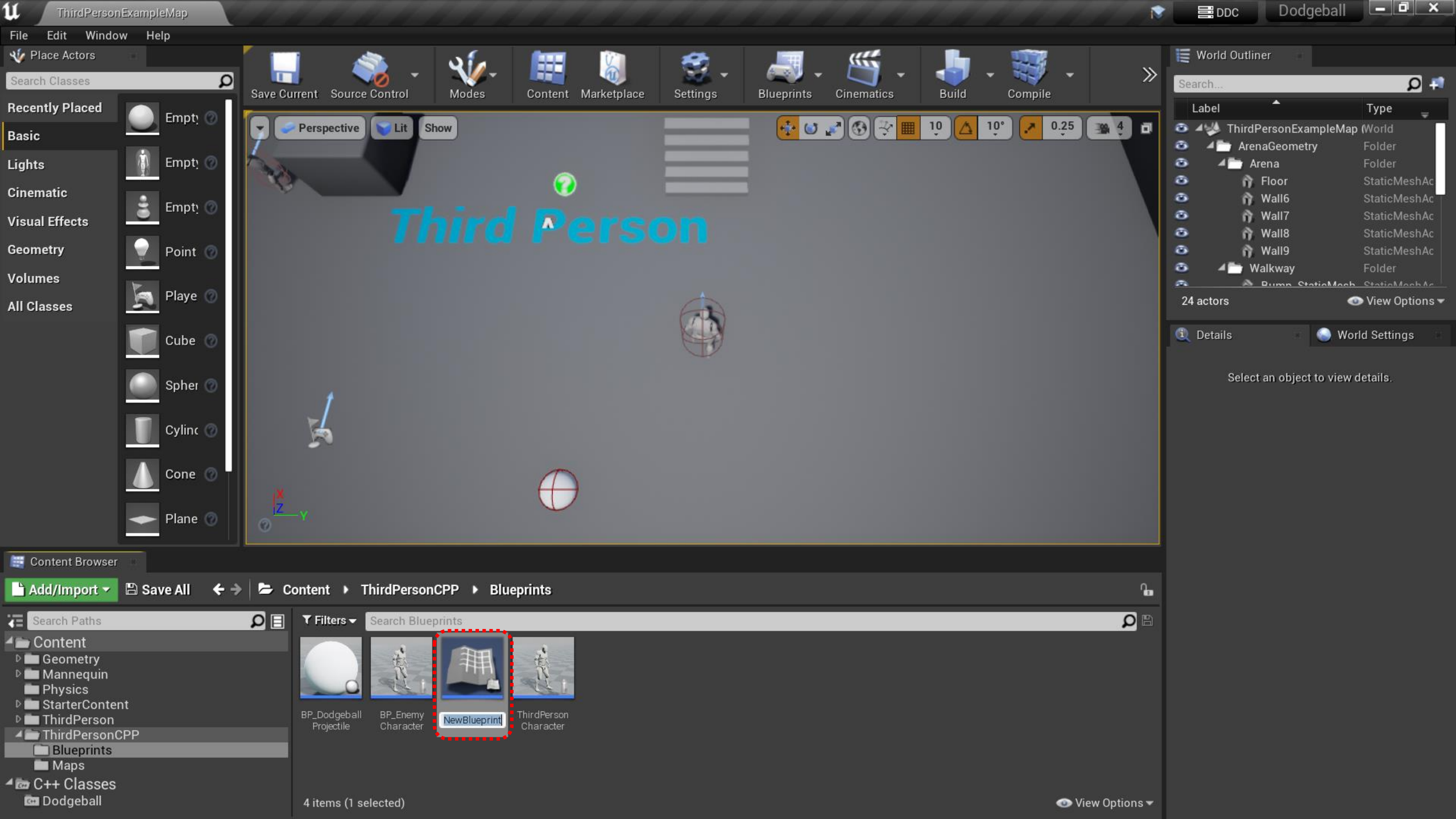
준비
소스 제어에 추가


ThirdPersonExampleMap
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Folder
New Folder
Import Asset
Import to /Game/ThirdPersonCPP/Blueprints...
Create Basic Asset
Blueprint Class
Level
Material
Particle System
Create Advanced Asset
Animation
Artificial Intelligence
Blendables
Blueprints
Editor Utilities
Foliage
FX
Live Link
Materials & Textures
Media
Miscellaneous
Paper2D
Physics
Sounds
User Interface
Blueprints are special assets that provide an intuitive, node-based interface that can be used to create new types of Actors and script level events; giving designers and gameplay programmers the tools to quickly create and iterate gameplay from within Unreal Editor without ever needing to write a line of code.
hold (Ctrl + Alt) for more
World Outliner
Search...
Label
Type
ThirdPersonExampleMap (World
ArenaGeometry
Folder
Arena
Folder
Floor
StaticMeshAc
Wall6
StaticMeshAc
Wall7
StaticMeshAc
Wall8
StaticMeshAc
Wall9
StaticMeshAc
Walkway
Folder
Select an object to view details.
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Filters
Search Blueprints
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
BP_Dodgeball Projectile
BP_Enemy Character
ThirdPerson Character
3 items
View Options
Right-Click


Pick Parent Class
Common Classes
Actor
An Actor is an object that can be placed or spawned in the world.
Pawn
A Pawn is an actor that can be 'possessed' and receive input from a controller.
Character
A character is a type of Pawn that includes the ability to walk around.
Player Controller
A Player Controller is an actor responsible for controlling a Pawn used by the player.
Game Mode Base
Game Mode Base defines the game being played, its rules, scoring, and other facets of the game type.
Actor Component
An ActorComponent is a reusable component that can be added to any actor.
Scene Component
A Scene Component is a component that has a scene transform and can be attached to other scene
All Classes
wal
Object
Actor
Blueprint_WallSconce
Wall
EditorTutorial
FoliageWalkThrough
LandscapeWalkThrough
PersonaAnimBlueprintEditorWalkthrough
PersonaAnimEditorWalkthrough
PersonaWalkthrough
SkeletalMeshEditorWalkthrough
SkeletonModeWalkthrough
12 items (1 selected)
View Options
Select
Cancel


ThirdPersonExampleMap
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
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Cube
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Cone
Plane
Save Current
Source Control
Modes
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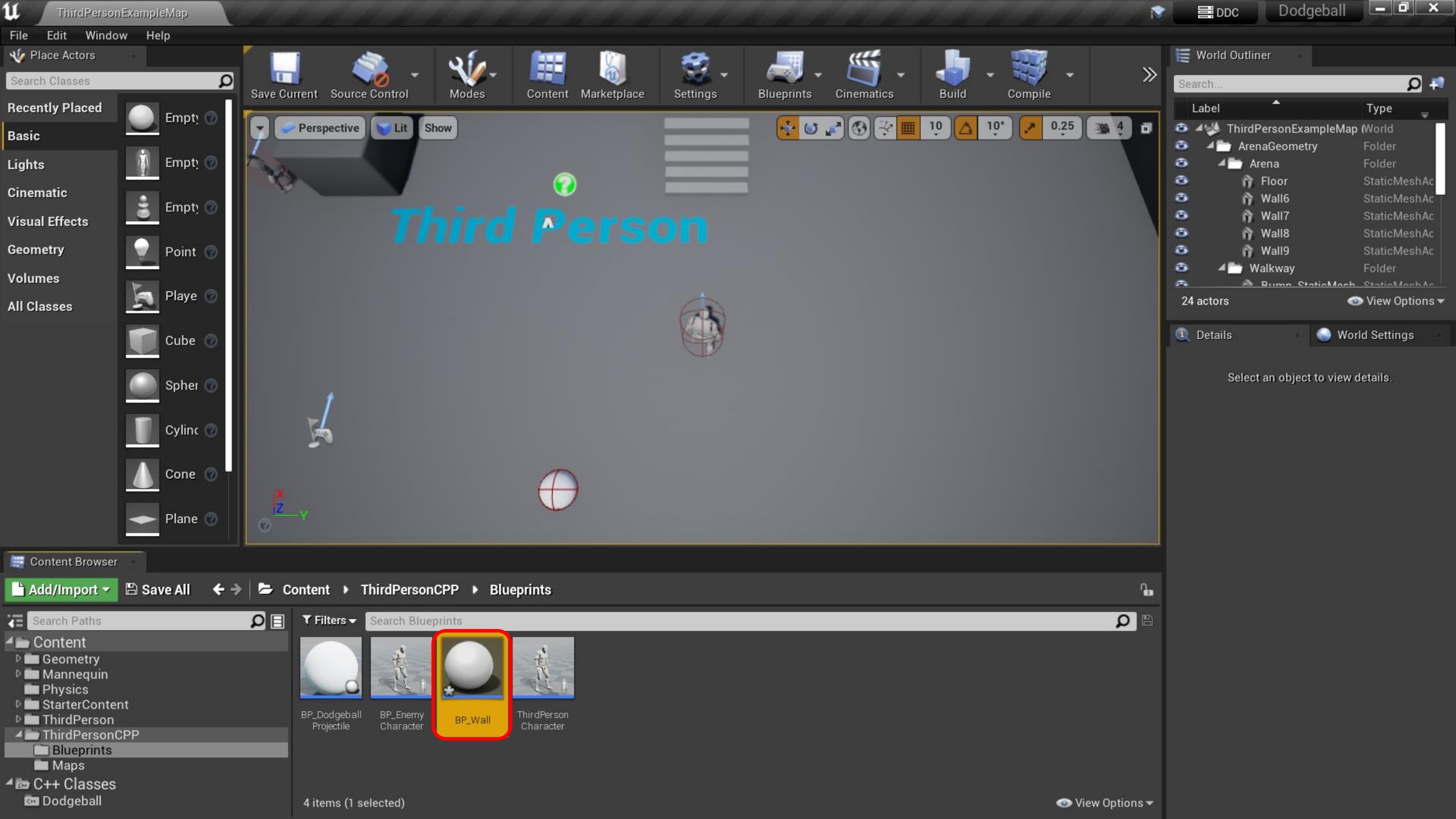
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
World Outliner
Search...
Label
Type
ThirdPersonExampleMap (World
ArenaGeometry
Folder
Arena
Folder
Floor
StaticMeshAc
Wall6
StaticMeshAc
Wall7
StaticMeshAc
Wall8
StaticMeshAc
Wall9
StaticMeshAc
Walkway
Folder
24 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
Filters
Search Blueprints
BP_Dodgeball Projectile
BP_Enemy Character
NewBlueprint
ThirdPerson Character
4 items (1 selected)
View Options


ThirdPersonExampleMap
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File
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Place Actors
Search Classes
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Cube
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Source Control
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Content
Marketplace
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Blueprints
Cinematics
Build
Compile
Perspective
Lit
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ThirdPersonCPP
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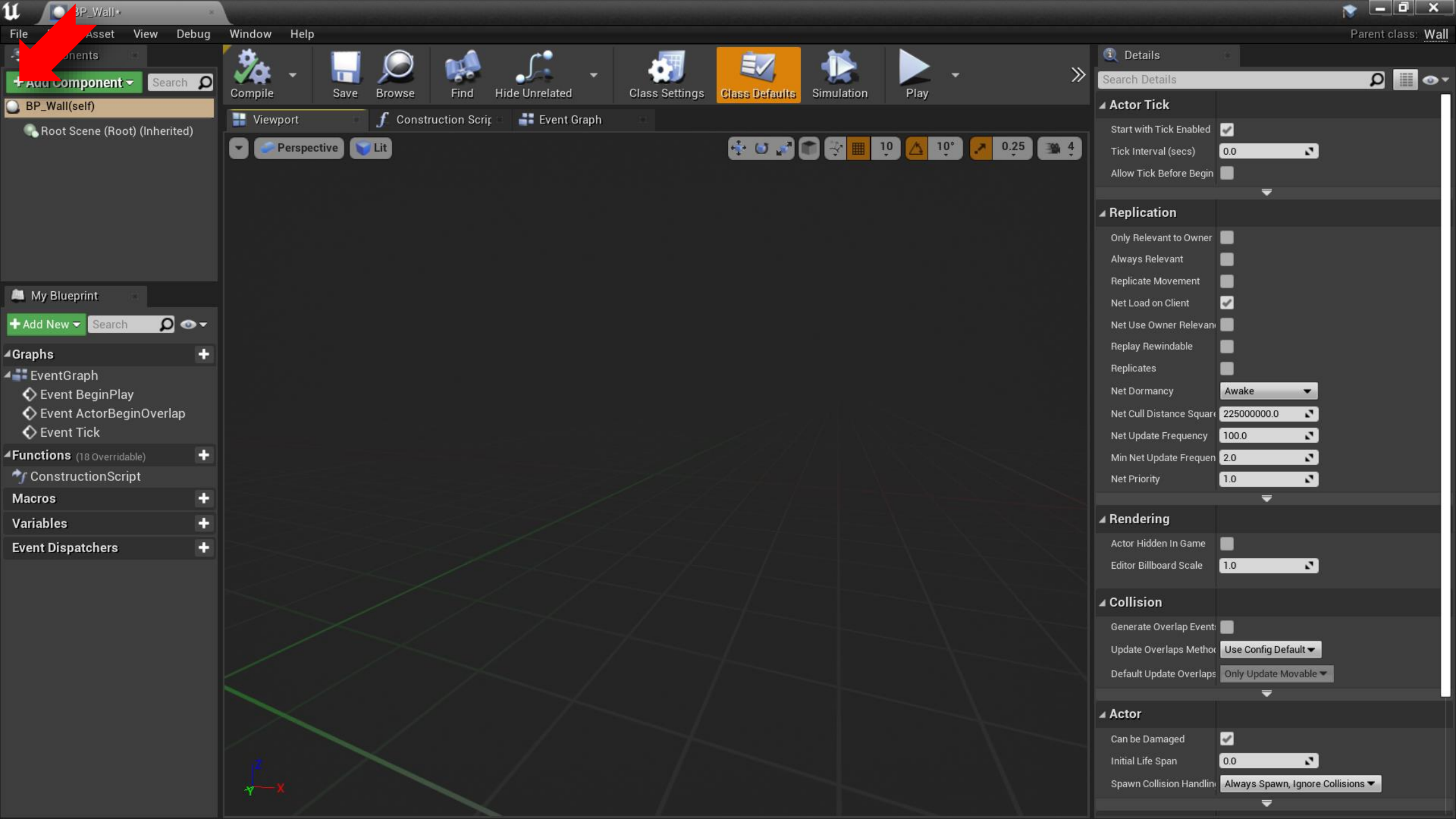
Maps
C++ Classes
Dodgeball
BP_Dodgeball Projectile
BP_Enemy Character
BP_Wall
ThirdPerson Character
4 items (1 selected)
View Options


BP_Wall*
File
Asset
View
Debug
Window
Help
Parent class: Wall
Add Component
Search
BP_Wall(self)
Root Scene (Root) (Inherited)
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
Viewport
Construction Scrip
Event Graph
Perspective
Lit
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10°
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4
My Blueprint
Add New
Search
Graphs
EventGraph
Event BeginPlay
Event ActorBeginOverlap
Event Tick
Functions (18 Overridable)
ConstructionScript
Macros
Variables
Event Dispatchers
Details
Search Details
Actor Tick
Start with Tick Enabled
Tick Interval (secs)
0.0
Allow Tick Before Begin
Replication
Only Relevant to Owner
Always Relevant
Replicate Movement
Net Load on Client
Net Use Owner Relevan
Replay Rewindable
Replicates
Net Dormancy
Awake
Net Cull Distance Squar
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Net Update Frequency
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Rendering
Actor Hidden In Game
Editor Billboard Scale
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Collision
Generate Overlap Event
Update Overlaps Metho
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Only Update Movable
Actor
Can be Damaged
Initial Life Span
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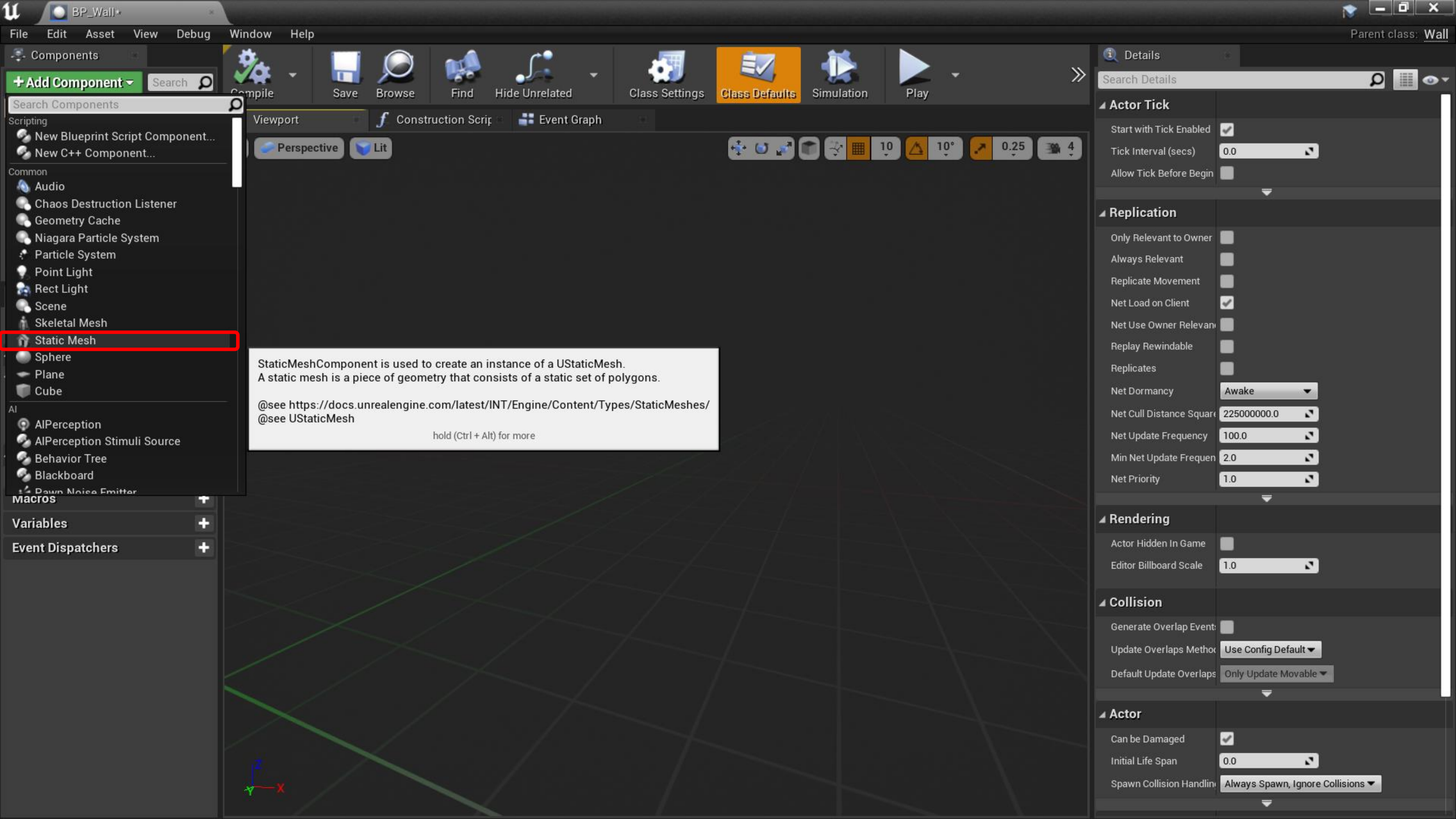
Spawn Collision Handlin
Always Spawn, Ignore Collisions


BP_Wall
File Edit Asset View Debug Window Help
Parent class: Wall
Components
+ Add Component
Search
Search Components
Scripting
New Blueprint Script Component...
New C++ Component...
Common
Audio
Chaos Destruction Listener
Geometry Cache
Niagara Particle System
Particle System
Point Light
Rect Light
Scene
Skeletal Mesh
Static Mesh
Sphere
Plane
Cube
AI
AIPerception
AIPerception Stimuli Source
Behavior Tree
Blackboard
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
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Viewport
Construction Scrip
Event Graph
Perspective
Lit
StaticMeshComponent is used to create an instance of a UStaticMesh.
A static mesh is a piece of geometry that consists of a static set of polygons.
@see https://docs.unrealengine.com/latest/INT/Engine/Content/Types/StaticMeshes/
@see UStaticMesh
hold (Ctrl + Alt) for more
Macros
Variables
Event Dispatchers
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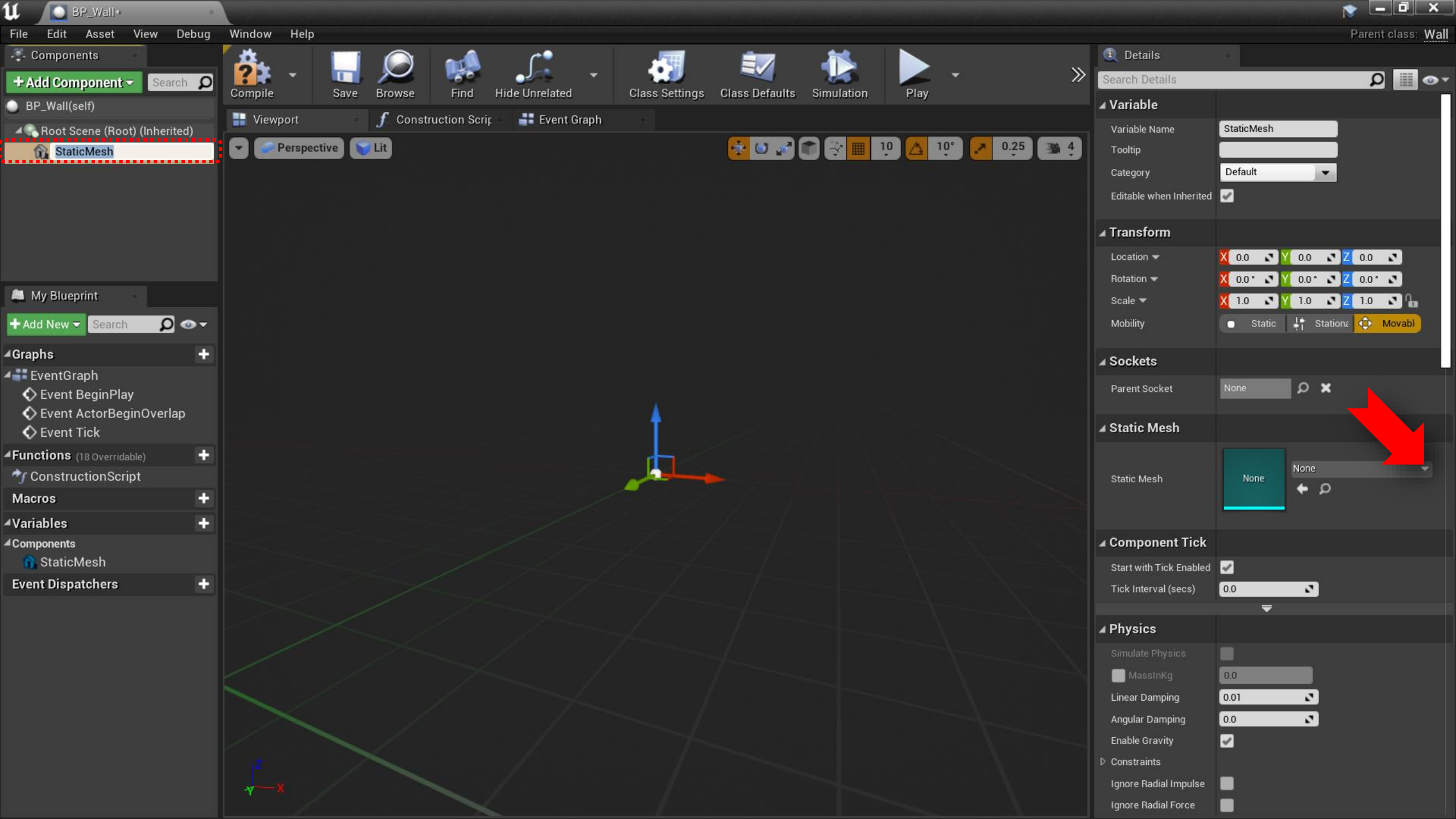
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Linear Damping
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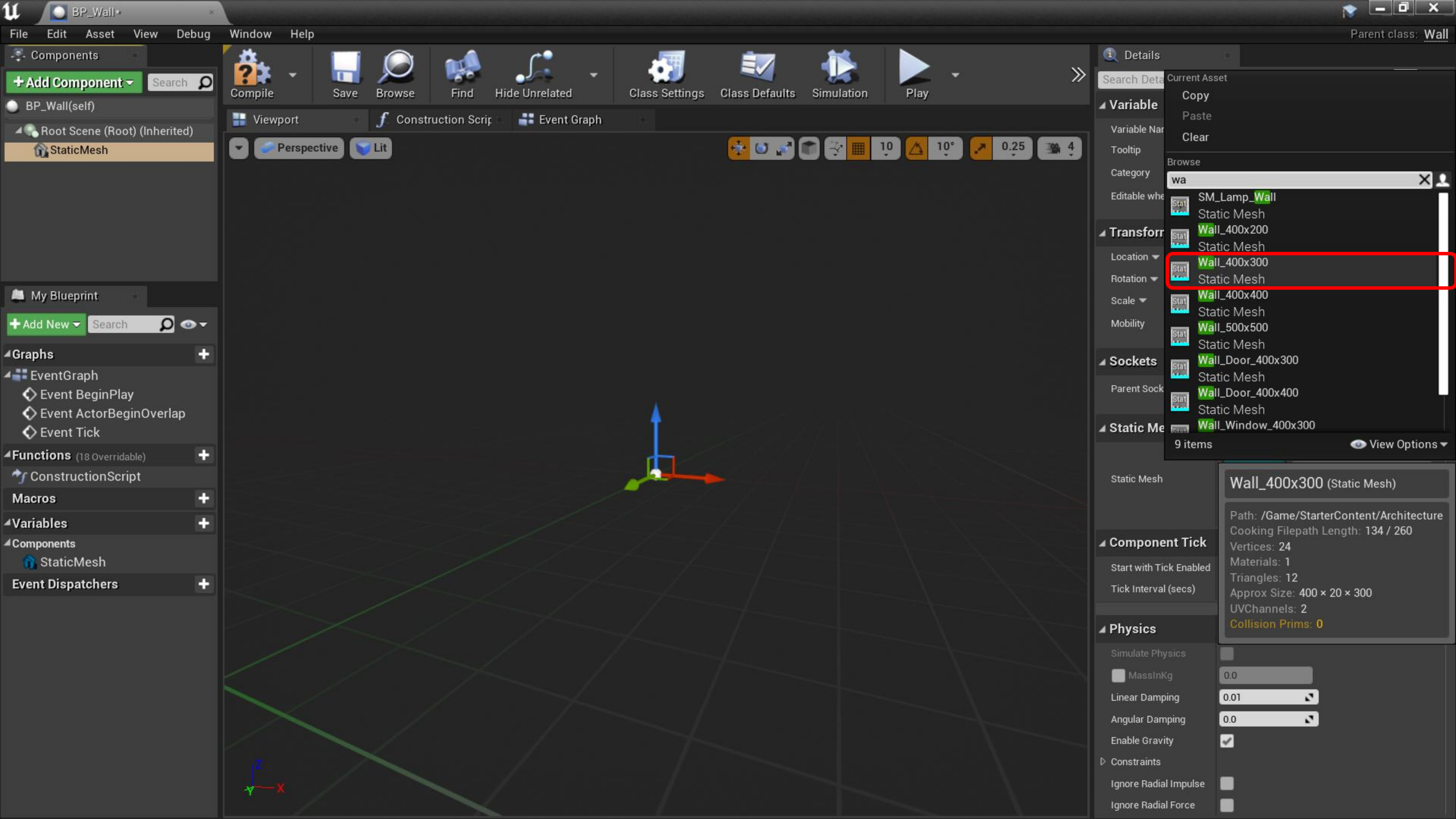
Angular Damping
0.0
Enable Gravity
Constraints
Ignore Radial Impulse
Ignore Radial Force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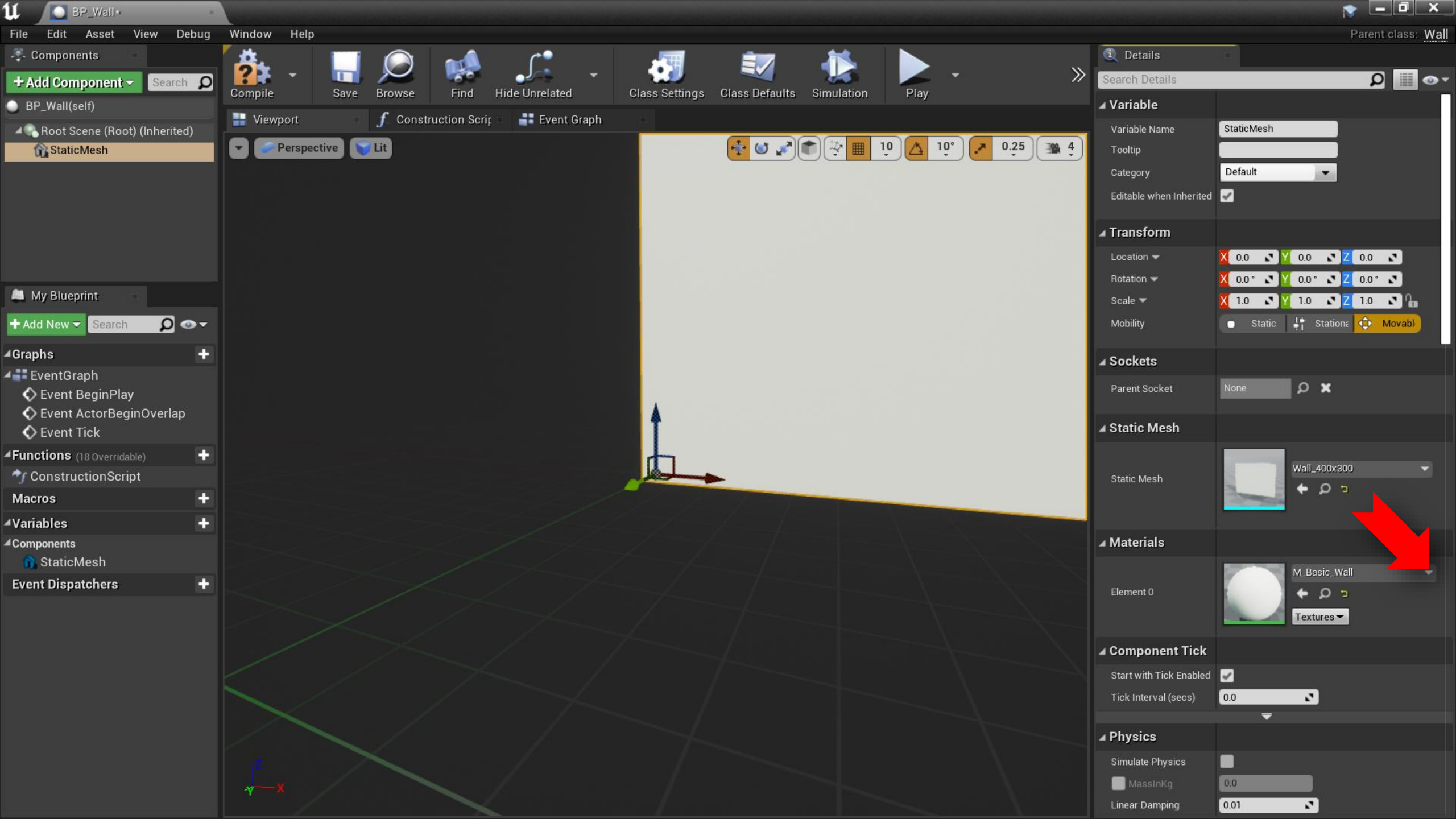
Wall_400x200
Static Mesh
Wall_400x300
Static Mesh
Wall_400x400
Static Mesh
Wall_500x500
Static Mesh
Wall_Door_400x300
Static Mesh
Wall_Door_400x400
Static Mesh
Wall_Window_400x300
9 items
View Options
Wall_400x300 (Static Mesh)
Path: /Game/StarterContent/Architecture
Cooking Filepath Length: 134 / 260
Vertices: 24
Materials: 1
Triangles: 12
Approx Size: 400 × 20 × 300
UVChannels: 2
Collision Prims: 0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Component Tick
Start with Tick Enabled
Tick Interval (secs)
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Physics
Simulate Physics
MassInKg
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Linear Damping
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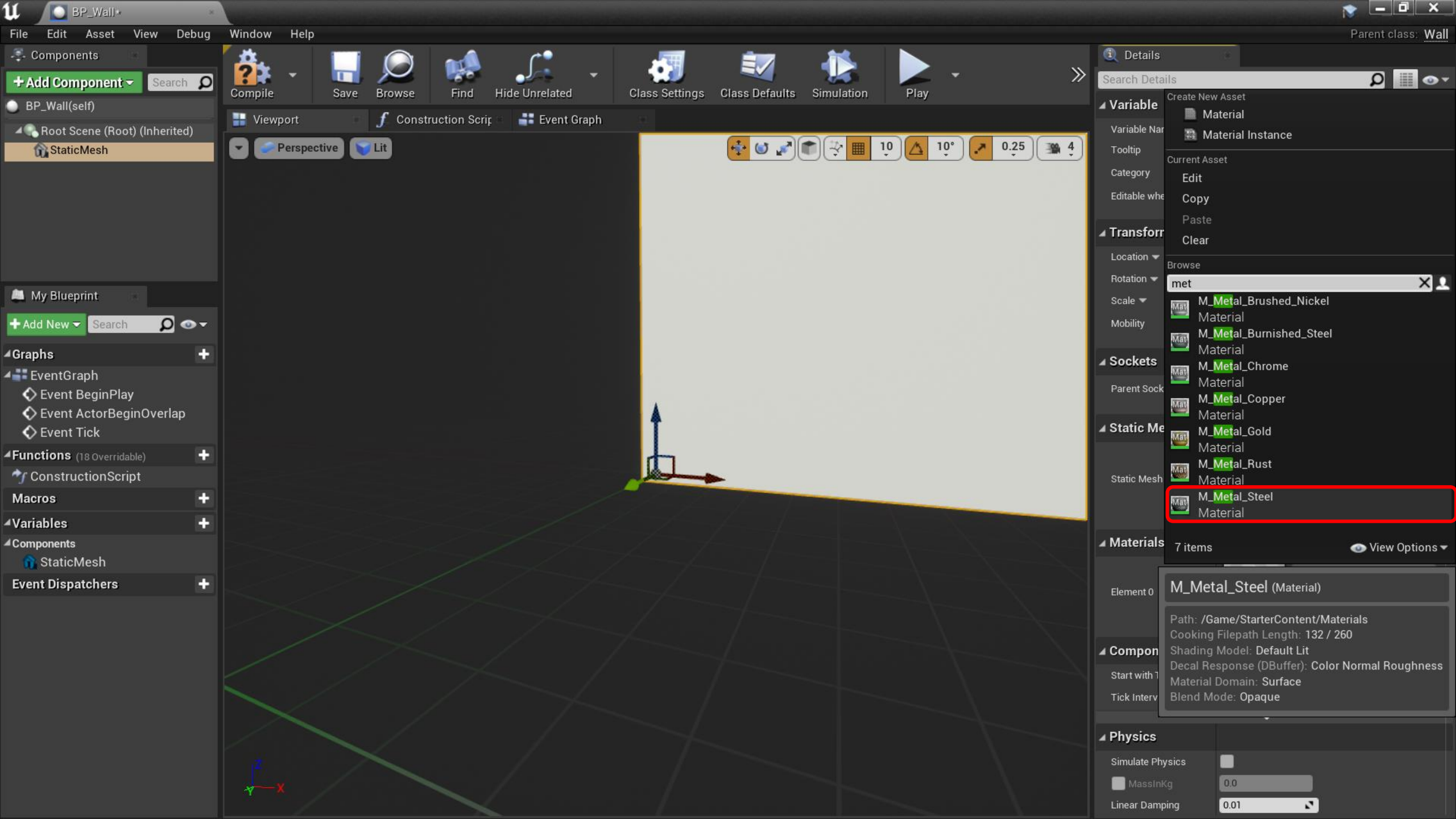
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Linear Damping
0.01
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Material
Material Instance
Current Asset
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Copy
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Clear
Browse
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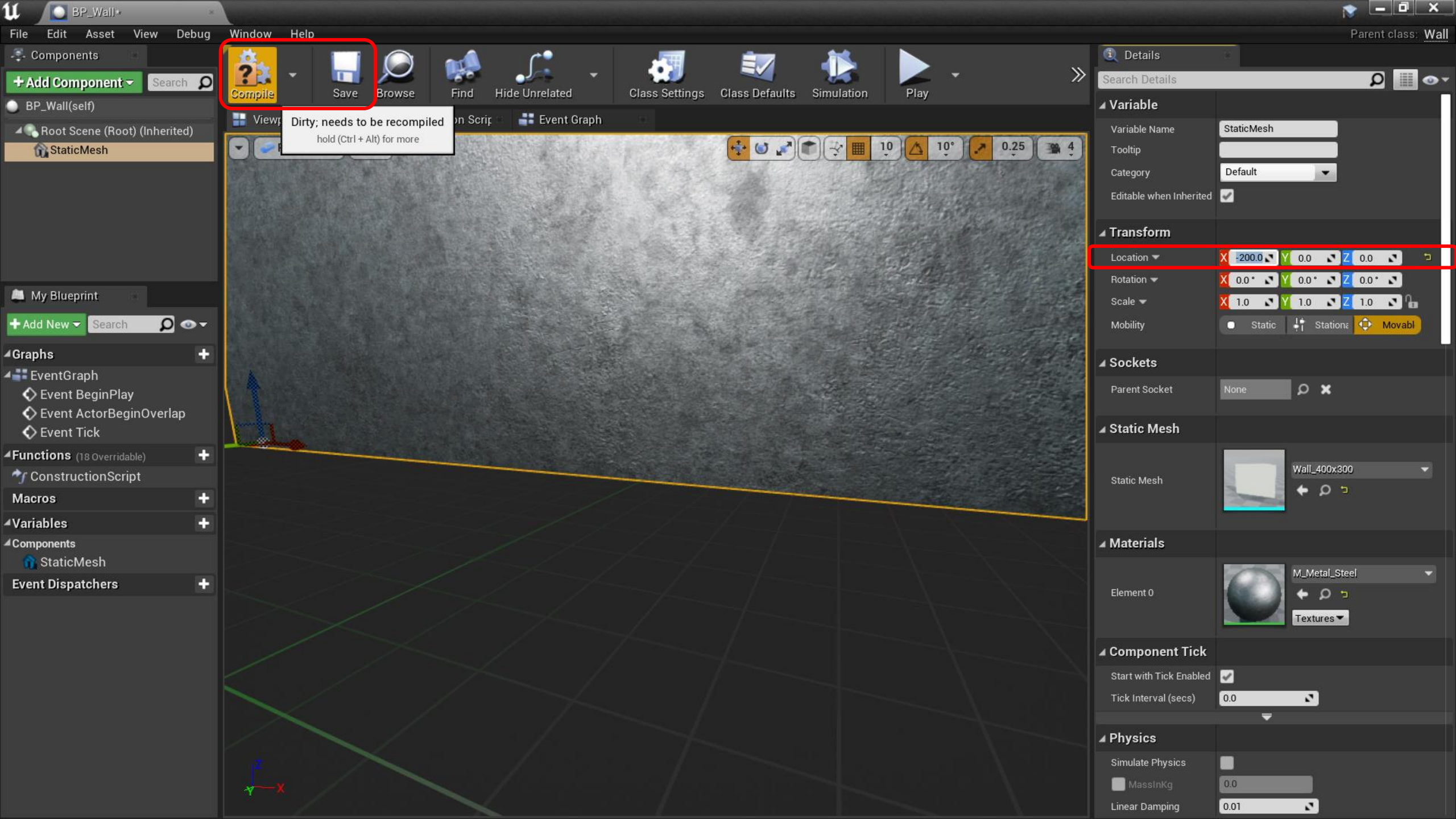
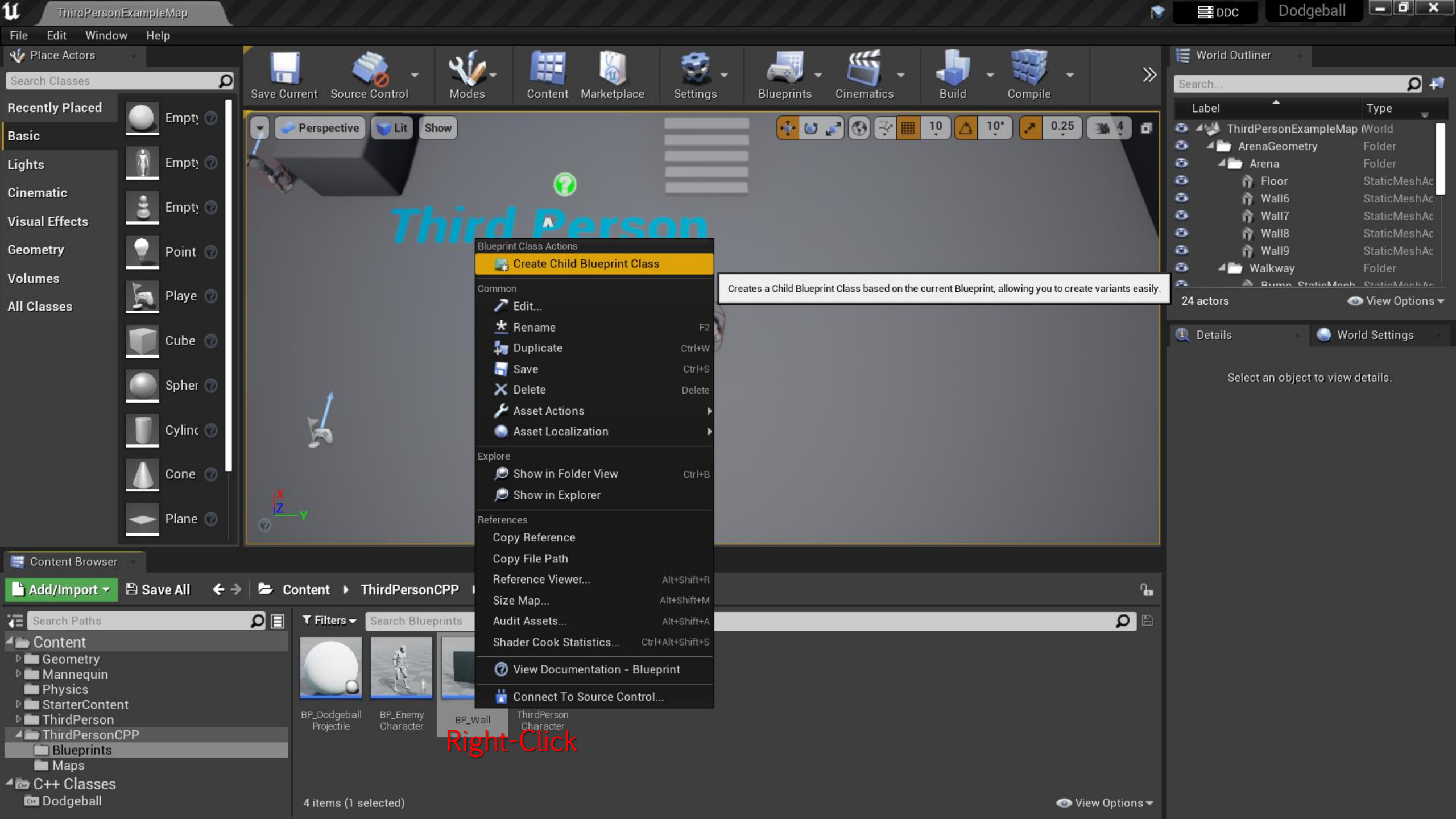
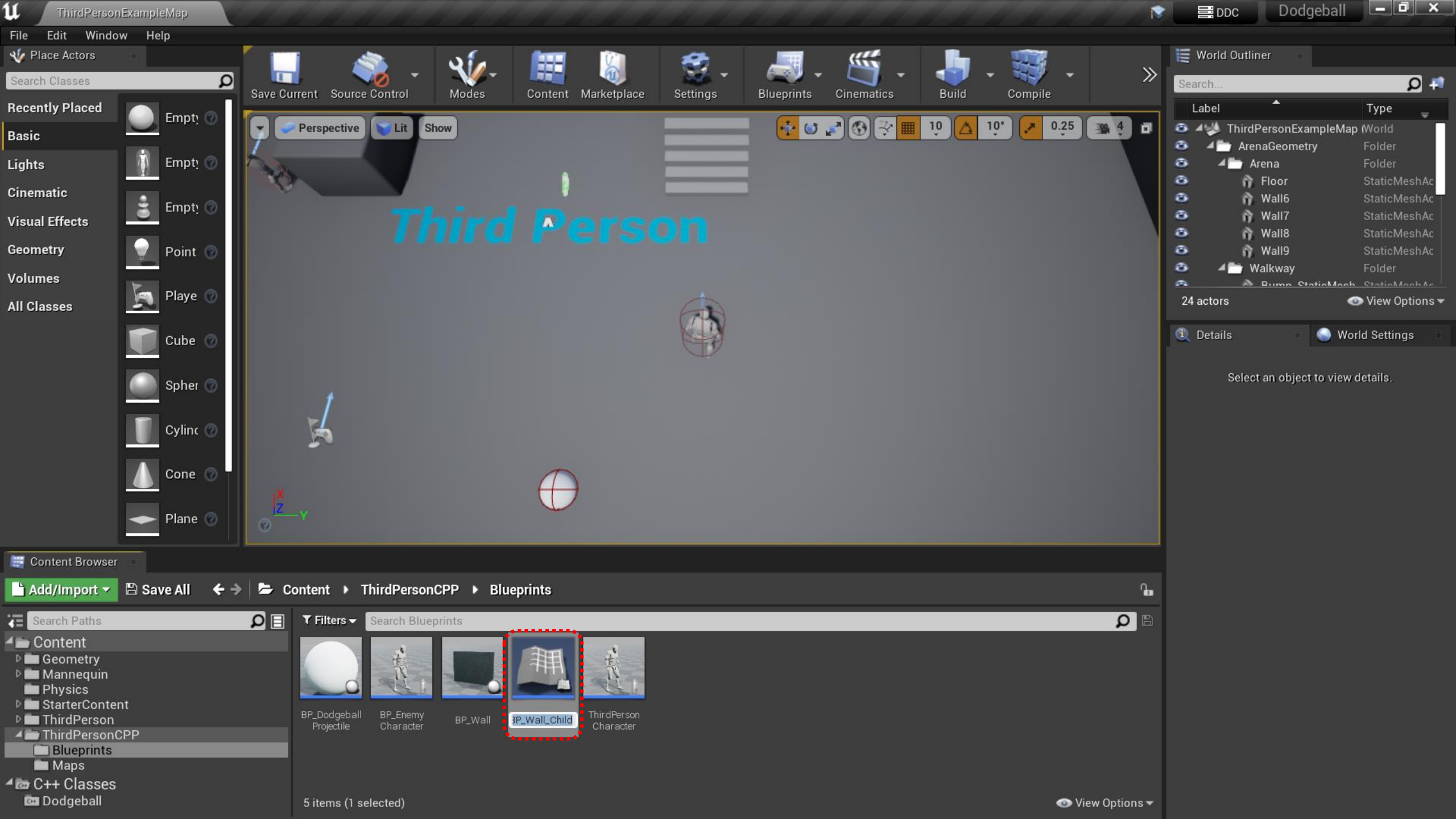
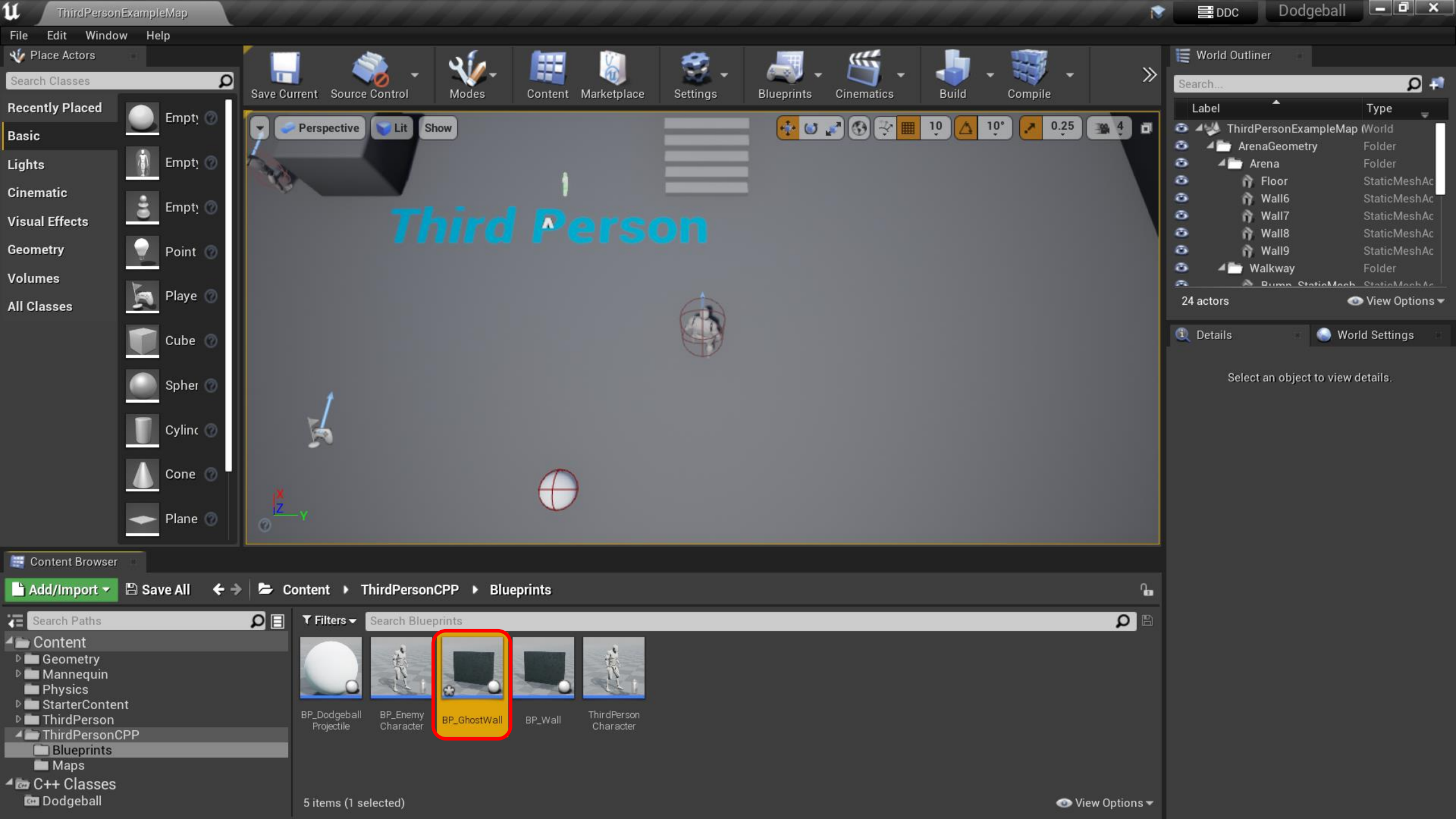
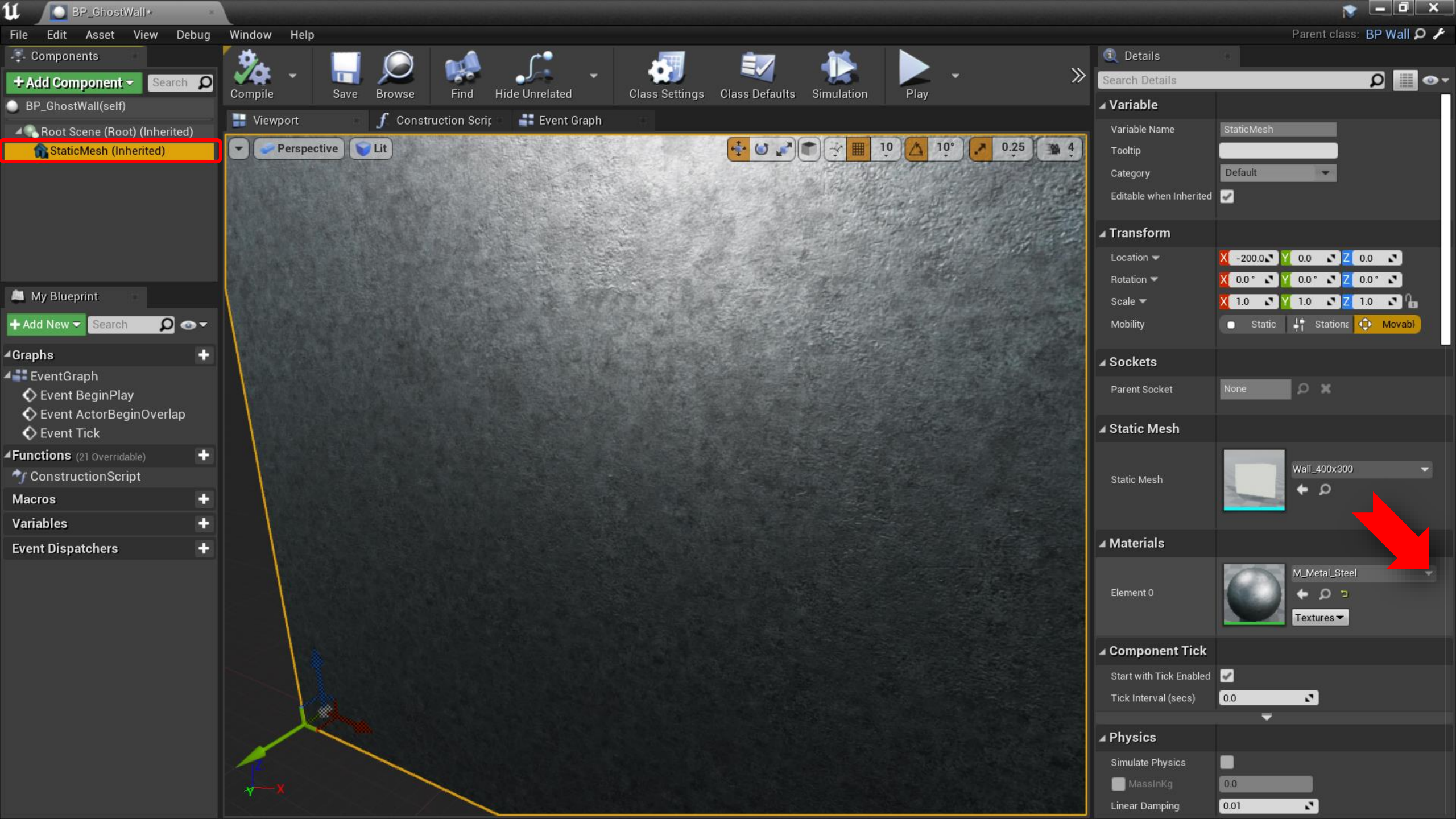
M_Metal_Brushed_Nickel
Material
M_Metal_Burnished_Steel
Material
M_Metal_Chrome
Material
M_Metal_Copper
Material
M_Metal_Gold
Material
M_Metal_Rust
Material
M_Metal_Steel
Material
7 items
View Options
M_Metal_Steel (Material)
Path: /Game/StarterContent/Materials
Cooking Filepath Length: 132 / 260
Shading Model: Default Lit
Decal Response (DBuffer): Color Normal Roughness
Material Domain: Surface
Blend Mode: Opaque

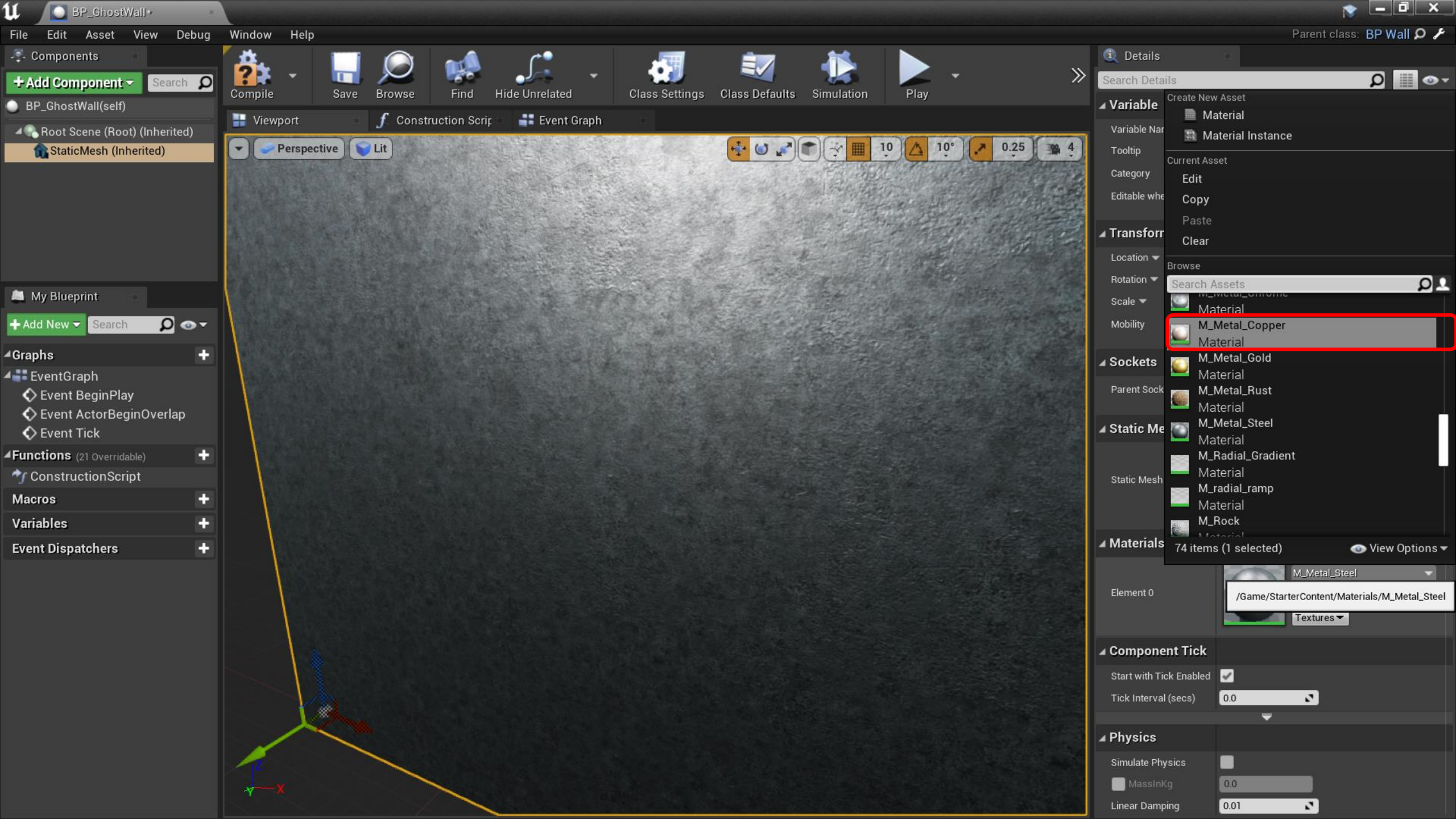

BP_Wall
File
Edit
Asset
View
Debug
Window
Help
Parent class: Wall
Components
+ Add Component
Search
BP_Wall(self)
Root Scene (Root) (Inherited)
StaticMesh
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
Dirty; needs to be recompiled
hold (Ctrl + Alt) for more
Event Graph
Details
Search Details
Variable
Variable Name
StaticMesh
Tooltip
Category
Default
Editable when Inherited
Transform
Location
X -200.0
Y 0.0
Z 0.0
Rotation
X 0.0 °
Y 0.0 °
Z 0.0 °
Scale
X 1.0
Y 1.0
Z 1.0
Mobility
Static
Movabl
Sockets
Parent Socket
None
Static Mesh
Static Mesh
Wall_400x300
Materials
Element 0
M_Metal_Steel
Textures
Component Tick
Start with Tick Enabled
Tick Interval (secs)
0.0
Physics
Simulate Physics
MassInKg
0.0
Linear Damping
0.01
My Blueprint
+ Add New
Search
Graphs
EventGraph
Event BeginPlay
Event ActorBeginOverlap
Event Tick
Functions (18 Overridable)
ConstructionScript
Macros
Variables
Components
StaticMesh
Event Dispatchers


ThirdPersonExampleMap
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
Blueprint Class Actions
Create Child Blueprint Class
Creates a Child Blueprint Class based on the current Blueprint, allowing you to create variants easily.
Common
Edit...
Rename F2
Duplicate Ctrl+W
Save Ctrl+S
Delete Delete
Asset Actions
Asset Localization
Explore
Show in Folder View Ctrl+B
Show in Explorer
References
Copy Reference
Copy File Path
Reference Viewer... Alt+Shift+R
Size Map... Alt+Shift+M
Audit Assets... Alt+Shift+A
Shader Cook Statistics... Ctrl+Alt+Shift+S
View Documentation - Blueprint
Connect To Source Control...
World Outliner
Search...
Label
Type
ThirdPersonExampleMap (World
ArenaGeometry Folder
Arena Folder
Floor StaticMeshAc
Wall6 StaticMeshAc
Wall7 StaticMeshAc
Wall8 StaticMeshAc
Wall9 StaticMeshAc
Walkway Folder
24 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Search Paths
Filters
Search Blueprints
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
BP_Dodgeball Projectile
BP_Enemy Character
BP_Wall
ThirdPerson Character
Right-Click
4 items (1 selected)
View Options


ThirdPersonExampleMap
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
World Outliner
Search...
Label
Type
ThirdPersonExampleMap (World
ArenaGeometry
Folder
Arena
Folder
Floor
StaticMeshAc
Wall6
StaticMeshAc
Wall7
StaticMeshAc
Wall8
StaticMeshAc
Wall9
StaticMeshAc
Walkway
Folder
24 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
Filters
Search Blueprints
BP_Dodgeball Projectile
BP_Enemy Character
BP_Wall
BP_Wall_Child
ThirdPerson Character
5 items (1 selected)
View Options


ThirdPersonExampleMap
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
World Outliner
Search...
Label
Type
ThirdPersonExampleMap (World
ArenaGeometry
Folder
Arena
Folder
Floor
StaticMeshAc
Wall6
StaticMeshAc
Wall7
StaticMeshAc
Wall8
StaticMeshAc
Wall9
StaticMeshAc
Walkway
Folder
24 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
Filters
Search Blueprints
BP_Dodgeball Projectile
BP_Enemy Character
BP_GhostWall
BP_Wall
ThirdPerson Character
5 items (1 selected)
View Options


BP_GhostWall
File Edit Asset View Debug Window Help
Parent class: BP Wall
Components
+ Add Component
Search
BP_GhostWall(self)
Root Scene (Root) (Inherited)
StaticMesh (Inherited)
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
Viewport
Construction Scrip
Event Graph
Perspective
Lit
My Blueprint
+ Add New
Search
Graphs
EventGraph
Event BeginPlay
Event ActorBeginOverlap
Event Tick
Functions (21 Overridable)
ConstructionScript
Macros
Variables
Event Dispatchers
Details
Search Details
Variable
Variable Name
StaticMesh
Tooltip
Category
Default
Editable when Inherited
Transform
Location
Rotation
Scale
Mobility
Static
Movabl
Sockets
Parent Socket
None
Static Mesh
Static Mesh
Wall_400x300
Materials
Element 0
M_Metal_Steel
Textures
Component Tick
Start with Tick Enabled
Tick Interval (secs)
0.0
Physics
Simulate Physics
MassInKg
0.0
Linear Damping
0.01


BP_GhostWall
File Edit Asset View Debug Window Help
Parent class: BP Wall
Components
+ Add Component
Search
BP_GhostWall(self)
Root Scene (Root) (Inherited)
StaticMesh (Inherited)
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
Viewport
Construction Scrip
Event Graph
Perspective
Lit
10
10°
0.25
4
My Blueprint
+ Add New
Search
Graphs
EventGraph
Event BeginPlay
Event ActorBeginOverlap
Event Tick
Functions (21 Overridable)
ConstructionScript
Macros
Variables
Event Dispatchers
Details
Search Details
Variable
Variable Nar
Tooltip
Category
Editable whe
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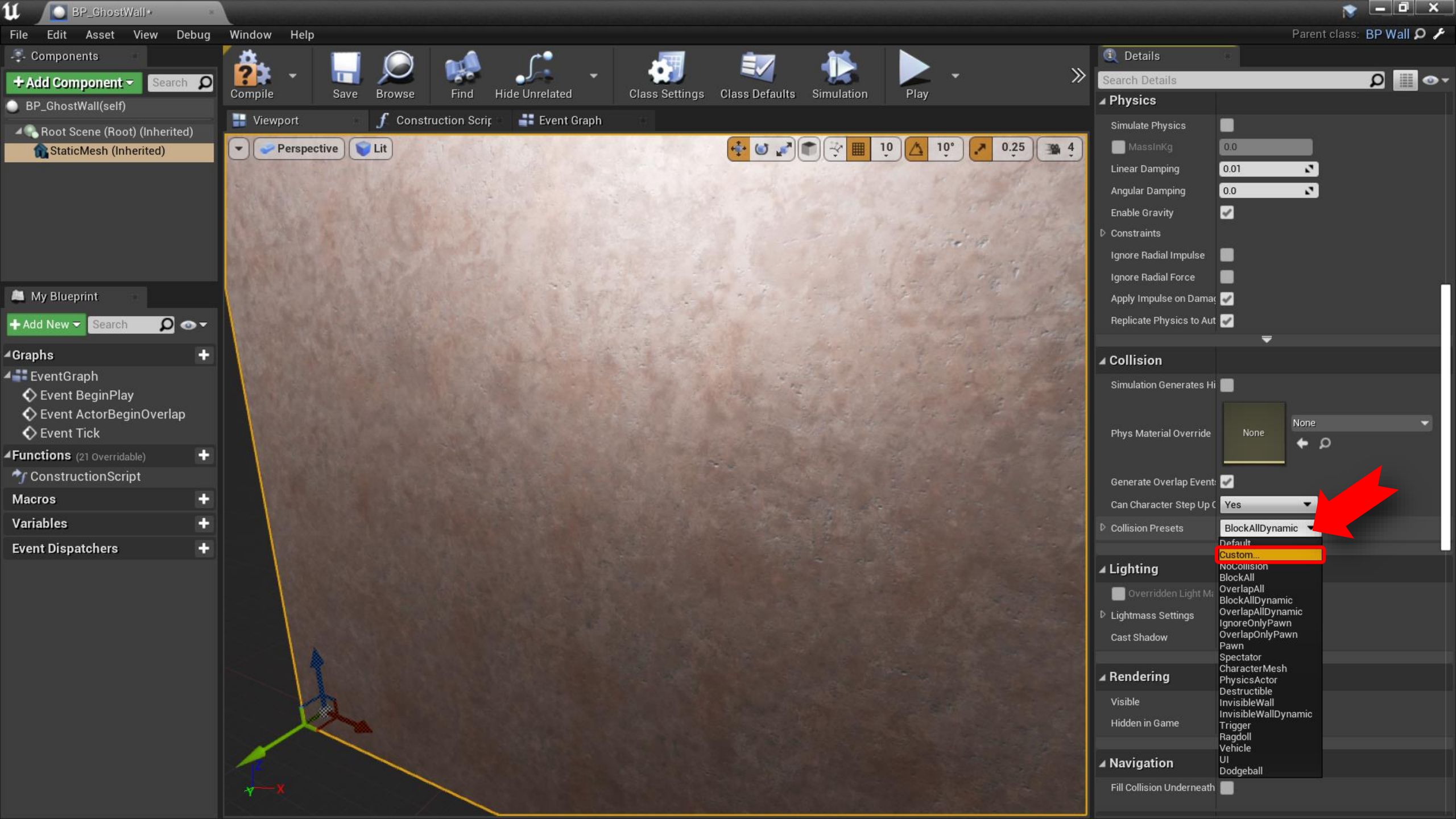
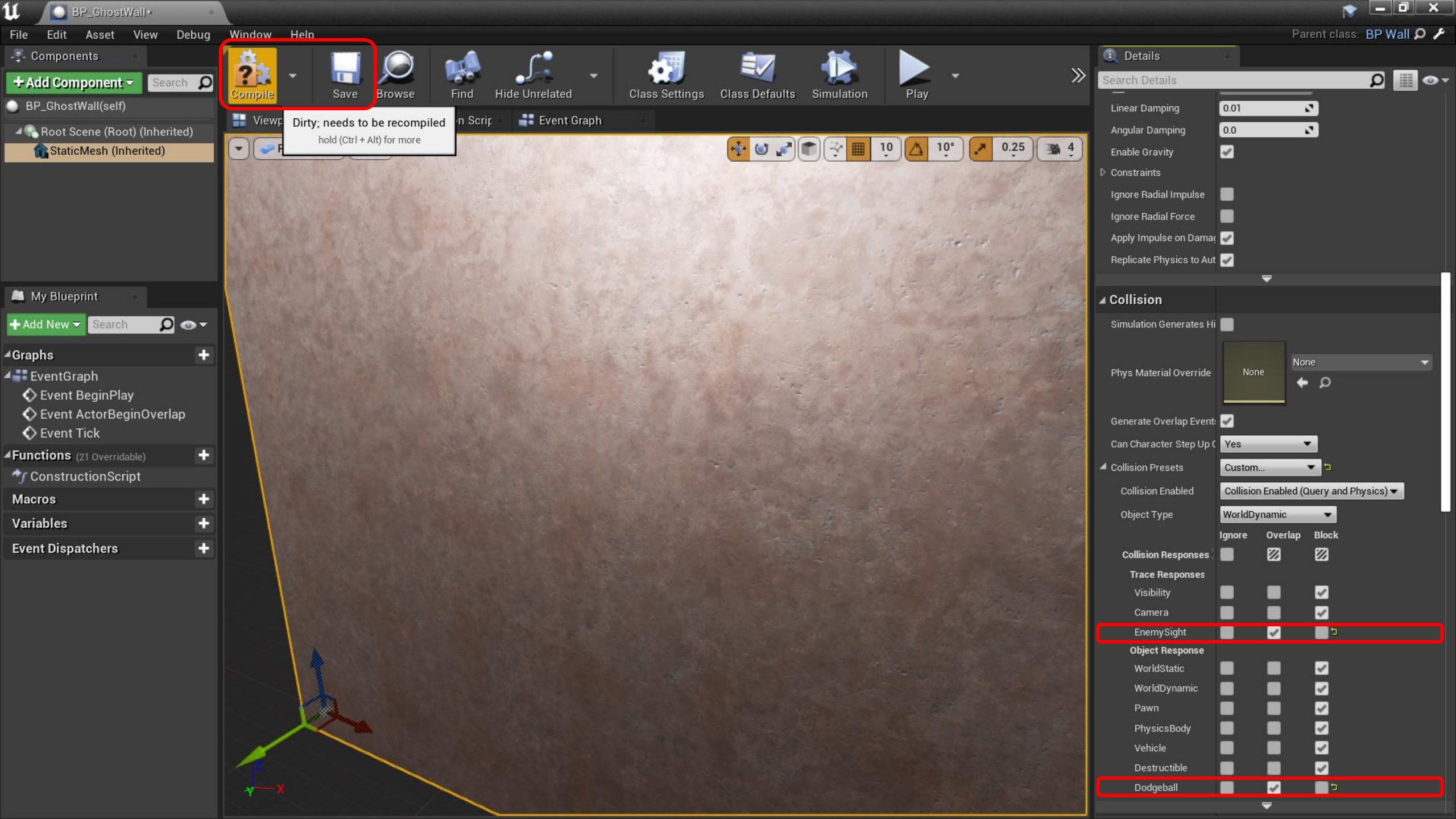
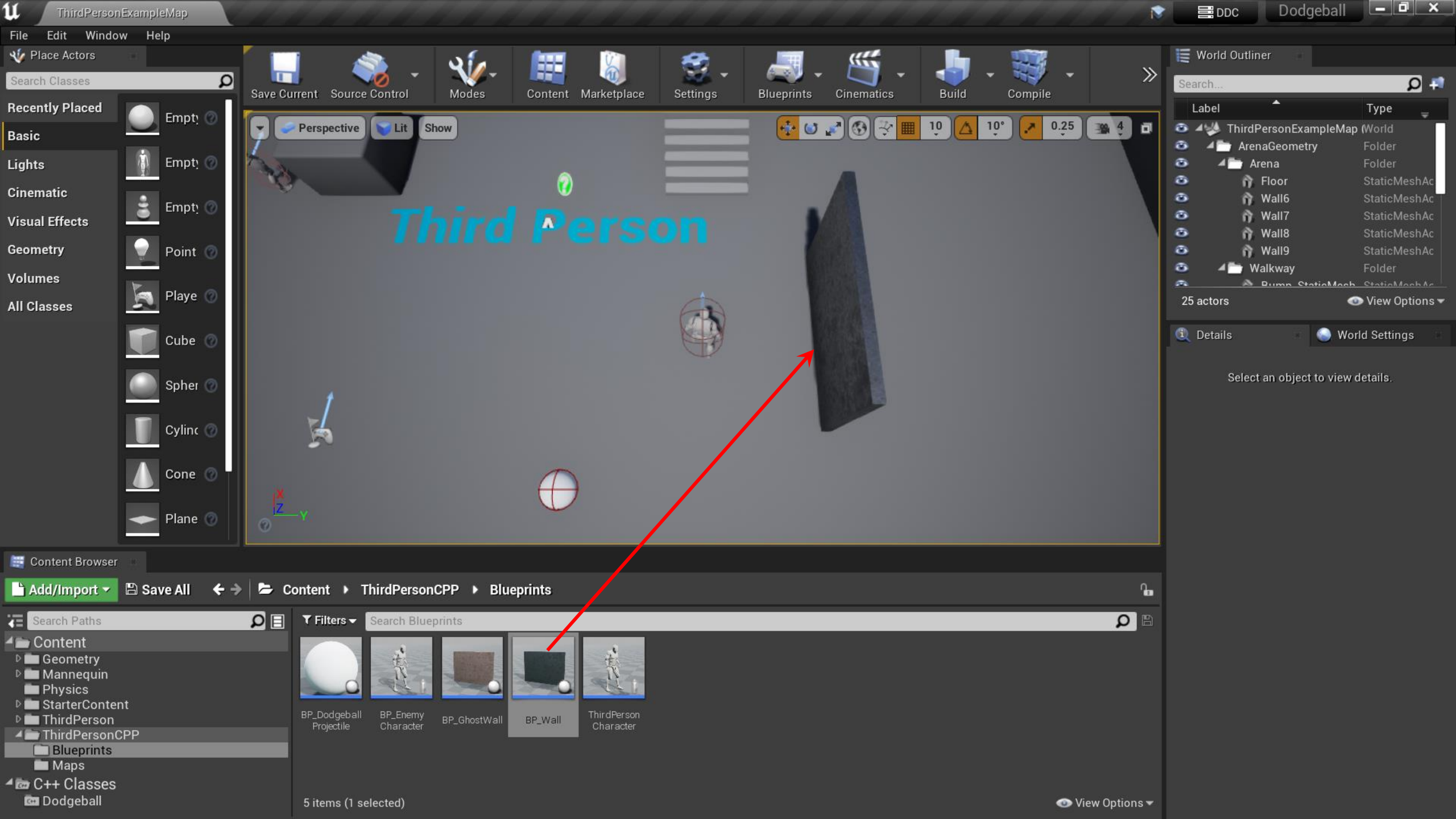
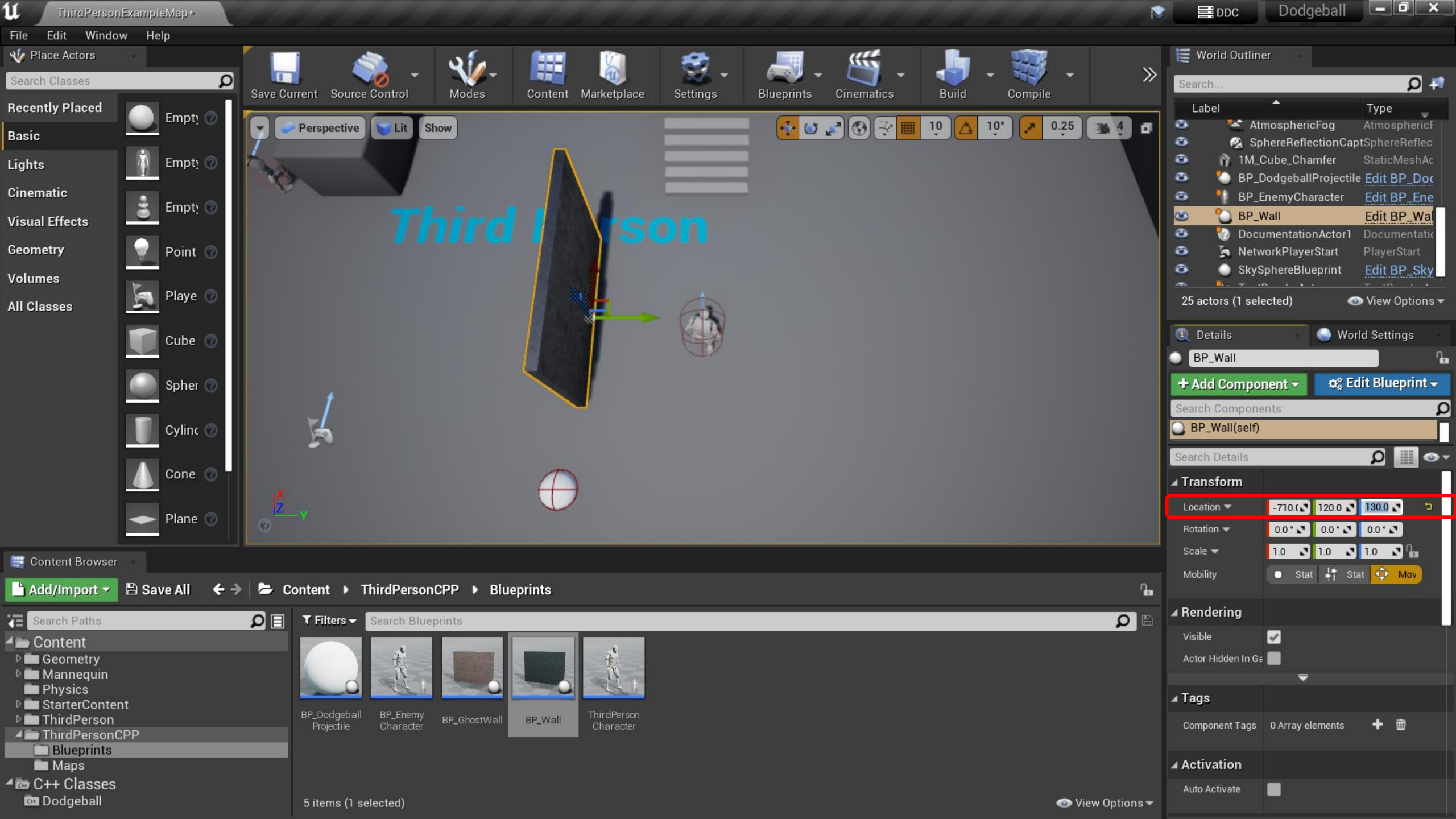
Location
Rotation
Scale
Mobility
Sockets
Parent Sock
Static Me
Static Mesh
Materials
Element 0
Create New Asset
Material
Material Instance
Current Asset
Edit
Copy
Paste
Clear
Browse
Search Assets
Material
M_Metal_Copper
Material
M_Metal_Gold
Material
M_Metal_Rust
Material
M_Metal_Steel
Material
M_Radial_Gradient
Material
M_radial_ramp
Material
M_Rock
74 items (1 selected)
View Options
M_Metal_Steel
/Game/StarterContent/Materials/M_Metal_Steel
Textures
Component Tick
Start with Tick Enabled
Tick Interval (secs)
0.0
Physics
Simulate Physics
MassInKg
0.0
Linear Damping
0.01


BP_GhostWall
File Edit Asset View Debug Window Help
Parent class: BP Wall
Components
Add Component
Search
BP_GhostWall(self)
Root Scene (Root) (Inherited)
StaticMesh (Inherited)
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
Viewport
Construction Scrip
Event Graph
Perspective
Lit
10
10°
0.25
4
My Blueprint
Add New
Search
Graphs
EventGraph
Event BeginPlay
Event ActorBeginOverlap
Event Tick
Functions (21 Overridable)
ConstructionScript
Macros
Variables
Event Dispatchers
Details
Search Details
Physics
Simulate Physics
MassInKg
0.0
Linear Damping
0.01
Angular Damping
0.0
Enable Gravity
Constraints
Ignore Radial Impulse
Ignore Radial Force
Apply Impulse on Damag
Replicate Physics to Aut
Collision
Simulation Generates Hi
Phys Material Override
None
None
Generate Overlap Event
Can Character Step Up C
Yes
Collision Presets
BlockAllDynamic
Default
Custom...
NoCollision
BlockAll
OverlapAll
BlockAllDynamic
OverlapAllDynamic
IgnoreOnlyPawn
OverlapOnlyPawn
Pawn
Spectator
CharacterMesh
PhysicsActor
Destructible
InvisibleWall
InvisibleWallDynamic
Trigger
Ragdoll
Vehicle
UI
Dodgeball
Lighting
Overridden Light Ma
Lightmass Settings
Cast Shadow
Rendering
Visible
Hidden in Game
Navigation
Fill Collision Underneath


BP_GhostWall
File
Edit
Asset
View
Debug
Window
Help
Parent class: BP Wall
Components
+ Add Component
Search
BP_GhostWall(self)
Root Scene (Root) (Inherited)
StaticMesh (Inherited)
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
Dirty; needs to be recompiled
hold (Ctrl + Alt) for more
Event Graph
10
10°
0.25
4
My Blueprint
+ Add New
Search
Graphs
EventGraph
Event BeginPlay
Event ActorBeginOverlap
Event Tick
Functions (21 Overridable)
ConstructionScript
Macros
Variables
Event Dispatchers
Details
Search Details
Linear Damping
0.01
Angular Damping
0.0
Enable Gravity
Constraints
Ignore Radial Impulse
Ignore Radial Force
Apply Impulse on Damag
Replicate Physics to Aut
Collision
Simulation Generates Hi
Phys Material Override
None
None
Generate Overlap Event
Can Character Step Up C
Yes
Collision Presets
Custom...
Collision Enabled
Collision Enabled (Query and Physics)
Object Type
WorldDynamic
Ignore
Overlap
Block
Collision Responses
Trace Responses
Visibility
Camera
EnemySight
Object Response
WorldStatic
WorldDynamic
Pawn
PhysicsBody
Vehicle
Destructible
Dodgeball


ThirdPersonExampleMap
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
World Outliner
Search...
Label
Type
ThirdPersonExampleMap (World
ArenaGeometry
Folder
Arena
Folder
Floor
StaticMeshAc
Wall6
StaticMeshAc
Wall7
StaticMeshAc
Wall8
StaticMeshAc
Wall9
StaticMeshAc
Walkway
Folder
25 actors
View Options
Details
World Settings
Select an object to view details.
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
Filters
Search Blueprints
BP_Dodgeball Projectile
BP_Enemy Character
BP_GhostWall
BP_Wall
ThirdPerson Character
5 items (1 selected)
View Options


ThirdPersonExampleMap*
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
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Empty
Point
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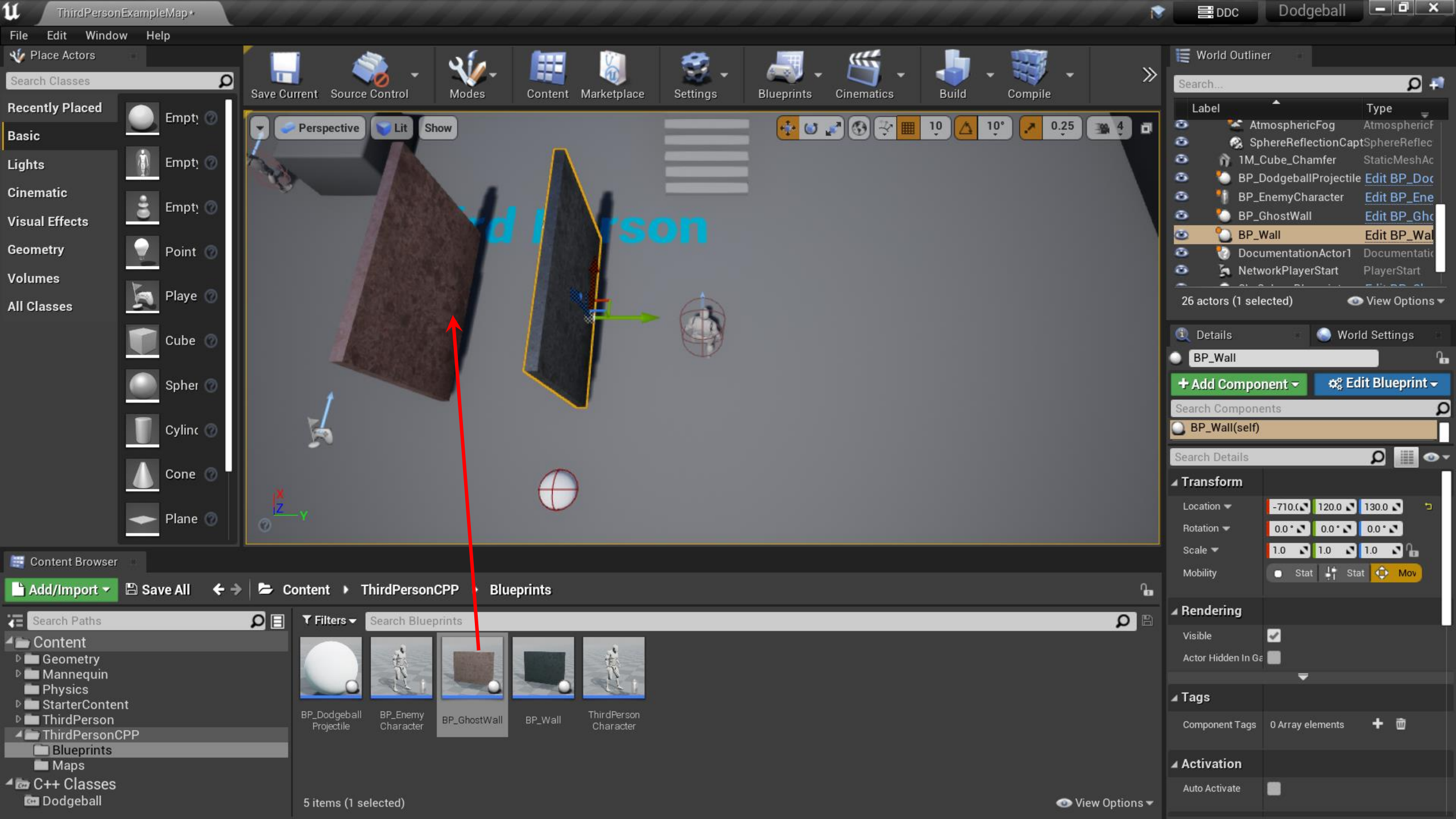
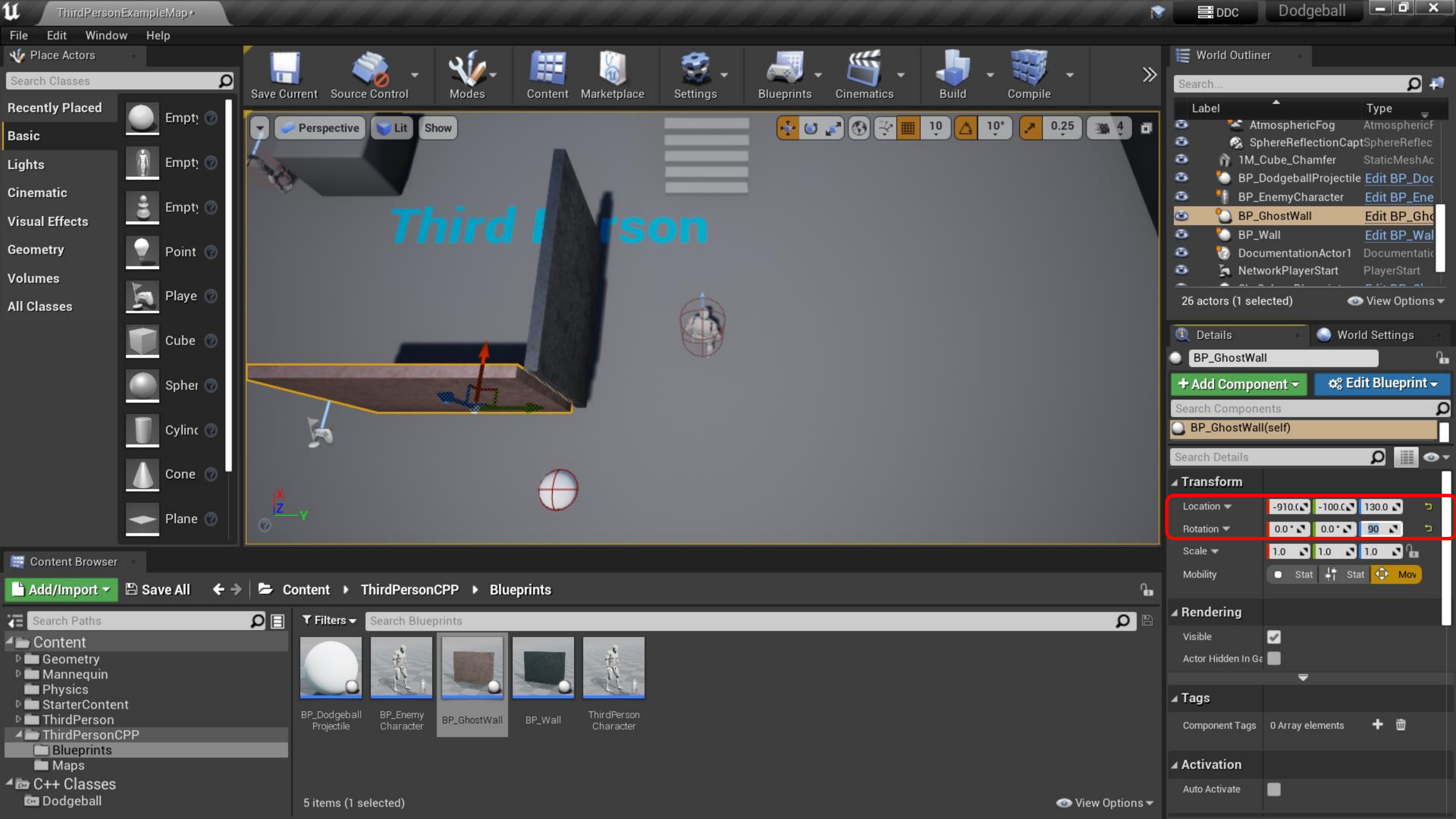
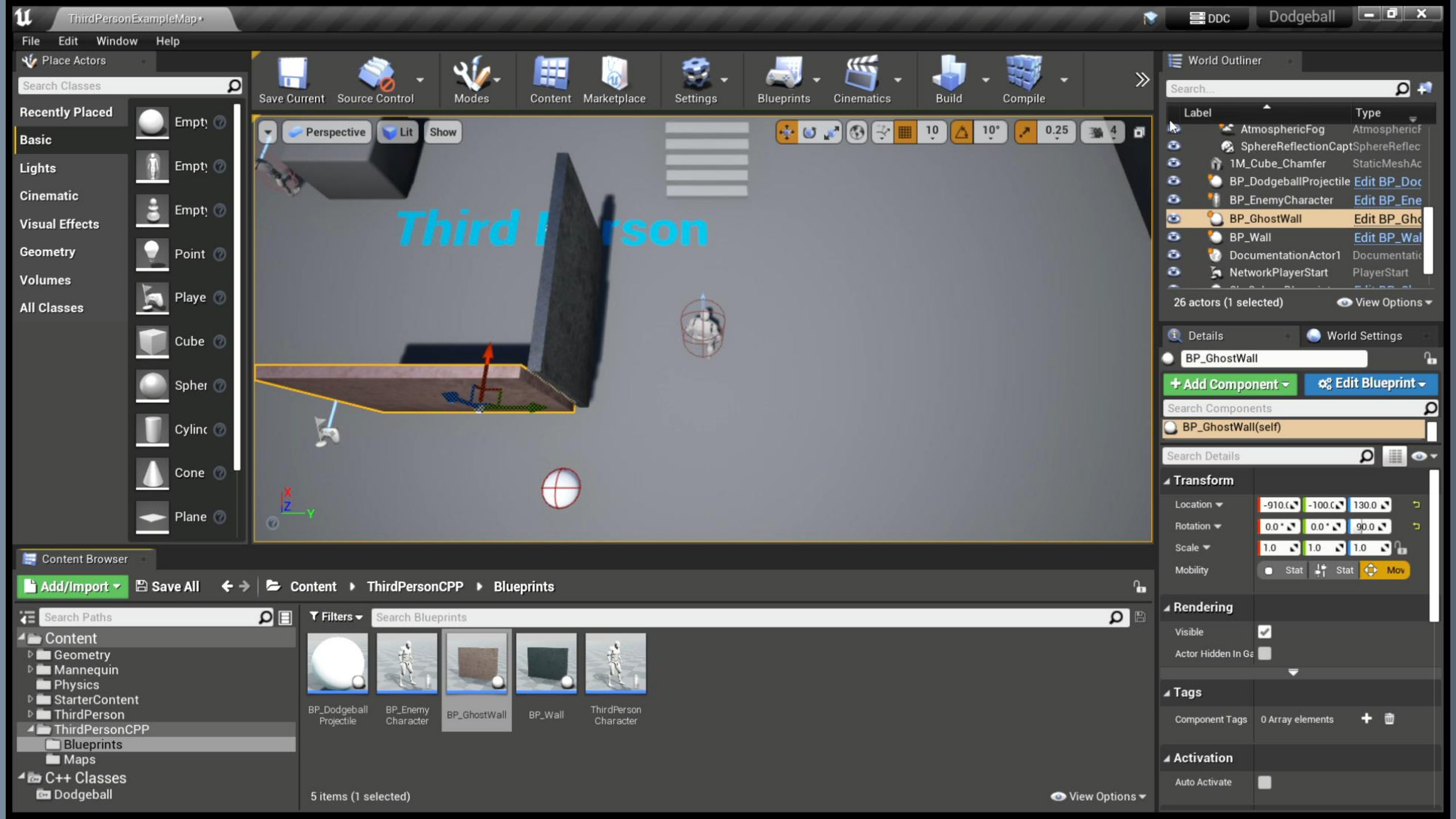
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
10
10°
0.25
4
Third Person
World Outliner
Search...
Label
Type
AtmosphericFog
SphereReflectionCapt
1M_Cube_Chamfer
BP_DodgeballProjectile
BP_EnemyCharacter
BP_Wall
DocumentationActor1
NetworkPlayerStart
SkySphereBlueprint
Edit BP_Doc
Edit BP_Ene
Edit BP_Wal
Edit BP_Sky
25 actors (1 selected)
View Options
Details
World Settings
BP_Wall
Add Component
Edit Blueprint
Search Components
BP_Wall(self)
Search Details
Transform
Location
Rotation
Scale
Mobility
-710.0
120.0
130.0
0.0 °
1.0
Rendering
Visible
Actor Hidden In Ga
Tags
Component Tags
0 Array elements
Activation
Auto Activate
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Filters
Search Blueprints
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
BP_Dodgeball Projectile
BP_Enemy Character
BP_GhostWall
BP_Wall
ThirdPerson Character
5 items (1 selected)
View Options


ThirdPersonExampleMap
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
World Outliner
Search...
Label
Type
AtmosphericFog
SphereReflectionCapt
1M_Cube_Chamfer
BP_DodgeballProjectile
BP_EnemyCharacter
BP_GhostWall
BP_Wall
DocumentationActor1
NetworkPlayerStart
26 actors (1 selected)
View Options
Details
World Settings
BP_Wall
Add Component
Edit Blueprint
Search Components
BP_Wall(self)
Search Details
Transform
Location
Rotation
Scale
Mobility
Rendering
Visible
Actor Hidden In Ga
Tags
Component Tags
0 Array elements
Activation
Auto Activate
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
Filters
Search Blueprints
BP_Dodgeball Projectile
BP_Enemy Character
BP_GhostWall
BP_Wall
ThirdPerson Character
5 items (1 selected)
View Options

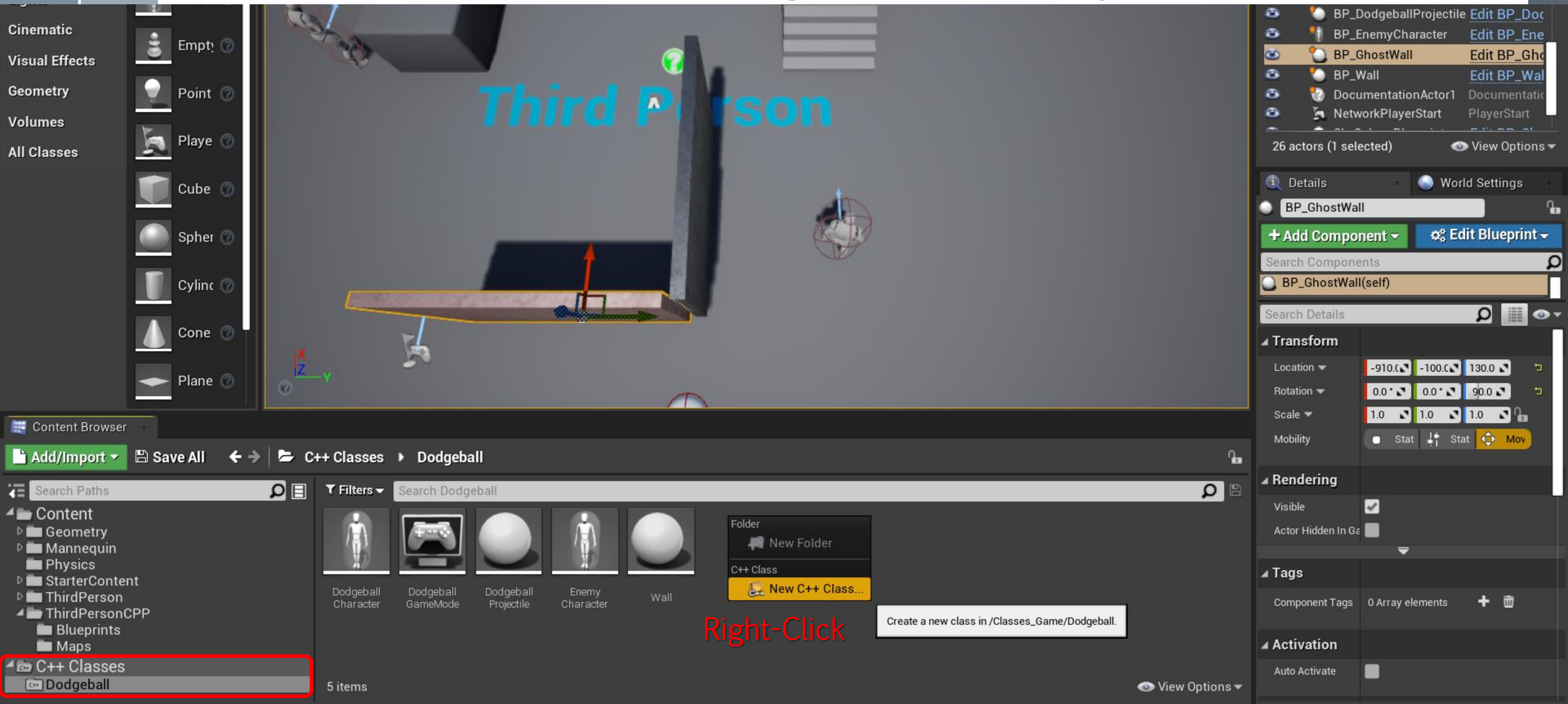

ThirdPersonExampleMap*
DDC
Dodgeball
File Edit Window Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
10
10°
0.25
4
Third Person
World Outliner
Search...
Label
Type
AtmosphericFog
SphereReflectionCapt
1M_Cube_Chamfer
BP_DodgeballProjectile
BP_EnemyCharacter
BP_GhostWall
BP_Wall
DocumentationActor1
NetworkPlayerStart
26 actors (1 selected)
View Options
Details
World Settings
BP_GhostWall
Add Component
Edit Blueprint
Search Components
BP_GhostWall(self)
Search Details
Transform
Location
Rotation
Scale
Mobility
-910.0
-100.0
130.0
0.0 °
0.0 °
90
1.0
1.0
1.0
Rendering
Visible
Actor Hidden In Ga
Tags
Component Tags
0 Array elements
Activation
Auto Activate
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Filters
Search Blueprints
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
BP_Dodgeball Projectile
BP_Enemy Character
BP_GhostWall
BP_Wall
ThirdPerson Character
5 items (1 selected)
View Options

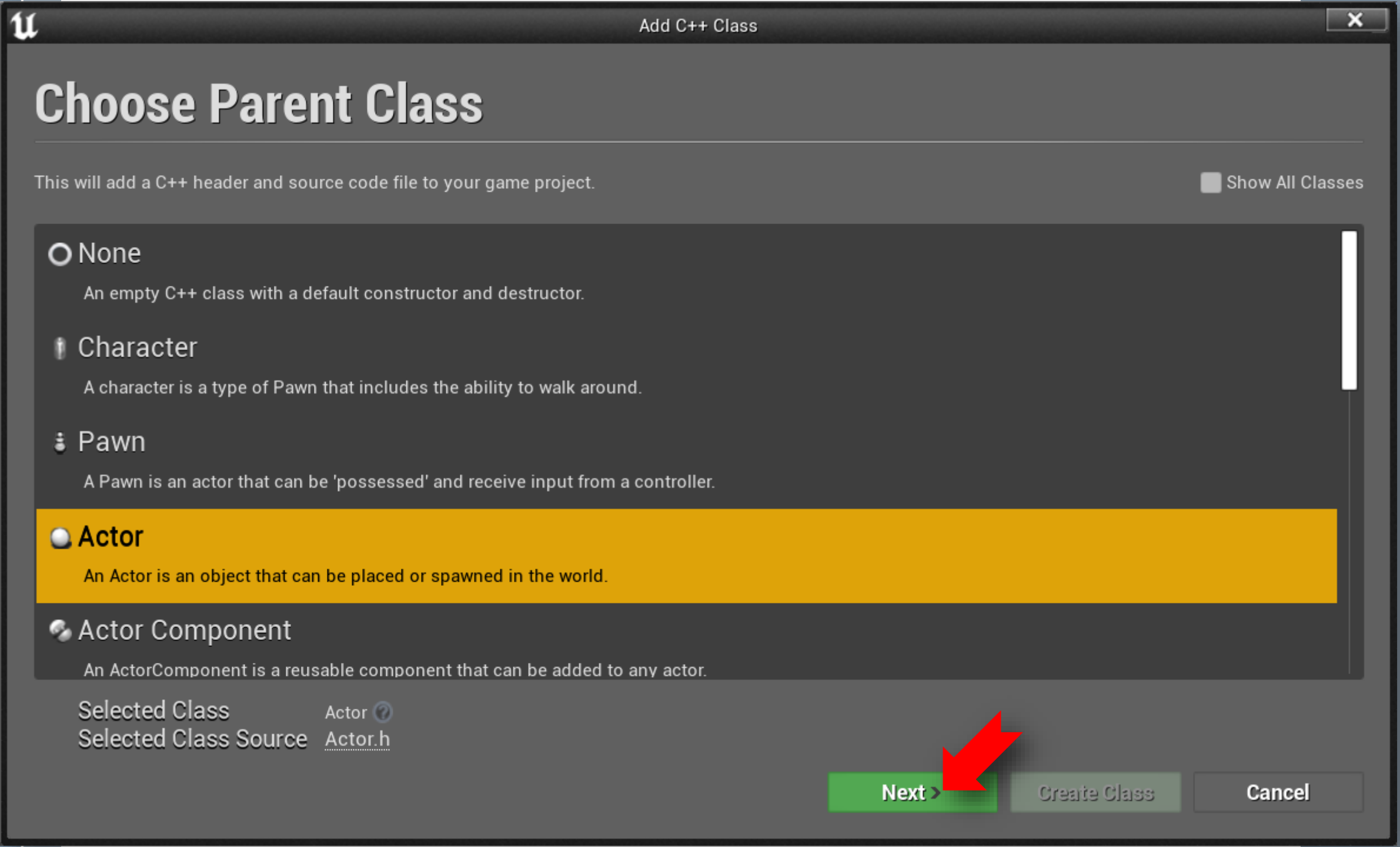

ThirdPersonExampleMap*
DDC
Dodgeball
File Edit Window Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
World Outliner
Search...
Label
Type
AtmosphericFog
SphereReflectionCapt
1M_Cube_Chamfer
BP_DodgeballProjectile
BP_EnemyCharacter
BP_GhostWall
BP_Wall
DocumentationActor1
NetworkPlayerStart
26 actors (1 selected)
View Options
Details
World Settings
BP_GhostWall
Add Component
Edit Blueprint
Search Components
BP_GhostWall(self)
Search Details
Transform
Location
Rotation
Scale
Mobility
Rendering
Visible
Actor Hidden In Ga
Tags
Component Tags
0 Array elements
Activation
Auto Activate
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Filters
Search Blueprints
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
BP_Dodgeball Projectile
BP_Enemy Character
BP_GhostWall
BP_Wall
ThirdPerson Character
5 items (1 selected)
View Options

Victory Box

- Creating the **VictoryBox** actor
  - Responsible for ending the game when the player character enters it
- We'll be using the **Overlap** event.

Exercise 6.05: Creating the VictoryBox Class



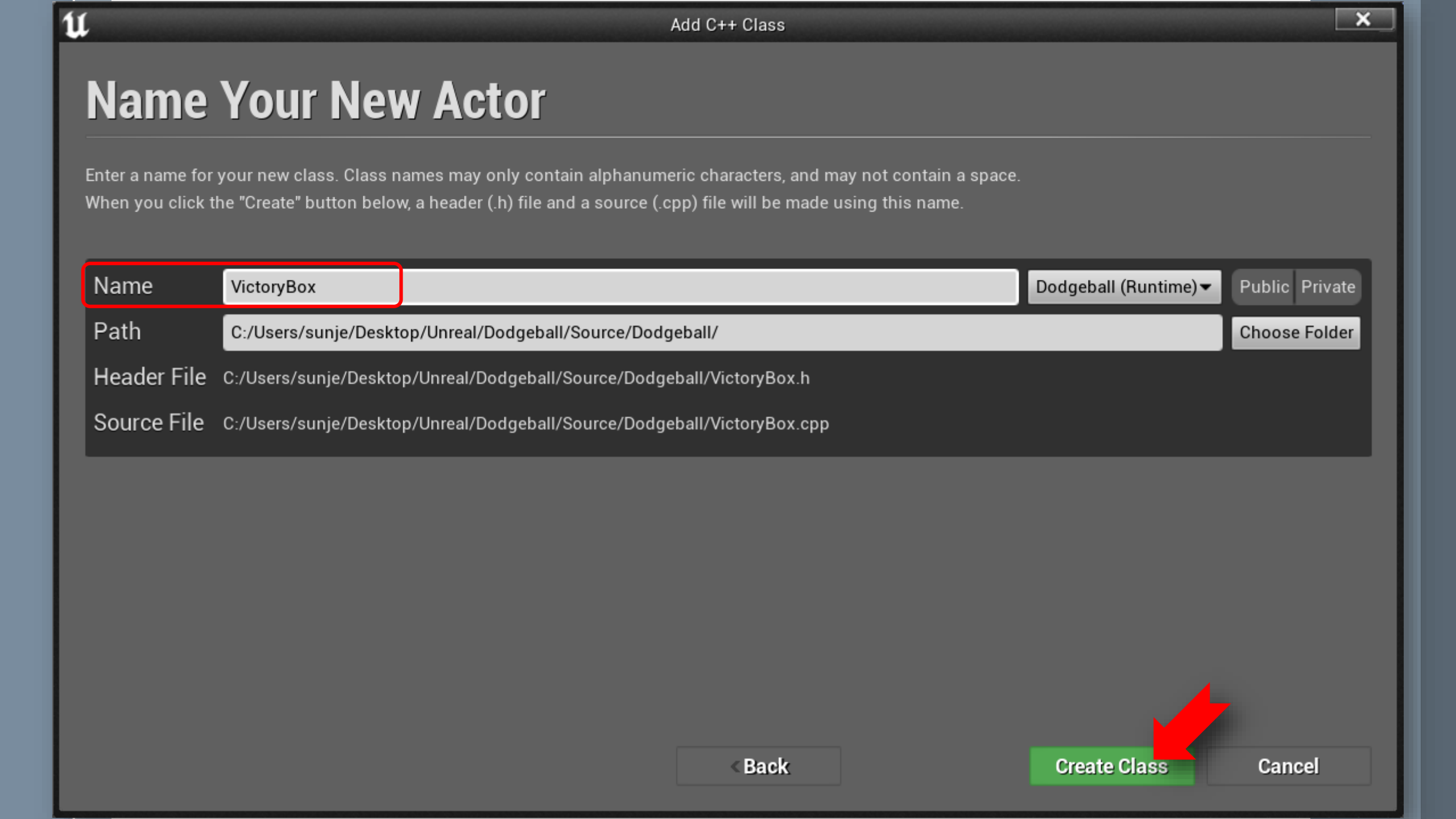

Add C++ Class
Choose Parent Class
This will add a C++ header and source code file to your game project.
Show All Classes
None
An empty C++ class with a default constructor and destructor.
Character
A character is a type of Pawn that includes the ability to walk around.
Pawn
A Pawn is an actor that can 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
Actor
Selected Class Source
Actor.h
Next >
Create Class
Cancel

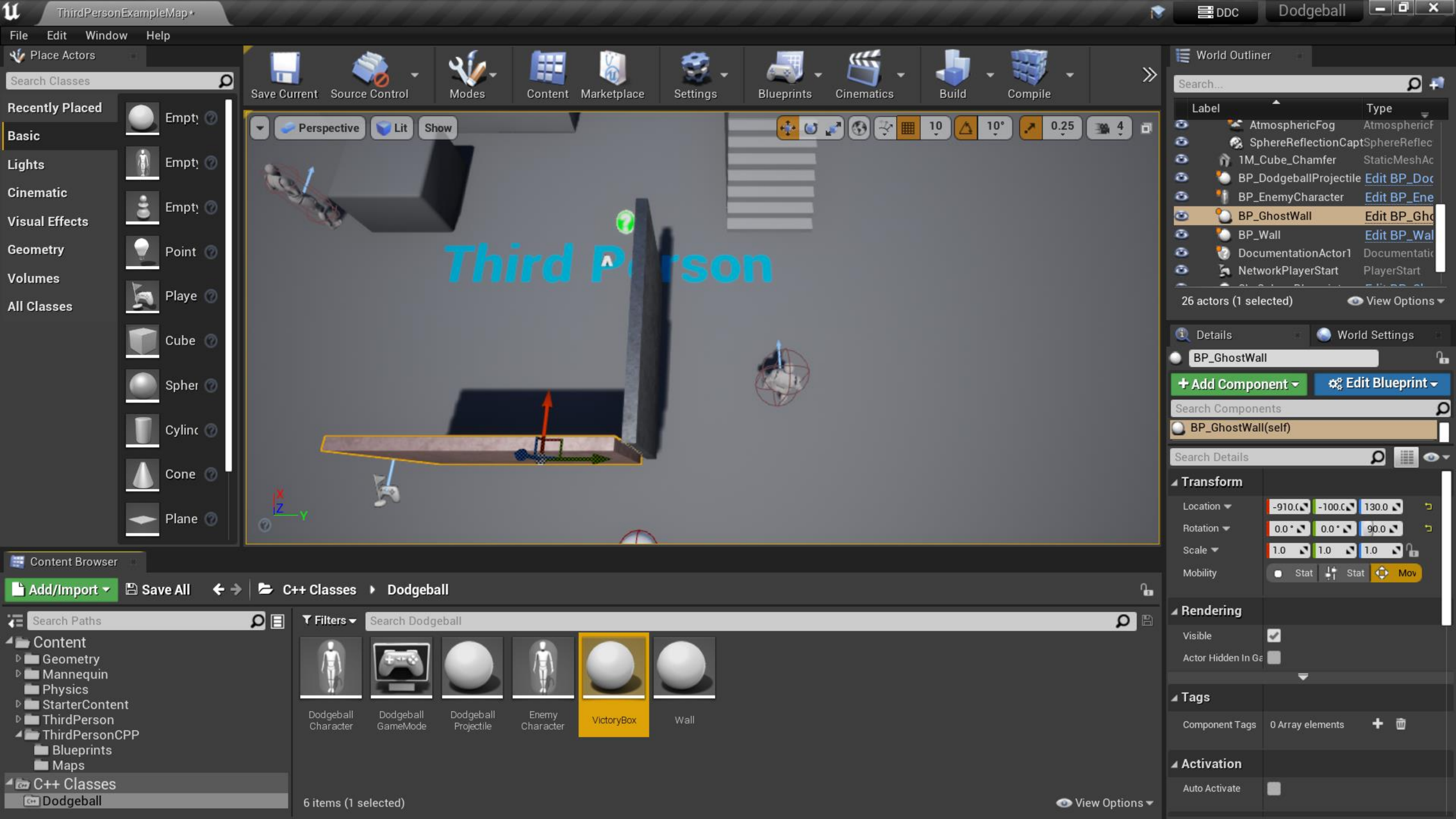
Add C++ Class

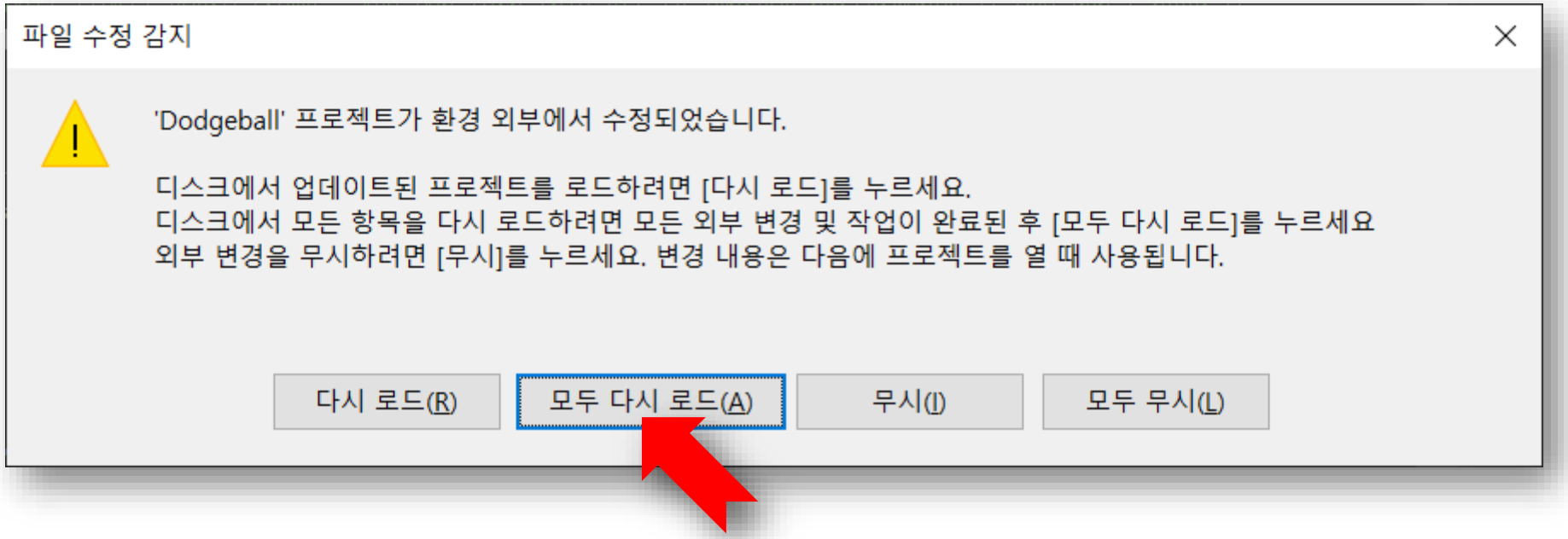
Name Your New Actor

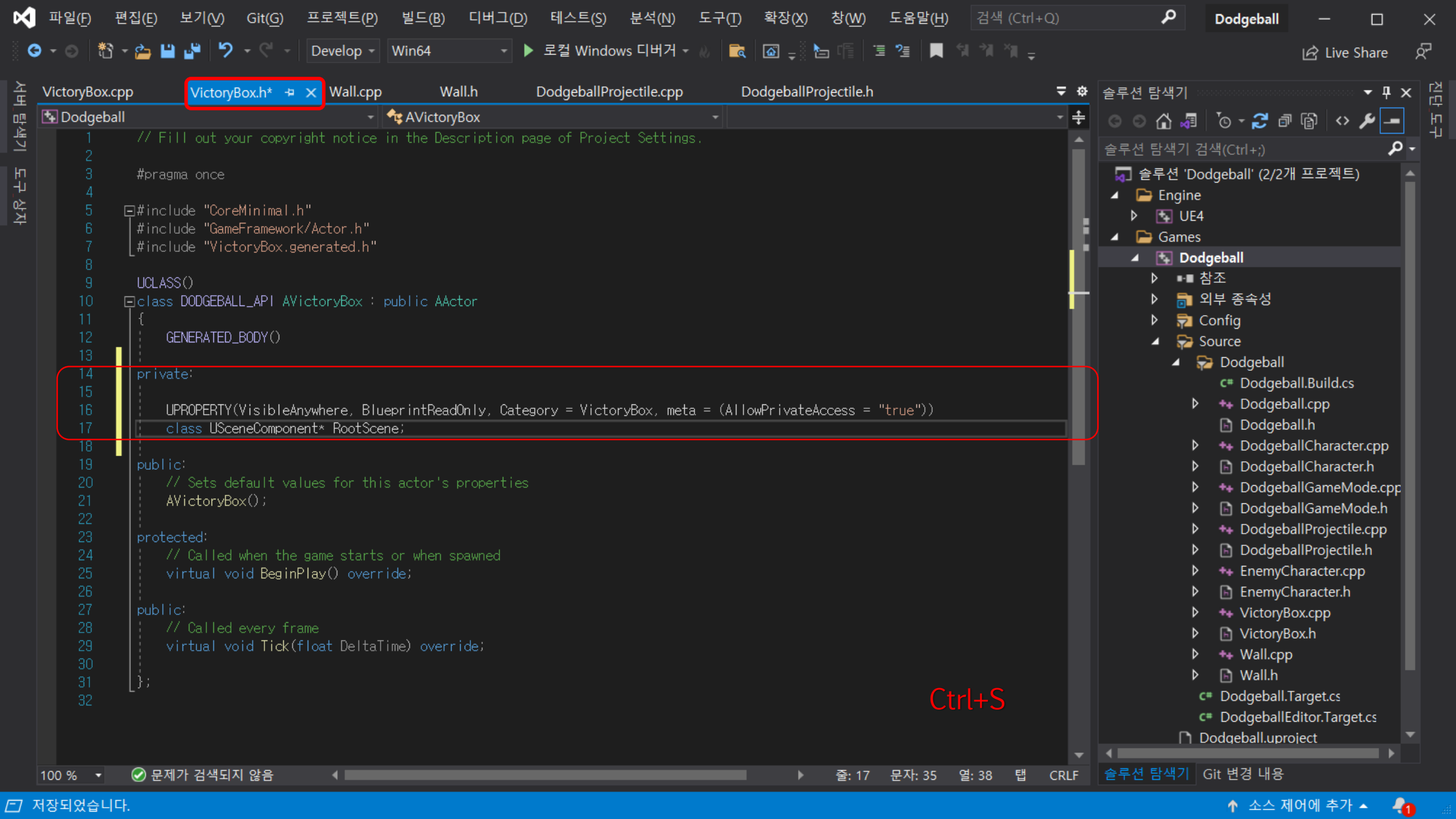
Enter a name for your new class. Class names may only contain alphanumeric characters, and may not contain a space.
When you click the "Create" button below, a header (.h) file and a source (.cpp) file will be made using this name.

Name	VictoryBox	Dodgeball (Runtime)	Public / Private
Path	C:/Users/sunje/Desktop/Unreal/Dodgeball/Source/Dodgeball/		Choose Folder
Header File	C:/Users/sunje/Desktop/Unreal/Dodgeball/Source/Dodgeball/VictoryBox.h		
Source File	C:/Users/sunje/Desktop/Unreal/Dodgeball/Source/Dodgeball/VictoryBox.cpp		




ThirdPersonExampleMap*
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
10
10°
0.25
4
Third Person
World Outliner
Search...
Label
Type
AtmosphericFog
SphereReflectionCapt
1M_Cube_Chamfer
BP_DodgeballProjectile
BP_EnemyCharacter
BP_GhostWall
BP_Wall
DocumentationActor1
NetworkPlayerStart
26 actors (1 selected)
View Options
Details
World Settings
BP_GhostWall
Add Component
Edit Blueprint
Search Components
BP_GhostWall(self)
Search Details
Transform
Location
Rotation
Scale
Mobility
Rendering
Visible
Actor Hidden In Ga
Tags
Component Tags
0 Array elements
Activation
Auto Activate
Content Browser
Add/Import
Save All
C++ Classes
Dodgeball
Search Paths
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
Filters
Search Dodgeball
Dodgeball Character
Dodgeball GameMode
Dodgeball Projectile
Enemy Character
VictoryBox
Wall
6 items (1 selected)
View Options


파일 수정 감지
'Dodgeball' 프로젝트가 환경 외부에서 수정되었습니다.
디스크에서 업데이트된 프로젝트를 로드하려면 [다시 로드]를 누르세요.
디스크에서 모든 항목을 다시 로드하려면 모든 외부 변경 및 작업이 완료된 후 [모두 다시 로드]를 누르세요
외부 변경을 무시하려면 [무시]를 누르세요. 변경 내용은 다음에 프로젝트를 열 때 사용됩니다.
다시 로드(R)
모두 다시 로드(A)
무시(I)
모두 무시(L)


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)
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Live Share
VictoryBox.cpp
VictoryBox.h*
Wall.cpp
Wall.h
DodgeballProjectile.cpp
DodgeballProjectile.h
Dodgeball
AVictoryBox
// Fill out your copyright notice in the Description page of Project Settings.
#pragma once
#include "CoreMinimal.h"
#include "GameFramework/Actor.h"
#include "VictoryBox.generated.h"
UCLASS()
class DODGEBALL_API AVictoryBox : public AActor
{
GENERATED_BODY()
private:
UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = VictoryBox, meta = (AllowPrivateAccess = "true"))
class USceneComponent* RootScene;
public:
// Sets default values for this actor's properties
AVictoryBox();
protected:
// Called when the game starts or when spawned
virtual void BeginPlay() override;
public:
// Called every frame
virtual void Tick(float DeltaTime) override;
};
Ctrl+S
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
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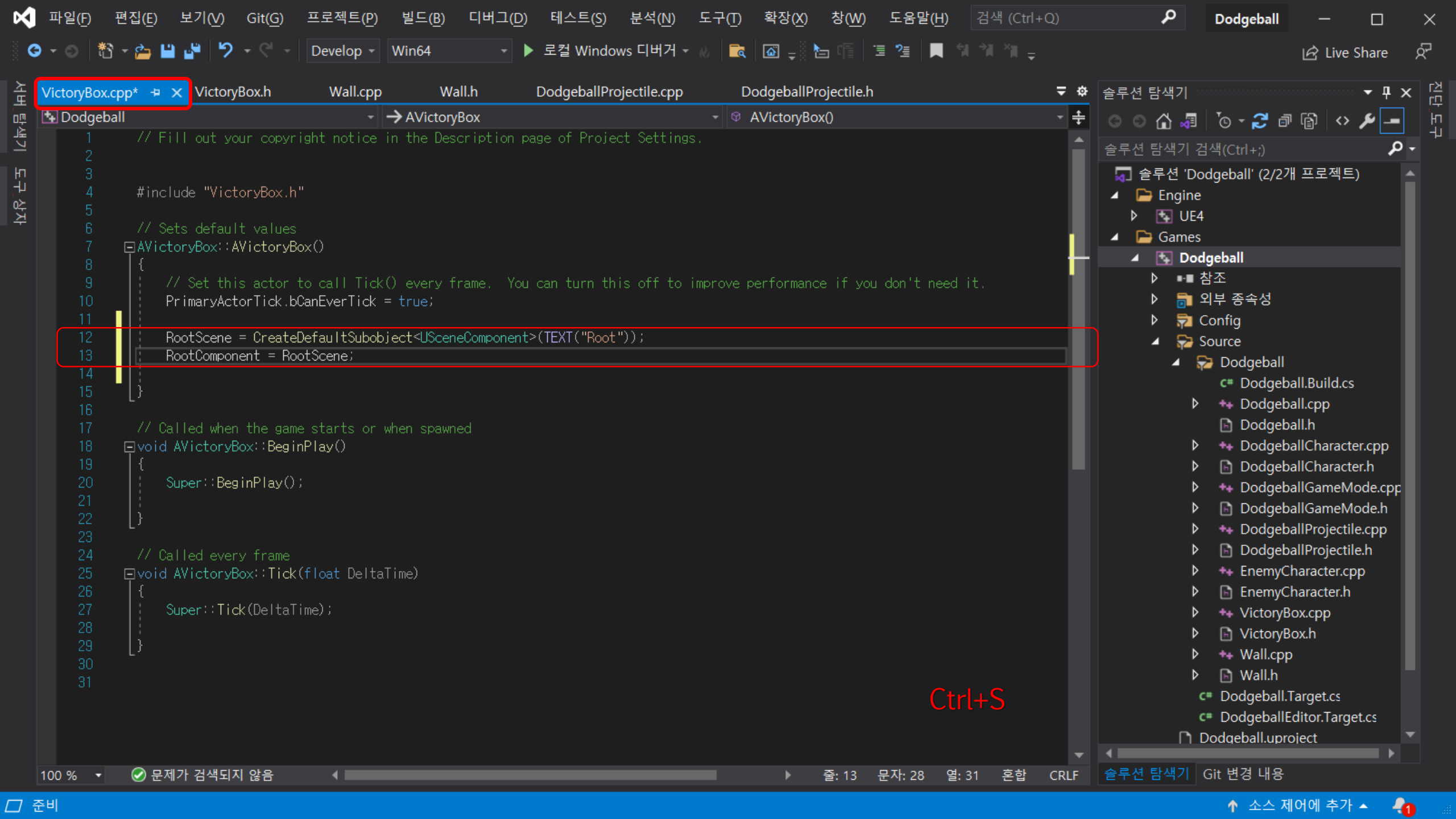
EnemyCharacter.h
VictoryBox.cpp
VictoryBox.h
Wall.cpp
Wall.h
Dodgeball.Target.cs
DodgeballEditor.Target.cs
Dodgeball.uproject
100 %
문제가 검색되지 않음
줄: 17 문자: 35 열: 38 탭 CRLF
솔루션 탐색기 Git 변경 내용
저장되었습니다.
소스 제어에 추가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VictoryBox.h
Wall.cpp
Wall.h
DodgeballProjectile.cpp
DodgeballProjectile.h
Dodgeball
AVictoryBox
AVictoryBox()
// Fill out your copyright notice in the Description page of Project Settings.
#include "VictoryBox.h"
// Sets default values
AVictoryBox::AVictoryBox()
{
// Set this actor to call Tick() every frame. You can turn this off to improve performance if you don't need it.
PrimaryActorTick.bCanEverTick = true;
RootScene = CreateDefaultSubobject<USceneComponent>(TEXT("Root"));
RootComponent = RootScene;
}
// Called when the game starts or when spawned
void AVictoryBox::BeginPlay()
{
Super::BeginPlay();
}
// Called every frame
void AVictoryBox::Tick(float DeltaTime)
{
Super::Tick(DeltaTime);
}
Ctrl+S
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
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DodgeballProjectile.h
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EnemyCharacter.h
VictoryBox.cpp
VictoryBox.h
Wall.cpp
Wall.h
Dodgeball.Target.cs
DodgeballEditor.Target.cs
Dodgeball.uproject
100 %
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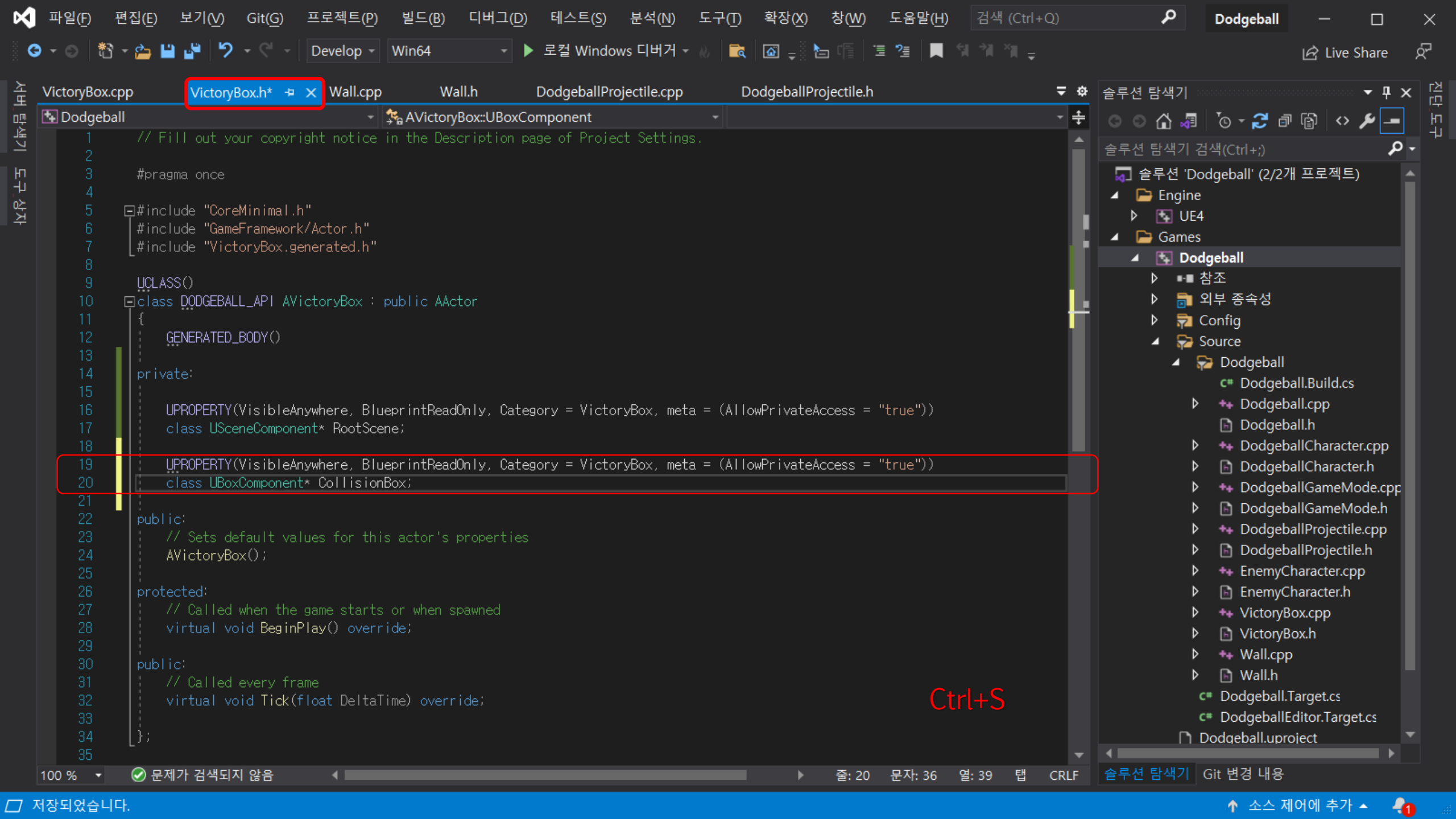
줄: 13 문자: 28 열: 31 혼합 CRLF
솔루션 탐색기 Git 변경 내용
준비
소스 제어에 추가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VictoryBox.h*
Wall.cpp
Wall.h
DodgeballProjectile.cpp
DodgeballProjectile.h
Dodgeball
AVictoryBox::UBoxComponent
// Fill out your copyright notice in the Description page of Project Settings.
#pragma once
#include "CoreMinimal.h"
#include "GameFramework/Actor.h"
#include "VictoryBox.generated.h"
UCLASS()
class DODGEBALL_API AVictoryBox : public AActor
{
GENERATED_BODY()
private:
UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = VictoryBox, meta = (AllowPrivateAccess = "true"))
class USceneComponent* RootScene;
UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = VictoryBox, meta = (AllowPrivateAccess = "true"))
class UBoxComponent* CollisionBox;
public:
// Sets default values for this actor's properties
AVictoryBox();
protected:
// Called when the game starts or when spawned
virtual void BeginPlay() override;
public:
// Called every frame
virtual void Tick(float DeltaTime) override;
};
Ctrl+S
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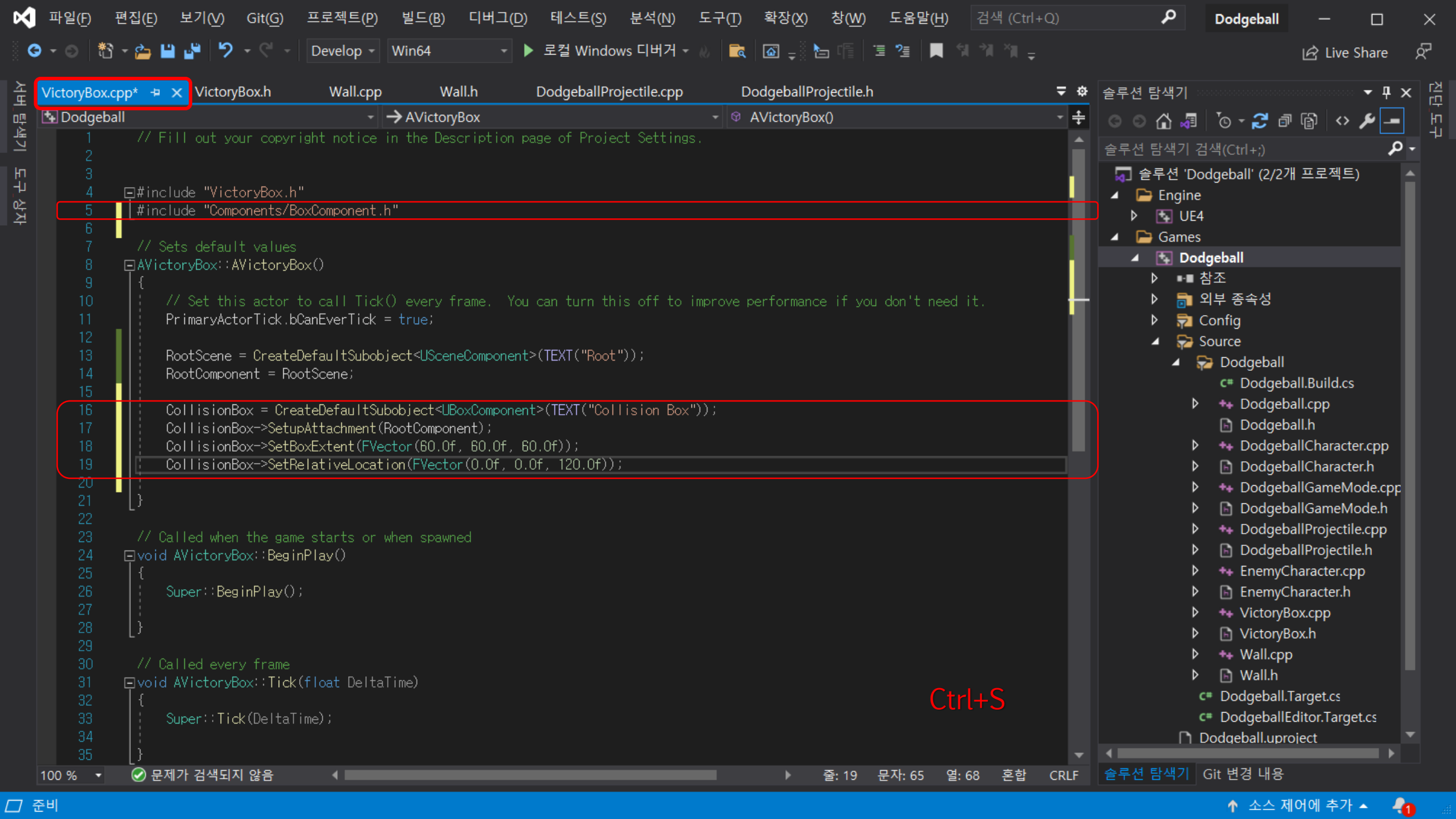
EnemyCharacter.h
VictoryBox.cpp
VictoryBox.h
Wall.cpp
Wall.h
Dodgeball.Target.cs
DodgeballEditor.Target.cs
Dodgeball.uproject
100 %
문제가 검색되지 않음
줄: 20
문자: 36
열: 39
탭
CRLF
솔루션 탐색기
Git 변경 내용
저장되었습니다.
소스 제어에 추가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Wall.h
DodgeballProjectile.cpp
DodgeballProjectile.h
Dodgeball
AVictoryBox
AVictoryBox()
// Fill out your copyright notice in the Description page of Project Settings.
#include "VictoryBox.h"
#include "Components/BoxComponent.h"
// Sets default values
AVictoryBox::AVictoryBox()
{
// Set this actor to call Tick() every frame. You can turn this off to improve performance if you don't need it.
PrimaryActorTick.bCanEverTick = true;
RootScene = CreateDefaultSubobject<USceneComponent>(TEXT("Root"));
RootComponent = RootScene;
CollisionBox = CreateDefaultSubobject<UBoxComponent>(TEXT("Collision Box"));
CollisionBox->SetupAttachment(RootComponent);
CollisionBox->SetBoxExtent(FVector(60.0f, 60.0f, 60.0f));
CollisionBox->SetRelativeLocation(FVector(0.0f, 0.0f, 120.0f));
}
// Called when the game starts or when spawned
void AVictoryBox::BeginPlay()
{
Super::BeginPlay();
}
// Called every frame
void AVictoryBox::Tick(float DeltaTime)
{
Super::Tick(DeltaTime);
}
Ctrl+S
100 %
문제가 검색되지 않음
줄: 19 문자: 65 열: 68 혼합 CRLF
솔루션 탐색기
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EnemyCharacter.h
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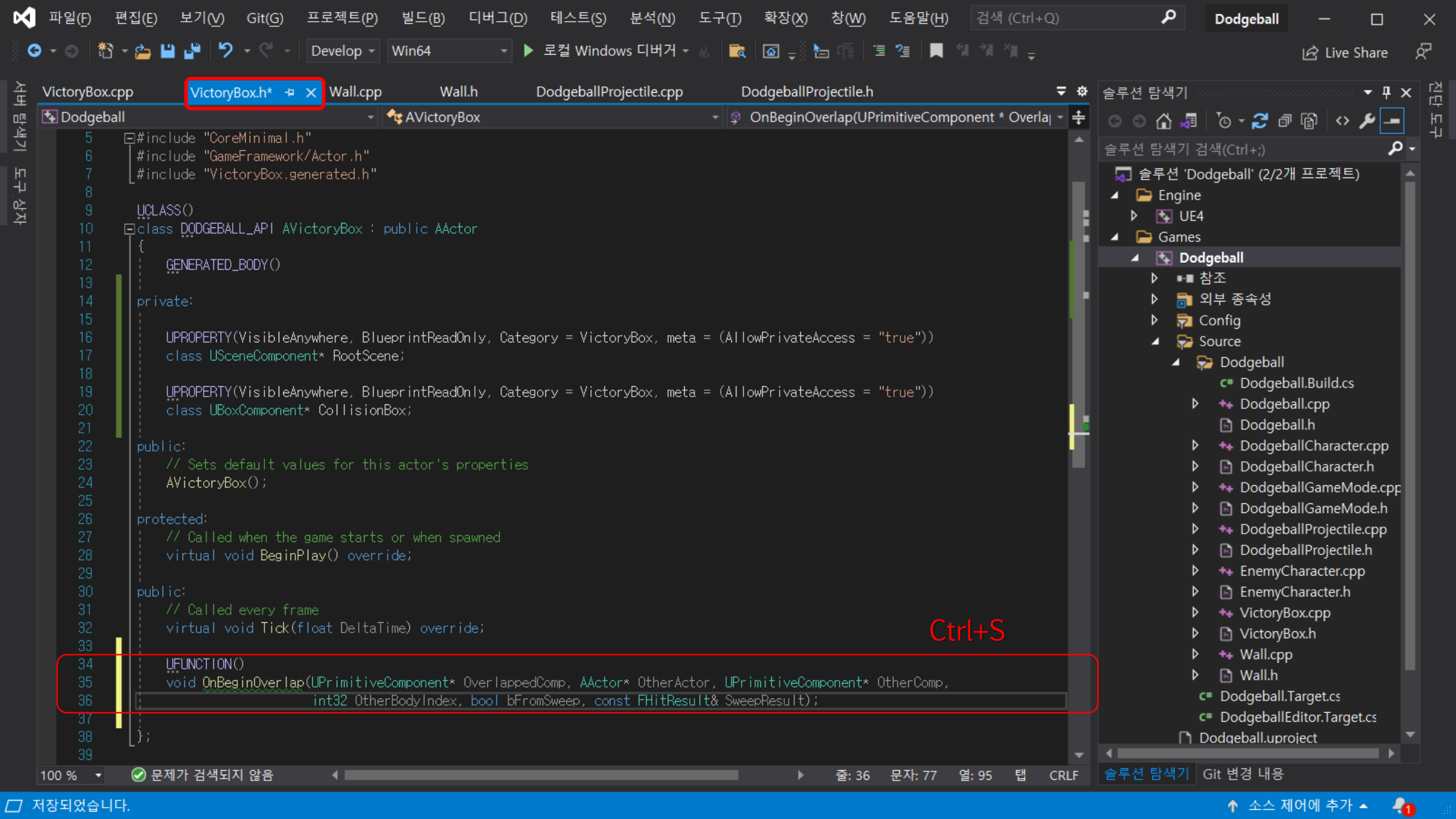
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VictoryBox.h*
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Dodgeball
AVictoryBox
OnBeginOverlap(UPrimitiveComponent * Overla
#include "CoreMinimal.h"
#include "GameFramework/Actor.h"
#include "VictoryBox.generated.h"
UCLASS()
class DODGEBALL_API AVictoryBox : public AActor
{
GENERATED_BODY()
private:
UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = VictoryBox, meta = (AllowPrivateAccess = "true"))
class USceneComponent* RootScene;
UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = VictoryBox, meta = (AllowPrivateAccess = "true"))
class UBoxComponent* CollisionBox;
public:
// Sets default values for this actor's properties
AVictoryBox();
protected:
// Called when the game starts or when spawned
virtual void BeginPlay() override;
public:
// Called every frame
virtual void Tick(float DeltaTime) override;
UFUNCTION()
void OnBeginOverlap(UPrimitiveComponent* OverlappedComp, AActor* OtherActor, UPrimitiveComponent* OtherComp,
int32 OtherBodyIndex, bool bFromSweep, const FHitResult& SweepResult);
};
Ctrl+S
100 %
문제가 검색되지 않음
줄: 36 문자: 77 열: 95 탭 CRLF
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
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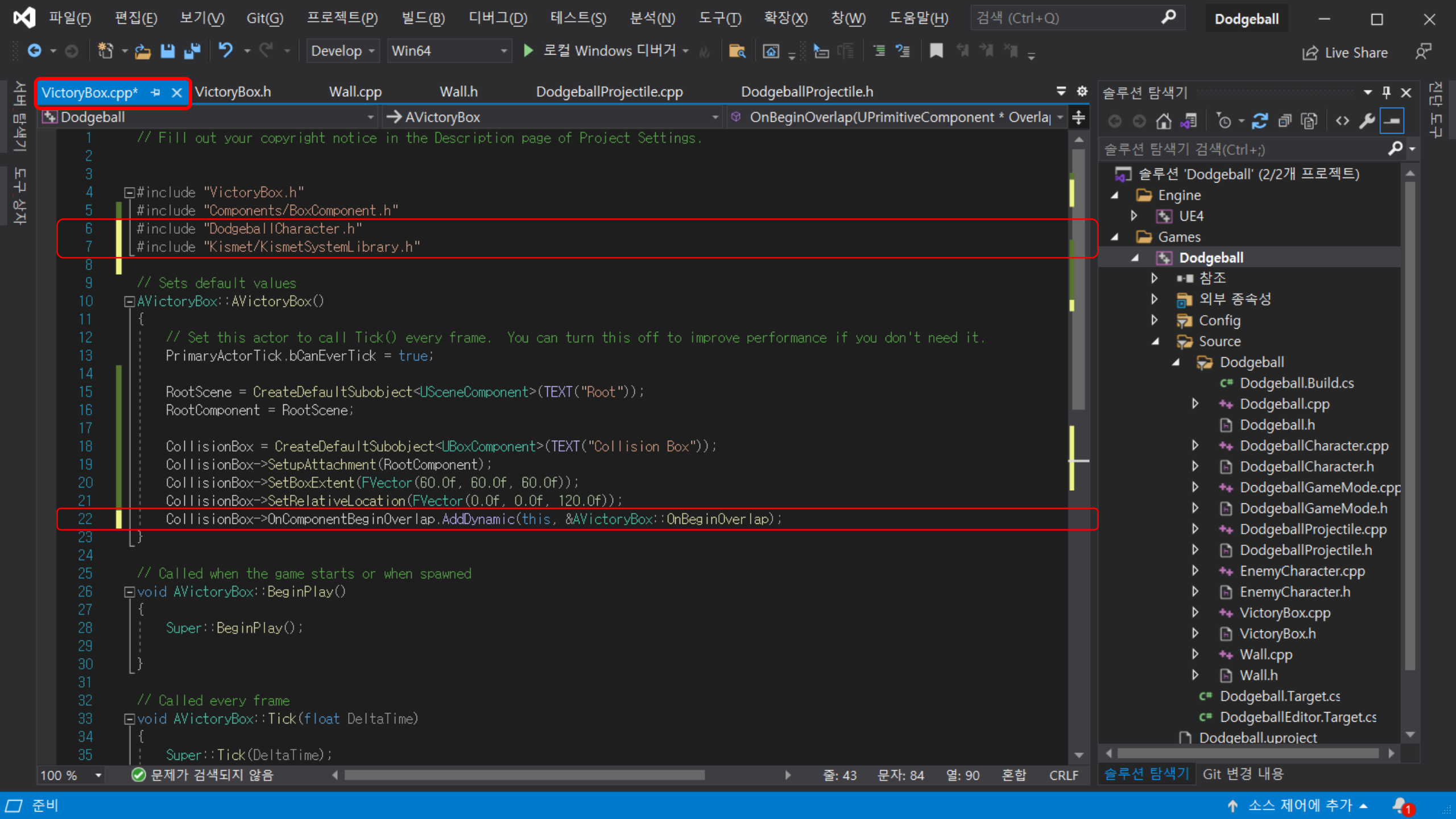
소스 제어에 추가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VictoryBox.h
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DodgeballProjectile.h
Dodgeball
AVictoryBox
OnBeginOverlap(UPrimitiveComponent * Overla
// Fill out your copyright notice in the Description page of Project Settings.
#include "VictoryBox.h"
#include "Components/BoxComponent.h"
#include "DodgeballCharacter.h"
#include "Kismet/KismetSystemLibrary.h"
// Sets default values
AVictoryBox::AVictoryBox()
{
// Set this actor to call Tick() every frame. You can turn this off to improve performance if you don't need it.
PrimaryActorTick.bCanEverTick = true;
RootScene = CreateDefaultSubobject<USceneComponent>(TEXT("Root"));
RootComponent = RootScene;
CollisionBox = CreateDefaultSubobject<UBoxComponent>(TEXT("Collision Box"));
CollisionBox->SetupAttachment(RootComponent);
CollisionBox->SetBoxExtent(FVector(60.0f, 60.0f, 60.0f));
CollisionBox->SetRelativeLocation(FVector(0.0f, 0.0f, 120.0f));
CollisionBox->OnComponentBeginOverlap.AddDynamic(this, &AVictoryBox::OnBeginOverlap);
}
// Called when the game starts or when spawned
void AVictoryBox::BeginPlay()
{
Super::BeginPlay();
}
// Called every frame
void AVictoryBox::Tick(float DeltaTime)
{
Super::Tick(DeltaTime);
100 %
문제가 검색되지 않음
줄: 43 문자: 84 열: 90 혼합 CRLF
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
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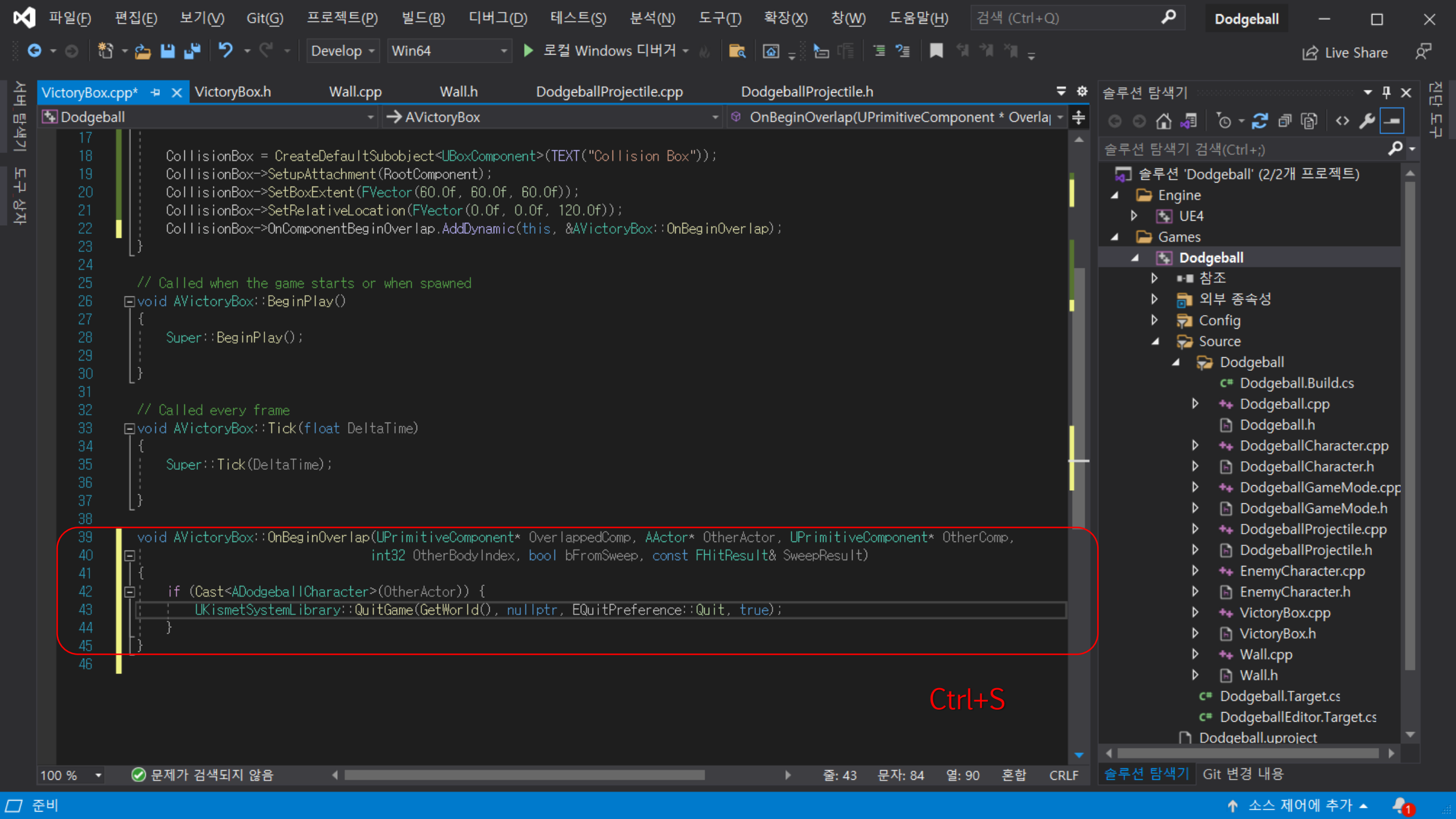
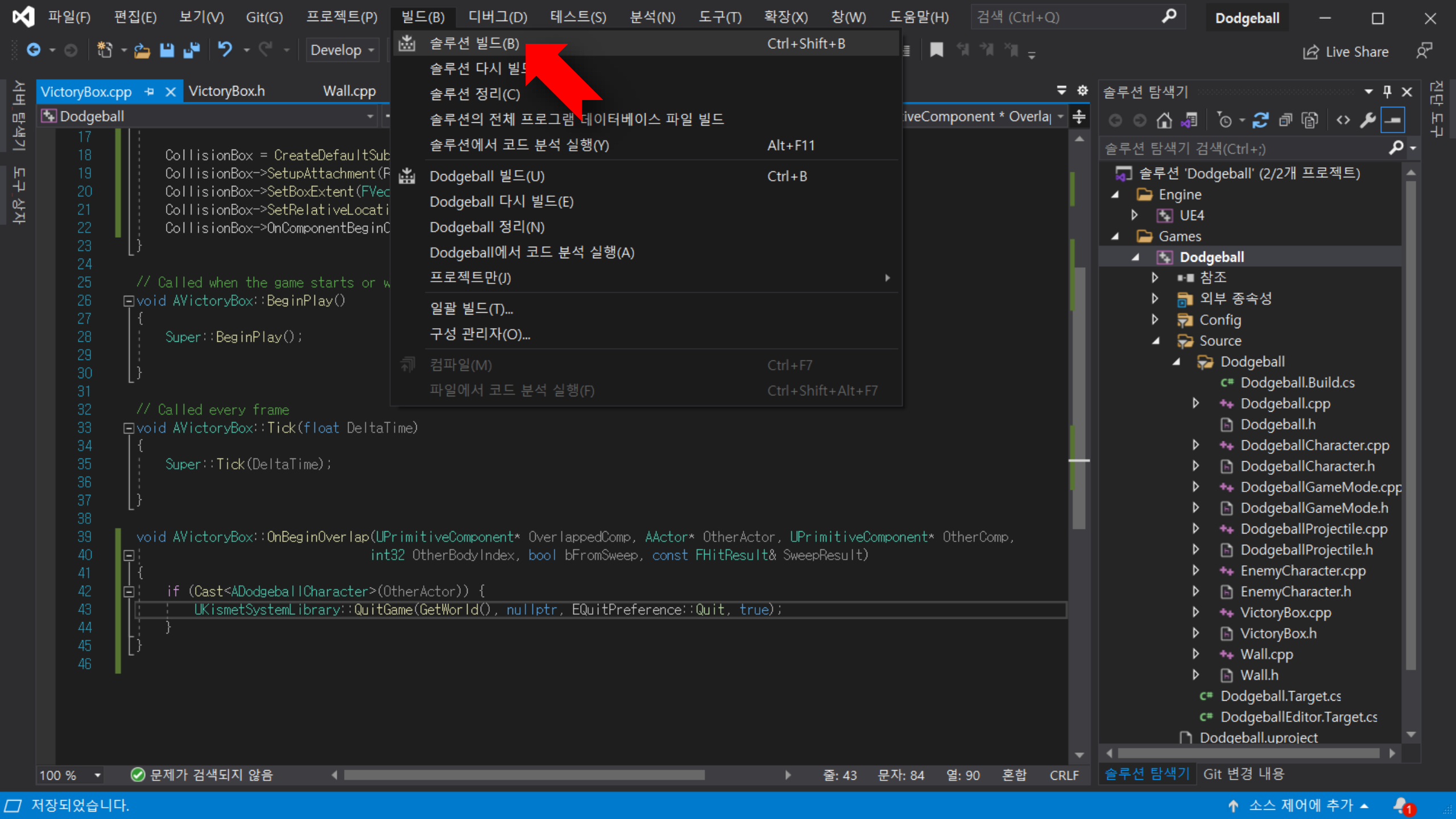
준비
소스 제어에 추가


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)
Dodgeball
Develop
Win64
로컬 Windows 디버거
Live Share
VictoryBox.cpp*
VictoryBox.h
Wall.cpp
Wall.h
DodgeballProjectile.cpp
DodgeballProjectile.h
Dodgeball
AVictoryBox
OnBeginOverlap(UPrimitiveComponent * Overla
CollisionBox = CreateDefaultSubobject<UBoxComponent>(TEXT("Collision Box"));
CollisionBox->SetupAttachment(RootComponent);
CollisionBox->SetBoxExtent(FVector(60.0f, 60.0f, 60.0f));
CollisionBox->SetRelativeLocation(FVector(0.0f, 0.0f, 120.0f));
CollisionBox->OnComponentBeginOverlap.AddDynamic(this, &AVictoryBox::OnBeginOverlap);
}
// Called when the game starts or when spawned
void AVictoryBox::BeginPlay()
{
Super::BeginPlay();
}
// Called every frame
void AVictoryBox::Tick(float DeltaTime)
{
Super::Tick(DeltaTime);
}
void AVictoryBox::OnBeginOverlap(UPrimitiveComponent* OverlappedComp, AActor* OtherActor, UPrimitiveComponent* OtherComp,
int32 OtherBodyIndex, bool bFromSweep, const FHitResult& SweepResult)
{
if (Cast<ADodgeballCharacter>(OtherActor)) {
UKismetSystemLibrary::QuitGame(GetWorld(), nullptr, EQuitPreference::Quit, true);
}
}
Ctrl+S
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
솔루션 'Dodgeball' (2/2개 프로젝트)
Engine
UE4
Games
Dodgeball
참조
외부 종속성
Config
Source
Dodgeball
Dodgeball.Build.cs
Dodgeball.cpp
Dodgeball.h
DodgeballCharacter.cpp
DodgeballCharacter.h
DodgeballGameMode.cpp
DodgeballGameMode.h
DodgeballProjectile.cpp
DodgeballProjectile.h
EnemyCharacter.cpp
EnemyCharacter.h
VictoryBox.cpp
VictoryBox.h
Wall.cpp
Wall.h
Dodgeball.Target.cs
DodgeballEditor.Target.cs
Dodgeball.uproject
100 %
문제가 검색되지 않음
줄: 43
문자: 84
열: 90
혼합
CRLF
솔루션 탐색기
Git 변경 내용
준비
소스 제어에 추가


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)
Dodgeball
Develop
Live Share
솔루션 빌드(B) Ctrl+Shift+B
솔루션 다시 빌드
솔루션 정리(C)
솔루션의 전체 프로그램 데이터베이스 파일 빌드
솔루션에서 코드 분석 실행(Y) Alt+F11
Dodgeball 빌드(U) Ctrl+B
Dodgeball 다시 빌드(E)
Dodgeball 정리(N)
Dodgeball에서 코드 분석 실행(A)
프로젝트만(J)
일괄 빌드(T)...
구성 관리자(O)...
컴파일(M) Ctrl+F7
파일에서 코드 분석 실행(F) Ctrl+Shift+Alt+F7
VictoryBox.cpp
VictoryBox.h
Wall.cpp
Dodgeball
CollisionBox = CreateDefaultSub
CollisionBox->SetupAttachment(R
CollisionBox->SetBoxExtent(FVec
CollisionBox->SetRelativeLocati
CollisionBox->OnComponentBeginC
// Called when the game starts or w
void AVictoryBox::BeginPlay()
Super::BeginPlay();
// Called every frame
void AVictoryBox::Tick(float DeltaTime)
Super::Tick(DeltaTime);
void AVictoryBox::OnBeginOverlap(UPrimitiveComponent* OverlappedComp, AActor* OtherActor, UPrimitiveComponent* OtherComp,
int32 OtherBodyIndex, bool bFromSweep, const FHitResult& SweepResult)
if (Cast<ADodgeballCharacter>(OtherActor)) {
UKismetSystemLibrary::QuitGame(GetWorld(), nullptr, EQuitPreference::Quit, true);
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
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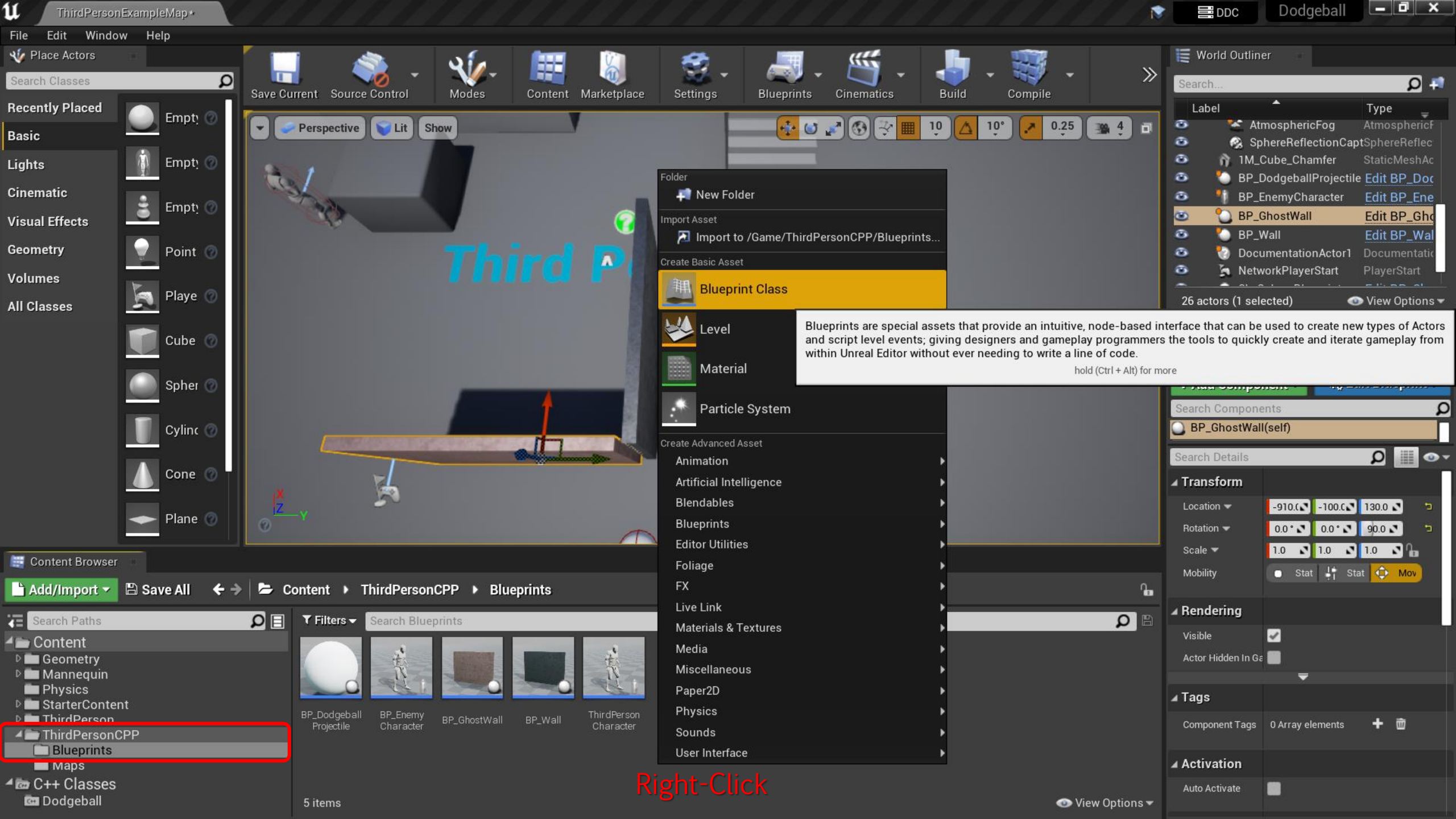
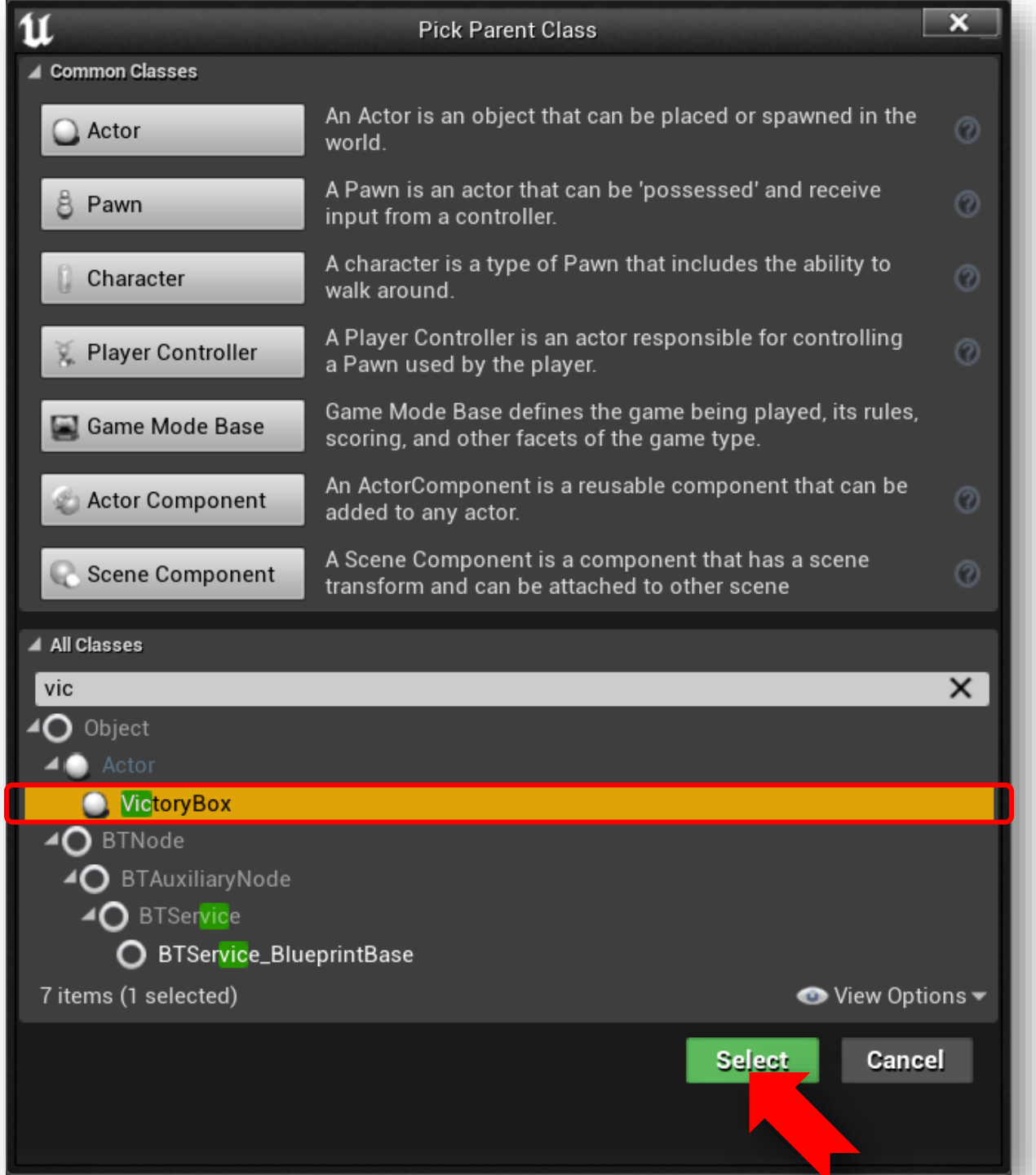
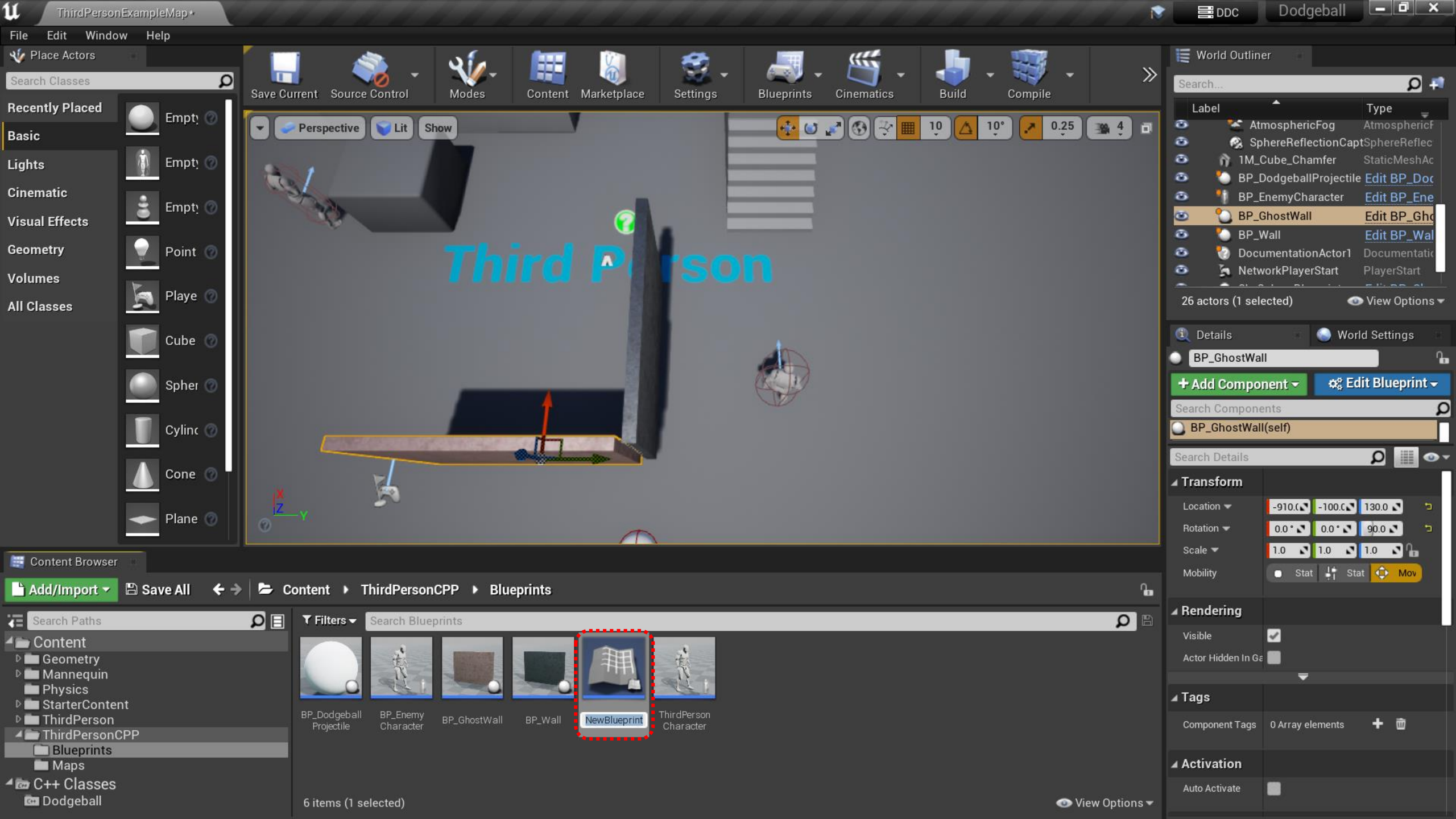
Dodgeball.uproject
100 %
문제가 검색되지 않음
줄: 43 문자: 84 열: 90 혼합 CRLF
솔루션 탐색기 Git 변경 내용
저장되었습니다.
소스 제어에 추가


ThirdPersonExampleMap*
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
10
10°
0.25
4
Folder
New Folder
Import Asset
Import to /Game/ThirdPersonCPP/Blueprints...
Create Basic Asset
Blueprint Class
Level
Material
Particle System
Create Advanced Asset
Animation
Artificial Intelligence
Blendables
Blueprints
Editor Utilities
Foliage
FX
Live Link
Materials & Textures
Media
Miscellaneous
Paper2D
Physics
Sounds
User Interface
Blueprints are special assets that provide an intuitive, node-based interface that can be used to create new types of Actors and script level events; giving designers and gameplay programmers the tools to quickly create and iterate gameplay from within Unreal Editor without ever needing to write a line of code.
hold (Ctrl + Alt) for more
World Outliner
Search...
Label
Type
AtmosphericFog
SphereReflectionCapt
1M_Cube_Chamfer
BP_DodgeballProjectile
BP_EnemyCharacter
BP_GhostWall
BP_Wall
DocumentationActor1
NetworkPlayerStart
26 actors (1 selected)
View Options
Search Components
BP_GhostWall(self)
Search Details
Transform
Location
Rotation
Scale
Mobility
Rendering
Visible
Actor Hidden In Ga
Tags
Component Tags
0 Array elements
Activation
Auto Activate
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
Filters
Search Blueprints
BP_Dodgeball Projectile
BP_Enemy Character
BP_GhostWall
BP_Wall
ThirdPerson Character
5 items
View Options
Right-Click


Pick Parent Class
Common Classes
Actor
An Actor is an object that can be placed or spawned in the world.
Pawn
A Pawn is an actor that can be 'possessed' and receive input from a controller.
Character
A character is a type of Pawn that includes the ability to walk around.
Player Controller
A Player Controller is an actor responsible for controlling a Pawn used by the player.
Game Mode Base
Game Mode Base defines the game being played, its rules, scoring, and other facets of the game type.
Actor Component
An ActorComponent is a reusable component that can be added to any actor.
Scene Component
A Scene Component is a component that has a scene transform and can be attached to other scene
All Classes
vic
Object
Actor
VictoryBox
BTNode
BTAuxiliaryNode
BTService
BTService_BlueprintBase
7 items (1 selected)
View Options
Select
Cancel


ThirdPersonExampleMap*
DDC
Dodgeball
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Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
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Cylinc
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Plane
Save Current
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Modes
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Marketplace
Settings
Blueprints
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4
Third Person
World Outliner
Search...
Label
Type
AtmosphericFog
SphereReflectionCapt
1M_Cube_Chamfer
BP_DodgeballProjectile
BP_EnemyCharacter
BP_GhostWall
BP_Wall
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Edit Blueprint
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Component Tags
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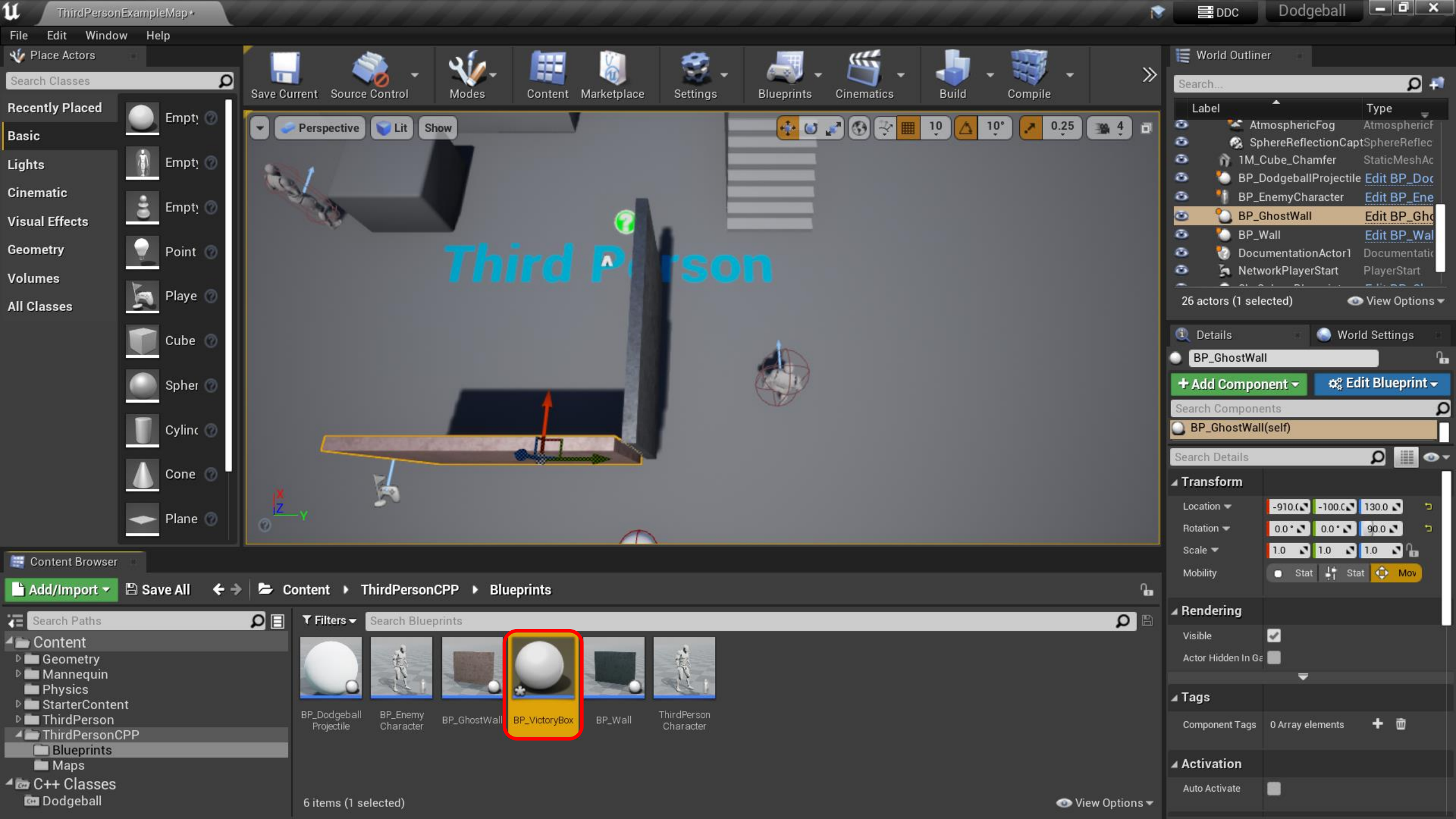
Auto Activate
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Filters
Search Blueprints
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
BP_Dodgeball Projectile
BP_Enemy Character
BP_GhostWall
BP_Wall
NewBlueprint
ThirdPerson Character
6 items (1 selected)
View Options


ThirdPersonExampleMap*
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Visual Effects
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BP_EnemyCharacter
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NetworkPlayerStart
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View Options
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Mobility
Rendering
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Add/Import
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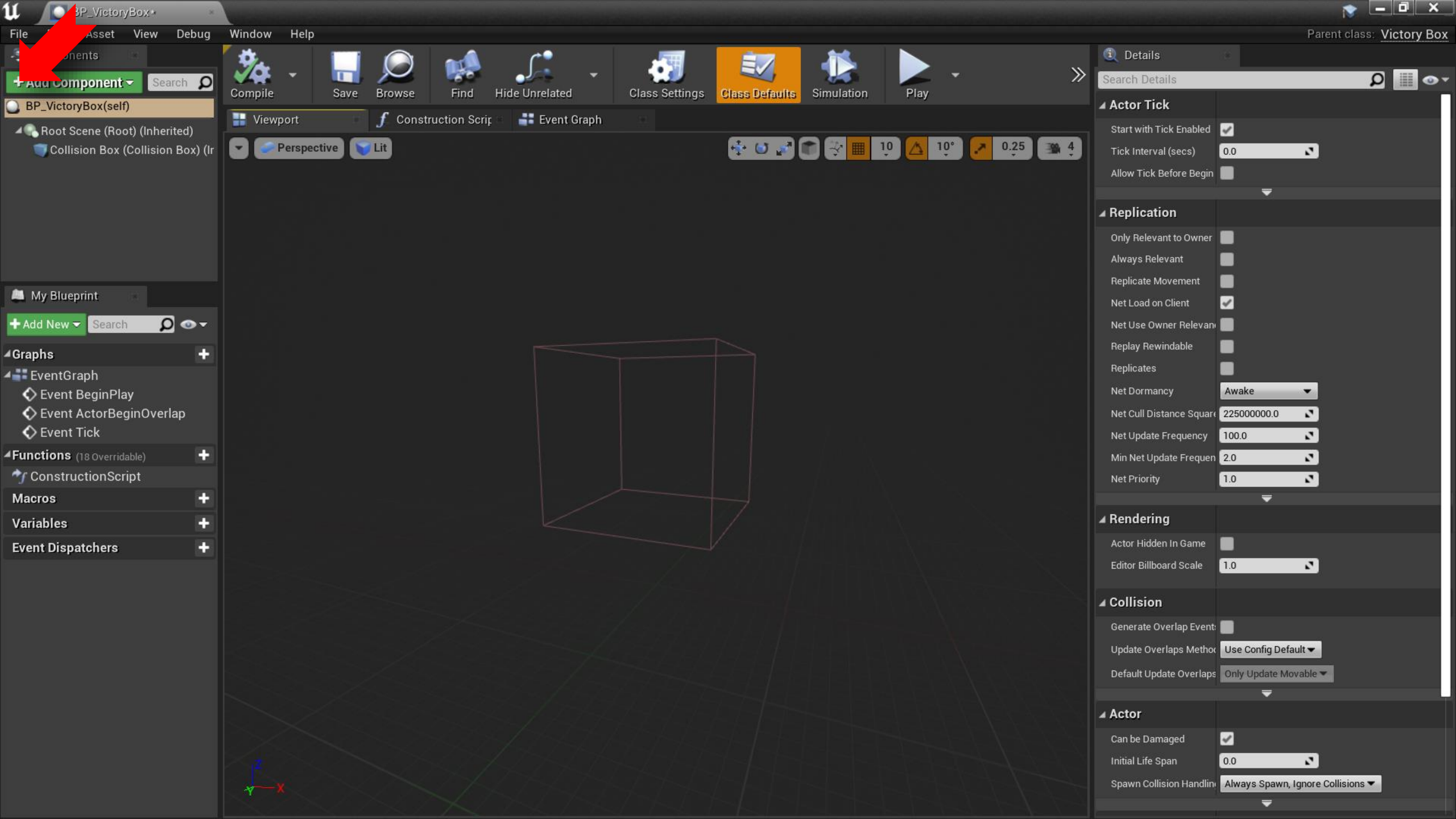
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
Filters
Search Blueprints
BP_Dodgeball Projectile
BP_Enemy Character
BP_GhostWall
BP_VictoryBox
BP_Wall
ThirdPerson Character
6 items (1 selected)
View Options


BP_VictoryBox*
File
Asset
View
Debug
Window
Help
Parent class: Victory Box
Add Component
Search
BP_VictoryBox(self)
Root Scene (Root) (Inherited)
Collision Box (Collision Box) (Ir
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Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
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Construction Scrip
Event Graph
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4
My Blueprint
Add New
Search
Graphs
EventGraph
Event BeginPlay
Event ActorBeginOverlap
Event Tick
Functions (18 Overridable)
ConstructionScript
Macros
Variables
Event Dispatchers
Details
Search Details
Actor Tick
Start with Tick Enabled
Tick Interval (secs)
0.0
Allow Tick Before Begin
Replication
Only Relevant to Owner
Always Relevant
Replicate Movement
Net Load on Client
Net Use Owner Relevan
Replay Rewindable
Replicates
Net Dormancy
Awake
Net Cull Distance Squar
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Net Update Frequency
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Min Net Update Frequen
2.0
Net Priority
1.0
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Actor Hidden In Game
Editor Billboard Scale
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Collision
Generate Overlap Event
Update Overlaps Metho
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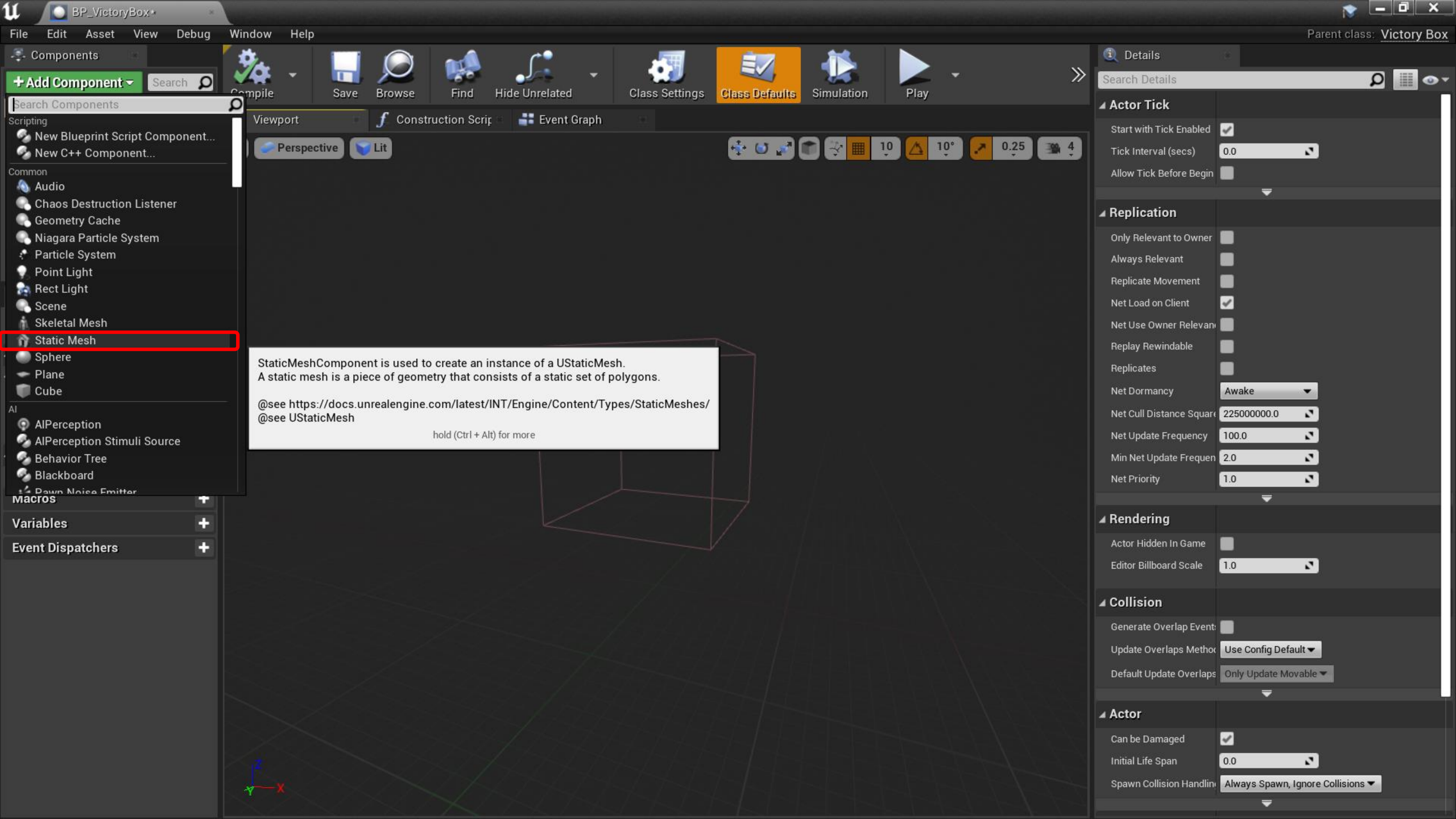
Default Update Overlaps
Only Update Movable
Actor
Can be Damaged
Initial Life Span
0.0
Spawn Collision Handlin
Always Spawn, Ignore Collisions


BP_VictoryBox*
File Edit Asset View Debug Window Help
Parent class: Victory Box
Components
+ Add Component
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Search Components
Scripting
New Blueprint Script Component...
New C++ Component...
Common
Audio
Chaos Destruction Listener
Geometry Cache
Niagara Particle System
Particle System
Point Light
Rect Light
Scene
Skeletal Mesh
Static Mesh
Sphere
Plane
Cube
AI
AIPerception
AIPerception Stimuli Source
Behavior Tree
Blackboard
Macros
Variables
Event Dispatchers
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
Play
Viewport
Construction Scrip
Event Graph
Perspective
Lit
StaticMeshComponent is used to create an instance of a UStaticMesh.
A static mesh is a piece of geometry that consists of a static set of polygons.
@see https://docs.unrealengine.com/latest/INT/Engine/Content/Types/StaticMeshes/
@see UStaticMesh
hold (Ctrl + Alt) for more
Details
Search Details
Actor Tick
Start with Tick Enabled
Tick Interval (secs)
Allow Tick Before Begin
Replication
Only Relevant to Owner
Always Relevant
Replicate Movement
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Initial Life Span
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Spawn Collision Handlin
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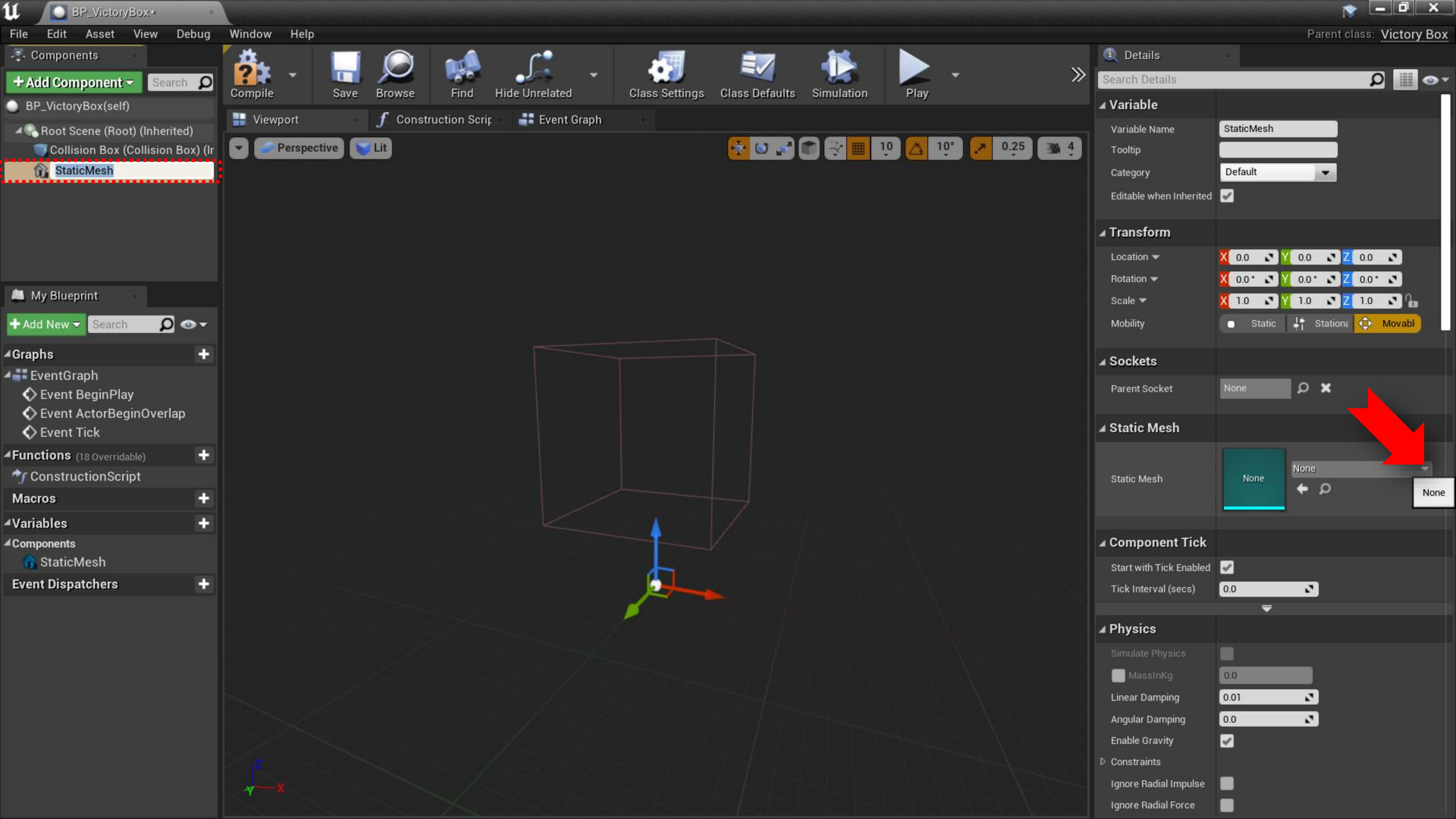
BP_VictoryBox*
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Event ActorBeginOverlap
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Class Defaults
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Event Graph
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Tooltip
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Editable when Inherited
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Rotation
Scale
Mobility
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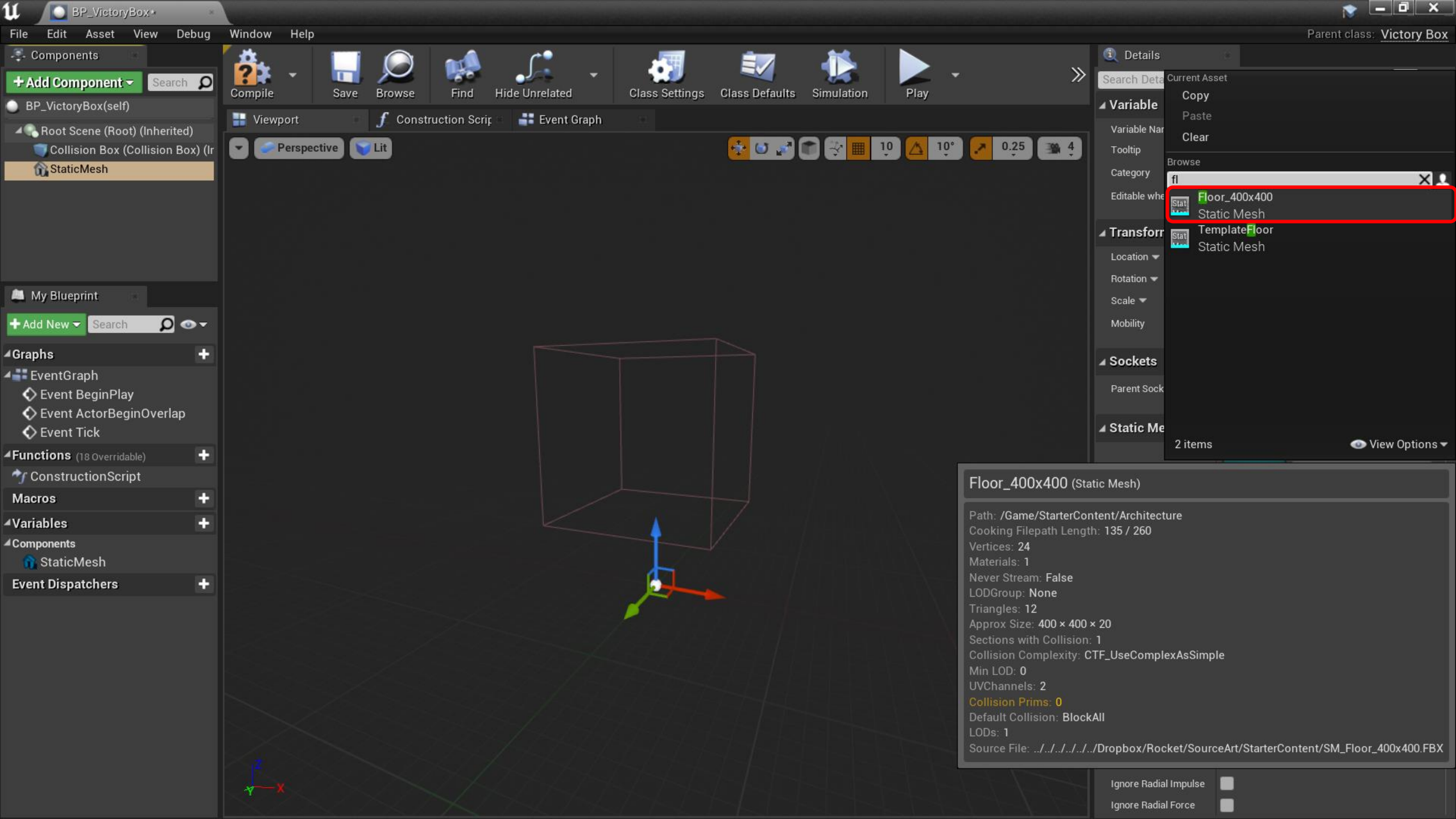
0.01
Angular Damping
0.0
Enable Gravity
Constraints
Ignore Radial Impulse
Ignore Radial Force


BP_VictoryBox*
File Edit Asset View Debug Window Help
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BP_VictoryBox(self)
Root Scene (Root) (Inherited)
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Event BeginPlay
Event ActorBeginOverlap
Event Tick
Functions (18 Overridable)
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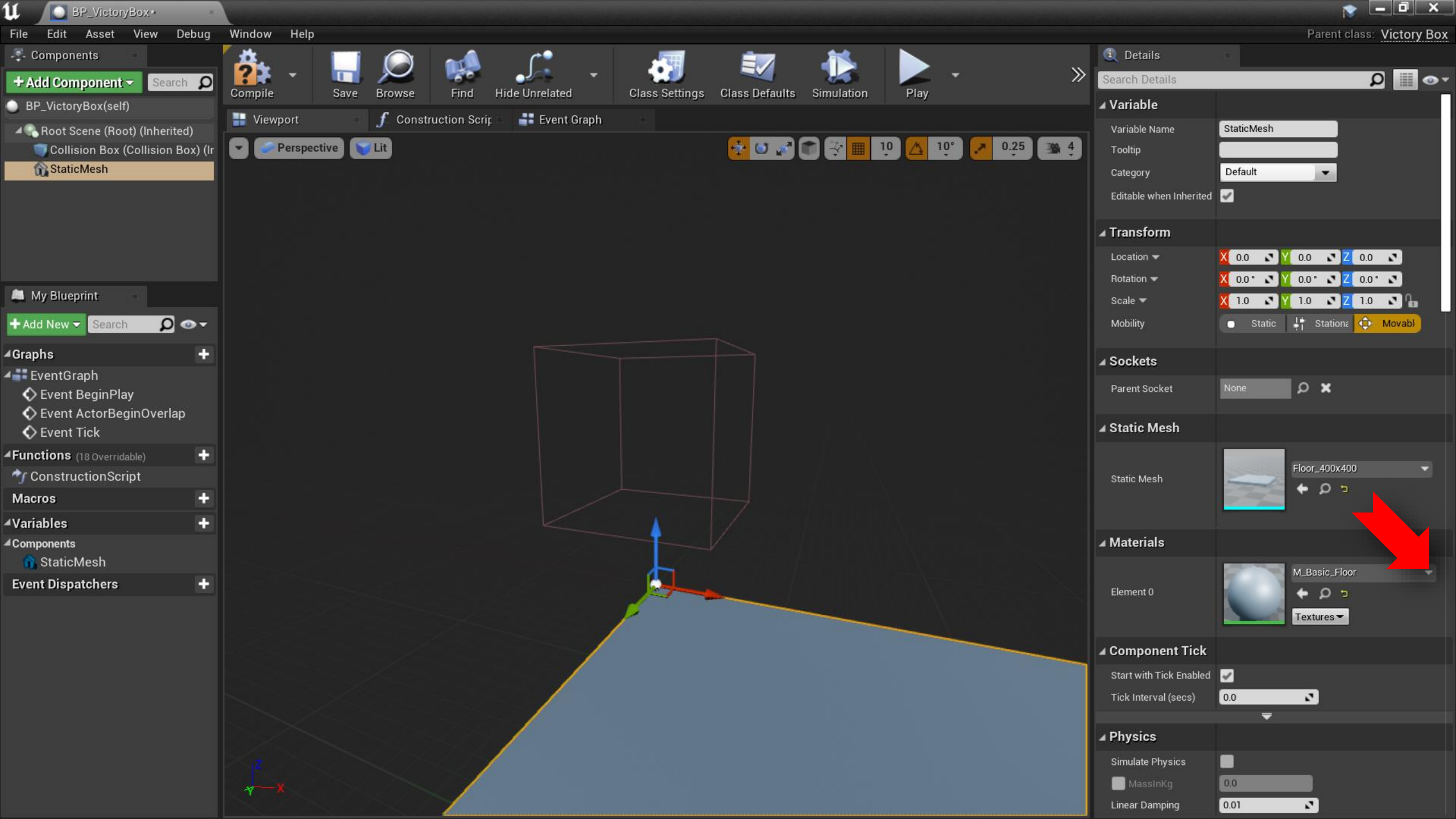
fl
Floor_400x400
Static Mesh
TemplateFloor
Static Mesh
2 items
View Options
Floor_400x400 (Static Mesh)
Path: /Game/StarterContent/Architecture
Cooking Filepath Length: 135 / 260
Vertices: 24
Materials: 1
Never Stream: False
LODGroup: None
Triangles: 12
Approx Size: 400 × 400 × 20
Sections with Collision: 1
Collision Complexity: CTF_UseComplexAsSimple
Min LOD: 0
UVChannels: 2
Collision Prims: 0
Default Collision: BlockAll
LODs: 1
Source File: ../../../../../../Dropbox/Rocket/SourceArt/StarterContent/SM_Floor_400x400.FBX
Ignore Radial Impulse
Ignore Radial Force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0.25
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Variable Name
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Tooltip
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Default
Editable when Inherited
Transform
Location
Rotation
Scale
Mobility
Static
Stationa
Movabl
Sockets
Parent Socket
None
Static Mesh
Static Mesh
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Component Tick
Start with Tick Enabled
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Simulate Physics
MassInKg
0.0
Linear Damping
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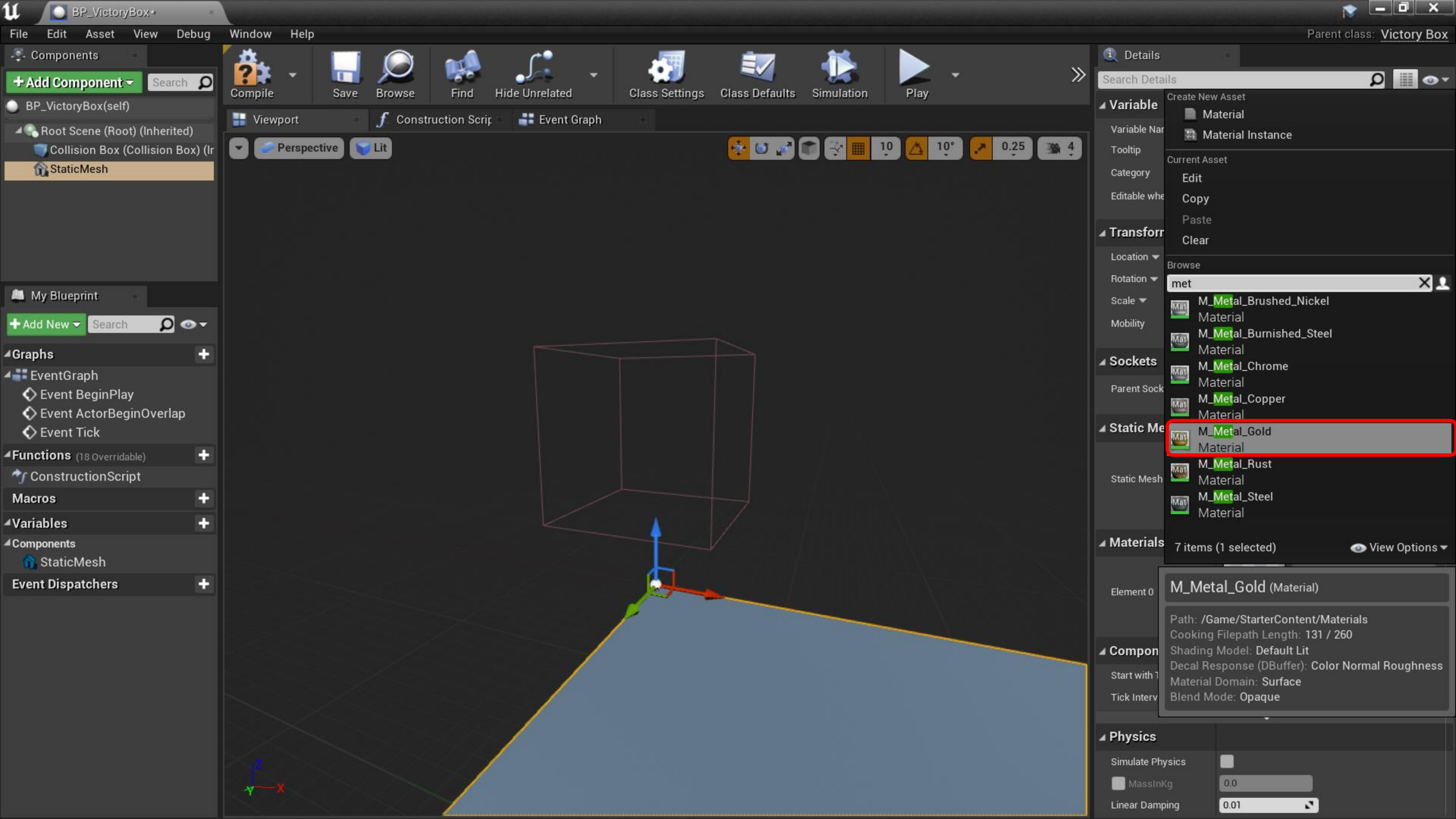
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BP_VictoryBox(self)
Root Scene (Root) (Inherited)
Collision Box (Collision Box) (Ir
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EventGraph
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Event ActorBeginOverlap
Event Tick
Functions (18 Overridable)
ConstructionScript
Macros
Variables
Components
StaticMesh
Event Dispatchers
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
Simulation
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Viewport
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Event Graph
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Lit
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Simulate Physics
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Linear Damping
0.01
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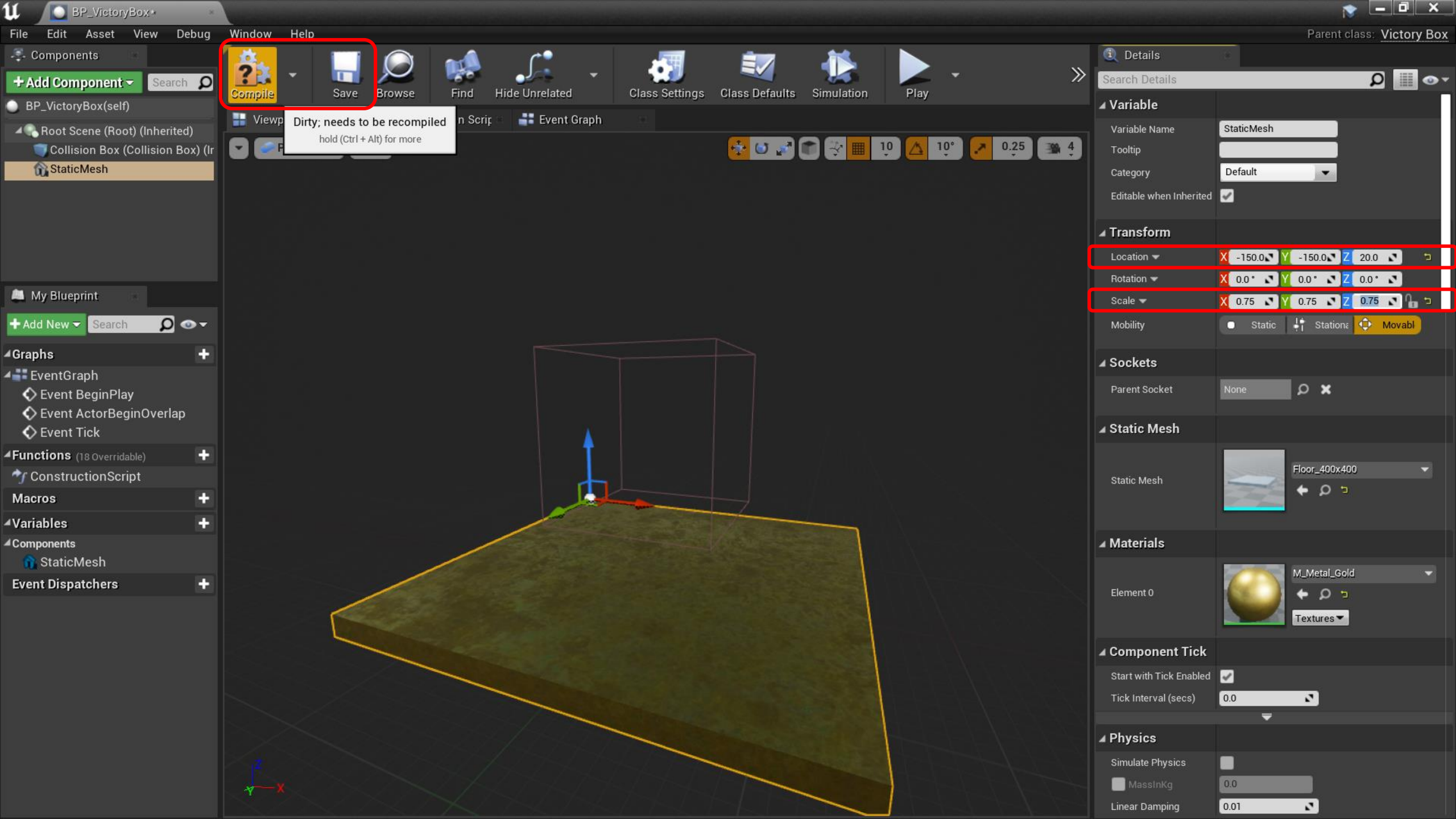
Current Asset
Edit
Copy
Paste
Clear
Browse
met
M_Metal_Brushed_Nickel
Material
M_Metal_Burnished_Steel
Material
M_Metal_Chrome
Material
M_Metal_Copper
Material
M_Metal_Gold
Material
M_Metal_Rust
Material
M_Metal_Steel
Material
7 items (1 selected)
View Options
M_Metal_Gold (Material)
Path: /Game/StarterContent/Materials
Cooking Filepath Length: 131 / 260
Shading Model: Default Lit
Decal Response (DBuffer): Color Normal Roughness
Material Domain: Surface
Blend Mode: Opaque


BP_VictoryBox*
File Edit Asset View Debug Window Help
Parent class: Victory Box
Components
+ Add Component
Search
BP_VictoryBox(self)
Root Scene (Root) (Inherited)
Collision Box (Collision Box) (Ir
StaticMesh
Compile
Save
Browse
Find
Hide Unrelated
Class Settings
Class Defaults
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Dirty; needs to be recompiled
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n Scrip
Event Graph
10
10°
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4
My Blueprint
+ Add New
Search
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Event BeginPlay
Event ActorBeginOverlap
Event Tick
Functions (18 Overridable)
ConstructionScript
Macros
Variables
Components
StaticMesh
Event Dispatchers
Details
Search Details
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StaticMesh
Tooltip
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Location
X -150.0 Y -150.0 Z 20.0
Rotation
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Static
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Sockets
Parent Socket
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Static Mesh
Static Mesh
Floor_400x400
Materials
Element 0
M_Metal_Gold
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Component Tick
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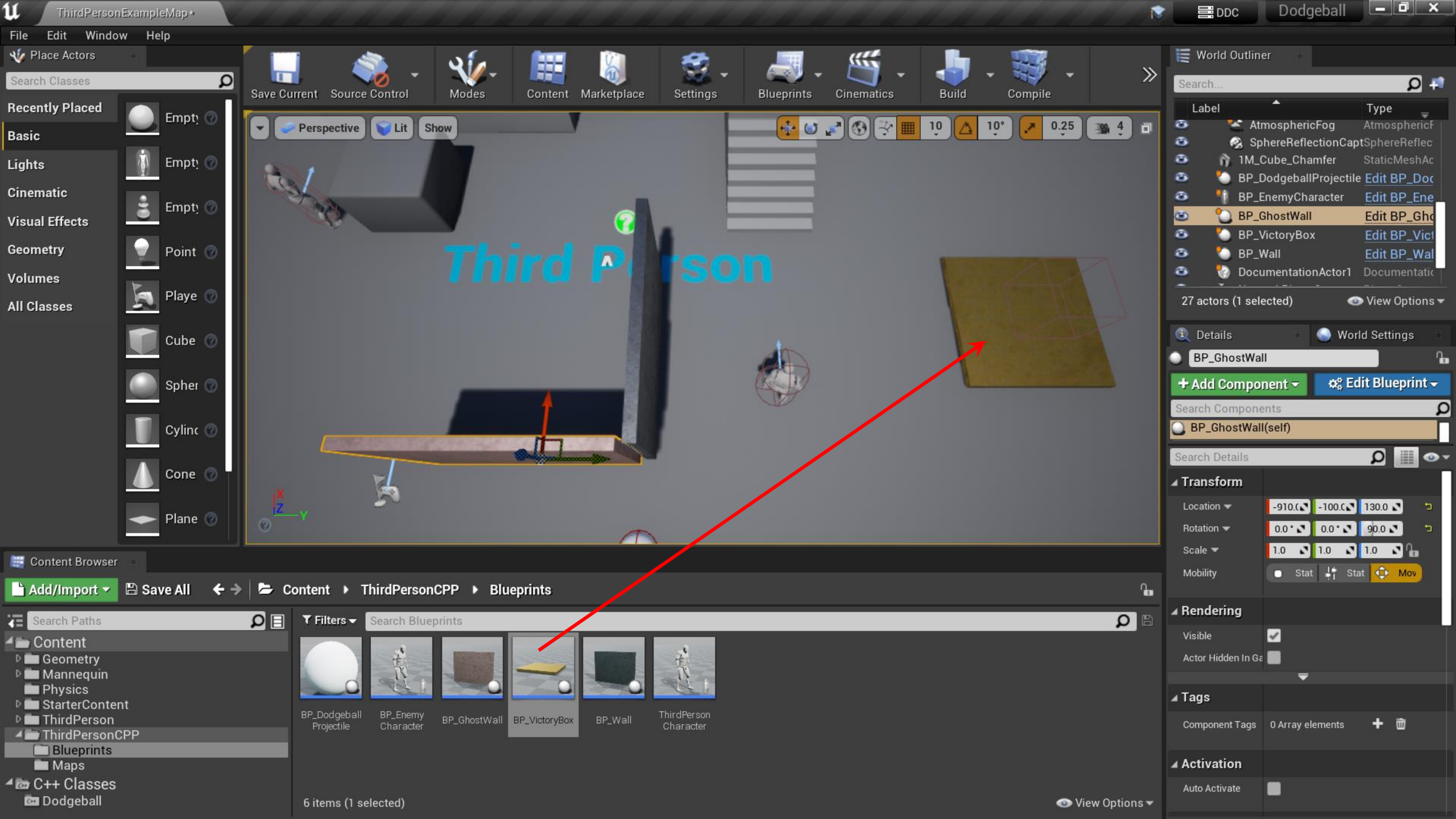
0.0
Physics
Simulate Physics
MassInKg
0.0
Linear Damping
0.01


ThirdPersonExampleMap*
DDC
Dodgeball
File
Edit
Window
Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
World Outliner
Search...
Label
Type
AtmosphericFog
SphereReflectionCapt
1M_Cube_Chamfer
BP_DodgeballProjectile
BP_EnemyCharacter
BP_GhostWall
BP_VictoryBox
BP_Wall
DocumentationActor1
27 actors (1 selected)
View Options
Details
World Settings
BP_GhostWall
Add Component
Edit Blueprint
Search Components
BP_GhostWall(self)
Search Details
Transform
Location
Rotation
Scale
Mobility
Rendering
Visible
Actor Hidden In Ga
Tags
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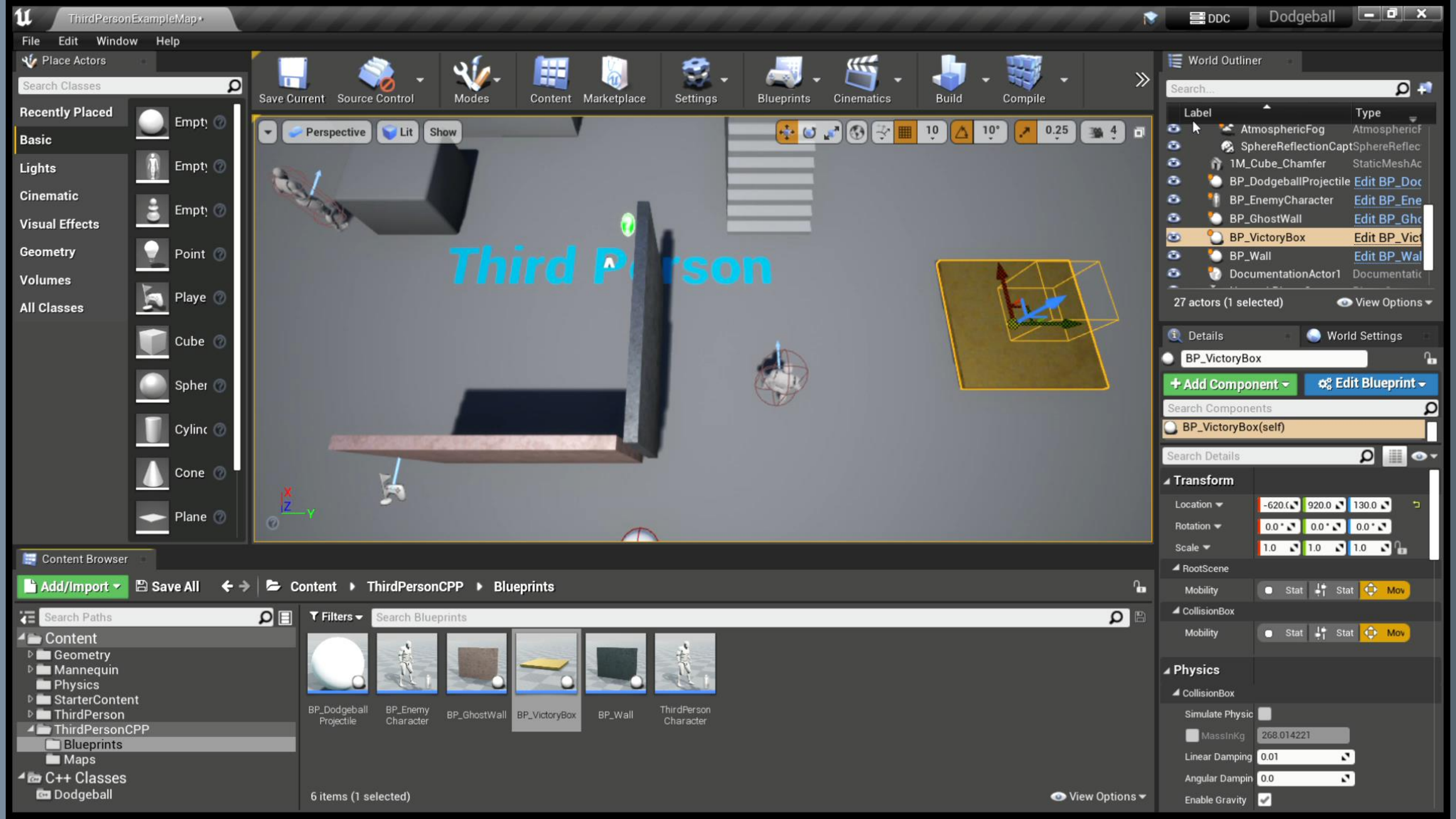
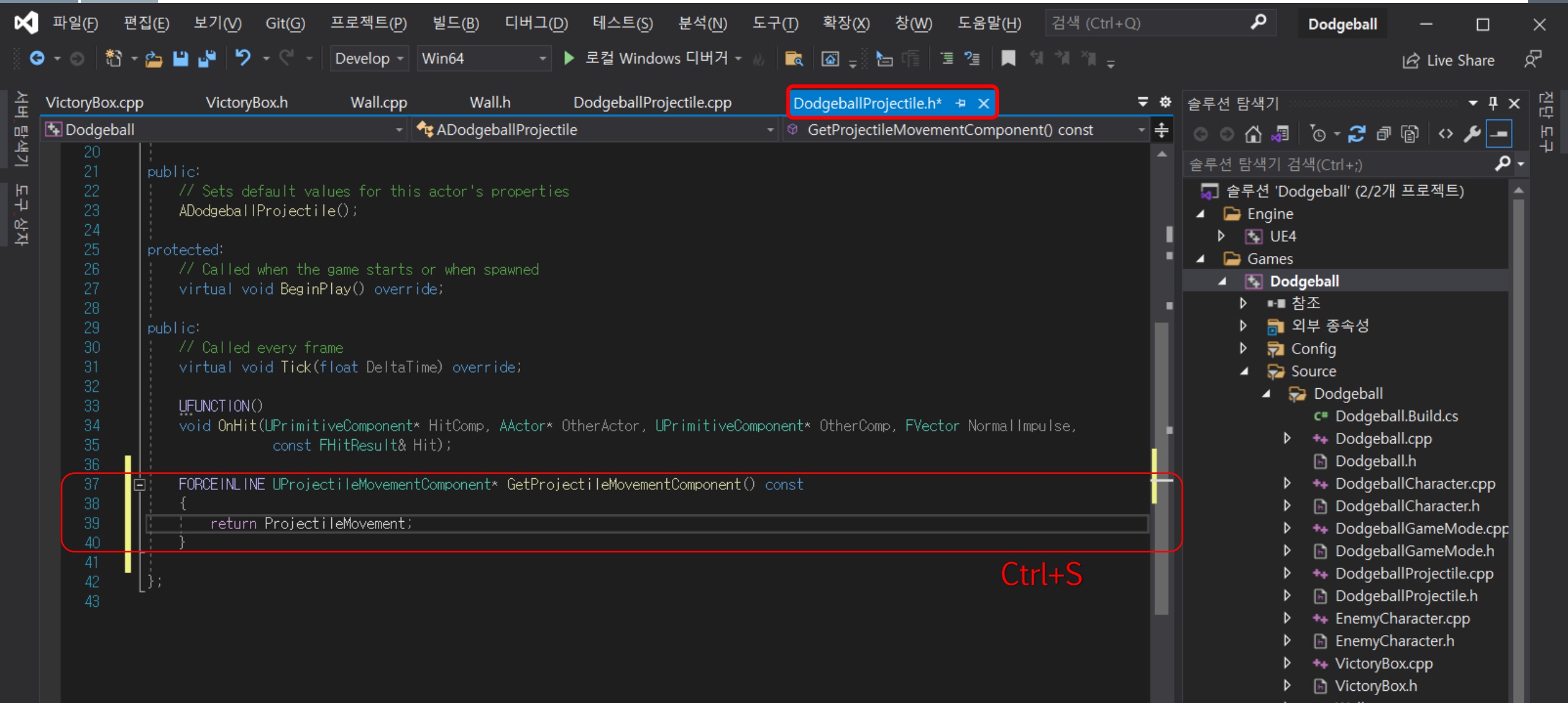
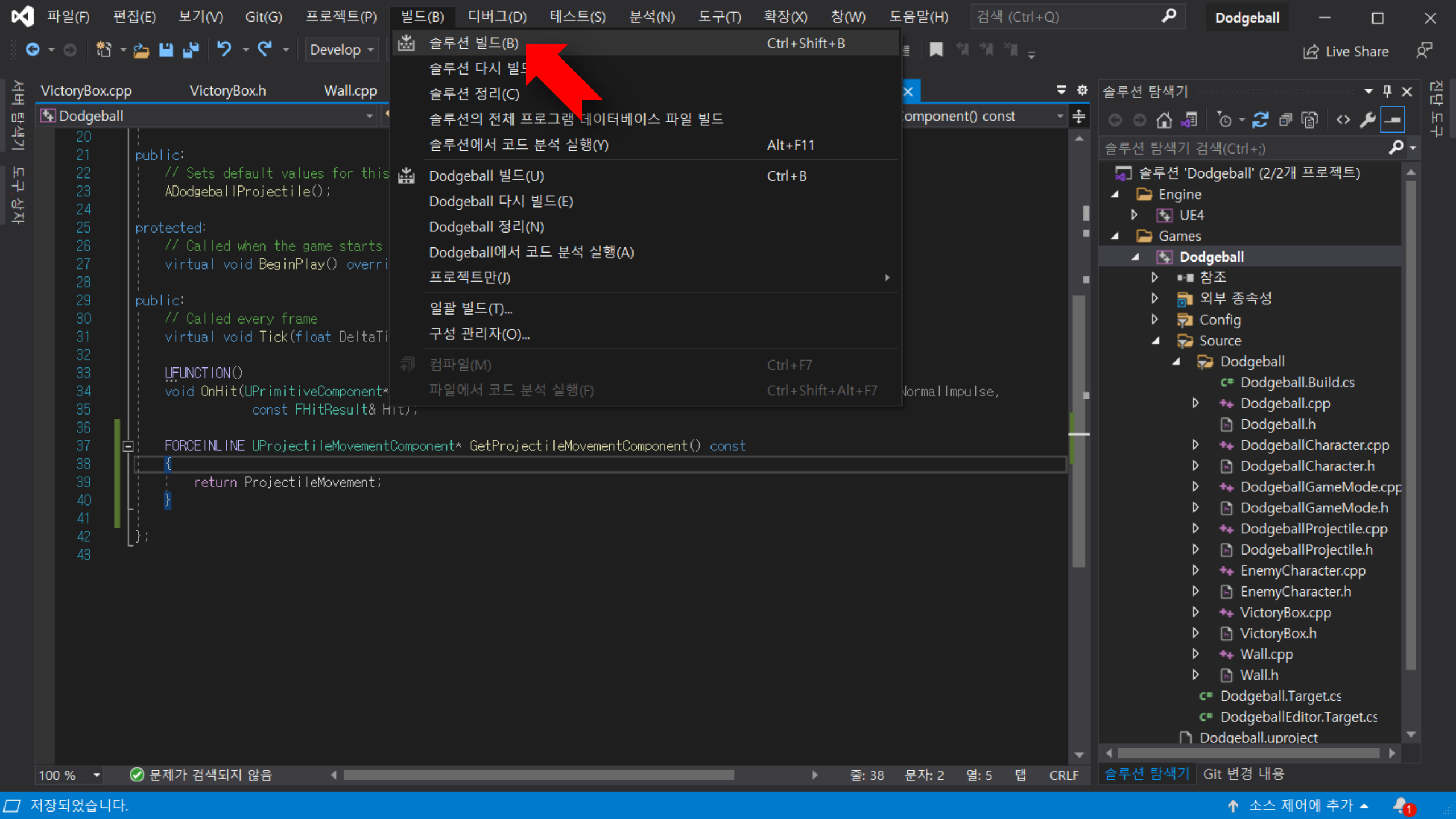
0 Array elements
Activation
Auto Activate
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Filters
Search Blueprints
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
BP_Dodgeball Projectile
BP_Enemy Character
BP_GhostWall
BP_VictoryBox
BP_Wall
ThirdPerson Character
6 items (1 selected)
View Options

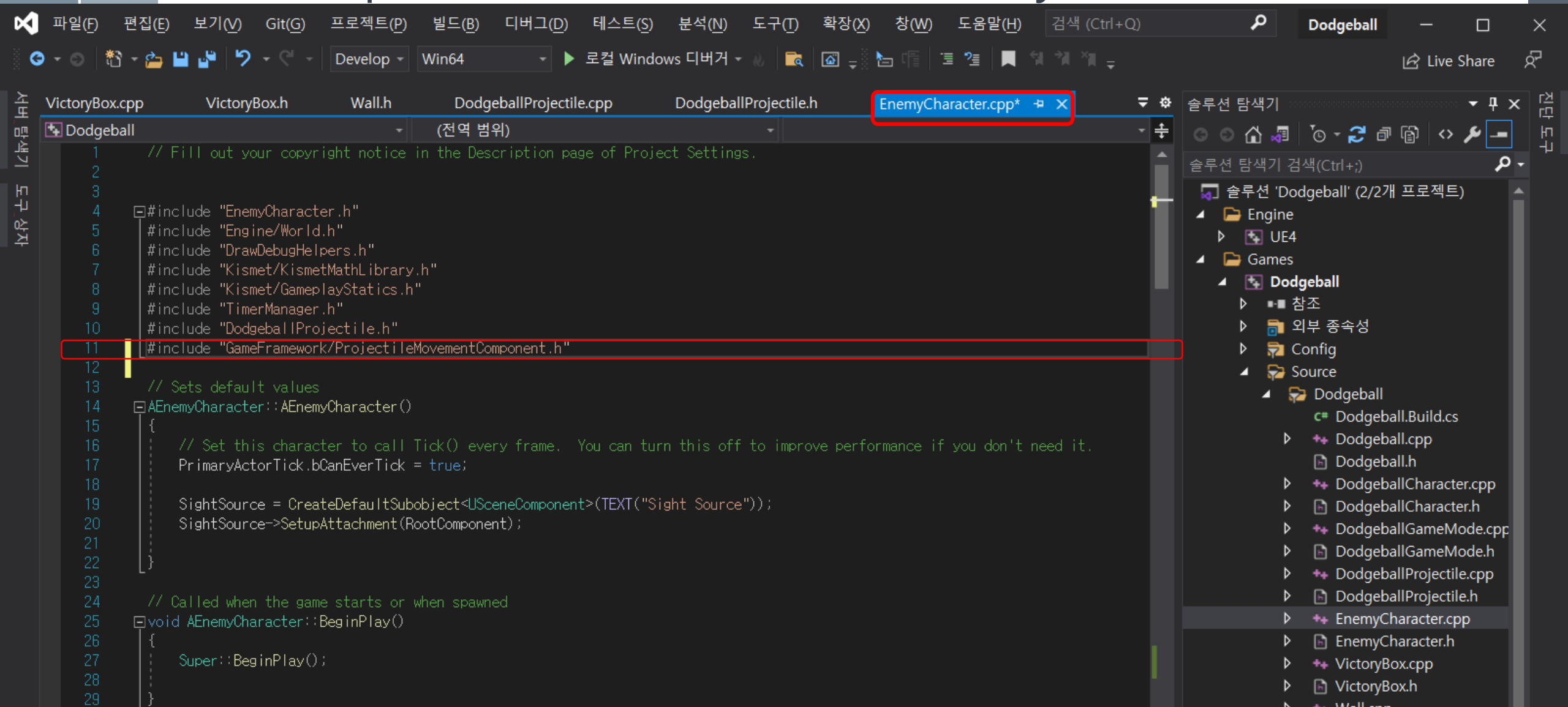

ThirdPersonExampleMap*
DDC
Dodgeball
File Edit Window Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
World Outliner
Search...
Label
Type
AtmosphericFog
SphereReflectionCapt
1M_Cube_Chamfer
BP_DodgeballProjectile
BP_EnemyCharacter
BP_GhostWall
BP_VictoryBox
BP_Wall
DocumentationActor1
27 actors (1 selected)
View Options
Details
World Settings
BP_VictoryBox
+ Add Component
Edit Blueprint
Search Components
BP_VictoryBox(self)
Search Details
Transform
Location
Rotation
Scale
RootScene
Mobility
CollisionBox
Physics
Simulate Physic
Linear Damping
Angular Dampin
Enable Gravity
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Filters
Search Blueprints
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
BP_Dodgeball Projectile
BP_Enemy Character
BP_GhostWall
BP_VictoryBox
BP_Wall
ThirdPerson Character
6 items (1 selected)
View Options

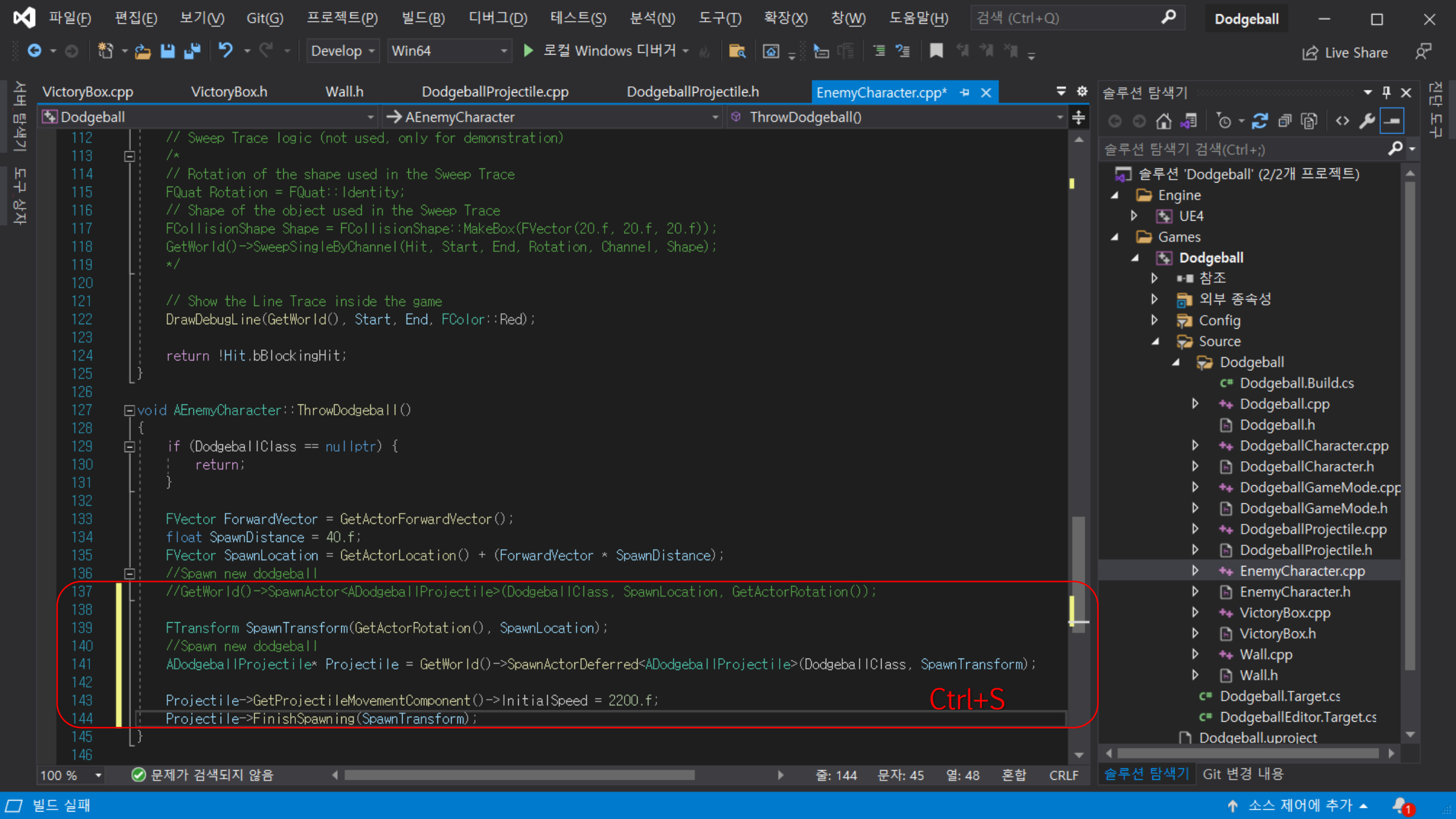
Exercise 6.06: Adding the ProjectileMovementComponent Getter Function In DodgeballProjectile

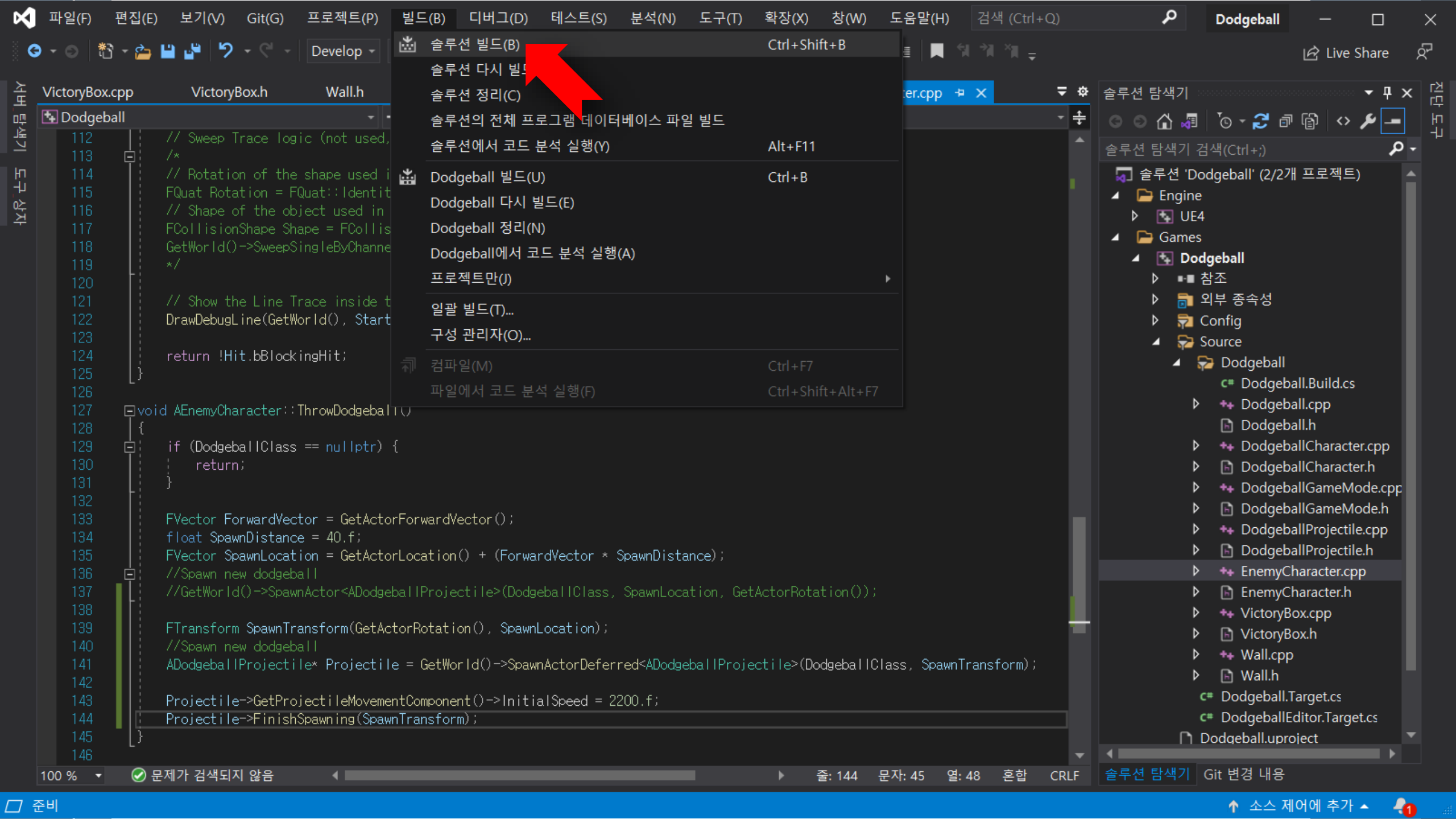


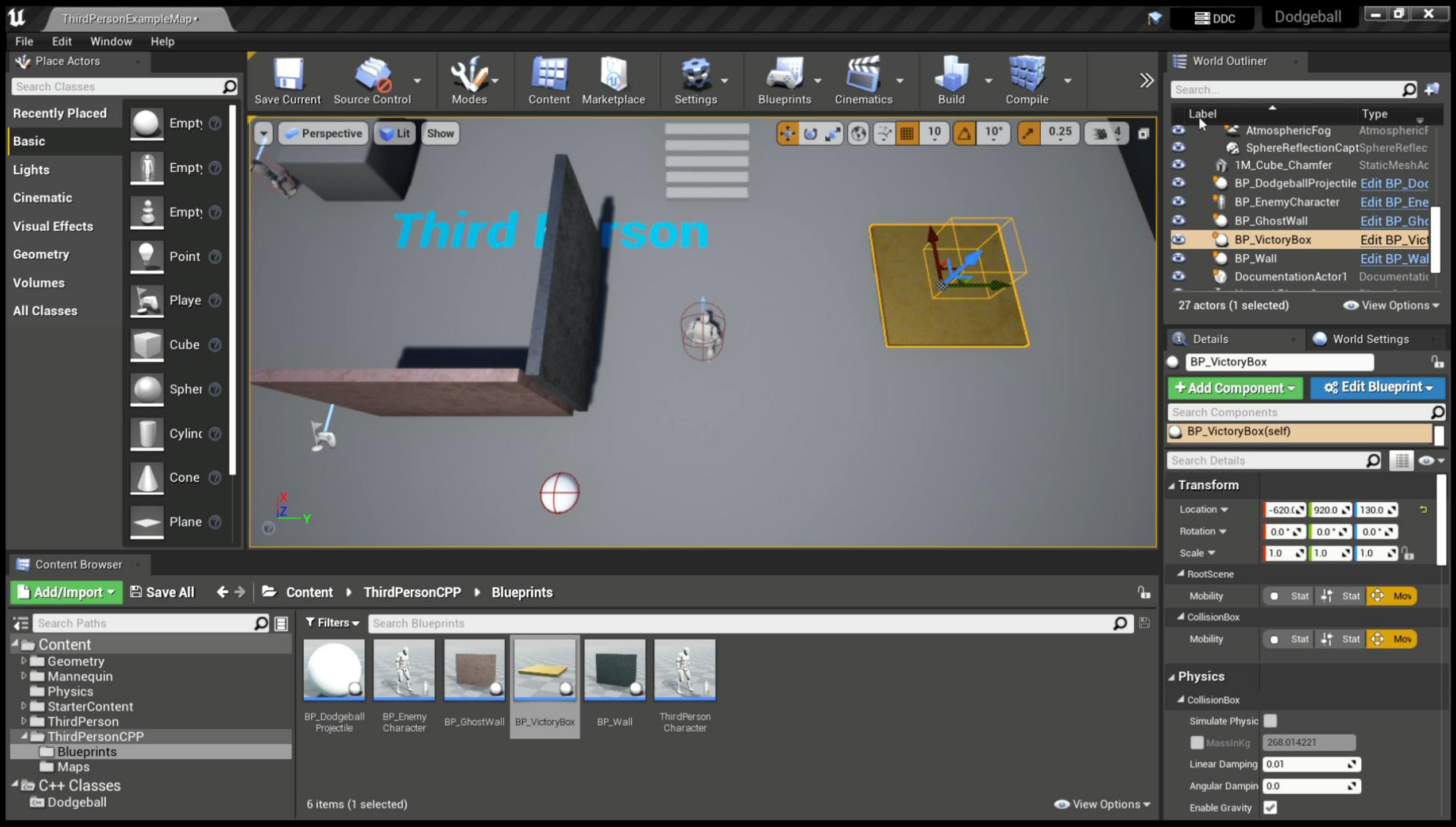

파일(F) 편집(E) 보기(V) Git(G) 프로젝트(P) 빌드(B) 디버그(D) 테스트(S) 분석(N) 도구(T) 확장(X) 창(W) 도움말(H)
검색 (Ctrl+Q)
Dodgeball
Live Share
Develop
솔루션 빌드(B) Ctrl+Shift+B
솔루션 다시 빌드
솔루션 정리(C)
솔루션의 전체 프로그램 데이터베이스 파일 빌드
솔루션에서 코드 분석 실행(Y) Alt+F11
Dodgeball 빌드(U) Ctrl+B
Dodgeball 다시 빌드(E)
Dodgeball 정리(N)
Dodgeball에서 코드 분석 실행(A)
프로젝트만(J)
일괄 빌드(T)...
구성 관리자(O)...
컴파일(M) Ctrl+F7
파일에서 코드 분석 실행(F) Ctrl+Shift+Alt+F7
VictoryBox.cpp
VictoryBox.h
Wall.cpp
Dodgeball
public:
// Sets default values for this
ADodgeballProjectile();
protected:
// Called when the game starts
virtual void BeginPlay() overri
public:
// Called every frame
virtual void Tick(float DeltaTi
UFUNCTION()
void OnHit(UPrimitiveComponent*
const FHitResult& Hit);
FORCEINLINE UProjectileMovementComponent* GetProjectileMovementComponent() const
{
return ProjectileMovement;
}
};
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
솔루션 'Dodgeball' (2/2개 프로젝트)
Engine
UE4
Games
Dodgeball
참조
외부 종속성
Config
Source
Dodgeball
Dodgeball.Build.cs
Dodgeball.cpp
Dodgeball.h
DodgeballCharacter.cpp
DodgeballCharacter.h
DodgeballGameMode.cpp
DodgeballGameMode.h
DodgeballProjectile.cpp
DodgeballProjectile.h
EnemyCharacter.cpp
EnemyCharacter.h
VictoryBox.cpp
VictoryBox.h
Wall.cpp
Wall.h
Dodgeball.Target.cs
DodgeballEditor.Target.cs
Dodgeball.uproject
100 %
문제가 검색되지 않음
줄: 38 문자: 2 열: 5 탭 CRLF
솔루션 탐색기 Git 변경 내용
저장되었습니다.
소스 제어에 추가

Activity 6.01: Replacing the SpawnActor Function with SpawnActorDeferred In EnemyCharacter




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)
Dodgeball
Develop
Win64
로컬 Windows 디버거
Live Share
VictoryBox.cpp
VictoryBox.h
Wall.h
DodgeballProjectile.cpp
DodgeballProjectile.h
EnemyCharacter.cpp*
Dodgeball
AEnemyCharacter
ThrowDodgeball()
112 // Sweep Trace logic (not used, only for demonstration)
113 /*
114 // Rotation of the shape used in the Sweep Trace
115 FQuat Rotation = FQuat::Identity;
116 // Shape of the object used in the Sweep Trace
117 FCollisionShape Shape = FCollisionShape::MakeBox(FVector(20.f, 20.f, 20.f));
118 GetWorld()->SweepSingleByChannel(Hit, Start, End, Rotation, Channel, Shape);
119 */
120
121 // Show the Line Trace inside the game
122 DrawDebugLine(GetWorld(), Start, End, FColor::Red);
123
124 return !Hit.bBlockingHit;
125 }
126
127 void AEnemyCharacter::ThrowDodgeball()
128 {
129 if (DodgeballClass == nullptr) {
130 return;
131 }
132
133 FVector ForwardVector = GetActorForwardVector();
134 float SpawnDistance = 40.f;
135 FVector SpawnLocation = GetActorLocation() + (ForwardVector * SpawnDistance);
136 //Spawn new dodgeball
137 //GetWorld()->SpawnActor<ADodgeballProjectile>(DodgeballClass, SpawnLocation, GetActorRotation());
138
139 FTransform SpawnTransform(GetActorRotation(), SpawnLocation);
140 //Spawn new dodgeball
141 ADodgeballProjectile* Projectile = GetWorld()->SpawnActorDeferred<ADodgeballProjectile>(DodgeballClass, SpawnTransform);
142
143 Projectile->GetProjectileMovementComponent()->InitialSpeed = 2200.f;
144 Projectile->FinishSpawning(SpawnTransform);
145 }
146
Ctrl+S
100 %
문제가 검색되지 않음
줄: 144 문자: 45 열: 48 혼합 CRLF
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
솔루션 'Dodgeball' (2/2개 프로젝트)
Engine
UE4
Games
Dodgeball
참조
외부 종속성
Config
Source
Dodgeball
Dodgeball.Build.cs
Dodgeball.cpp
Dodgeball.h
DodgeballCharacter.cpp
DodgeballCharacter.h
DodgeballGameMode.cpp
DodgeballGameMode.h
DodgeballProjectile.cpp
DodgeballProjectile.h
EnemyCharacter.cpp
EnemyCharacter.h
VictoryBox.cpp
VictoryBox.h
Wall.cpp
Wall.h
Dodgeball.Target.cs
DodgeballEditor.Target.cs
Dodgeball.uproject
솔루션 탐색기
Git 변경 내용
빌드 실패
소스 제어에 추가


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)
Dodgeball
Develop
Live Share
솔루션 빌드(B) Ctrl+Shift+B
솔루션 다시 빌드
솔루션 정리(C)
솔루션의 전체 프로그램 데이터베이스 파일 빌드
솔루션에서 코드 분석 실행(Y) Alt+F11
Dodgeball 빌드(U) Ctrl+B
Dodgeball 다시 빌드(E)
Dodgeball 정리(N)
Dodgeball에서 코드 분석 실행(A)
프로젝트만(J)
일괄 빌드(T)...
구성 관리자(O)...
컴파일(M) Ctrl+F7
파일에서 코드 분석 실행(F) Ctrl+Shift+Alt+F7
VictoryBox.cpp
VictoryBox.h
Wall.h
Dodgeball
// Sweep Trace logic (not used,
/*
// Rotation of the shape used i
FQuat Rotation = FQuat::Identit
// Shape of the object used in
FCollisionShape Shape = FCollis
GetWorld()->SweepSingleByChanne
*/
// Show the Line Trace inside t
DrawDebugLine(GetWorld(), Start
return !Hit.bBlockingHit;
}
void AEnemyCharacter::ThrowDodgeball()
{
if (DodgeballClass == nullptr) {
return;
}
FVector ForwardVector = GetActorForwardVector();
float SpawnDistance = 40.f;
FVector SpawnLocation = GetActorLocation() + (ForwardVector * SpawnDistance);
//Spawn new dodgeball
//GetWorld()->SpawnActor<ADodgeballProjectile>(DodgeballClass, SpawnLocation, GetActorRotation());
FTransform SpawnTransform(GetActorRotation(), SpawnLocation);
//Spawn new dodgeball
ADodgeballProjectile* Projectile = GetWorld()->SpawnActorDeferred<ADodgeballProjectile>(DodgeballClass, SpawnTransform);
Projectile->GetProjectileMovementComponent()->InitialSpeed = 2200.f;
Projectile->FinishSpawning(SpawnTransform);
}
솔루션 탐색기
솔루션 탐색기 검색(Ctrl+;)
솔루션 'Dodgeball' (2/2개 프로젝트)
Engine
UE4
Games
Dodgeball
참조
외부 종속성
Config
Source
Dodgeball
Dodgeball.Build.cs
Dodgeball.cpp
Dodgeball.h
DodgeballCharacter.cpp
DodgeballCharacter.h
DodgeballGameMode.cpp
DodgeballGameMode.h
DodgeballProjectile.cpp
DodgeballProjectile.h
EnemyCharacter.cpp
EnemyCharacter.h
VictoryBox.cpp
VictoryBox.h
Wall.cpp
Wall.h
Dodgeball.Target.cs
DodgeballEditor.Target.cs
Dodgeball.uproject
100 %
문제가 검색되지 않음
줄: 144 문자: 45 열: 48 혼합 CRLF
솔루션 탐색기 Git 변경 내용
준비
소스 제어에 추가


ThirdPersonExampleMap*
DDC
Dodgeball
File Edit Window Help
Place Actors
Search Classes
Recently Placed
Basic
Lights
Cinematic
Visual Effects
Geometry
Volumes
All Classes
Empty
Empty
Empty
Point
Playe
Cube
Spher
Cylinc
Cone
Plane
Save Current
Source Control
Modes
Content
Marketplace
Settings
Blueprints
Cinematics
Build
Compile
Perspective
Lit
Show
Third Person
World Outliner
Search...
Label
Type
AtmosphericFog
SphereReflectionCapt
1M_Cube_Chamfer
BP_DodgeballProjectile
BP_EnemyCharacter
BP_GhostWall
BP_VictoryBox
BP_Wall
DocumentationActor1
27 actors (1 selected)
View Options
Details
World Settings
BP_VictoryBox
Add Component
Edit Blueprint
Search Components
BP_VictoryBox(self)
Search Details
Transform
Location
Rotation
Scale
RootScene
Mobility
CollisionBox
Physics
Simulate Physic
MassInKg
Linear Damping
Angular Dampin
Enable Gravity
Content Browser
Add/Import
Save All
Content
ThirdPersonCPP
Blueprints
Search Paths
Filters
Search Blueprints
Content
Geometry
Mannequin
Physics
StarterContent
ThirdPerson
ThirdPersonCPP
Blueprints
Maps
C++ Classes
Dodgeball
BP_Dodgeball Projectile
BP_Enemy Character
BP_GhostWall
BP_VictoryBox
BP_Wall
ThirdPerson Character
6 items (1 selected)
View Options

연습 과제

› Activity 6.01까지 모두 완성한 **Dodgeball** 프로젝트를 제출하시오.

› 제출 방법: “프로젝트 폴더” 전체 압축
→ 압축 파일 내에서 다음 “4개 폴더” 삭제
1) Content 폴더 안 StarterContent 폴더
2) Intermediate 폴더
3) Saved 폴더
4) Binary 폴더
→ 압축파일 업로드