

Spawning The Player Projectile (2)

14th Week, 2021



UNREAL
ENGINE



Visual and Audio Effects

- › Visual Effects (VFX)
 - **Particle Systems** are made up of emitters.
 - › Emitters are comprised of modules.
 - › In these modules, you can control the appearance and behaviors of the emitter using materials, meshes, and mathematical modules.
 - Ex) A fire torch, or snow falling, to rain, dust, and so on
- › Audio Effects (SFX)
 - Made up of a combination of Sound Waves and Sound Cues:
 - › **Sound Waves** are .wav audio format files can be imported into Unreal Engine 4.
 - › **Sound Cues** combine Sound Wave audio files with other nodes such as Oscillator, Modulator, and Concatenator to create unique and complex sounds.



Exercise 14.09: Adding Effects When The Enemy is Destroyed

The screenshot shows the Unreal Engine Learn tab interface. On the left, there's a sidebar with icons for Epic Games, Home, Store, Library, Unreal Engine, and Downloads. The main content area features two game samples: "Action RPG" and "Unreal Match 3". A red arrow points to the "Action RPG" sample.

Epic Games UE4 **Learn** Marketplace Library Twinmotion UE5 **Launch**
Unreal Engine 4.27.0

Learning Games

Action RPG

Do you want to know more about how to make a high-end mobile game for Unreal Engine 4 (UE4) that can be deployed to both Android and iOS? Learn this and more in the Action RPG sample.

Unreal Match 3

Making a mobile game? Check out this sample that includes IAPs for iOS and Android, achievements, and much more.



Epic Games

UE4

Learn

Marketplace

Library

Twinmotion

UE5

Launch

Unreal Engine 4.27.0



Home



Store



Library



Unreal Engine



Downloads



Settings



Sun-Jeong Kim

< CONTENT DETAIL



Action RPG

Epic Games - May 30, 2019

Do you want to know more about how to make a high-end mobile game for Unreal Engine 4 (UE4) that can be deployed to both Android and iOS? Learn this and more in the Action RPG sample.

Free

Supported Platforms



Supported Engine Versions

4.20 - 4.27

Download Type

Complete Project



Epic Games

UE4

Learn

Marketplace

Library

Twinmotion

UE5

Launch

Unreal Engine 4.27.0

< CONTENT DETAIL

QUIT



Action RPG

Epic Games - May 30, 2019

Do you want to know more about how to make a high-end mobile game for Unreal Engine 4 (UE4) that can be deployed to both Android and iOS? Learn this and more in the Action RPG sample.

Create Project



Supported Platforms



Supported Engine Versions

4.20 - 4.27

Download Type

Complete Project



Home



Store



Library



Unreal Engine



Downloads



Settings



Sun-Jeong Kim



Epic Games

UE4

Learn

Marketplace

Library

Twinmotion

UE5

Launch
Unreal Engine 4.27.0

Home

< CONTENT DETAIL

QUIT

Choose Project Name and Location

Name: ActionRPG

Folder: C:/Users/sunje/Desktop/Unreal/ActionRPG

Browse

Select Version of the Engine for Project: 4.27▼

C:/Users/sunje/Desktop/Unreal/ActionRPG/ActionRPG.uproject

Create**Don't Create**

Downloads



Settings



Sun-Jeong Kim

Supported Engine Versions

4.20 - 4.27

Download Type**Complete Project**

Recently Placed

Empty Actor
Empty Character
Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane



Sound Cue Actions

- Play
- Stop
- Mute
- Solo

Consolidate Attenuation

Common

- Edit...
- Rename F2
- Duplicate Ctrl+W
- Save Ctrl+S
- Delete Delete

Asset Actions

- Asset Localization

Find

Select Actors Using This Asset

Move

Export...

Migrate...

References

Copy Reference

Copies all selected assets and their dependencies to another project

Advanced

Reload

Replace References

Bulk Edit via Property Matrix...

Show Metadata

Size Map...

Alt+Shift+M

Audit Assets...

Alt+Shift+A

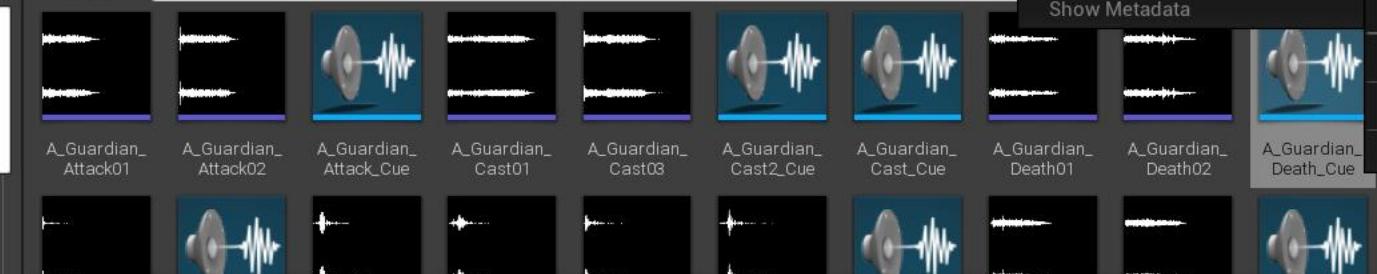
Shader Cook Statistics...

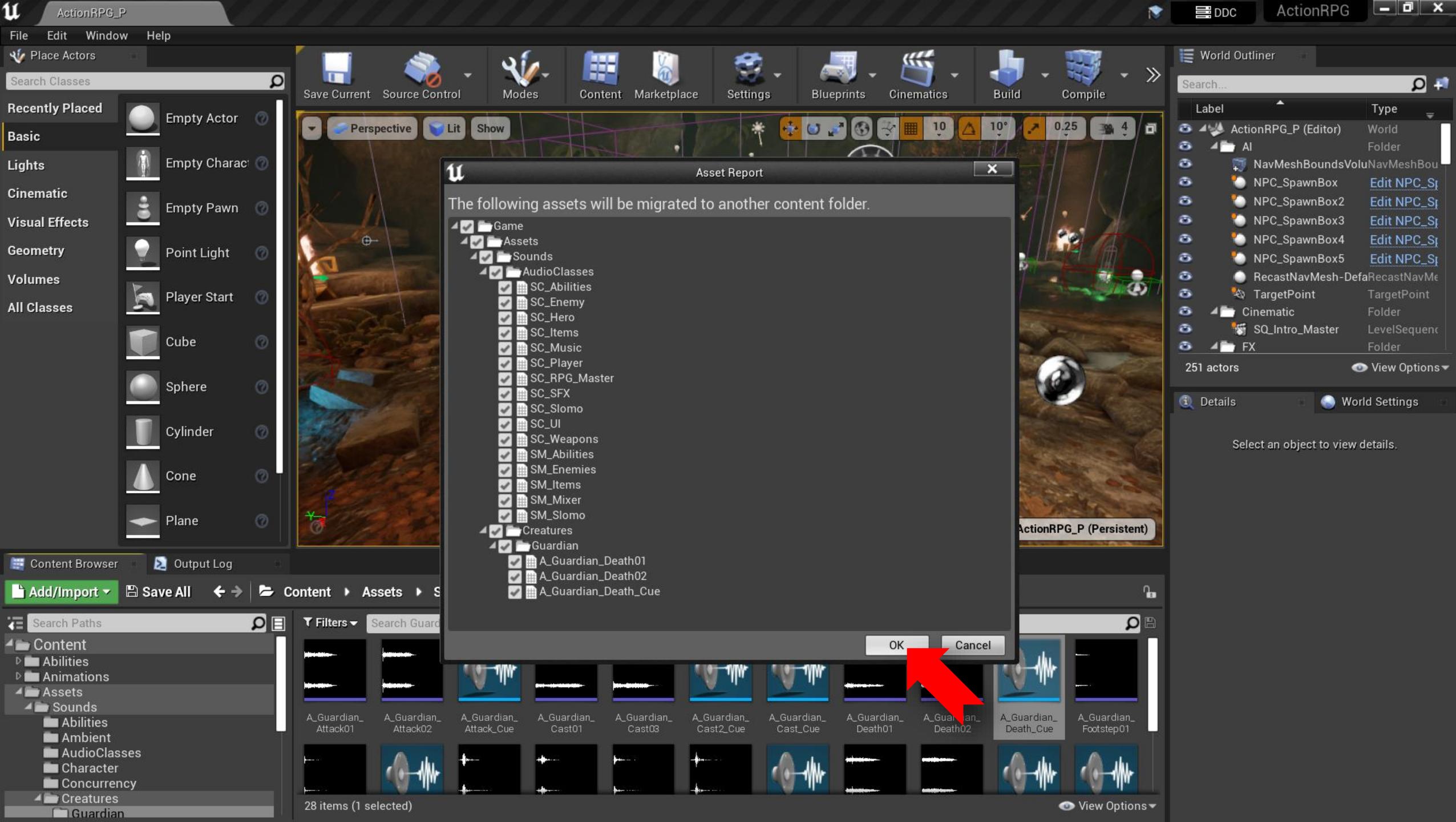
Ctrl+Alt+Shift+S

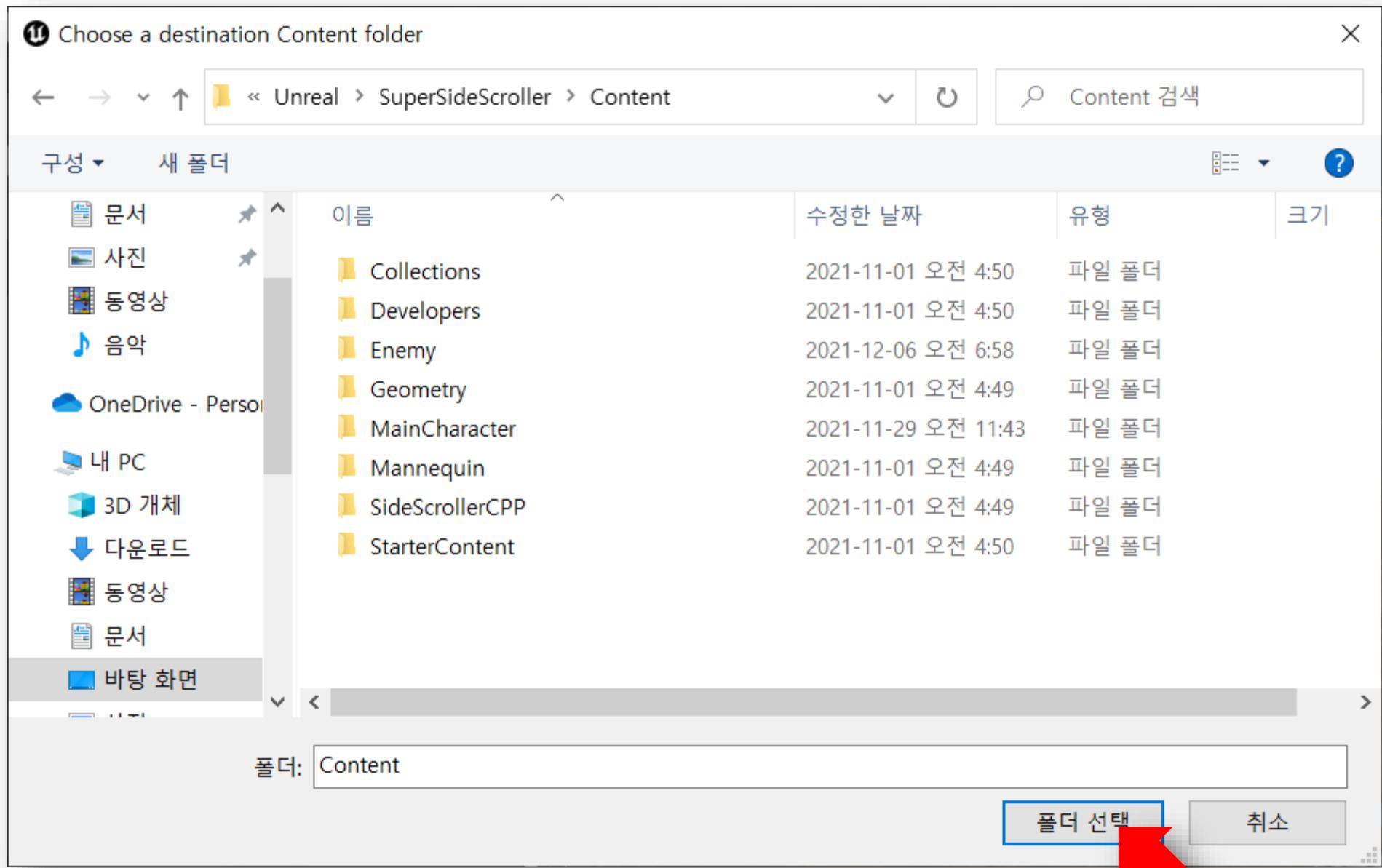
Open SoundCue.h

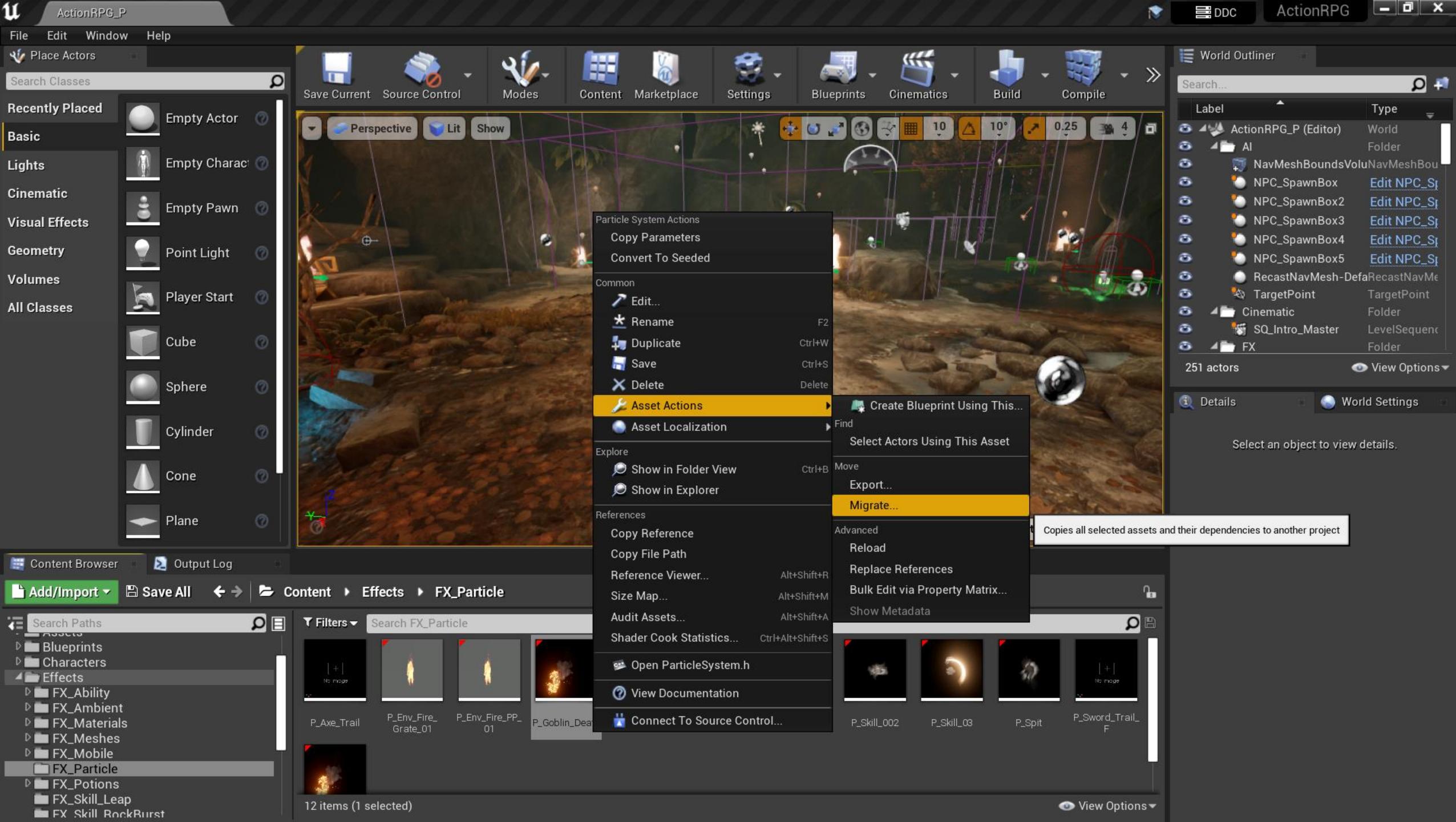
View Documentation

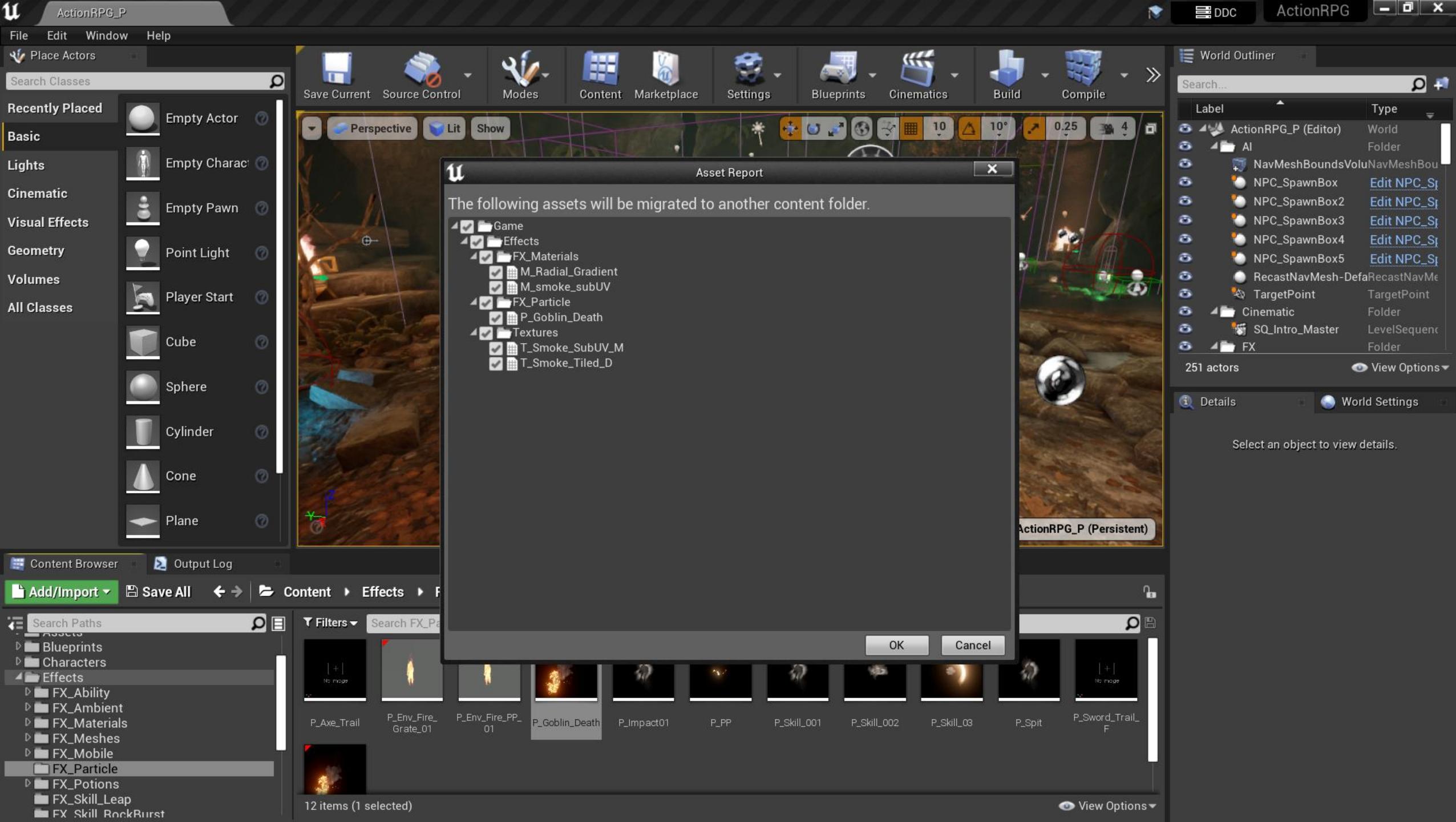
Connect To Source Control...

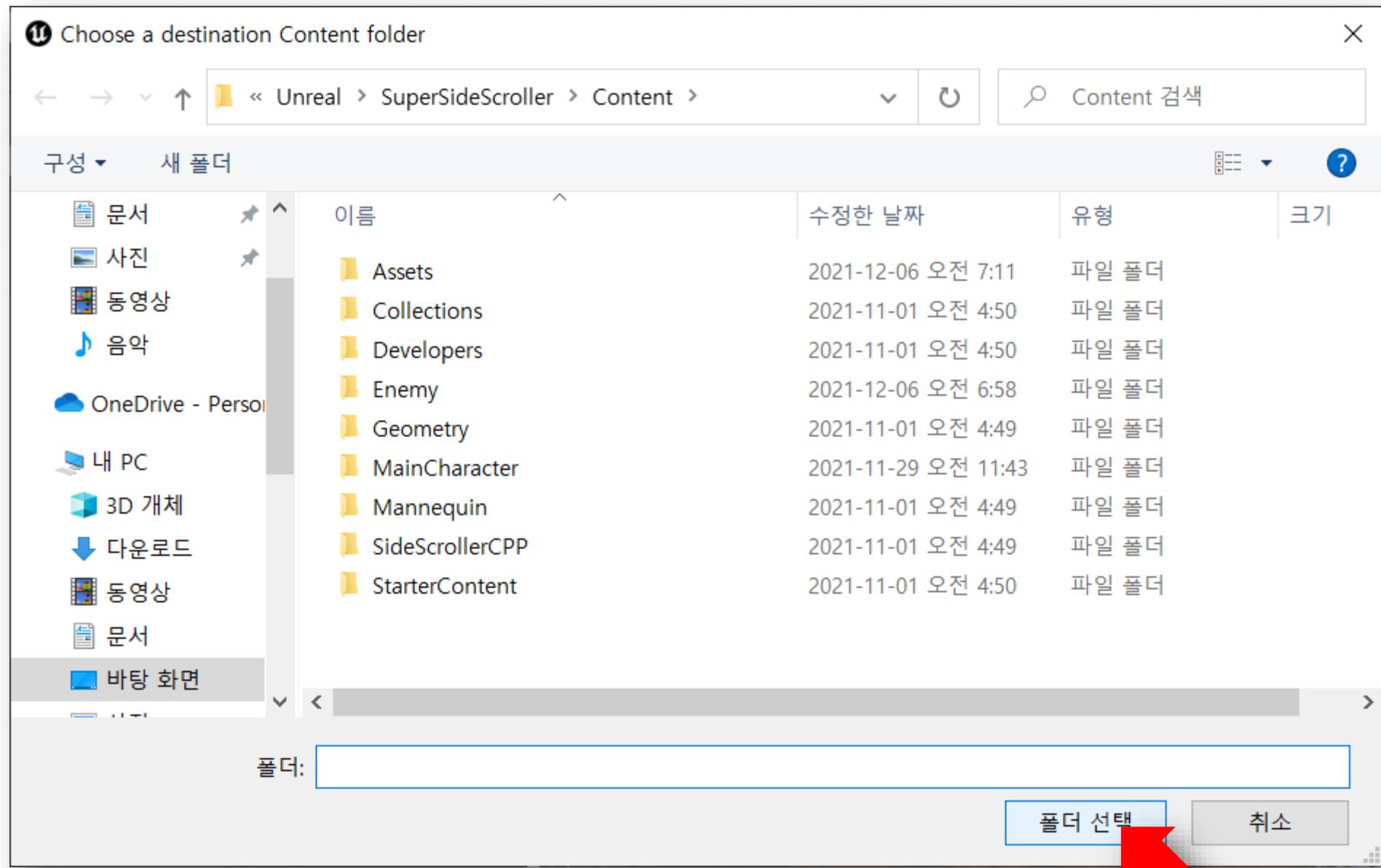


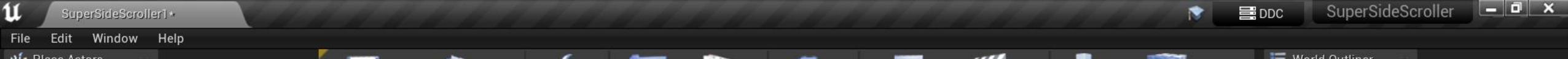












File Edit Window Help

Place Actors

Search Classes

Recently Placed

Basic

Lights

Cinematic

Visual Effects

Geometry

Volumes

All Classes



Empty Actor



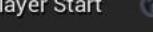
Empty Charac:



Empty Pawn



Point Light



Player Start



Cube



Sphere



Cylinder



Cone



Plane



Save Current



Source Control



Modes



Content



Marketplace



Settings



Blueprints



Cinematics



Build



Compile

World Outliner

Search...

Label	Type
SuperSideScroller1 (Editor)World	Edit BP_Sup
BP_AIPoints	Edit BP_AIP
BP_Enemy	Edit BP_Ene
BP_PlayerProjectile	Edit BP_Pl
BP_SuperSideScroller_N	Edit BP_Sup
DirectionalLight	DirectionalLight
Floor	StaticMeshAc
Floor2	StaticMeshAc
Floor3	StaticMeshAc
Floor4	StaticMeshAc
Floor5	StaticMeshAc
Floor6	StaticMeshAc
Floor7	StaticMeshAc

31 actors (1 selected)

[View Options](#)

Details

BP_SuperSideScroller_MainCharac

[+ Add Component](#)

[Edit Blueprint](#)

Search Components

BP_SuperSideScroller_MainCharacter1(self)

Search Details

Transform

Location

Rotation

Scale

CapsuleComponent

Mobility Stat Stat Mov

Animation

Animation Mode [Use Animation Blueprint](#)

Anim Class [AnimBP_SuperSideScrol](#)

Disable Post Proc

Mesh

Content Browser Output Log

Add/Import Save All Content Assets

Search Paths Filters Search Assets, Effects

Content

- Assets
- Sounds
- Effects
 - FX_Materials
 - FX_Particle
 - Textures
- Enemy
- Geometry
- MainCharacter
- Mannequin
- SideScrollerCPP



FX_Materials

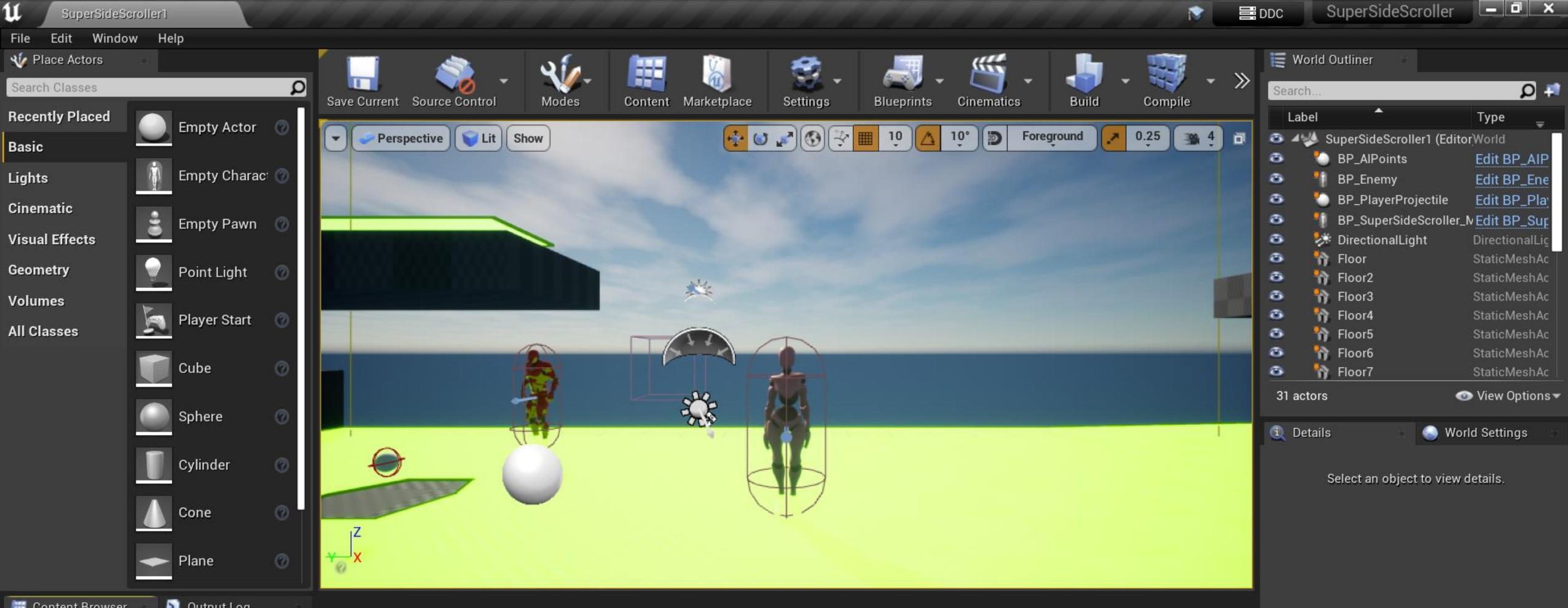
FX_Particle

Sounds

Textures

4 items

[View Options](#)



The screenshot shows the Content Browser panel. The top bar has buttons for Add/Import, Save All, and C++ Classes, with "C++ Classes" currently selected. The main area shows a search bar for "SuperSideScroller" and a list of assets under the "Filters" section. The selected asset is "EnemyBase", which is highlighted with a yellow background and a red arrow pointing to its thumbnail. Other assets listed include Anim_ProjectileNotify, PlayerProjectile, SuperSideScroller_Character, and SuperSideScrollerGameMode. The bottom left shows the "C++ Classes" tab and the message "6 items (1 selected)".

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

Develop Win64 로컬 Windows 디버거 Live Share

PlayerProjectile.cpp PlayerProjectile.h EnemyBase.cpp EnemyBase.h* Anim_ProjectileNotify.cpp

SuperSideScroller AEnemyBase::USoundBase

```
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3 #pragma once
4
5 #include "CoreMinimal.h"
6 #include "SuperSideScrollerCharacter.h"
7 #include "EnemyBase.generated.h"
8
9 /**
10 * 
11 */
12 UCLASS()
13 class SUPERSIDESCRROLLER_API AEnemyBase : public ASuperSideScrollerCharacter
14 {
15     GENERATED_BODY()
16
17 public:
18
19     void DestroyEnemy();
20
21     UPROPERTY(EditAnywhere, BlueprintReadOnly)
22     class UParticleSystem* DeathEffect;
23
24     UPROPERTY(EditAnywhere, BlueprintReadOnly)
25     class USoundBase* DeathSound;
26
27 };
28
```

Ctrl+S

슬루션 탐색기

슬루션 탐색기 검색(Ctrl+Shift+F)

SuperSideScroller (2/2개 프로젝트)

- Engine
- Games
- SuperSideScroller
- 참조
- 외부 종속성
- Config
- Source
 - SuperSideScroller
 - Anim_ProjectileNotify.cpp
 - Anim_ProjectileNotify.h
 - EnemyBase.cpp
 - EnemyBase.h
 - PlayerProjectile.cpp
 - PlayerProjectile.h
 - SuperSideScroller.Build.cs
 - SuperSideScroller.cpp
 - SuperSideScroller.h
 - SuperSideScroller_Player.cpp
 - SuperSideScroller_Player.h
 - SuperSideScrollerCharacter.cpp
 - SuperSideScrollerCharacter.h
 - SuperSideScrollerGameMode.cpp
 - SuperSideScrollerGameMode.h
 - SuperSideScroller.Target.cs
 - SuperSideScrollerEditor.Target.cs
 - SuperSideScroller.uproject

100% 문제가 검색되지 않음 줄: 25 문자: 2 열: 5 템 CRLF

준비 ↑ 소스 제어에 추가 ↗

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

Live Share

PlayerProjectile.cpp PlayerProjectile.h EnemyBase.cpp* EnemyBase.h Anim_ProjectileNotify.cpp

SuperSideScroller → AEnemyBase → DestroyEnemy()

```
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3
4 #include "EnemyBase.h"
5 #include "Kismet/GameplayStatics.h"
6 #include "Engine/World.h"
7
8 void AEnemyBase::DestroyEnemy()
9 {
10     UWorld* World = GetWorld();
11     if (World) {
12         if (DeathEffect) {
13             UGameplayStatics::SpawnEmitterAtLocation(World, DeathEffect, GetActorTransform());
14         }
15         if (DeathSound) {
16             UGameplayStatics::SpawnSoundAtLocation(World, DeathSound, GetActorLocation());
17         }
18     }
19     Destroy();
20 }
21
22
```

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+Shift+F)

솔루션 탐색기 'SuperSideScroller' (2/2개 프로젝트)

- Engine
- UE4
- Games
- SuperSideScroller
 - 참조
 - 외부 종속성
 - Config
 - Source
 - SuperSideScroller
 - Anim_ProjectileNotify.cpp
 - Anim_ProjectileNotify.h
 - EnemyBase.cpp
 - EnemyBase.h
 - PlayerProjectile.cpp
 - PlayerProjectile.h
 - SuperSideScroller.Build.cs
 - SuperSideScroller.cpp
 - SuperSideScroller.h
 - SuperSideScroller_Player.cpp
 - SuperSideScroller_Player.h
 - SuperSideScrollerCharacter.cpp
 - SuperSideScrollerCharacter.h
 - SuperSideScrollerGameMode.cpp
 - SuperSideScrollerGameMode.h
 - SuperSideScroller.Target.cs
 - SuperSideScrollerEditor.Target.cs
 - SuperSideScroller.uproject

Ctrl+S

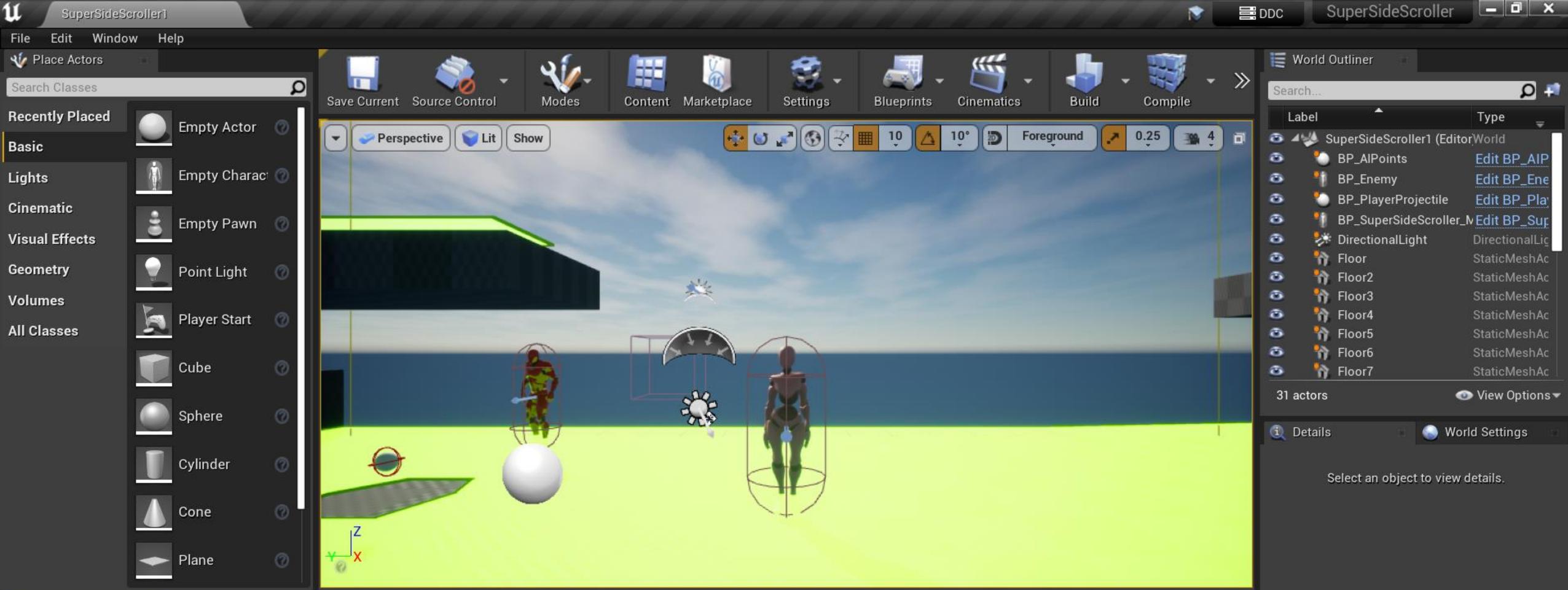
100% 문제가 검색되지 않음 줄: 16 문자: 82 열: 91 템 CRLF

솔루션 탐색기 Git 변경 내용

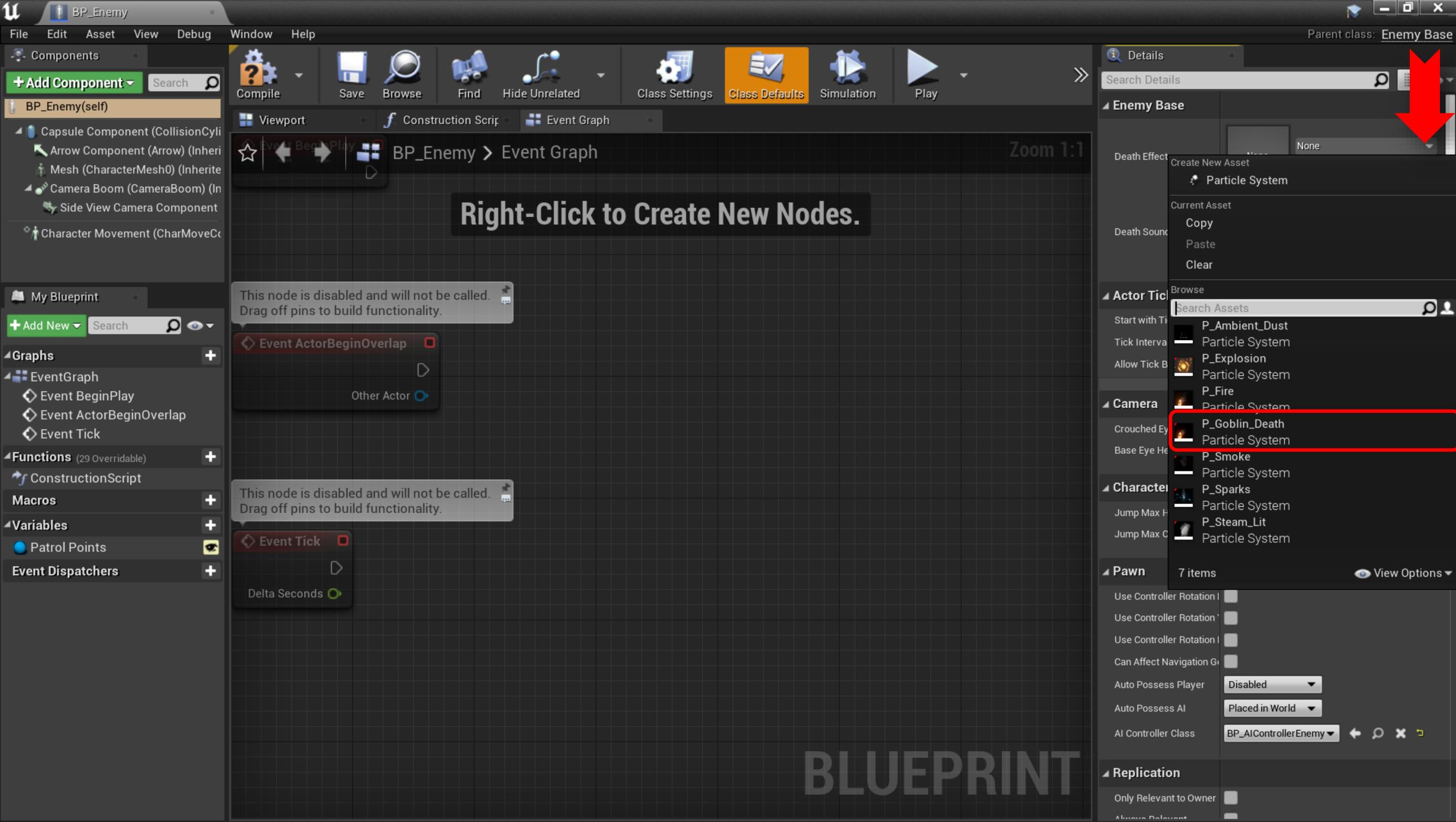
준비 ↑ 소스 제어에 추가 ▲

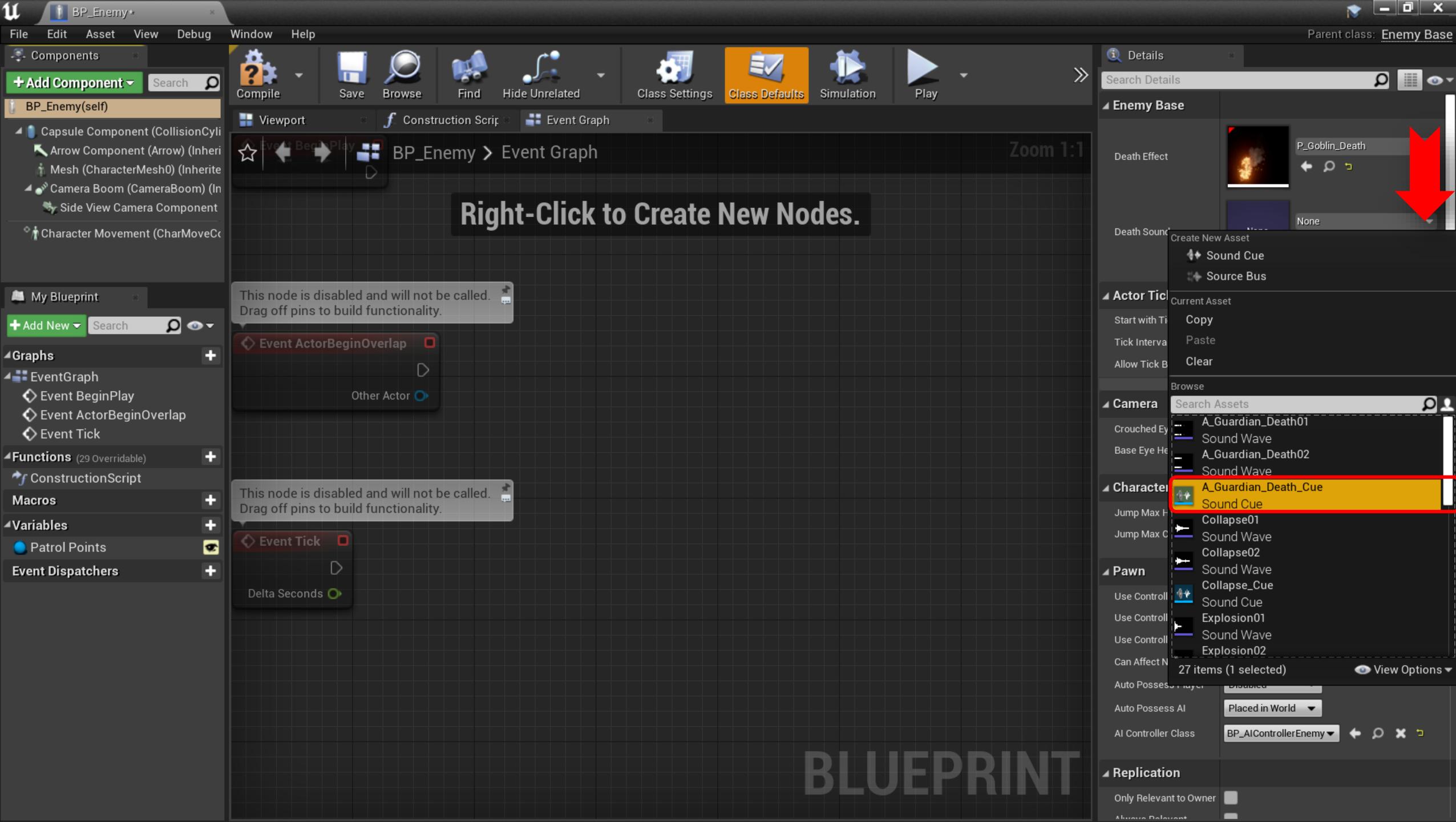
The screenshot shows the Microsoft Visual Studio interface with the following details:

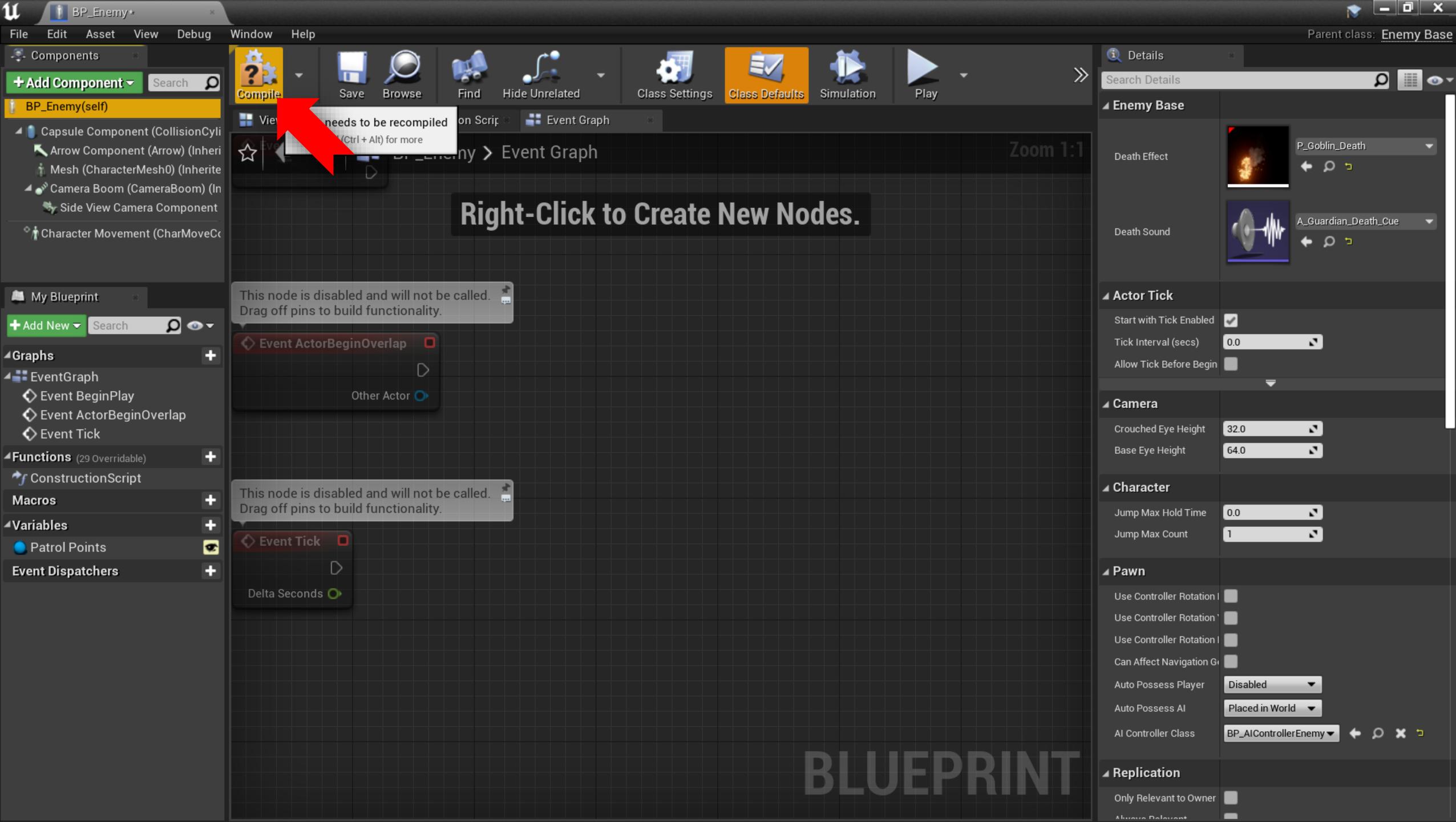
- Top Bar:** 파일(F), 편집(E), 보기(V), Git(G), 프로젝트(P), 빌드(B), 디버그(D), 테스트(S), 분석(N), 도구(T), 확장(X), 창(W), 도움말(H), 검색 (Ctrl+Q), Super...ller.
- Toolbar:** Back, Forward, Home, Save, Undo, Redo, Develop dropdown.
- Solution Explorer:** Shows the project structure for "SuperSideScroller".
- Code Editor:** Displays the file "PlayerProjectile.cpp" with code related to enemy destruction logic.
- Build Menu (highlighted by a red arrow):**
 - 솔루션 빌드(B) (Ctrl+Shift+B)
 - 솔루션 다시 빌드(E)
 - 솔루션 정리(C)
 - 솔루션의 전체 프로그램 데이터베이스 파일 빌드
 - 솔루션에서 코드 분석 실행(Y) (Alt+F11)
 - SuperSideScroller 빌드(U) (Ctrl+B)
 - SuperSideScroller 다시 빌드(E)
 - SuperSideScroller 정리(N)
 - SuperSideScroller에서 코드 분석 실행(A)
 - 프로젝트만()
 - 일괄 빌드(T)...
 - 구성 관리자(O)...
- Task List:** 검색 (Ctrl+T), 솔루션 탐색기 검색(Ctrl+Shift+F).
- Solution Explorer (right side):** Shows the solution tree for "SuperSideScroller" with files like "UE4", "Config", "Source", and various C++ source files.
- Bottom Status Bar:** 100%, 문제가 검색되지 않음, 줄: 16, 문자: 82, 열: 91, 탭, CRLF, 솔루션 탐색기, Git 변경 내용.
- Page Footer:** 저장되었습니다., 소스 제어에 추가 ▾, 1.

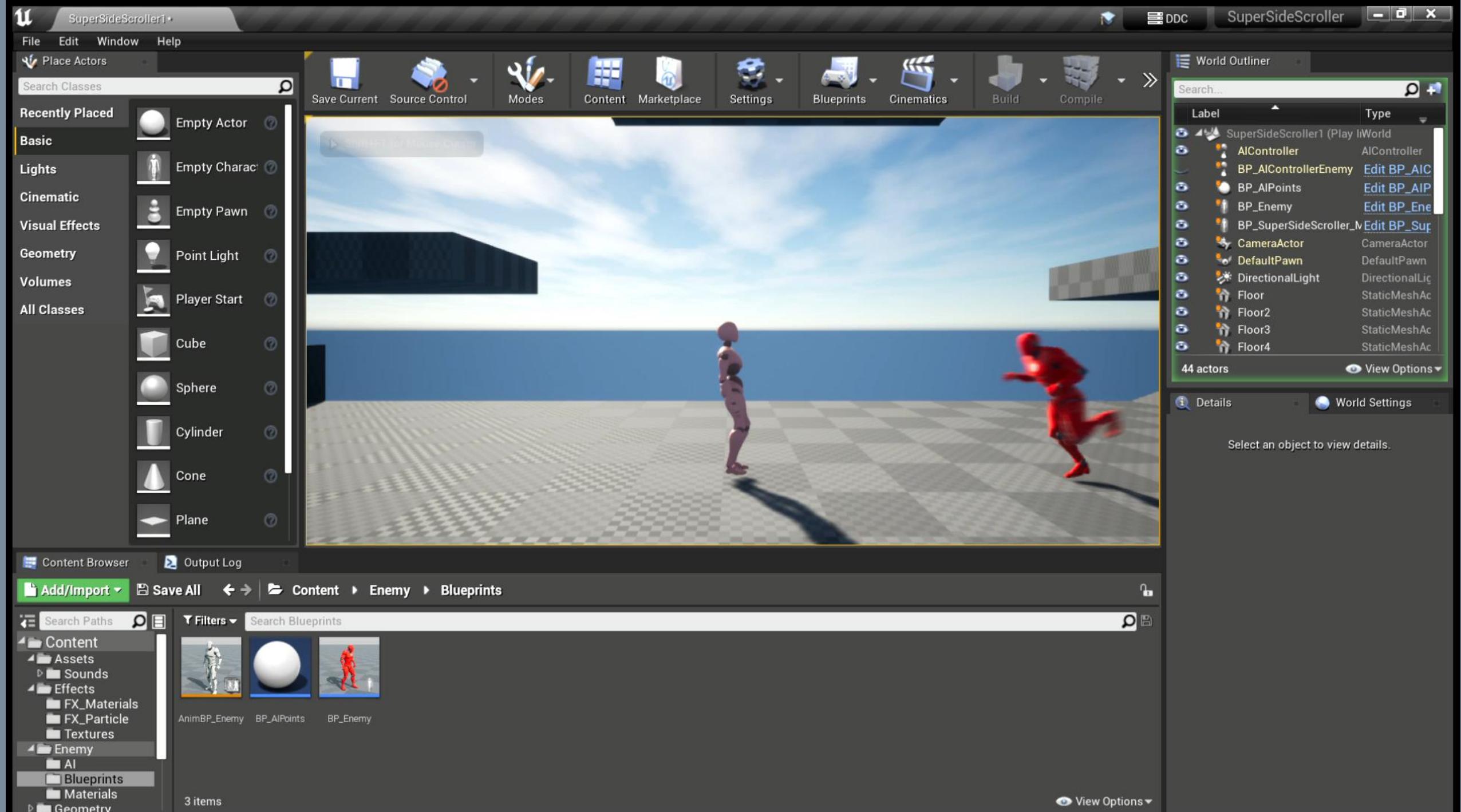


The screenshot shows the Content Browser interface. The top navigation bar includes "Add/Import", "Save All", "Content", "Enemy", and "Blueprints". The main area displays a file tree under "Content" with categories like Assets, Sounds, Effects, FX_Materials, FX_Particle, Textures, Enemy, AI, Blueprints, Materials, and Geomtry. Under the "Enemy" category, there are three assets: AnimBP_Enemy, BP_AIPoints, and BP_Enemy. The "BP_Enemy" asset is highlighted with a yellow selection box and has a red arrow pointing to it from the bottom left. The status bar at the bottom indicates "3 items (1 selected)".











Exercise 14.10: Adding Effects to the Player Projectile

The screenshot shows the Unreal Engine Content Browser interface. The left sidebar lists various asset types: Cinematic, Visual Effects, Geometry, Volumes, and All Classes. Below these are icons for Empty Pawn, Point Light, Player Start, Cube, Sphere, Cylinder, Cone, and Plane. The main Content Browser area displays the 'FX_Particle' folder under 'Content > Effects'. The folder contains several particle system assets, including P_Axe_Trail, P_Env_Fire_Grate_01, P_PP, P_Skill_001, P_Skill_002, P_Skill_03, P_Spit, and P_Sword_Trail_F. A context menu is open over the P_PP asset, with the 'Asset Actions' submenu highlighted. The 'Migrate...' option is selected, with a tooltip explaining it copies all selected assets and their dependencies to another project. The top center of the screen shows a 3D view of a game level with several NPCs and particle effects. The top right corner shows the Project Explorer with a list of actors and a 'Details' panel.

Cinematic
Visual Effects
Geometry
Volumes
All Classes

Empty Pawn
Point Light
Player Start
Cube
Sphere
Cylinder
Cone
Plane

Content Browser Output Log

Add/Import Save All Content Effects FX_Particle

Search Paths

- FXAbility
- FX_Ambient
- FX_Materials
- FX_Meshes
- FX_Mobile
- FX_Particle
- FX_Potions
- FX_Skill_Leap
- FX_Skill_RockBurst
- FX_Textures
- Masters
- Meshes
- Textures

Filters Search FX_Particle

P_Axe_Trail P_Env_Fire_Grate_01 P_PP P_Skill_001 P_Skill_002 P_Skill_03 P_Spit P_Sword_Trail_F

12 items (1 selected)

View Options

Particle System Actions

- Copy Parameters
- Convert To Seeded

Common

- Edit... F2
- Rename F2
- Duplicate Ctrl+W
- Save Ctrl+S
- Delete Delete

Asset Actions

- Create Blueprint Using This...
- 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

Advanced

- Move
- Export...
- Migrate...
Copies all selected assets and their dependencies to another project

Reload

Replace References

Bulk Edit via Property Matrix...

Show Metadata

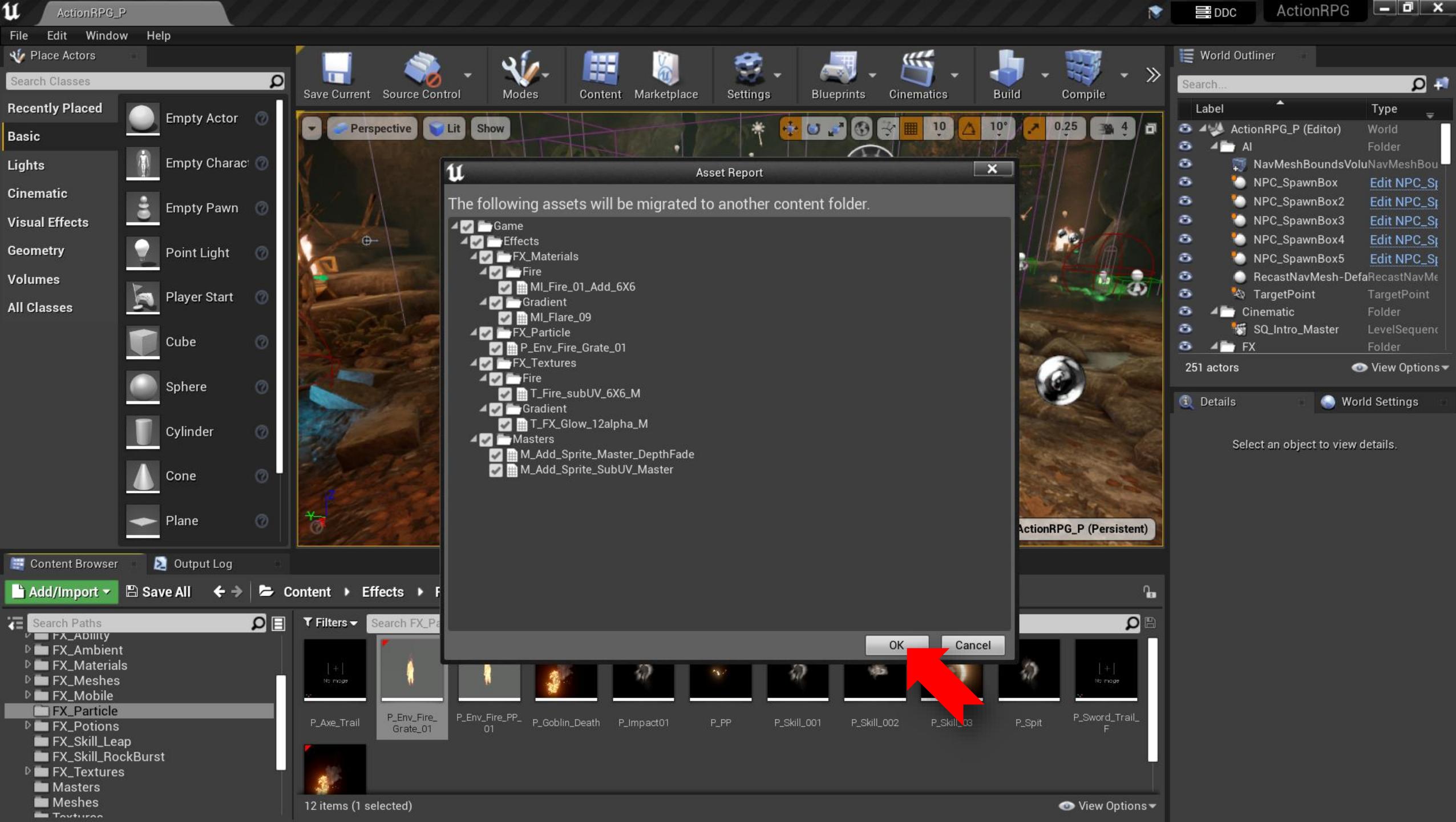
NPC_SpawnBox Edit NPC_Spawner
NPC_SpawnBox2 Edit NPC_Spawner
NPC_SpawnBox3 Edit NPC_Spawner
NPC_SpawnBox4 Edit NPC_Spawner
NPC_SpawnBox5 Edit NPC_Spawner
RecastNavMesh-Defal RecastNavMe
TargetPoint TargetPoint
Cinematic Folder
SQ_intro_Master LevelSequence
FX Folder

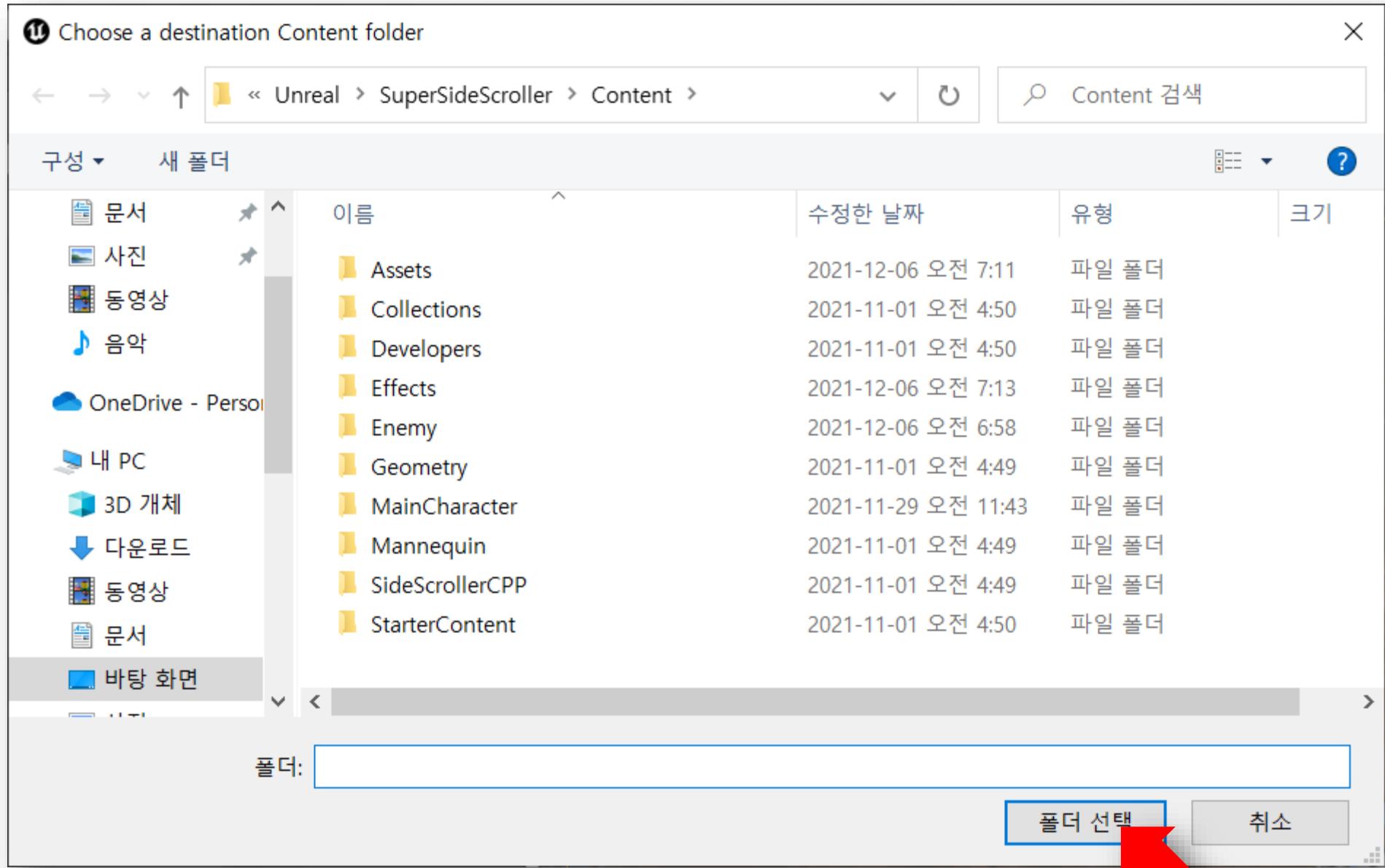
251 actors

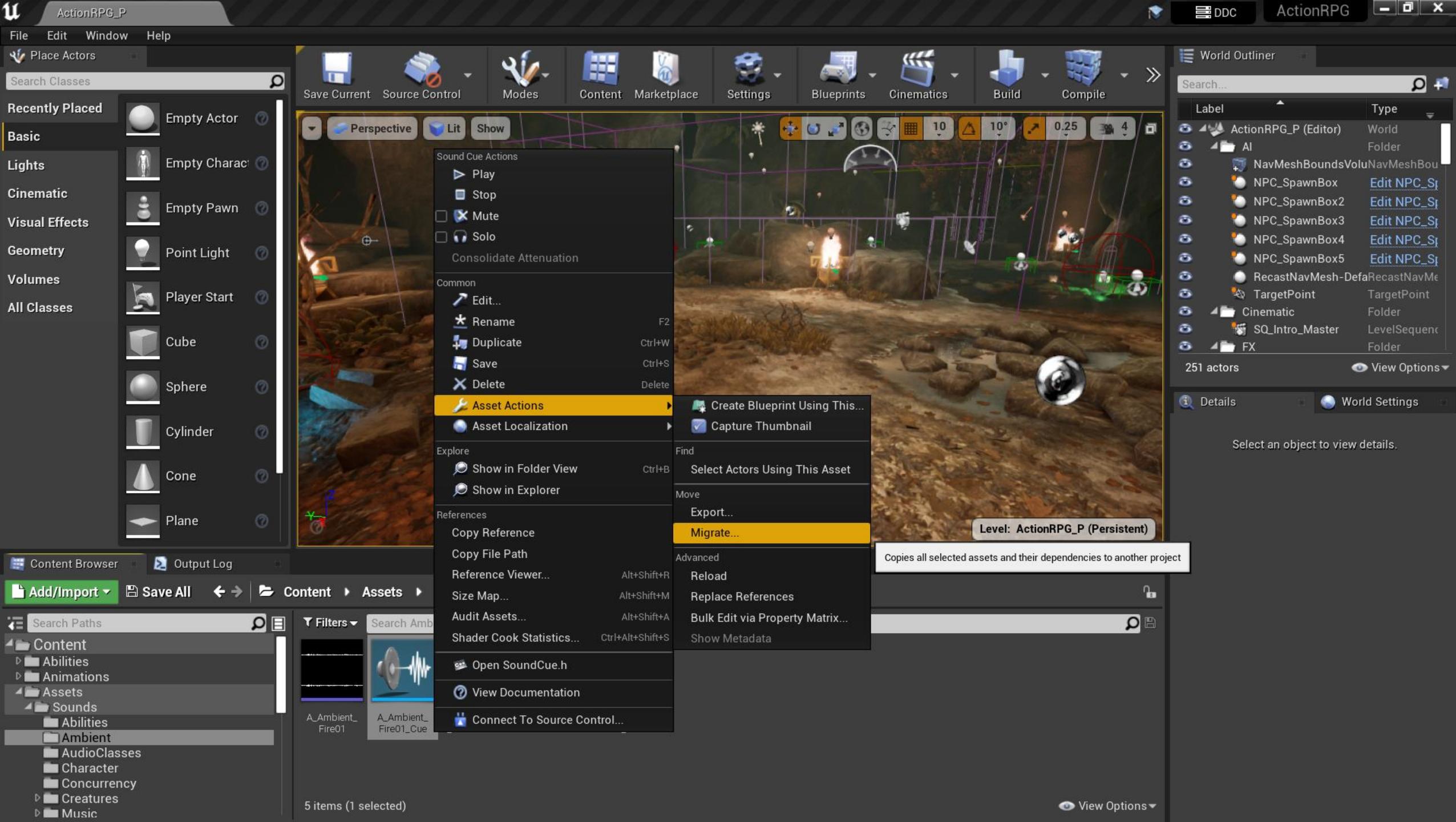
View Options

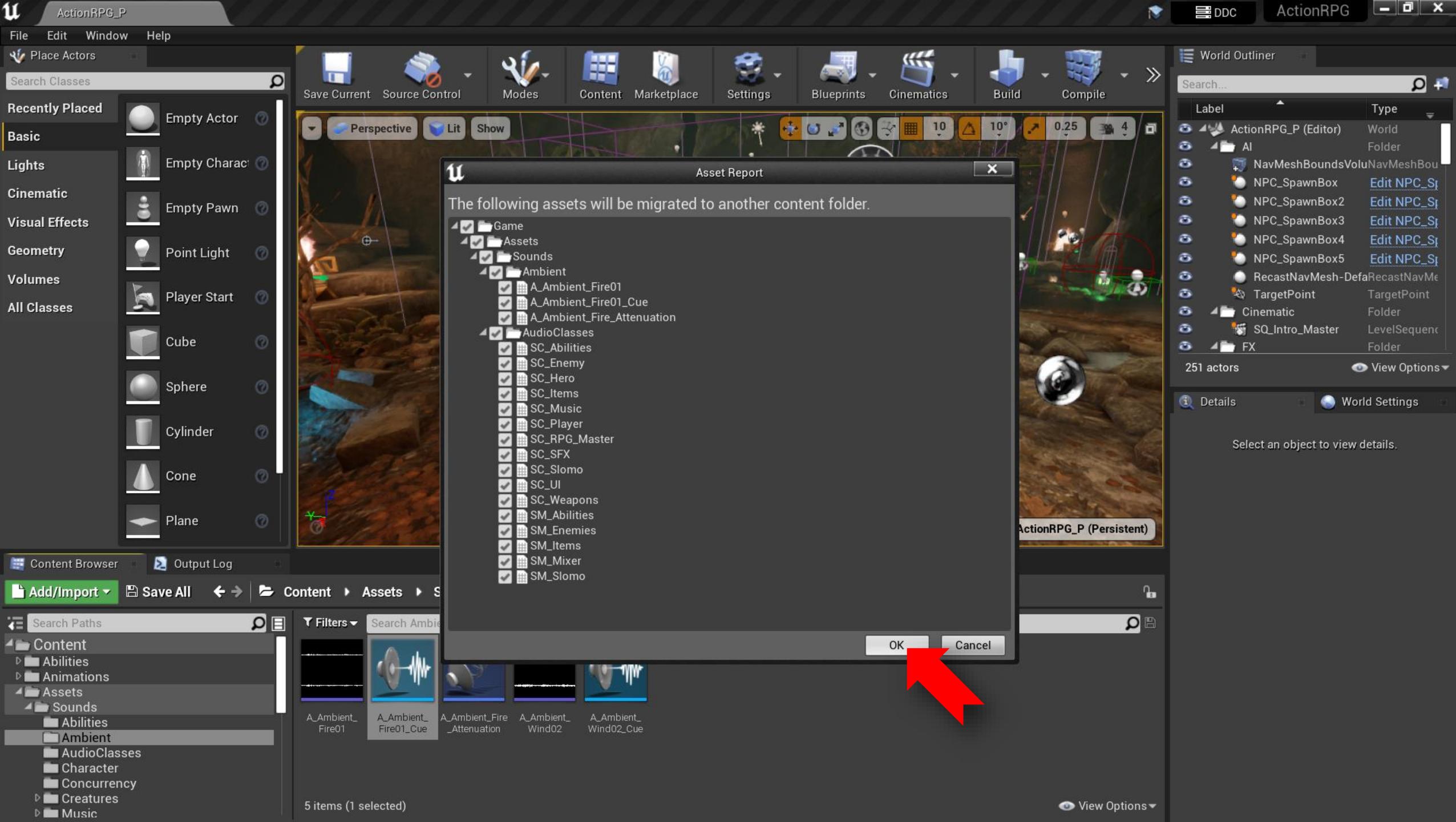
Details World Settings

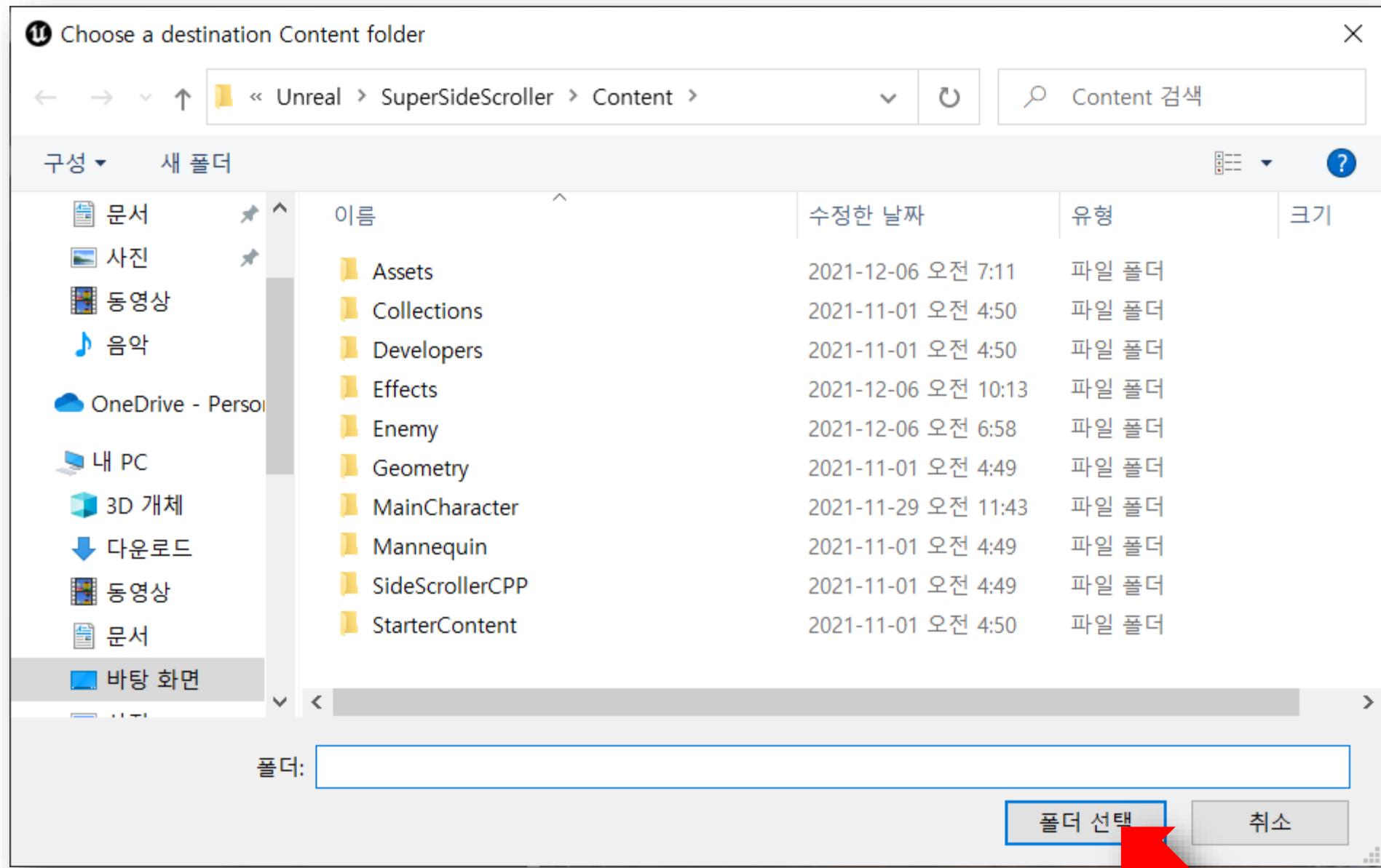
Select an object to view details.

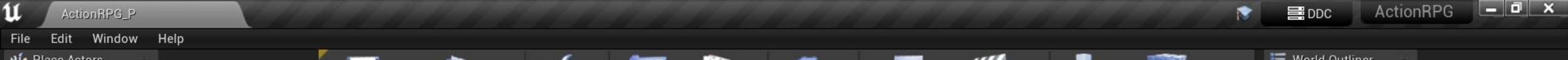












Add/Import ▾ Save All ← → Content ▶ Assets ▶ Sounds ▶ Ambient

Content Browser Output Log

Content ▾ Abilities Animations Assets Sounds Abilities Ambient AudioClasses Character Concurrency Creatures Music

Search Paths Filters Search Ambient

A_Ambient_Fire01 A_Ambient_Fire01_Cue A_Ambient_Fire_Attenuation A_Ambient_Wind02 A_Ambient_Wind02_Cue

5 items (1 selected) View Options ▾



This screenshot shows the Content Browser in the Unreal Engine 4 Editor. The left sidebar lists asset categories: Content, Assets, Effects, Enemy, AI, and Blueprints. The main area displays a grid of asset thumbnails for FX_Materials, FX_Particle, FX_Textures, Masters, Sounds, and Textures. A search bar at the top right allows filtering by "Search Paths" and "Filters". The bottom right corner shows a "View Options" button.



The Content Browser window is open, showing the Asset Browser tab. The left sidebar lists project assets under categories like Enemy, Geometry, MainCharacter, Mannequin, SideScrollerCPP, and StarterContent. The right pane shows a grid of asset thumbnails, with "PlayerProjectile" highlighted by a red arrow pointing from the previous screenshot. Other visible thumbnails include "Anim_Projectile_Notify", "EnemyBase", "SuperSide_Scroller_Character", and "SuperSide_ScrollerGame_Mode". The search bar at the top right contains the text "Search SuperSideScroller". The bottom status bar indicates "6 items (1 selected)" and "View Options".

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

Develop Win64 로컬 Windows 디버거

PlayerProjectile.cpp PlayerProjectile.h* EnemyBase.cpp EnemyBase.h Anim_ProjectileNotify.cpp

SuperSideScroller

```
13
14     public:
15         // Sets default values for this actor's properties
16         APlayerProjectile();
17
18         //Sphere collision component
19         UPROPERTY(VisibleDefaultsOnly, Category = Projectile)
20         class USphereComponent* CollisionComp;
21
22         //called when projectile hits something
23         UFUNCTION()
24         void OnHit(UPrimitiveComponent* HitComp, AActor* OtherActor, UPrimitiveComponent* OtherComp, FVector NormalImpulse,
25             const FHitResult& Hit);
26
27         void ExplodeProjectile();
28
29     private:
30
31         //Projectile movement component
32         UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = Movement, meta = (AllowPrivateAccess = "true"))
33         class UProjectileMovementComponent* ProjectileMovement;
34
35         //Static mesh component
36         UPROPERTY(VisibleDefaultsOnly, Category = Projectile)
37         class UStaticMeshComponent* MeshComp;
38
39         UPROPERTY(VisibleDefaultsOnly, Category = Sound)
40         class UAudioComponent* ProjectileMovementSound;
41
42         UPROPERTY(VisibleDefaultsOnly, Category = Particle)
43         class UParticleSystemComponent* ProjectileEffect;
44     };
45 }
```

100 % 문제가 검색되지 않음 출: 43 문자: 51 열: 54 탭 CRLF

Live Share

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+Shift+F)

솔루션 탐색기 'SuperSideScroller' (2/2개 프로젝트)

- Engine
- Games
- SuperSideScroller
- 참조
- 외부 종속성
- Config
- Source
 - SuperSideScroller
 - Anim_ProjectileNotify.cpp
 - Anim_ProjectileNotify.h
 - EnemyBase.cpp
 - EnemyBase.h
 - PlayerProjectile.cpp
 - PlayerProjectile.h
 - SuperSideScroller.Build.cs
 - SuperSideScroller.cpp
 - SuperSideScroller.h
 - SuperSideScroller_Player.cs
 - SuperSideScroller_Player.h
 - SuperSideScroller_Character.cs
 - SuperSideScroller_Character.h
 - SuperSideScrollerGameMode.cs
 - SuperSideScrollerGameMode.h
 - SuperSideScroller.Target.cs
 - SuperSideScrollerEditor.Target.cs
 - SuperSideScroller.uproject

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(I) 확장(X) 창(W) 도움말(H) 검색 (Ctrl+Q) 🔍 Supe...ller

Develop Win64 로컬 Windows 디버거 🔍

PlayerProjectile.cpp* ✎ X PlayerProjectile.h EnemyBase.cpp EnemyBase.h Anim_ProjectileNotify.cpp

SuperSideScroller → APlayerProjectile APlayerProjectile()

```
#include "Components/StaticMeshComponent.h"
#include "EnemyBase.h"
#include "Components/AudioComponent.h"
#include "Engine/Classes/Particles/ParticleSystemComponent.h"

// Sets default values
APlayerProjectile::APlayerProjectile()
{
    CollisionComp = CreateDefaultSubobject<USphereComponent>(TEXT("SphereComp"));
    CollisionComp->InitSphereRadius(15.0f);
    CollisionComp->BodyInstance.SetCollisionProfileName("BlockAll");
    CollisionComp->OnComponentHit.AddDynamic(this, &APlayerProjectile::OnHit);

    // Set as root component
    RootComponent = CollisionComp;

    // Use a ProjectileMovementComponent to govern this projectile's movement
    ProjectileMovement = CreateDefaultSubobject<UProjectileMovementComponent>(TEXT("ProjectileComp"));
    ProjectileMovement->UpdatedComponent = CollisionComp;
    ProjectileMovement->ProjectileGravityScale = 0.0f;
    ProjectileMovement->InitialSpeed = 800.0f;
    ProjectileMovement->MaxSpeed = 800.0f;

    MeshComp = CreateDefaultSubobject<UStaticMeshComponent>(TEXT("MeshComp"));
    MeshComp->AttachToComponent(RootComponent, FAttachmentTransformRules::KeepWorldTransform);

    InitialLifeSpan = 3.0f;

    ProjectileMovementSound = CreateDefaultSubobject<UAudioComponent>(TEXT("ProjectileMovementSound"));
    ProjectileMovementSound->AttachToComponent(RootComponent, FAttachmentTransformRules::KeepWorldTransform);

    ProjectileEffect = CreateDefaultSubobject<UParticleSystemComponent>(TEXT("ProjectileEffect"));
    ProjectileEffect->AttachToComponent(RootComponent, FAttachmentTransformRules::KeepWorldTransform);
}
```

Ctrl+S

100 % 문제가 검색되지 않음 🔍

준비

Live Share 🔍

솔루션 탐색기 🔍

솔루션 탐색기 검색(Ctrl+Shift+F)

솔루션 탐색기 'SuperSideScroller' (2/2개 프로젝트)

- Engine
- Games
- SuperSideScroller
 - 참조
 - 외부 종속성
 - Config
 - Source
 - SuperSideScroller
 - Anim_ProjectileNotify.cpp
 - Anim_ProjectileNotify.h
 - EnemyBase.cpp
 - EnemyBase.h
 - PlayerProjectile.cpp
 - PlayerProjectile.h
 - SuperSideScroller.Build.cs
 - SuperSideScroller.cpp
 - SuperSideScroller.h
 - SuperSideScroller_Player.cpp
 - SuperSideScroller_Player.h
 - SuperSideScrollerCharacter.cpp
 - SuperSideScrollerCharacter.h
 - SuperSideScrollerGameMode.cpp
 - SuperSideScrollerGameMode.h
 - SuperSideScroller.Target.cs
 - SuperSideScrollerEditor.Target.cs
 - SuperSideScroller.uproject

The screenshot shows the Microsoft Visual Studio IDE interface. The top menu bar includes File(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), and Super...ller. The left sidebar has tabs for 파일, 편집기, 템플릿, and 최근 파일. The main area displays code for PlayerProjectile.cpp and PlayerProjectile.h. The right side features the Solution Explorer with the project 'SuperSideScroller' selected, showing its structure and files like Engine, Games, SuperSideScroller, and Source. A red arrow points to the '솔루션 빌드(B)' (Solution Build) option in the Build menu.

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) Super...ller

Live Share

PlayerProjectile.cpp PlayerProjectile.h

SuperSideScroller

```
25 ProjectileMovement->UpdatedComponent;
26 ProjectileMovement->ProjectileEffect = CreateDefaultSubobject<UProjectileEffect>(GetWorld());
27 ProjectileMovement->InitialSpeed = 1000.0f;
28 ProjectileMovement->MaxSpeed = 1000.0f;
29 MeshComp = CreateDefaultSubobject<UStaticMeshComponent>(GetWorld());
30 MeshComp->AttachToComponent(RootComponent, FAttachmentTransformRules::KeepRelativeTransform);
31 InitialLifeSpan = 3.0f;
32 ProjectileMovementSound = CreateDefaultSubobject<UAudioComponent>(GetWorld());
33 ProjectileMovementSound->AttachToComponent(MeshComp, FAttachmentTransformRules::KeepRelativeTransform);
34 InitialLifeSpan = 3.0f;
35 ProjectileEffect = CreateDefaultSubobject<UProjectileEffect>(GetWorld());
36 ProjectileEffect->AttachToComponent(MeshComp, FAttachmentTransformRules::KeepRelativeTransform);
37 void APlayerProjectile::OnHit(UPrimitiveComponent* HitComp, AActor* OtherActor, UPrimitiveComponent* OtherComp,
38 FVector NormalImpulse, const FHitResult& Hit)
39 {
40     //UE_LOG(LogTemp, Warning, TEXT("HIT"));
41     AEnemyBase* Enemy = Cast<AEnemyBase>(OtherActor);
42     if (Enemy) {
43         Enemy->DestroyEnemy();
44     }
45     ExplodeProjectile();
46 }
47 void APlayerProjectile::ExplodeProjectile()
48 {
49     Destroy();
50 }
```

솔루션 탐색기

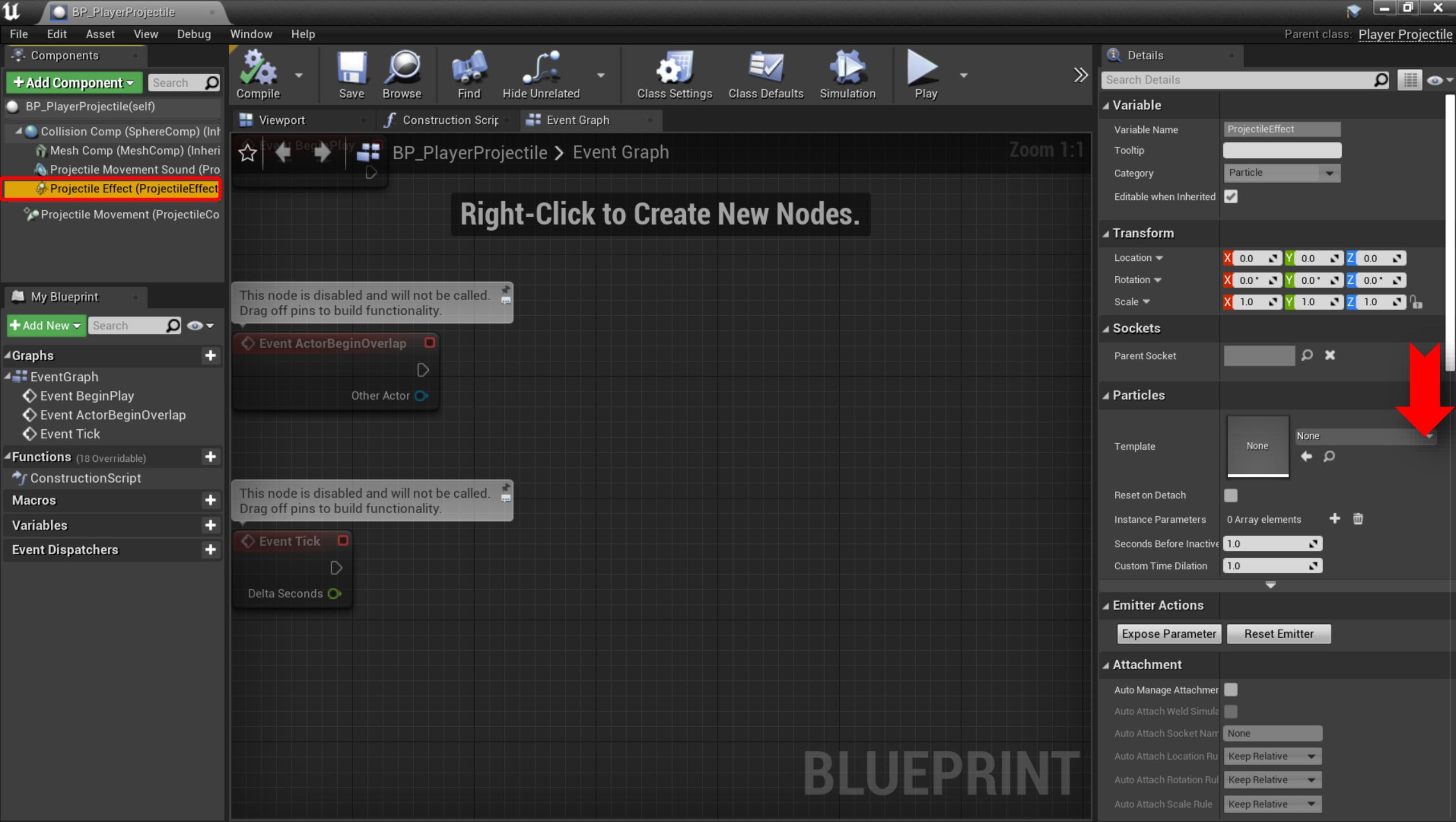
솔루션 탐색기 검색(Ctrl+F)

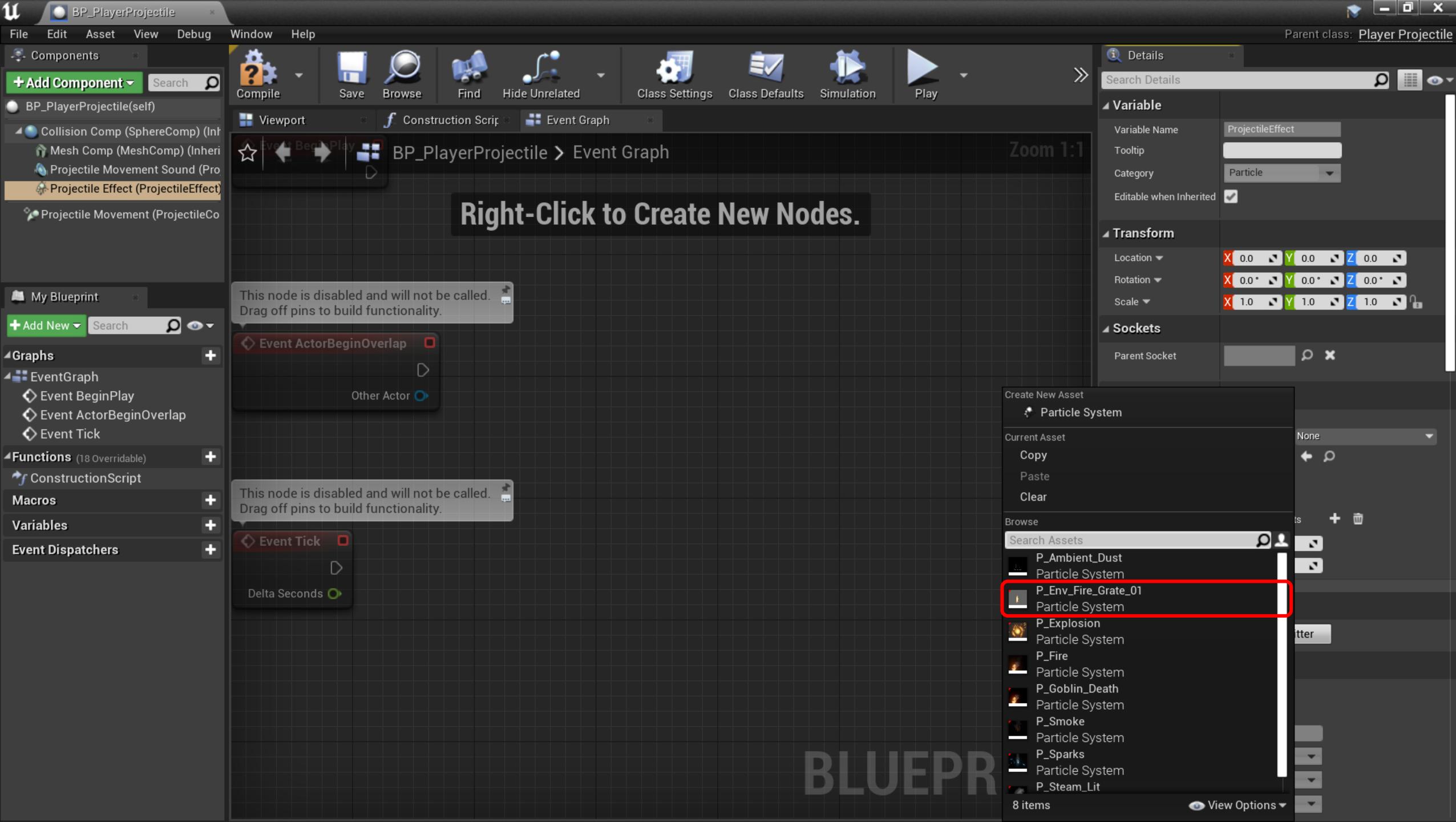
솔루션 'SuperSideScroller' (2/2개 프로젝트)

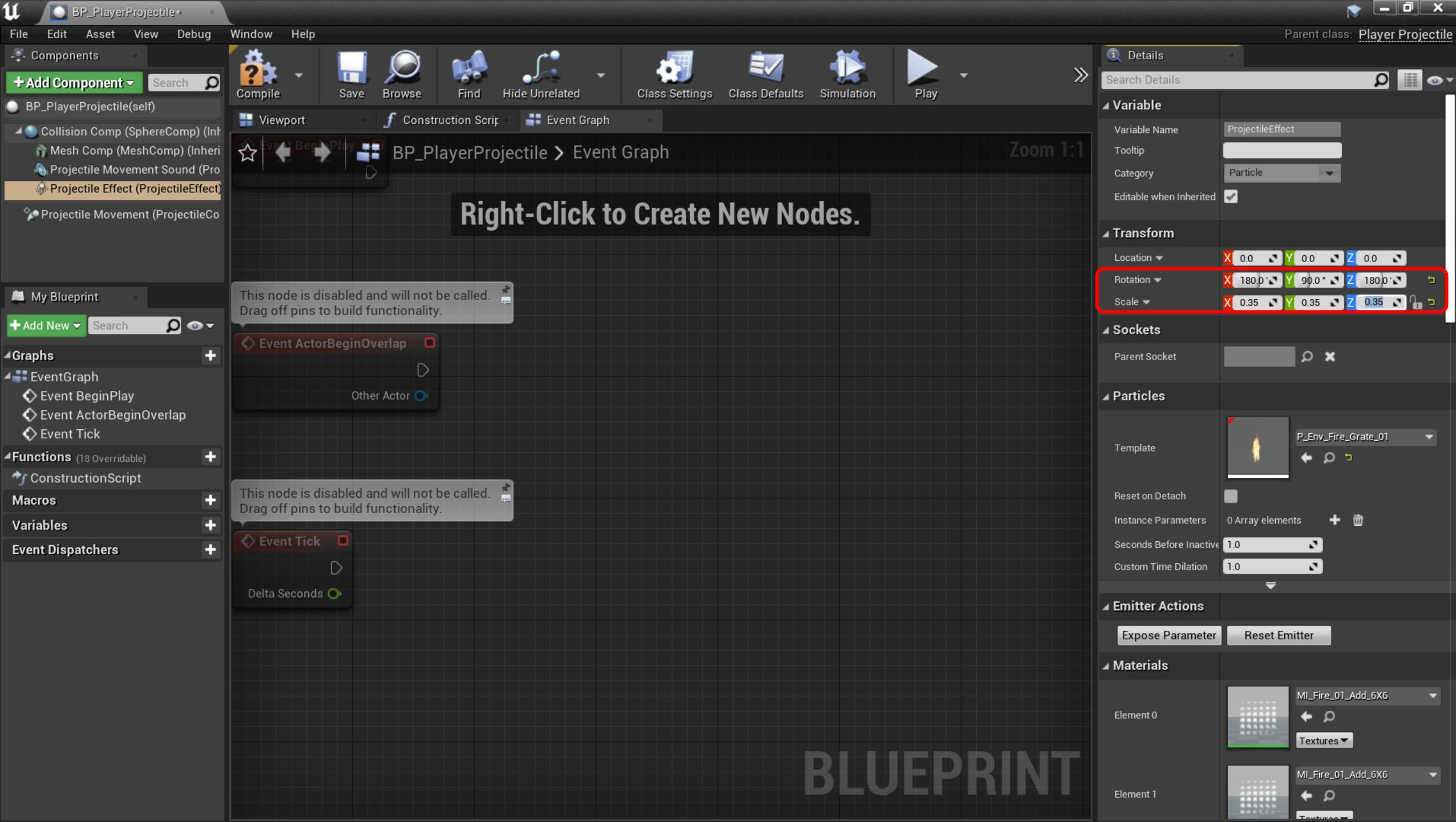
- Engine
- Games
- SuperSideScroller
 - 참조
 - 외부 종속성
 - Config
 - Source
 - SuperSideScroller
 - Anim_ProjectileNotify.cpp
 - Anim_ProjectileNotify.h
 - EnemyBase.cpp
 - EnemyBase.h
 - PlayerProjectile.cpp
 - PlayerProjectile.h
 - SuperSideScroller.Build.cs
 - SuperSideScroller.cpp
 - SuperSideScroller.h
 - SuperSideScroller_Player.cpp
 - SuperSideScroller_Player.h
 - SuperSideScrollerCharacter.cpp
 - SuperSideScrollerCharacter.h
 - SuperSideScrollerGameMode.cpp
 - SuperSideScrollerGameMode.h
 - SuperSideScroller.Target.cs
 - SuperSideScrollerEditor.Target.cs
 - SuperSideScroller.uproject

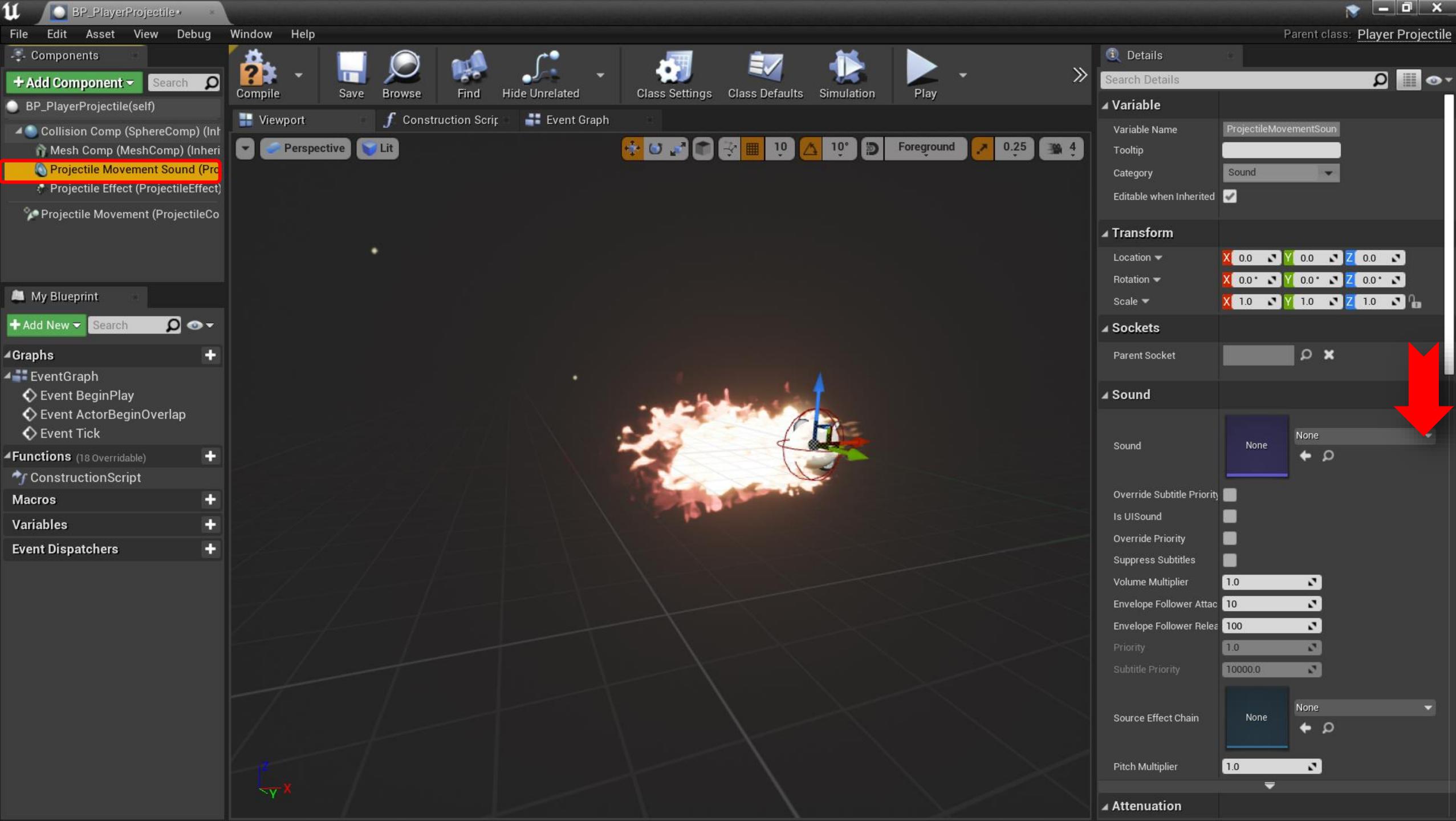


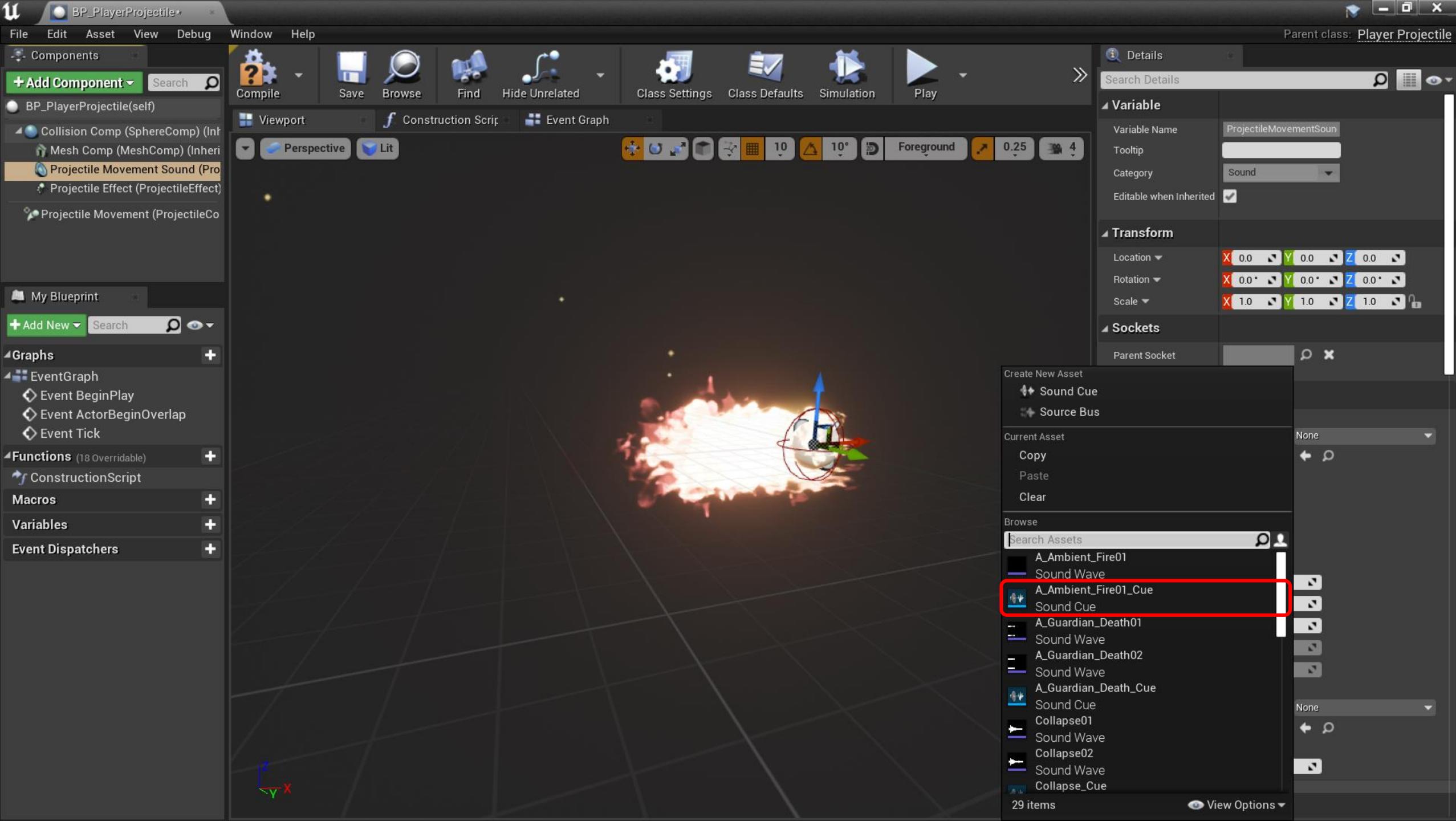
The Content Browser pane at the bottom of the screen displays the file structure. The 'Content' folder contains the 'MainCharacter' folder, which in turn contains Animation, Blueprints, Mesh, and Projectile assets. The 'Projectile' asset is currently selected, indicated by a yellow background and a red arrow pointing to its thumbnail. The status bar at the bottom left shows '1 item (1 selected)'.

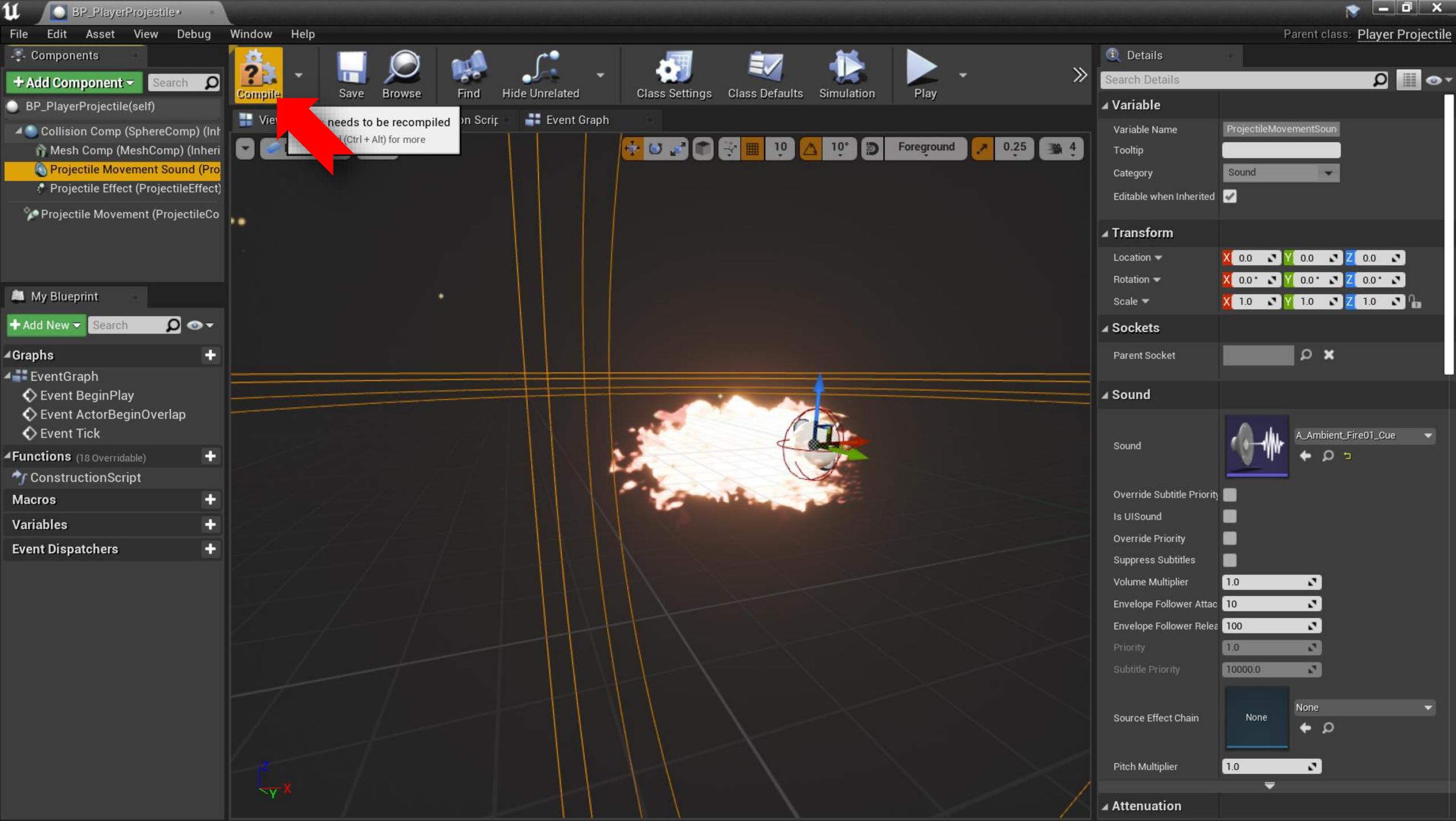


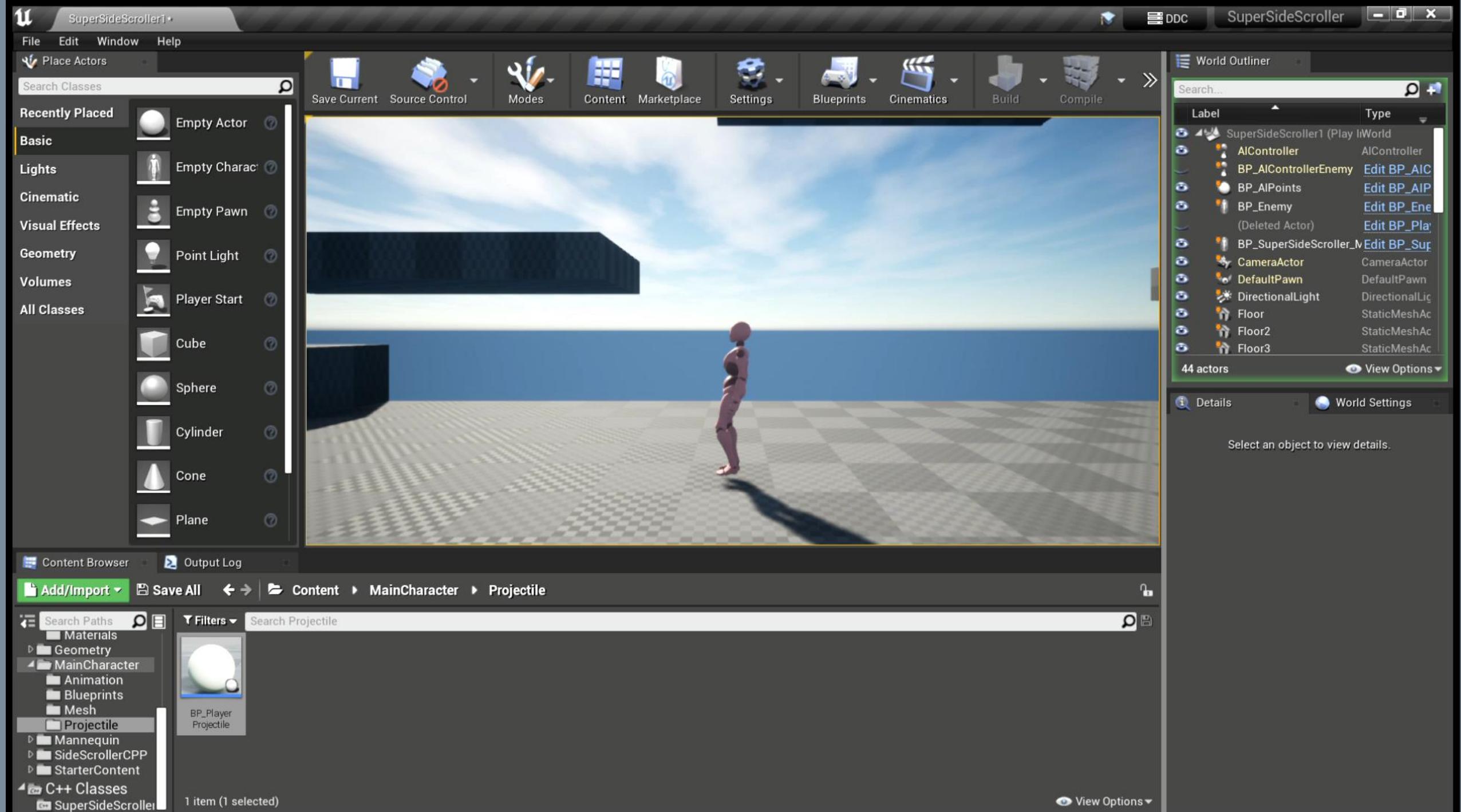














Exercise 14.11: Adding VFX and SFX Notifies

Content Browser Output Log

Add/Import Save All Content Effects FX_Particle

Search Paths Characters Effects FX_Ability FX_Ambient FX_Materials FX_Meshes FX_Mobile FX_Particle FX_Potions FX_Skill_Leap FX_Skill_RockBurst FX_Textures

Filters Search FX_Particle P_Axe_Trail P_Env_Fire_Grate_01 P_Env_Fire_PP_01 P_Goblin_Death P_Impact01 P_PP P_Skill_001

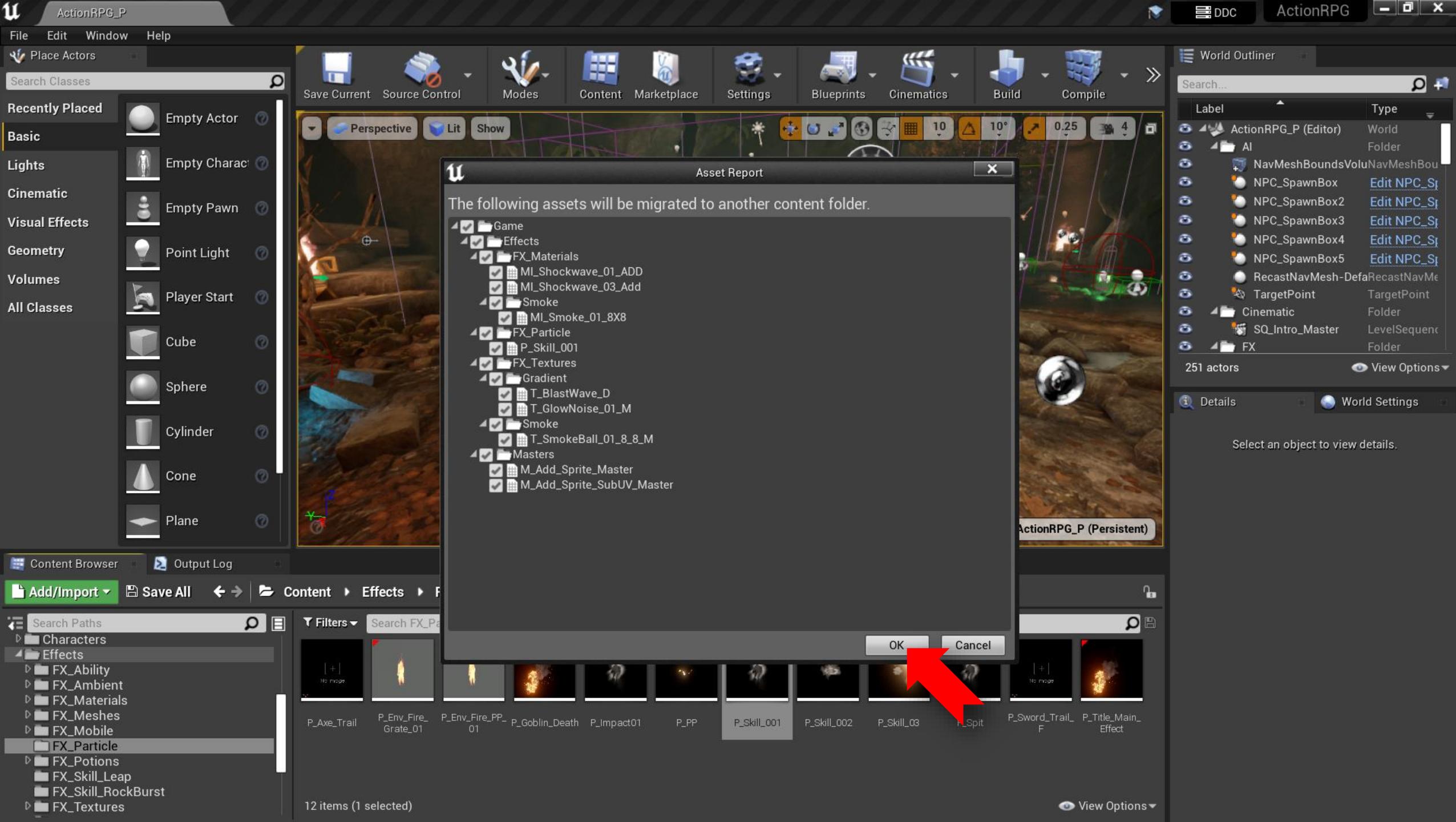
12 items (1 selected) View Options

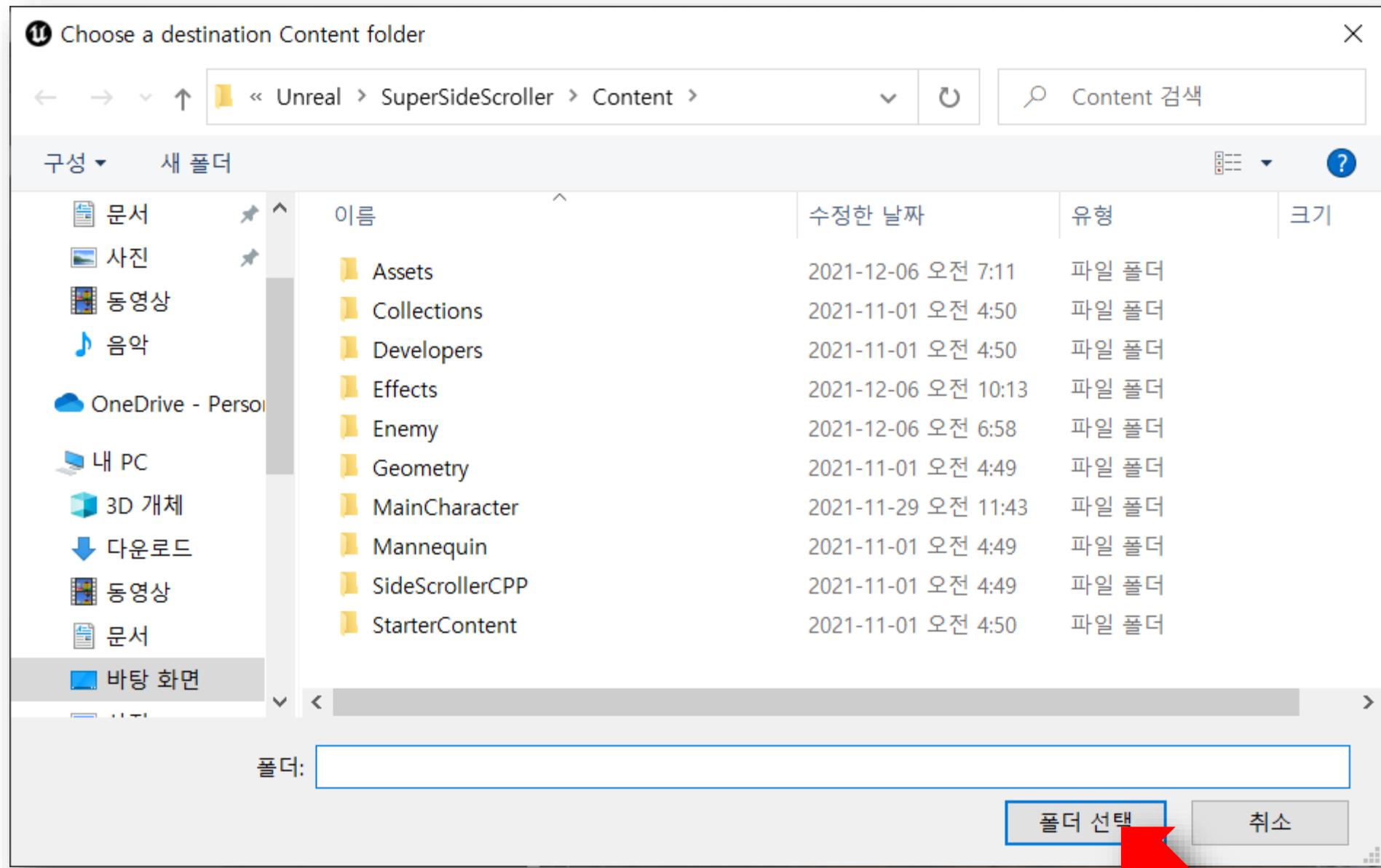
Empty Pawn Point Light Player Start Cube Sphere Cylinder Cone Plane

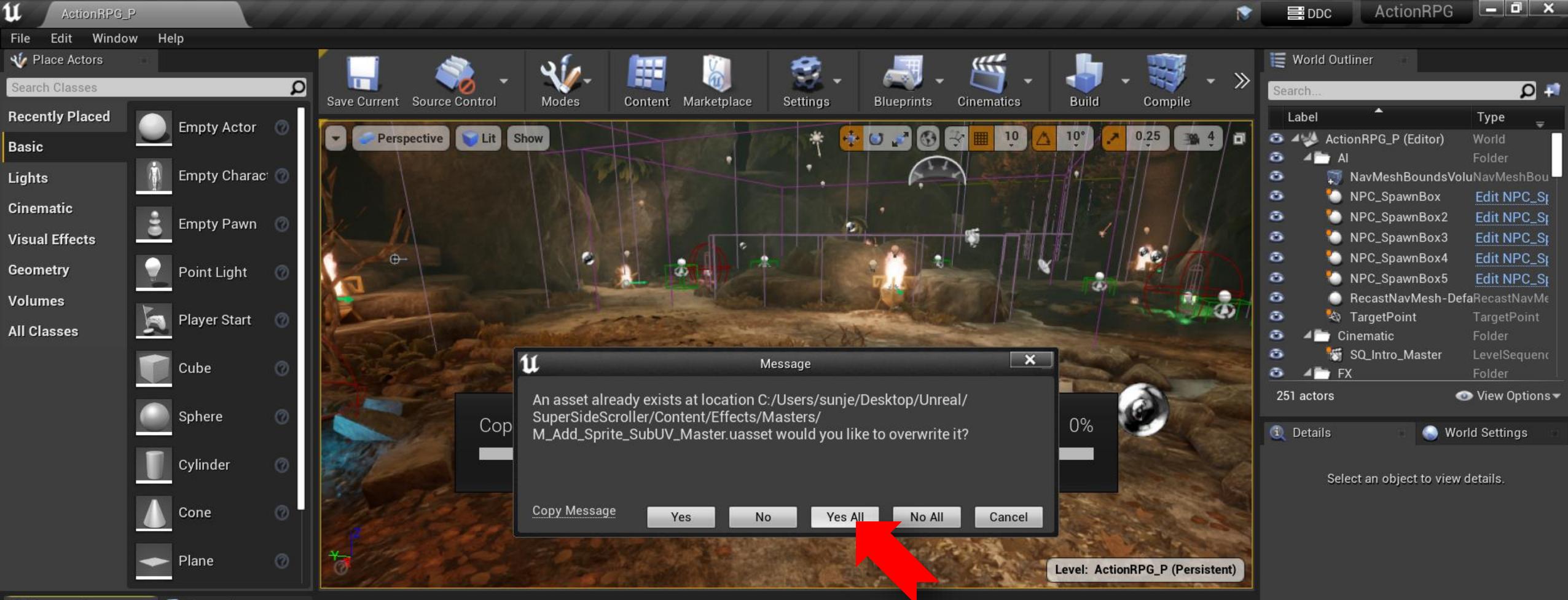
Particle System Actions Copy Parameters Convert To Seeded Common Edit... Rename Duplicate Save Delete Asset Actions Asset Localization Explore Show in Folder View Show in Explorer References Copy Reference Copy File Path Reference Viewer... Size Map... Audit Assets... Shader Cook Statistics... Open ParticleSystem.h View Documentation Connect To Source Control... Advanced Reload Replace References Bulk Edit via Property Matrix... Show Metadata

NPC_SpawnBox Edit NPC_SpawnBox NPC_SpawnBox2 Edit NPC_SpawnBox3 NPC_SpawnBox4 Edit NPC_SpawnBox5 RecastNavMesh-Default RecastNavMesh TargetPoint TargetPoint Cinematic Folder SQ_Intro_Master LevelSequence FX Folder

251 actors View Options World Settings Select an object to view details.







This screenshot shows the Content Browser panel of the Unreal Engine 4 Editor. The left sidebar lists categories such as Characters, Effects (which is currently selected), FX_Ability, FX_Ambient, FX_Materials, FX_Meshes, FX_Mobile, FX_Particle (selected), FX_Potions, FX_Skill_Leap, FX_Skill_RockBurst, and FX_Textures. The main content area displays a grid of 12 FX_Particle effect thumbnails. One thumbnail, labeled "P_Skill_001", is highlighted with a yellow border. The thumbnails include various particle effects like fire, smoke, and energy bursts. Below the grid, the text "12 items (1 selected)" is visible. The bottom right corner of the Content Browser has a "View Options" button.

- Basic**
 - Lights
 - Cinematic
 - Visual Effects
 - Geometry
 - Volumes
 - All Classes
- | | | |
|-------------|-----------------|------------|
| Empty Actor | Empty Character | Empty Pawn |
| Point Light | Player Start | Cube |
| Sphere | | |
| Cylinder | | |
| Cone | | |
| Plane | | |



Label	Type
ActionRPG_P (Editor)	World
AI	Folder
NavMeshBoundsVoluNavMeshBou	Edit NPC_S
NPC_SpawnBox	Edit NPC_S
NPC_SpawnBox2	Edit NPC_S
NPC_SpawnBox3	Edit NPC_S
NPC_SpawnBox4	Edit NPC_S
NPC_SpawnBox5	Edit NPC_S
RecastNavMesh-DefaRecastNavMe	
TargetPoint	TargetPoint
Cinematic	Folder
SQ_Intro_Master	LevelSequence
FX	Folder

251 actors View Options

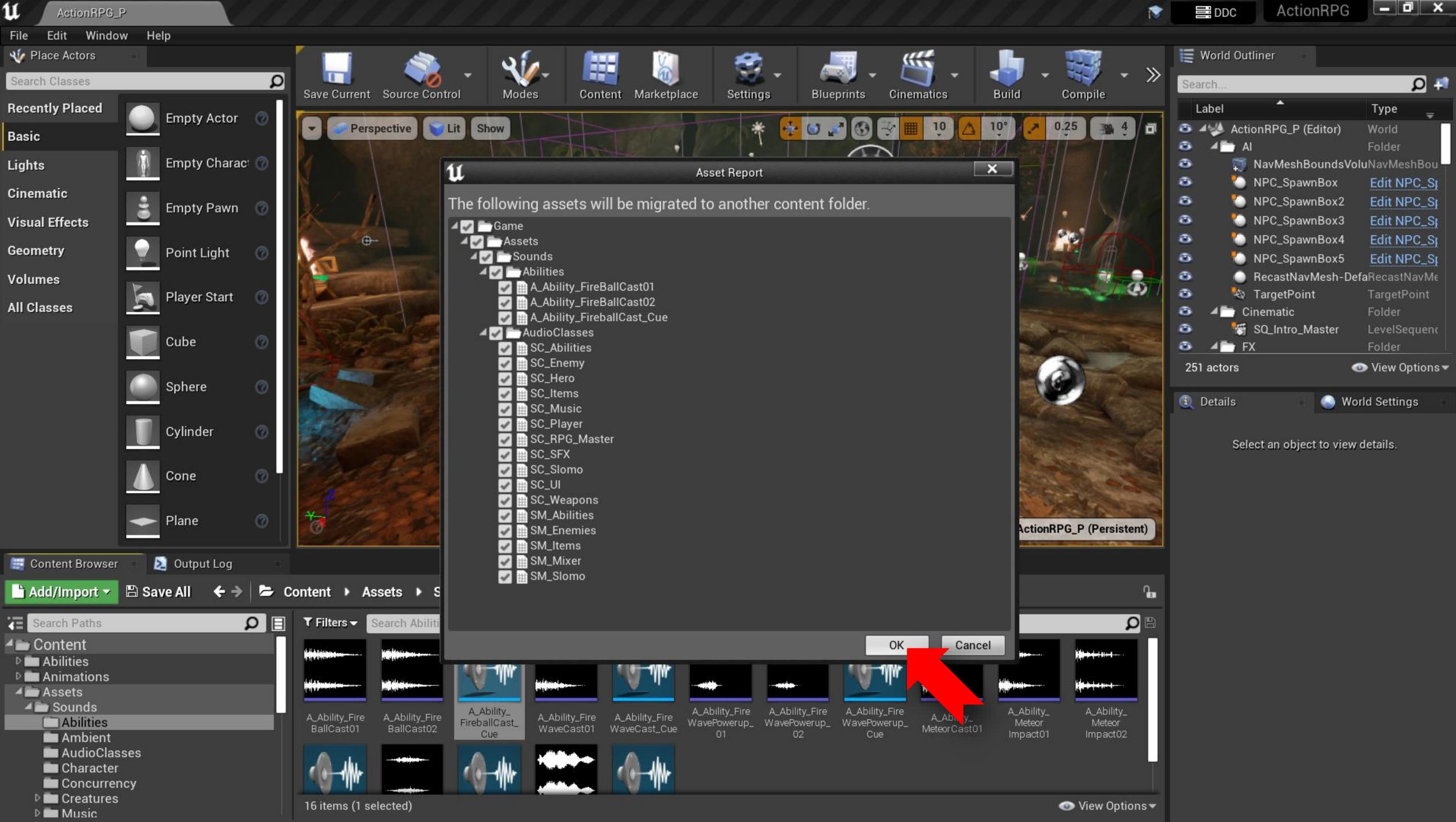
Select an object to view details.

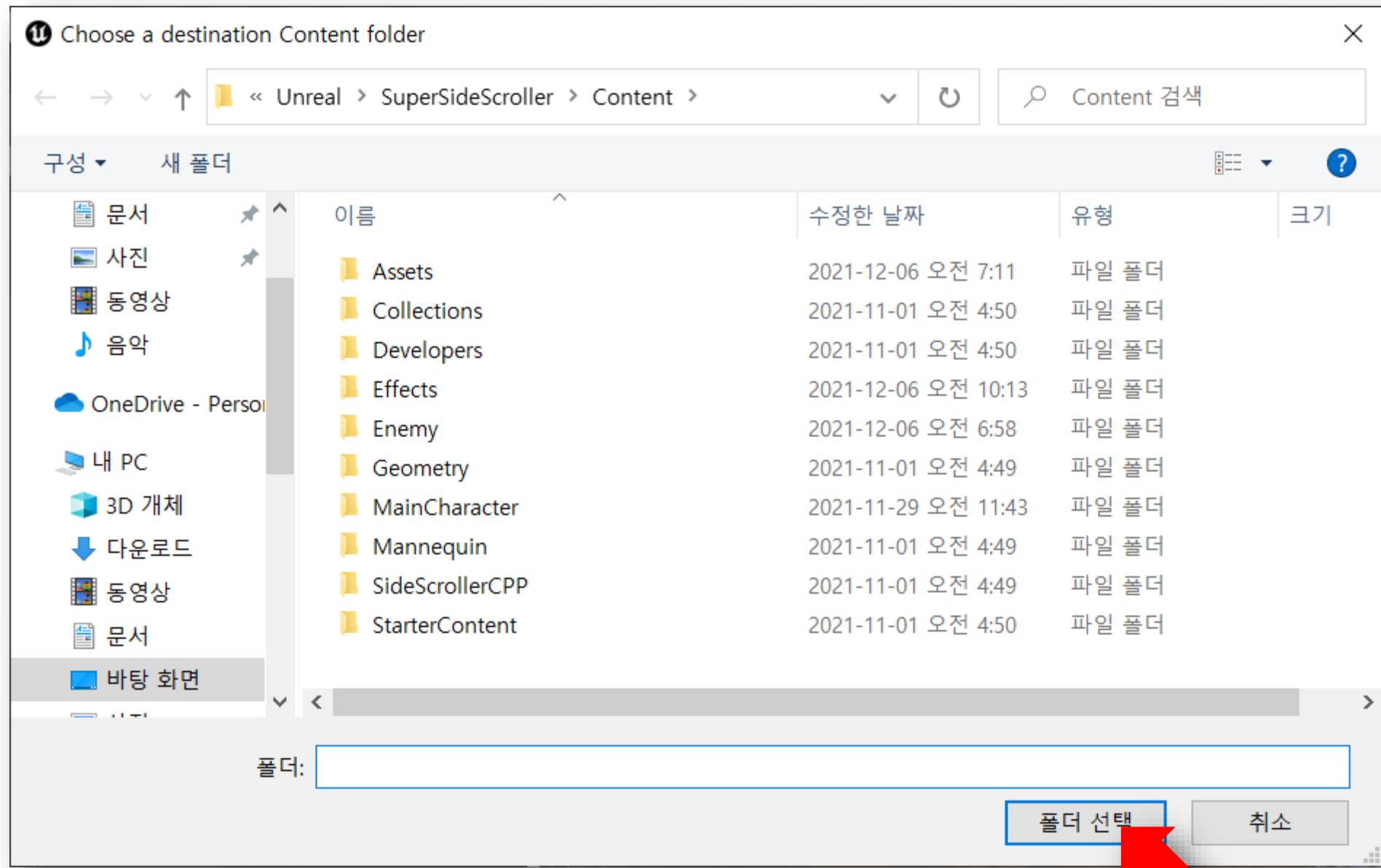


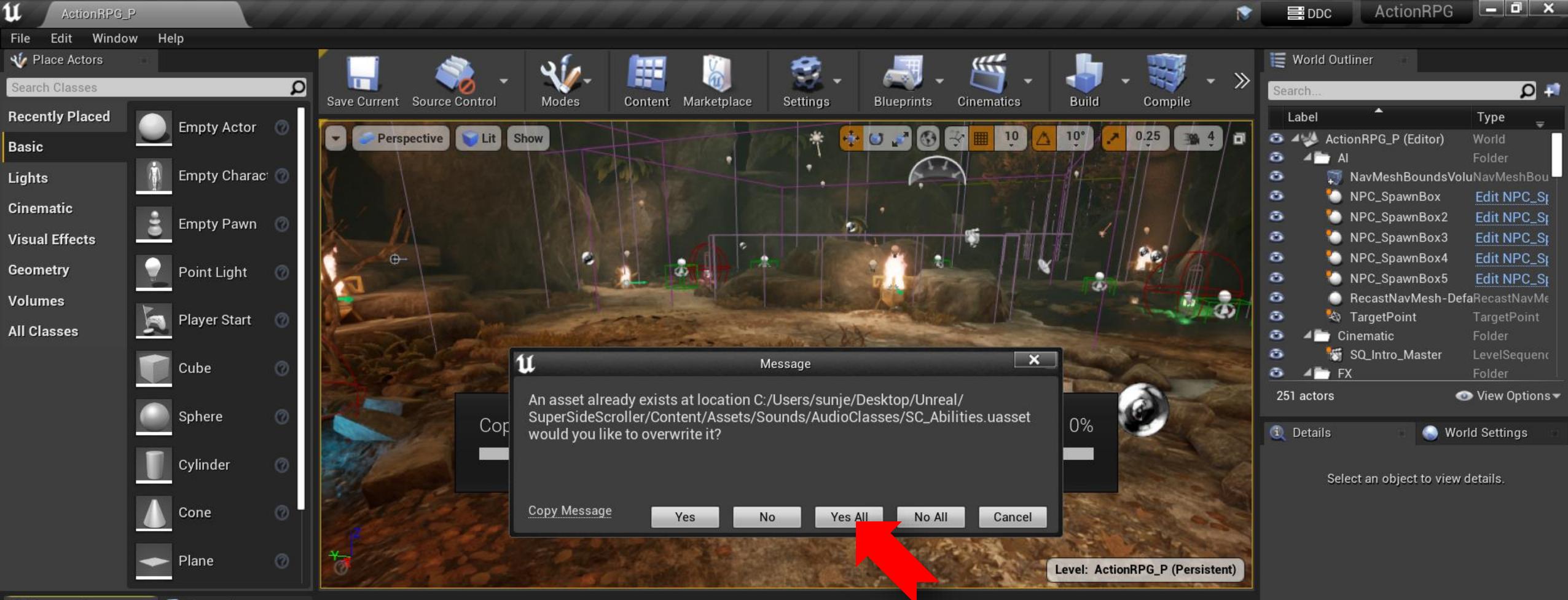
16 items (1 selected)



View Options







Add/Import Save All Content Assets Sounds Abilities

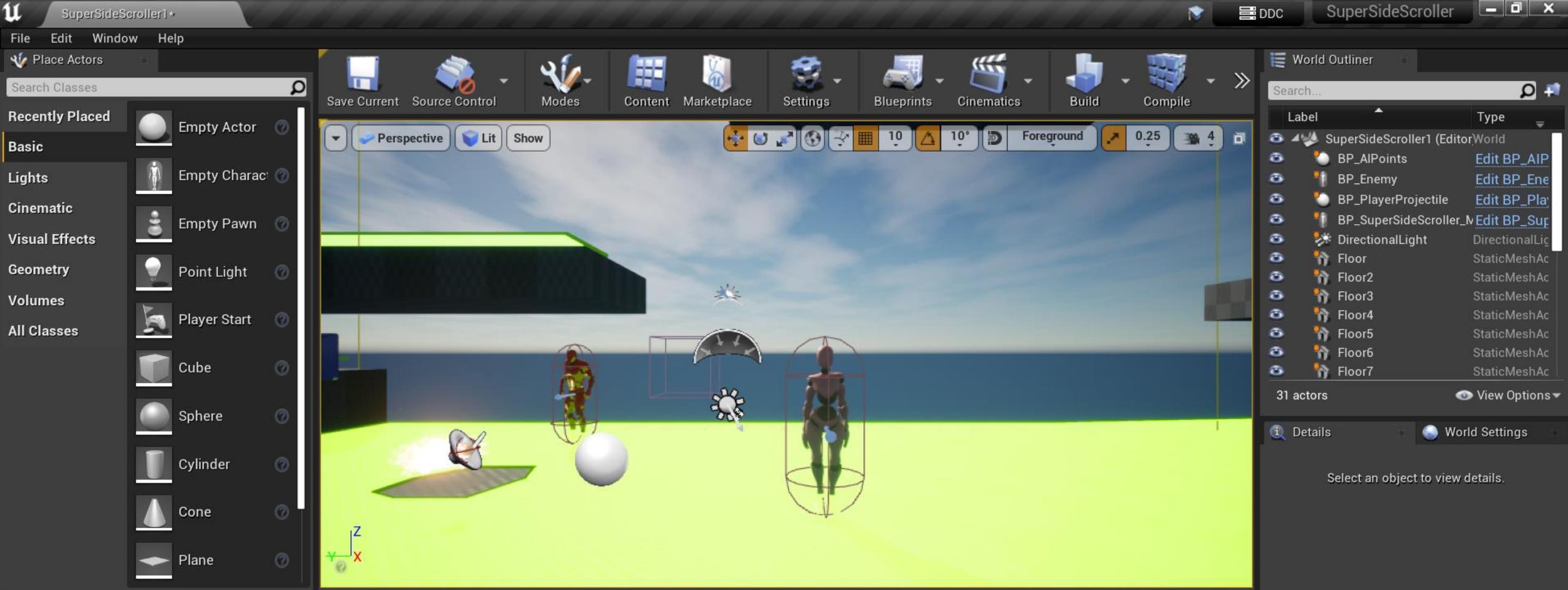
Search Paths

- Content
- Abilities
- Animations
- Assets
- Sounds
- Abilities
- Ambient
- AudioClasses
- Character
- Concurrency
- Creatures
- Music

Filters Search Abilities

A_Ability_Fire_BallCast01	A_Ability_Fire_BallCast02	A_Ability_FireballCast_Cue	A_Ability_Fire_WaveCast01	A_Ability_Fire_WavePowerup_01	A_Ability_Fire_WavePowerup_02	A_Ability_Fire_WavePowerup_Cue	A_Ability_Meteor_Impact01	A_Ability_Meteor_Impact02

16 items (1 selected) View Options

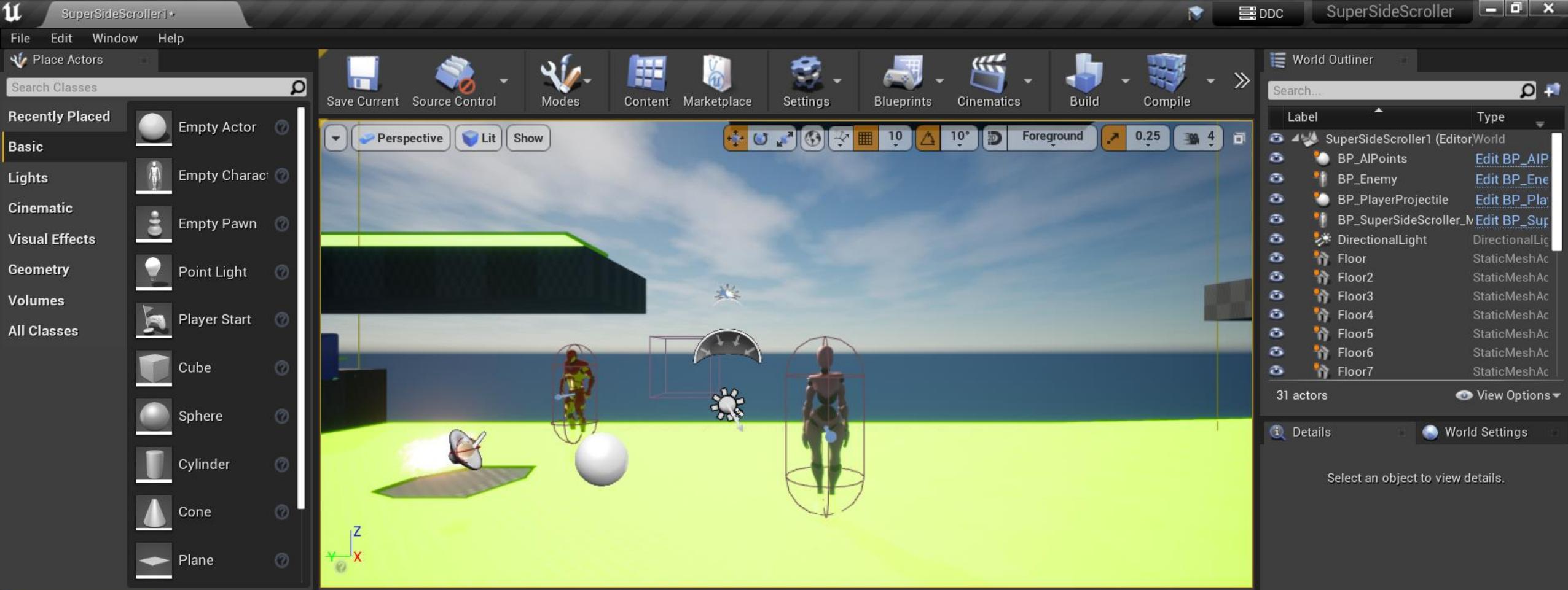


Add/Import Save All Content Assets

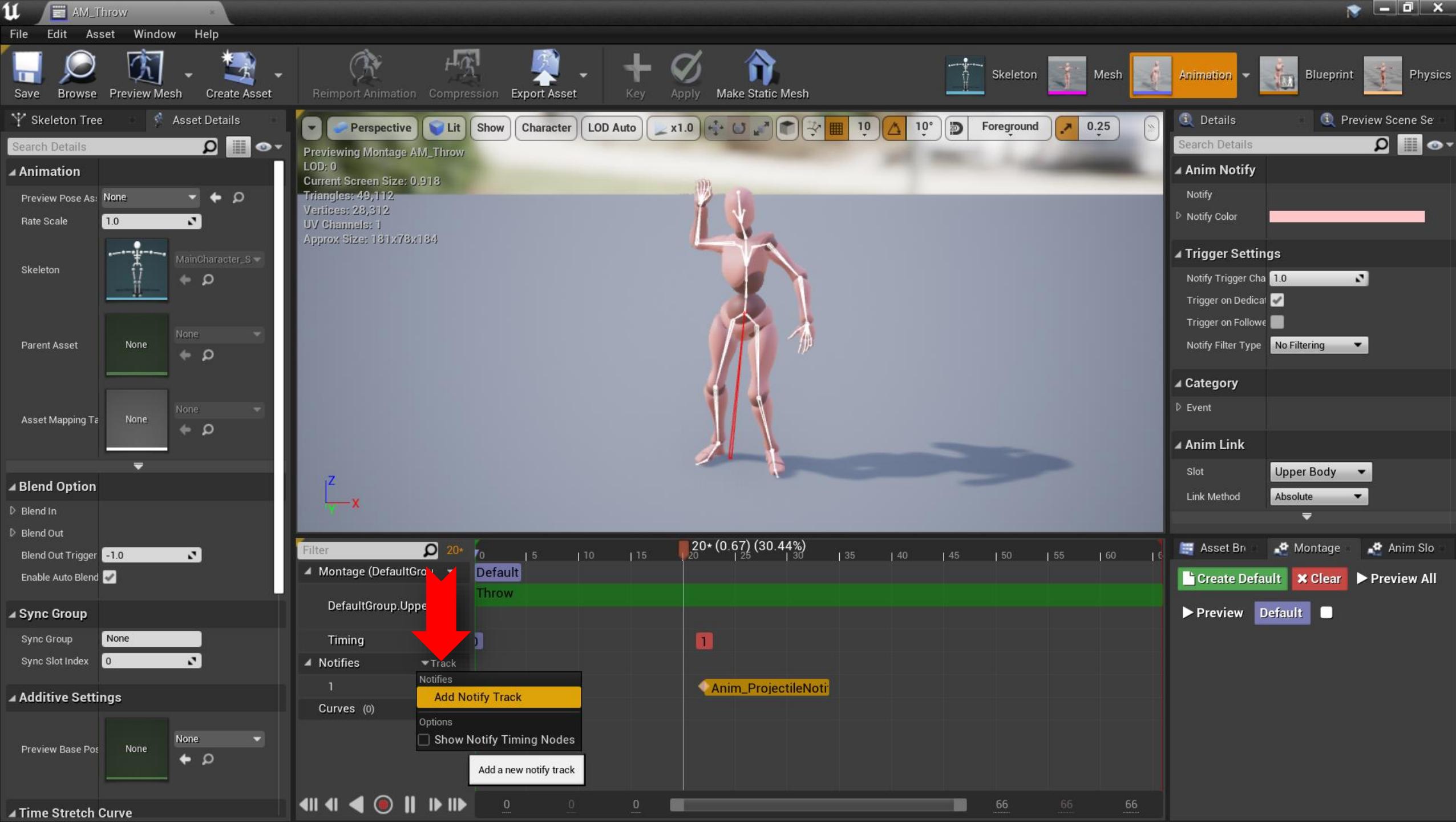
Search Paths Filters Search Assets, Effects

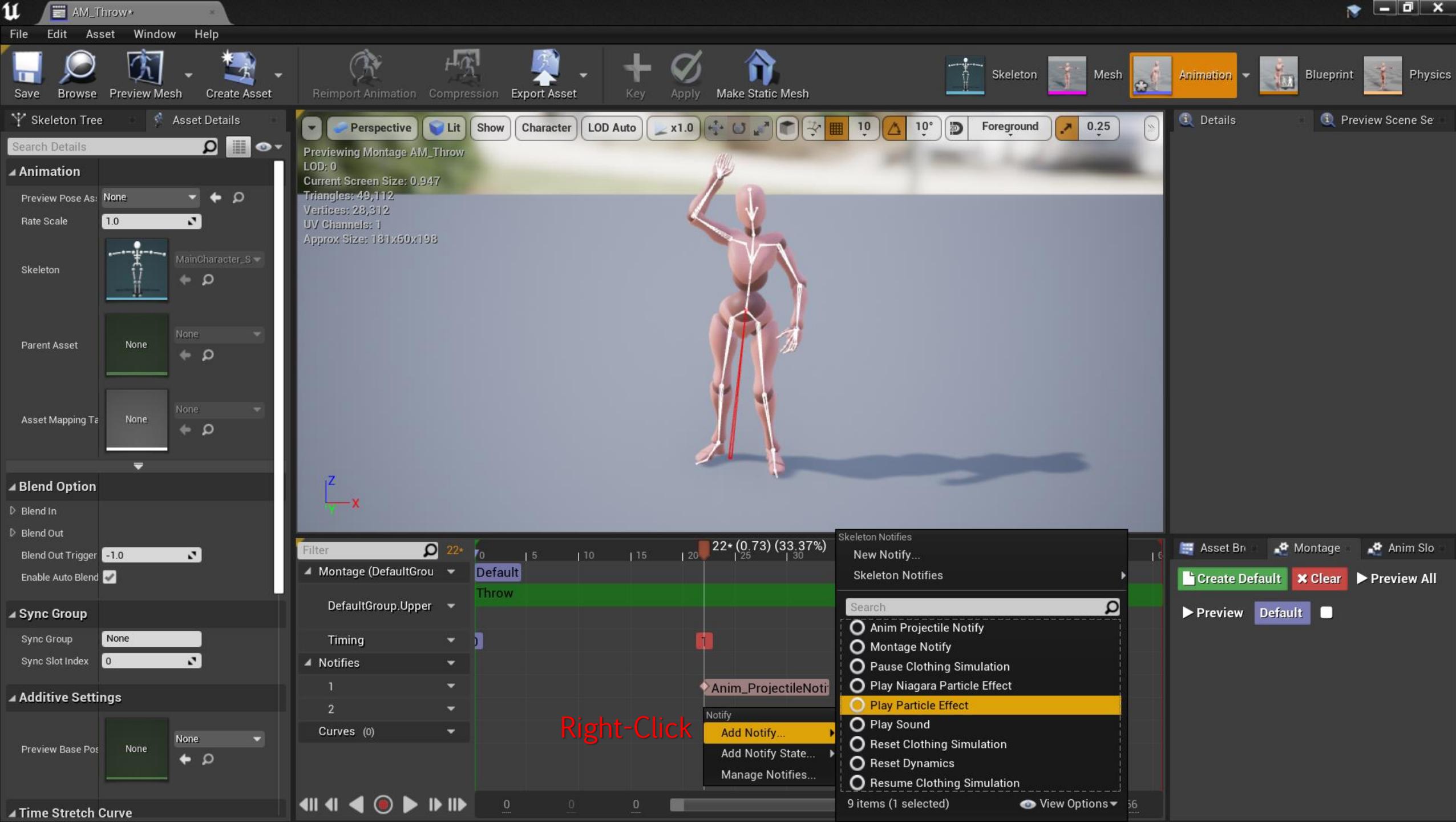
Content Assets Sounds Abilities Ambient AudioClasses Creatures Effects FX_Materials FX_Particle FX_Textures Masters Sounds Textures

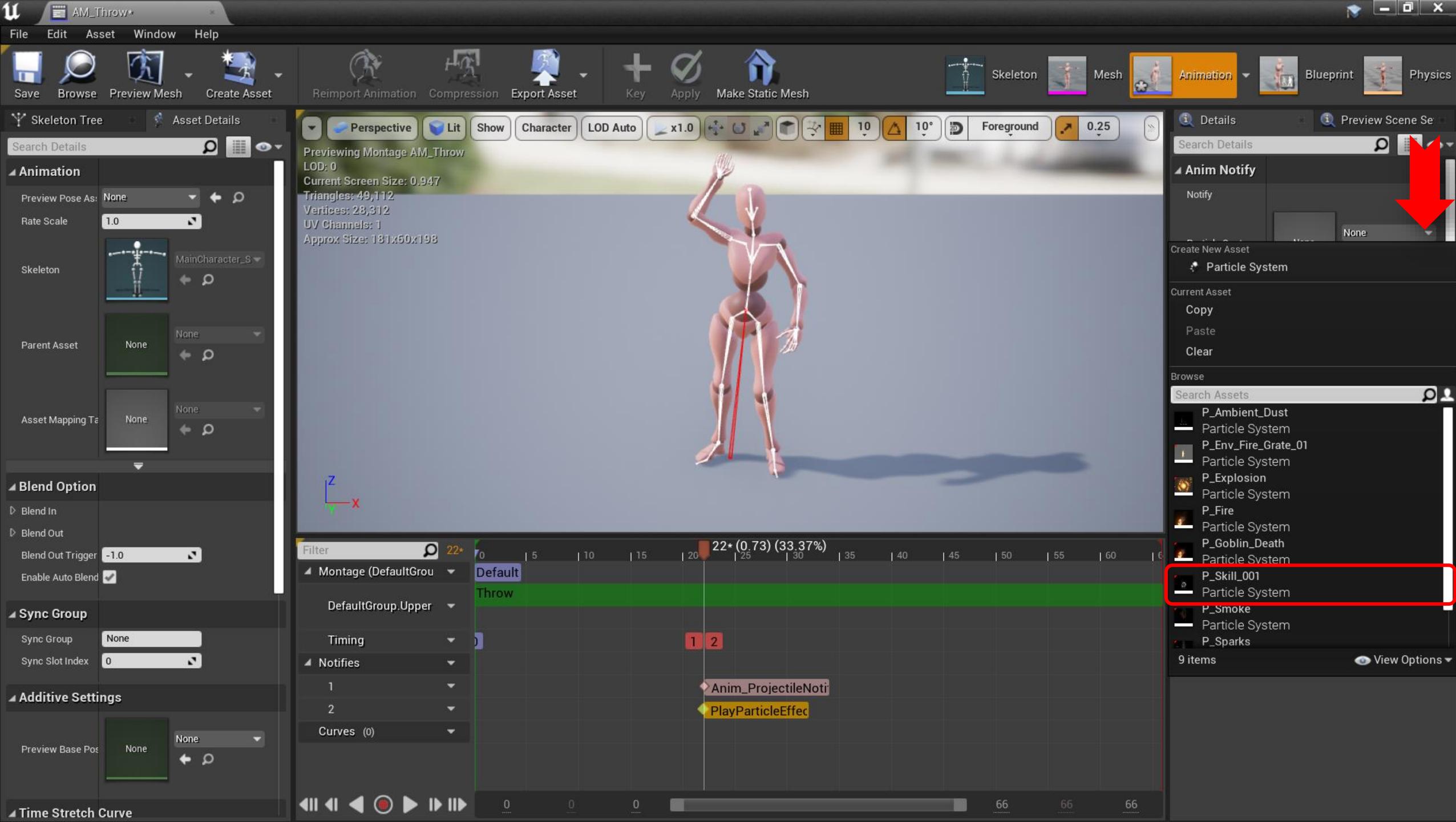
6 items View Options

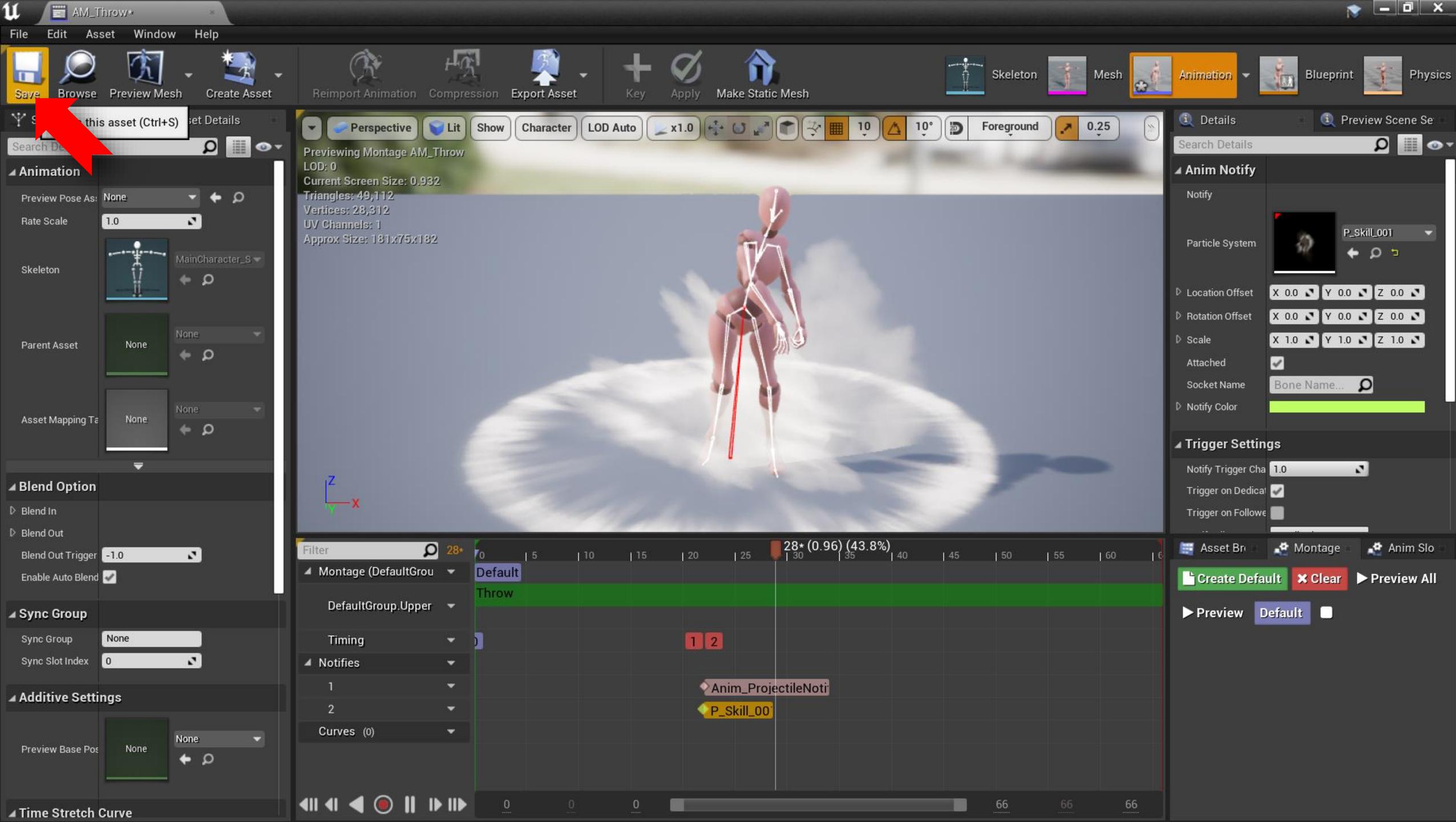


The Content Browser is open to the "MainCharacter" folder under "Animation". The left sidebar shows a tree view with "Materials", "Geometry", "MainCharacter" (selected), "Animation" (selected), "Blueprints", "Mesh", "Projectile", "Mannequin", "SideScrollerCPP", and "StarterContent". The right pane displays a list of animations with preview thumbnails: Idle, JumpEnd, JumpingStart, JumpLoop, Running, SideScroller_IdleRun_1D (selected), Throw, and Walking. A red arrow points to the "AM_Throw" thumbnail. At the bottom, it says "9 items (1 selected)" and "View Options".











The Content Browser is open, showing the "Content" folder under "MainCharacter". The "Mesh" subfolder is selected. The list of assets includes:

- Beta_HighLimbsGeoSG2
- Beta_Joints_MAT
- MainCharacter
- MainCharacter_PhysicsAsset
- MainCharacter_Skeleton

A red arrow points to the "MainCharacter_Skeleton" asset. The bottom status bar indicates "5 items (1 selected)".

MainCharacter_Skeleton

File Edit Asset Window Help

Save Browse Preview Mesh Preview Animation Create Asset Anim Notifies Retarget Manager Import Mesh Make Static Mesh Skeleton Mesh Animation Blueprint Physics

Options Search Skeleton Tree... Perspective Lit Show Character LOD Auto x1.0 10 10° Foreground 0.25

Hips Selected Bone Actions Copy Selected Bone Names Reset Selected Bone Transforms Add Socket Paste Sockets Ctrl+V Paste Sockets To Selected Bone Ctrl+Shift+V Add Virtual Bone LOD Bone Reduction Remove Selected... Remove Children... Attached Assets Actions Add Preview Asset Remove All Attached Assets LeftHandThumb4 LeftHandIndex1 LeftHandIndex2 LeftHandIndex3 LeftHandIndex4 LeftHandMiddle1 LeftHandMiddle2 LeftHandMiddle3 LeftHandMiddle4 LeftHandRing1 LeftHandRing2 LeftHandRing3 LeftHandRing4 LeftHandPinky1 LeftHandPinky2 LeftHandPinky3 LeftHandPinky4 RightShoulder RightArm RightForeArm RightHand RightHandPinky1 Blend Profile: None

Add a socket to this bone in the skeleton (disabled when socket filter is set to "Mesh Sockets" or "Sockets Hidden" mode)

Reference Pose Green Size: 1 49,112 28,312

Local Location X -0.0 Y 2.07 Z 103.5 Local Rotation X 89.9 Y 0.0 Z 0.0 Scale X 1.0 Y 1.0 Z 1.0

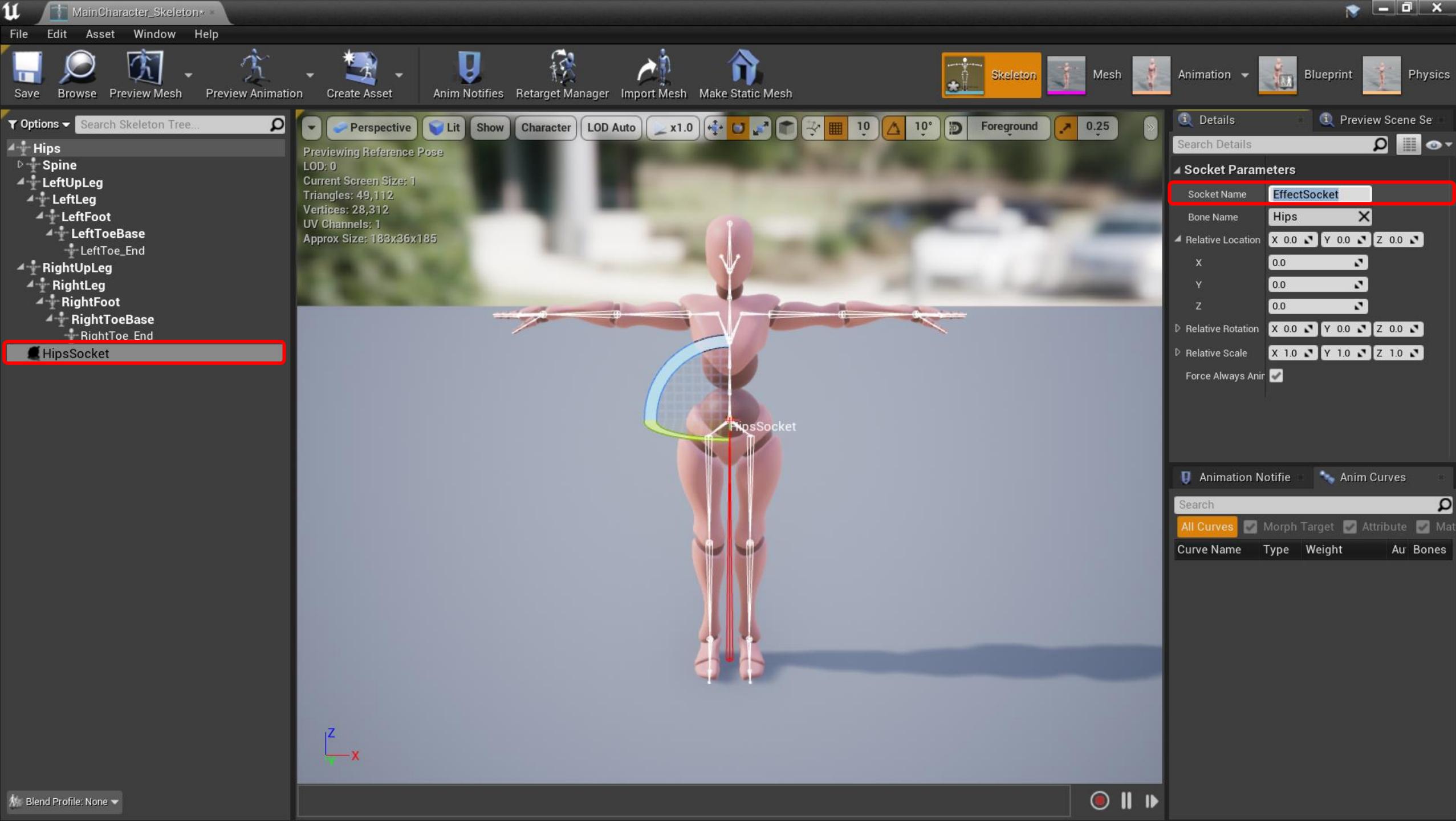
Bone Name Hips

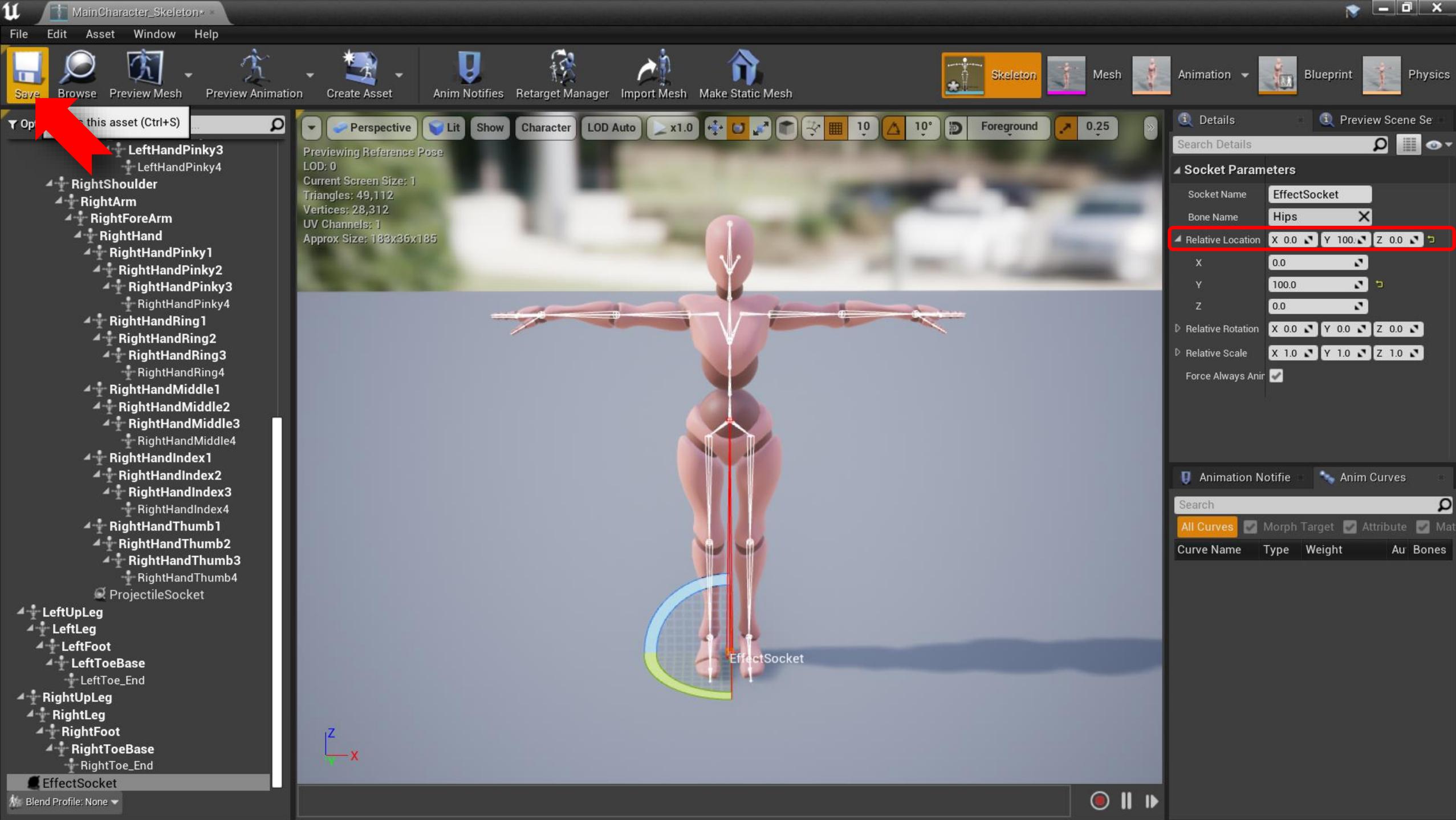
Reference Transform Reference Location X -0.0 Y 2.07 Z 103.5 Reference Rotation X 89.9 Y 0.0 Z 0.0 Reference Scale X 1.0 Y 1.0 Z 1.0

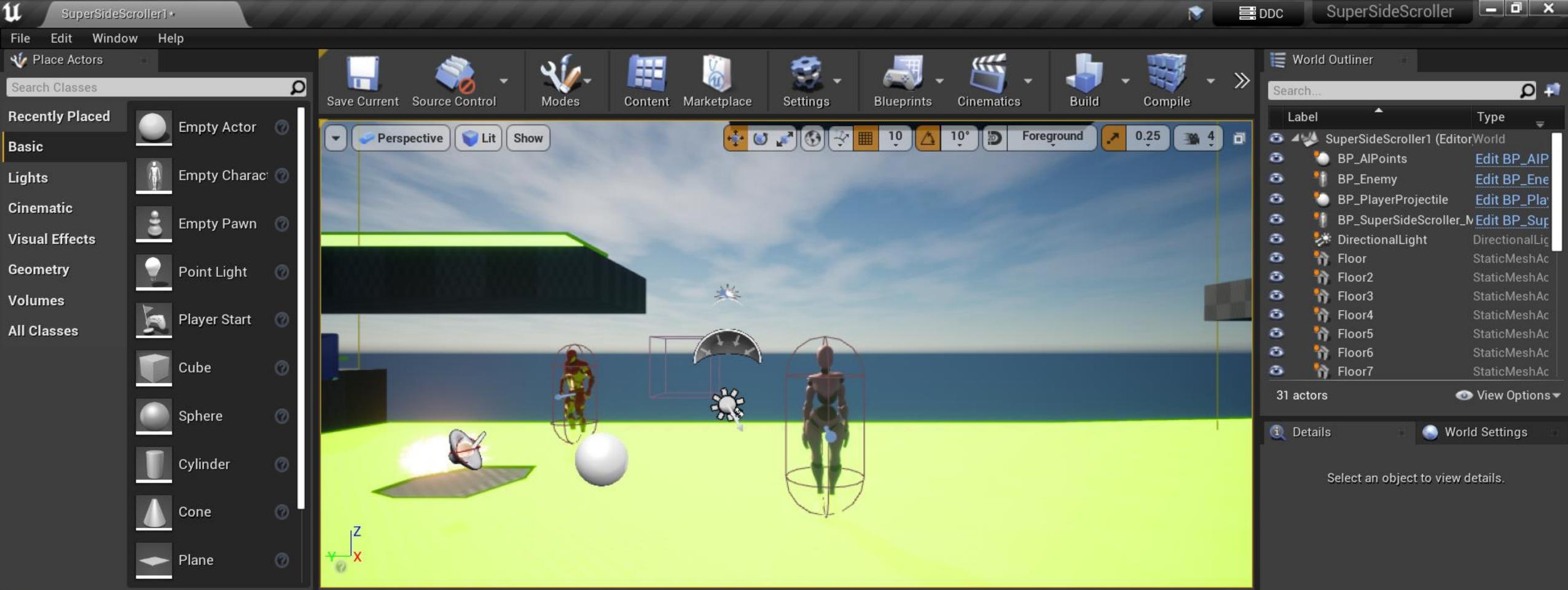
Animation Notify Anim Curves

All Curves Morph Target Attribute Material Curve Name Type Weight Author Bones

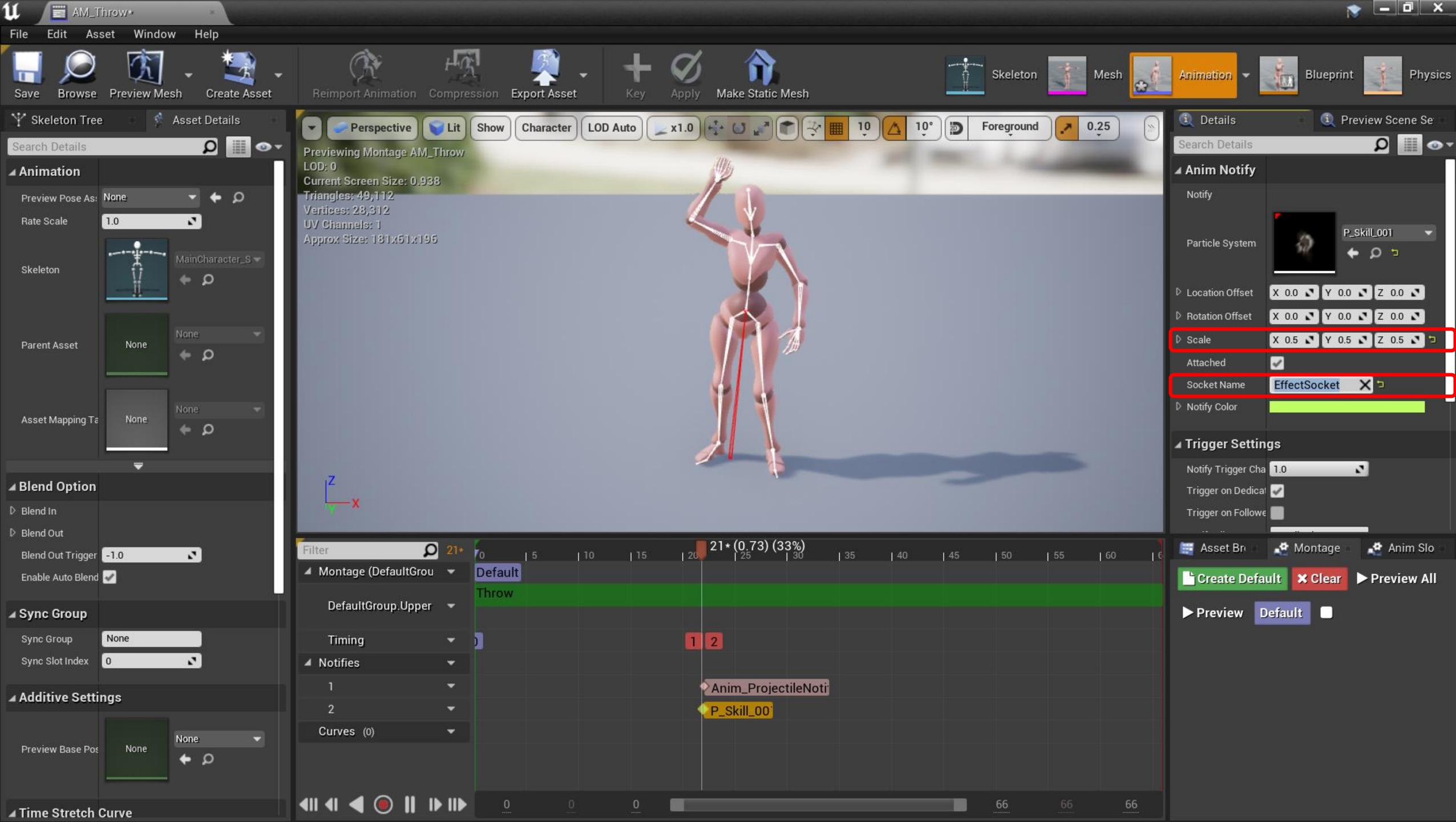
Perspective Viewport showing a 3D character skeleton in a reference pose. The Hips bone is selected, and a context menu is open with the 'Add Socket' option highlighted. A tooltip explains: 'Add a socket to this bone in the skeleton (disabled when socket filter is set to "Mesh Sockets" or "Sockets Hidden" mode)'. The Details panel shows transform settings for the Hips bone. The Animation Curves panel lists morph targets, attributes, and materials. The bottom left shows blend profile settings.

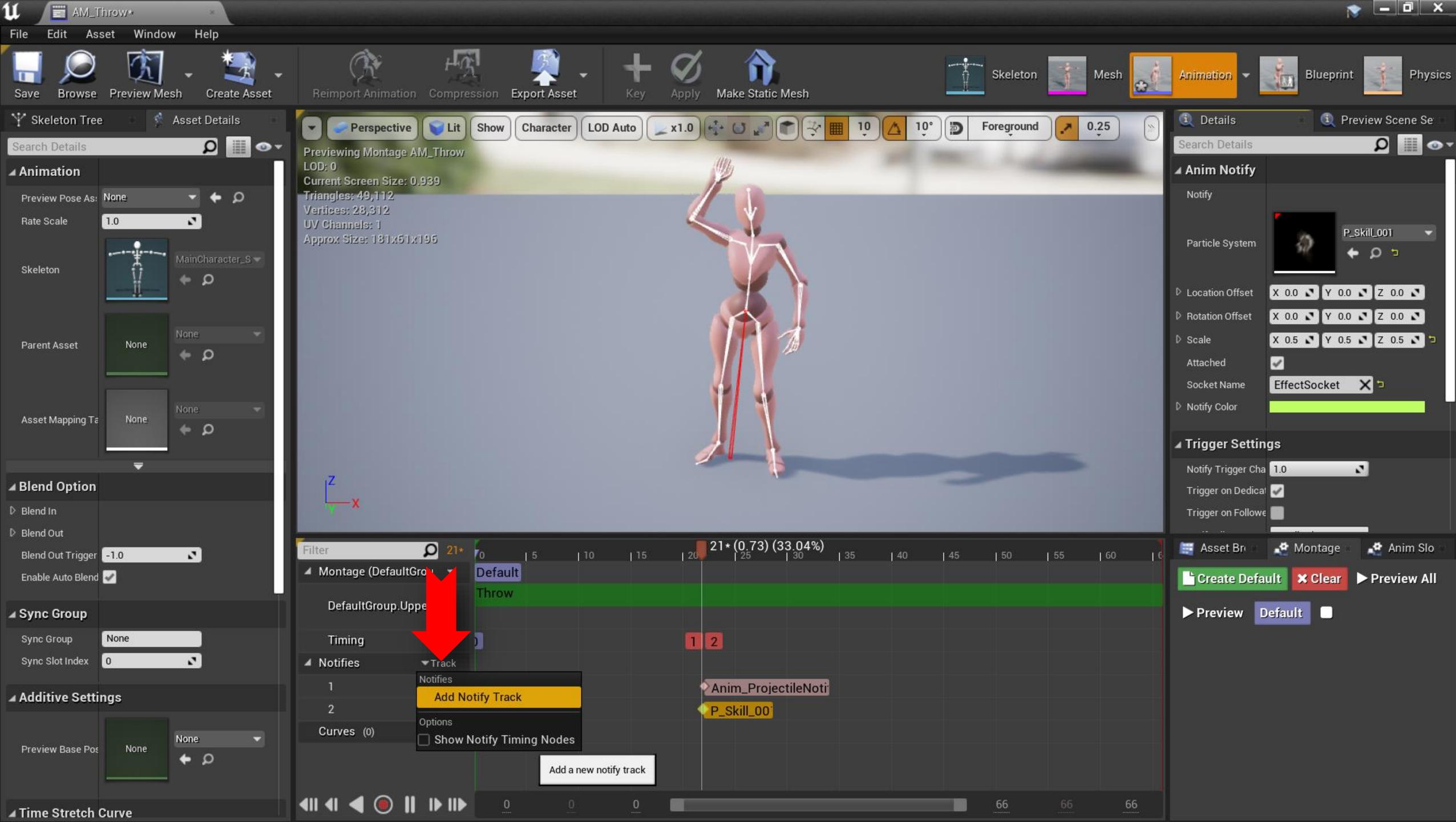


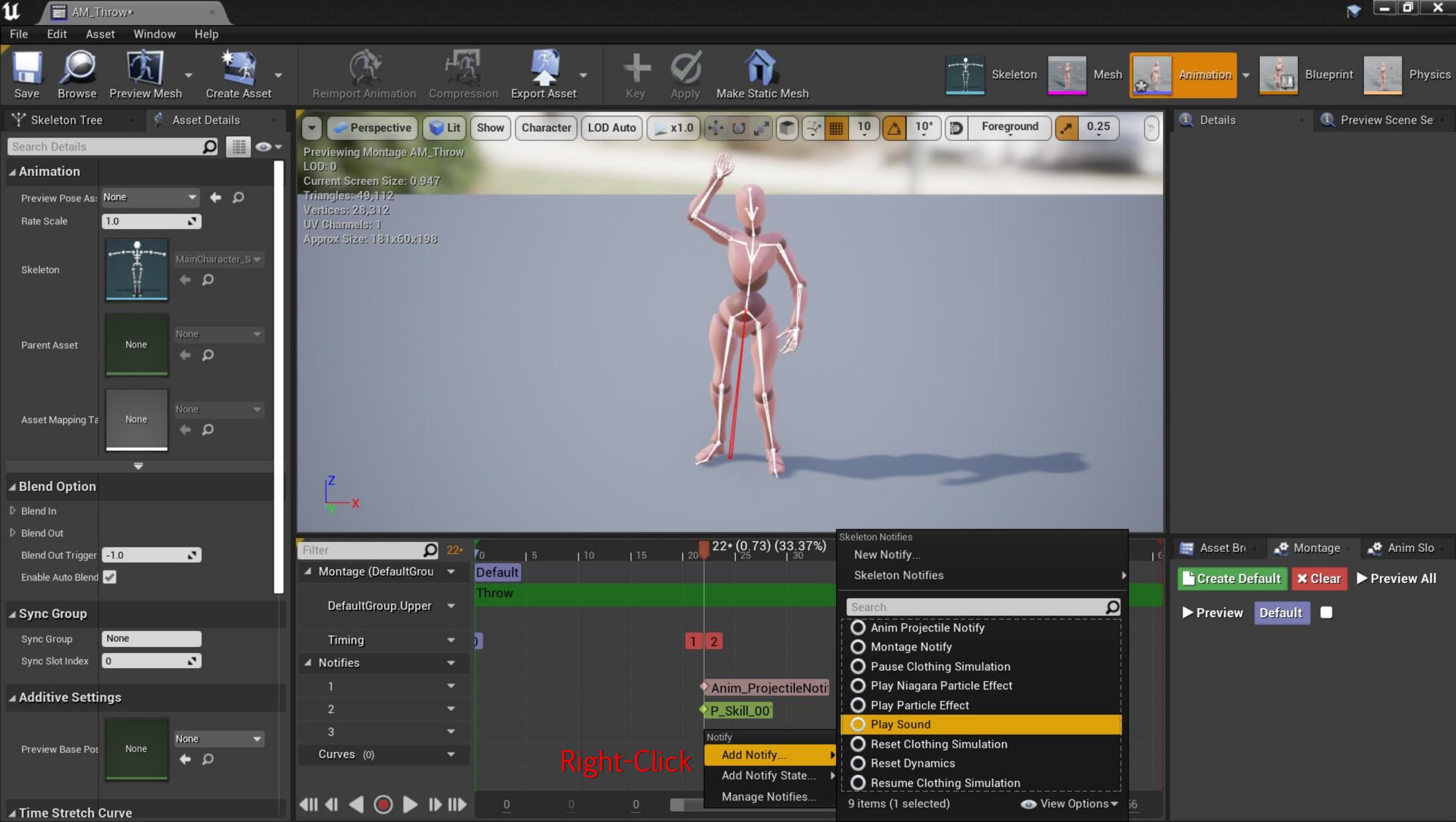


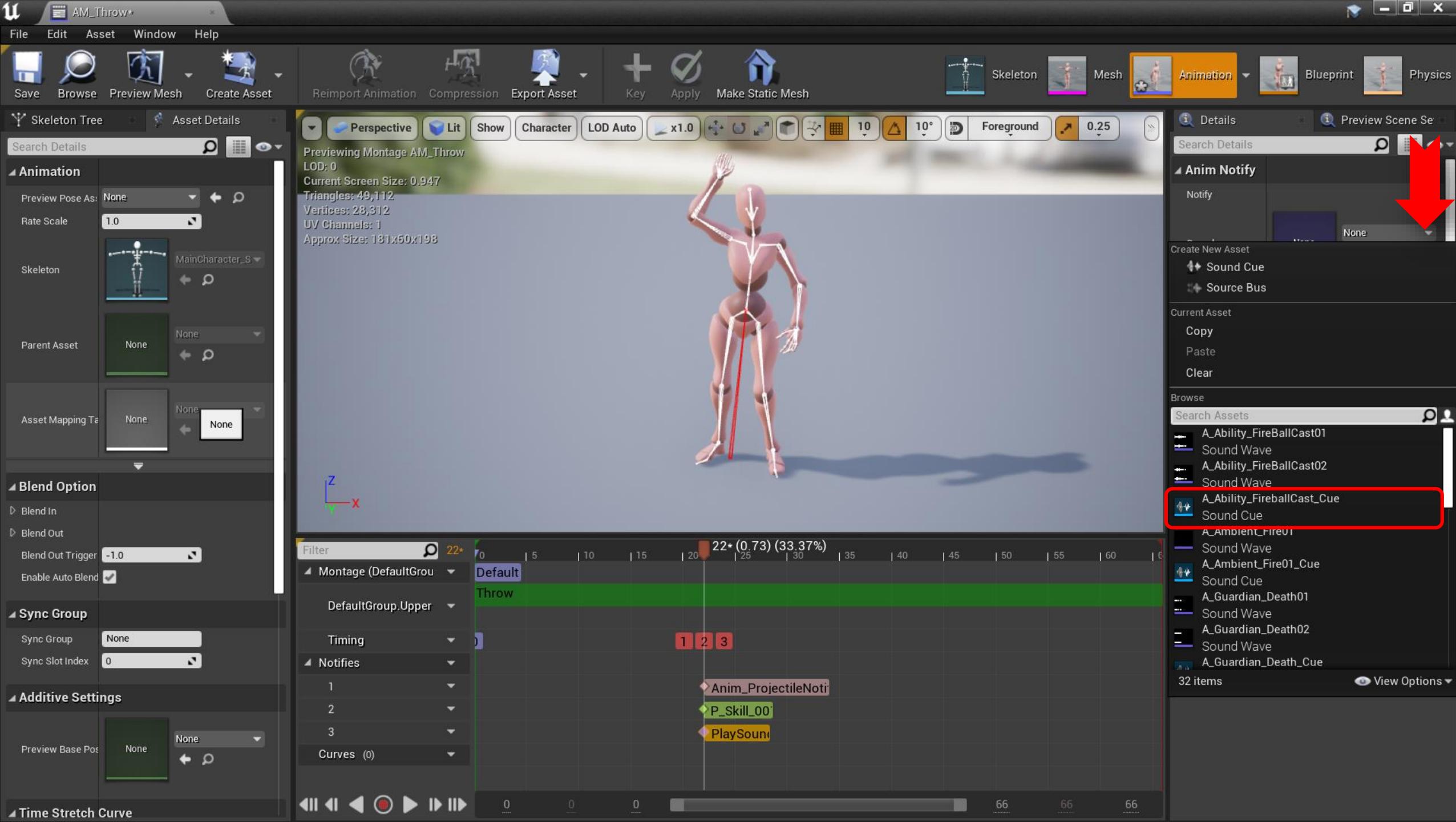


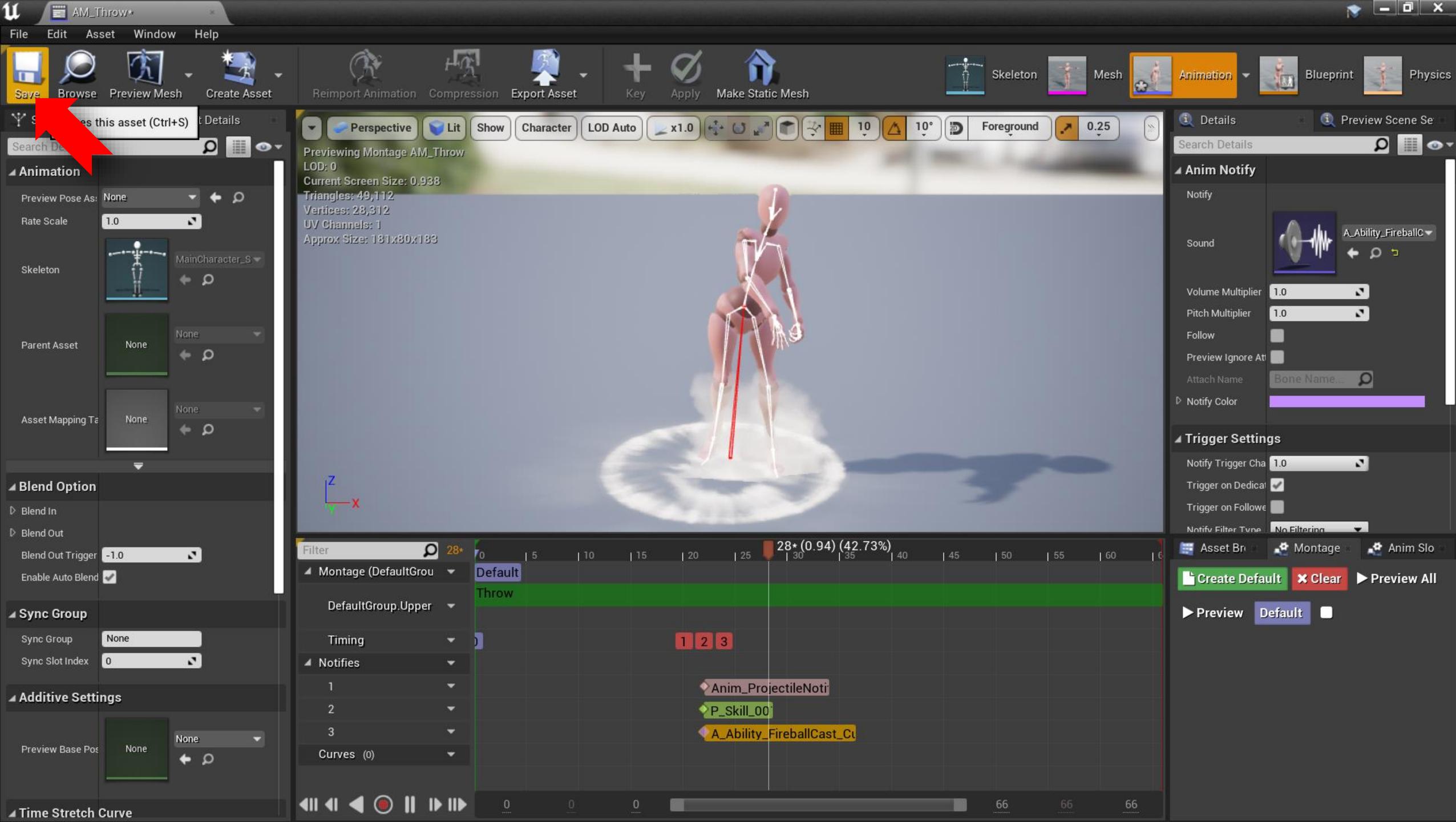
The screenshot shows the "Content Browser" panel with the path "Content > MainCharacter > Animation". The "Filters" dropdown is set to "Search Animation". Below the filters, there is a search bar with the placeholder "Search Animation". The list of animation clips is displayed as thumbnails. The "AM_Throw" clip is highlighted with a yellow background, indicating it is selected. Other clips shown include Idle, JumpEnd, JumpingStart, JumpLoop, Running, SideScroller_IdleRun_1D, Throw, and Walking. At the bottom of the Content Browser, it says "9 items (1 selected)".











SuperSideScroller1 • DDC SuperSideScroller

File Edit Window Help

Place Actors

Search Classes

Recently Placed

Basic

Lights

Cinematic

Visual Effects

Geometry

Volumes

All Classes

Empty Actor

Empty Character

Empty Pawn

Point Light

Player Start

Cube

Sphere

Cylinder

Cone

Plane

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

World Outliner

Label Type

- SuperSideScroller1 (Play) IWorld
- AIController
- BP_AIControllerEnemy
- BP_AIPoints
- BP_Enemy (Deleted Actor)
- BP_SuperSideScroller_M
- CameraActor
- DefaultPawn
- DirectionalLight
- Floor
- Floor2
- Floor3

44 actors View Options

Details World Settings

Select an object to view details.

Content Browser Output Log

Add/Import Save All Content MainCharacter Animation

Search Paths Materials Geometry MainCharacter Animation Blueprints Mesh Projectiles Mannequin SideScrollerCPP StarterContent C++ Classes SuperSideScroller

Filters Search Animation

AM_Throw Idle JumpEnd JumpingStart JumpLoop Running SideCroller_IdleRun_1D Throw Walking

9 items (1 selected) View Options

The screenshot displays the Unreal Engine 4 Editor interface. The central area shows a 3D scene with a character standing on a checkered floor under a blue sky. The left side features the Content Browser with sections for Materials, Geometry, MainCharacter (selected), Animation, Blueprints, Mesh, Projectiles, Mannequin, SideScrollerCPP, StarterContent, C++ Classes, and SuperSideScroller. Under MainCharacter, there are sub-folders for Animation, Blueprints, Mesh, and Projectiles. The Animation folder contains several animation clips: AM_Throw, Idle, JumpEnd, JumpingStart, JumpLoop, Running, SideCroller_IdleRun_1D, Throw, and Walking. The right side shows the World Outliner with a list of objects in the game world, including SuperSideScroller1 (Play) IWorld, AIController, BP_AIControllerEnemy, BP_AIPoints, BP_Enemy (Deleted Actor), BP_SuperSideScroller_M, CameraActor, DefaultPawn, DirectionalLight, Floor, Floor2, and Floor3. The Details panel at the bottom right is currently empty, prompting the user to 'Select an object to view details.'

Activity 14.02: Adding Effects for When the Projectile is Destroyed

The screenshot shows the Unreal Engine Editor interface. The title bar includes the Unreal Engine logo and various menu options like 파일(F), 편집(E), 보기(V), Git(G), 프로젝트(P), 빌드(B), 디버그(D), 테스트(S), 분석(N), 도구(I), 확장(X), 창(W), 도움말(H), 검색 (Ctrl+Q), and Super...ller. The toolbar below has icons for file operations like Open, Save, and Build. The main window displays the code editor with several files listed in the tabs: PlayerProjectile.cpp, PlayerProjectile.h*, EnemyBase.cpp, EnemyBase.h, and Anim_ProjectileNotify.cpp. The code editor pane shows the PlayerProjectile.h file, which contains C++ code defining a class for a projectile. A red box highlights two specific properties: UPROPERTY(EditAnywhere, BlueprintReadOnly) class UParticleSystem* DestroyEffect; and UPROPERTY(EditAnywhere, BlueprintReadOnly) class USoundBase* DestroySound;. A red callout box points to the 'Ctrl+S' keyboard shortcut at the bottom right of the code editor area. To the right of the code editor is the Solution Explorer, showing the project structure for 'SuperSideScroller' with its subfolders and files.

```
13 public:
14     // Sets default values for this actor's properties
15     APlayerProjectile();
16
17     //Sphere collision component
18     UPROPERTY(VisibleDefaultsOnly, Category = Projectile)
19     class USphereComponent* CollisionComp;
20
21     //called when projectile hits something
22     UFUNCTION()
23     void OnHit(UPrimitiveComponent* HitComp, AActor* OtherActor, UPrimitiveComponent* OtherComp, FVector NormalImpulse,
24                 const FHitResult& Hit);
25
26     void ExplodeProjectile();
27
28     UPROPERTY(EditAnywhere, BlueprintReadOnly)
29     class UParticleSystem* DestroyEffect;
30
31     UPROPERTY(EditAnywhere, BlueprintReadOnly)
32     class USoundBase* DestroySound;
33
34 private:
35
36     //Projectile movement component
37     UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category = Movement, meta = (AllowPrivateAccess = "true"))
38     class UProjectileMovementComponent* ProjectileMovement;
39
40     //Static mesh component
41
```

Ctrl+S

SuperSideScroller

PlayerProjectile.h*

EnemyBase.h

Anim_ProjectileNotify.cpp

SuperSideScroller

UE4

Games

SuperSideScroller

참조

외부 종속성

Config

Source

SuperSideScroller

Anim_ProjectileNotify.cpp

Anim_ProjectileNotify.h

EnemyBase.cpp

EnemyBase.h

PlayerProjectile.cpp

PlayerProjectile.h

SuperSideScroller.Build.cs

SuperSideScroller.cpp

SuperSideScroller.h

SuperSideScroller_Player.cpp

SuperSideScroller_Player.h

SuperSideScrollerCharacter

SuperSideScrollerCharacter

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

Develop Win64 로컬 Windows 디버거 Live Share

PlayerProjectile.cpp* ✘ PlayerProjectile.h EnemyBase.cpp EnemyBase.h Anim_ProjectileNotify.cpp

SuperSideScroller (전역 범위)

```
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3
4 #include "PlayerProjectile.h"
5 #include "GameFramework/ProjectileMovementComponent.h"
6 #include "Components/SphereComponent.h"
7 #include "Components/StaticMeshComponent.h"
8 #include "EnemyBase.h"
9 #include "Components/AudioComponent.h"
10 #include "Engine/Classes/Particles/ParticleSystemComponent.h"
11 #include "Kismet/GameplayStatics.h"
12
13 // Sets default values
14 APlayerProjectile::APlayerProjectile()
15 {
16     CollisionComp = CreateDefaultSubobject<USphereComponent>(TEXT("SphereComp"));
17     CollisionComp->InitSphereRadius(15.0f);
18     CollisionComp->BodyInstance.SetCollisionProfileName("BlockAll");
19     CollisionComp->OnComponentHit.AddDynamic(this, &APlayerProjectile::OnHit);
20
21     // Set as root component
22     RootComponent = CollisionComp;
23
24     // Use a ProjectileMovementComponent to govern this projectile's movement
25     ProjectileMovement = CreateDefaultSubobject<UProjectileMovementComponent>(TEXT("ProjectileComp"));
26     ProjectileMovement->UpdatedComponent = CollisionComp;
27     ProjectileMovement->ProjectileGravityScale = 0.0f;
28     ProjectileMovement->InitialSpeed = 800.0f;
29     ProjectileMovement->MaxSpeed = 800.0f;
30
31     MeshComp = CreateDefaultSubobject<UStaticMeshComponent>(TEXT("MeshComp"));
32     MeshComp->AttachToComponent(RootComponent, FAttachmentTransformRules::KeepWorldTransform);
33
34     InitialLifeSpan = 3.0f;
35 }
```

100 % 문제가 검색되지 않음 줄: 11 문자: 36 탭 CRLF

솔루션 탐색기

솔루션 탐색기 검색(Ctrl+Shift+F)

솔루션 탐색기 'SuperSideScroller' (2/2개 프로젝트)

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 - SuperSideScrollerEditor.Target.cs
 - SuperSideScroller.uproject

솔루션 탐색기 Git 변경 내용

저장되었습니다. ↑ 소스 제어에 추가 ▲ 1

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

Live Share

PlayerProjectile.cpp* × PlayerProjectile.h EnemyBase.cpp EnemyBase.h Anim_ProjectileNotify.cpp

SuperSideScroller (전역 범위)

```
37 ProjectileMovementSound->AttachToComponent(RootComponent, FAttachmentTransformRules::KeepWorldTransform);
38 
39 ProjectileEffect = CreateDefaultSubobject<UParticleSystemComponent>(TEXT("ProjectileEffect"));
40 ProjectileEffect->AttachToComponent(RootComponent, FAttachmentTransformRules::KeepWorldTransform);
41 }
42 }

43 void APlayerProjectile::OnHit(UPrimitiveComponent* HitComp, AActor* OtherActor, UPrimitiveComponent* OtherComp,
44 FVector NormalImpulse, const FHitResult& Hit)
45 {
46 //UE_LOG(LogTemp, Warning, TEXT("HIT"));
47 AEnemyBase* Enemy = Cast<AEnemyBase>(OtherActor);
48 if (Enemy)
49 {
50     Enemy->DestroyEnemy();
51 }
52 
53 ExplodeProjectile();
54 }

55 void APlayerProjectile::ExplodeProjectile()
56 {
57     UWorld* World = GetWorld();
58     if (World)
59     {
60         if (DestroyEffect)
61         {
62             UGameplayStatics::SpawnEmitterAtLocation(World, DestroyEffect, GetActorTransform());
63         }
64         if (DestroySound)
65         {
66             UGameplayStatics::SpawnSoundAtLocation(World, DestroySound, GetActorLocation());
67         }
68     }
69     Destroy();
70 }
```

Ctrl+S

슬루션 탐색기

슬루션 탐색기 검색(Ctrl+Shift+F)

슬루션 탐색기 'SuperSideScroller' (2/2개 프로젝트)

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Live Share

PlayerProjectile.cpp PlayerProjectile.h

SuperSideScroller

```
37     ProjectileMovementSound->Attach
38
39     ProjectileEffect = CreateDefaultObject<UParticleSystem>();
40     ProjectileEffect->AttachToComponent(
41         ...
42     }
43
44     void APlayerProjectile::OnHit(UPrimitiveComponent* HitComponent, FVector NormalImpulse, const FHitResult& Hit)
45     {
46         //UE_LOG(LogTemp, Warning, TEXT("AEnemyBase* Enemy = Cast<AEnemyBase>(HitComponent);"));
47         AEnemyBase* Enemy = Cast<AEnemyBase>(HitComponent);
48         if (Enemy)
49         {
50             Enemy->DestroyEnemy();
51         }
52
53         ExplodeProjectile();
54     }
55
56     void APlayerProjectile::ExplodeProjectile()
57     {
58         UWorld* World = GetWorld();
59         if (World)
60         {
61             if (DestroyEffect)
62             {
63                 UGameplayStatics::SpawnEmitterAtLocation(World, DestroyEffect, GetActorTransform());
64             }
65             if (DestroySound)
66             {
67                 UGameplayStatics::SpawnSoundAtLocation(World, DestroySound, GetActorLocation());
68             }
69         }
70         Destroy();
71     }
72 }
```

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

SuperSideScroller 빌드(U) Ctrl+B

SuperSideScroller 다시 빌드(E)

SuperSideScroller 정리(N)

SuperSideScroller에서 코드 분석 실행(A)

프로젝트만()

일괄 빌드(T)...

구성 관리자(O)...

컴파일(M) Ctrl+F7

파일에서 코드 분석 실행(F) Ctrl+Shift+Alt+F7

솔루션 탐색기

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솔루션 탐색기 Git 변경 내용

저장되었습니다.

소스 제어에 추가 ▲ 1



The Content Browser at the bottom of the screen displays the file structure. The 'MainCharacter' folder is expanded, showing Animation, Blueprints, Mesh, and Projectile. The 'Projectile' asset is selected and highlighted with a yellow border. A red arrow points to this selected asset. The status bar at the bottom indicates '1 item (1 selected)'.

Label	Type
SuperSideScroller1 (Editor)World	Edit BP_AIP
BP_AIPoints	Edit BP_Ene
BP_Enemy	Edit BP_Pl
BP_PlayerProjectile	Edit BP_Sup
BP_SuperSideScroller_M	Edit BP_Sup
DirectionalLight	DirectionalLig
Floor	StaticMeshAc
Floor2	StaticMeshAc
Floor3	StaticMeshAc
Floor4	StaticMeshAc
Floor5	StaticMeshAc
Floor6	StaticMeshAc
Floor7	StaticMeshAc

