



COMP120: Creative Computing: Tinkering

12: Intro to Unreal Engine II

Learning Outcomes

- ▶ **Understand** the interaction between C++ and Blueprints in Unreal
- ▶ **Understand** the various Unreal Gameplay classes in C++
- ▶ **Produce** a small Demo Game in Unreal

Unreal Tutorial

https://docs.unrealengine.com/latest/INT/Videos/PLZlv_N0_O1gYup-gvJtMsgJqnEB_dGiM4/

Unreal Tutorial - Corrections 5

- ▶ 09 - Extending the Character Class 11:24 -

<https://youtu.be/5nwBVBVD1Zk?t=684> the code to attach components has changed to

```
CollectionSphere->SetupAttachment (RootComponent);
```

- ▶ 13 - Power Down the Character 3:40 -

<https://youtu.be/qCrIPglRY6M?t=226> In order for the Tick function to be called you have to add the following code to the GameMode Constructor(next to DecayRate)

```
PrimaryActorTick.bStartWithTickEnabled = true;  
PrimaryActorTick.bCanEverTick = true;
```