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/5nwBVBVDlZk?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;
```