פונקציות חשובות :

Getactor()

GetActorEyesViewPoint – return the rotation and location of actor

GetWorld()->LineTraceSingleByChannel- יכול להיות פונקציות גם ל multiple collision וגם ל channel ספיצפים .

**Attach weapon and fire –**

Done fire function that is bp callable.

Define that when the lmb clicked the fire is called

Spwan the weapon actor dynamically and atcah owner

UGameplayStatics::SpawnEmitterAtLocation(GetWorld(),)

Attach actor to component -need to add socket .

Till now had weapon attached to player now make the logic in c++

**Logic in cpp**

If actoe exist-> get the view of the player and draw debug line from eye of the player to the place.

In order to get what collide with call LineTraceSingleByChannel.

FName-attach point name

Chat message-string

Ftext- somsteing its localizioable something in menu