# Intro

* Acabar con el gamemode
* Player State
* Hacer CompLife
* Behaviour Tree si da tiempo

# Gamemode

El gamemode era para gestionar el spawn de players. Lo que vamos a hacer es un timer para que se spawnee a los X segundos después de entrar

## Timer

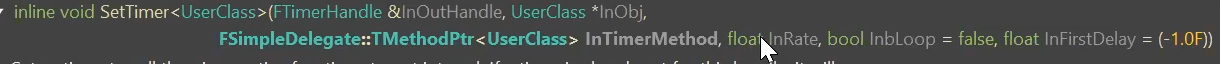
We create a Timer. It needs a Handle



Create a function OnCinematicTimer in GameGameMode

We SetTimer in HandleStartingNewPlayer\_Implementation

It needs the following parameters:

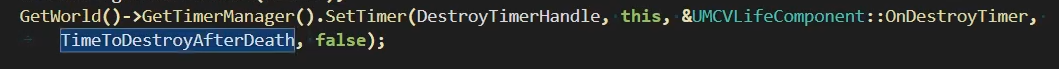


* FTimerHandle: handle we have already defined
* UserClass: **this** in this case (GameGameMode)
* FSimpleDelegate: function of ObjClass
* float InRate: how much time it lasts to start the timer
* InbLoop: is this loopable
* Float inFirstDelay: a first delay

So we call the Timer like this:



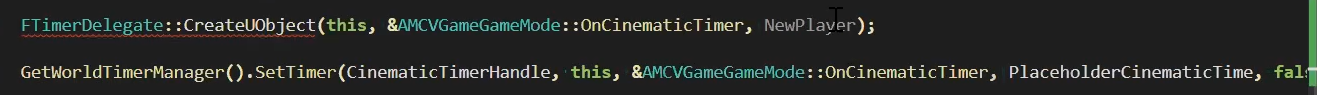
(If we are inside a Component MCVLifeComponent, we can’t access to the getWorldTImerManager so we do this like that). We need to create the FTimerHandle as well



A screen shot of a computer program

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Function before BeginPlay 🡪 InitializeComponent

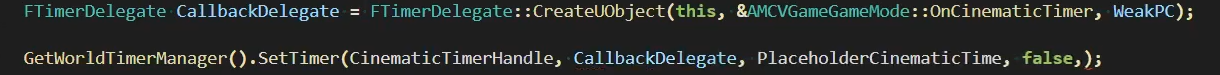
Now, we need to pass as a parameter of the OnCinematicTimer a PlayerController. To do this we can: 

And the function now receives the PlayerControllerText

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However it is a bad idea to store a RawPtr to a Class because it can be null when we call the function. Solutions:

* Store it as a Member of a Class and use the UPROPERTY() attribute
  + It stores a Strong Reference
* TWeakObjectPtr<APlayerController>: now if the ptr is deleted
  + Weak Reference



And in the funct OnCinematicTImer we can get the Raw Ptr with Get() and if NewPlayer.IsValid

Text

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Now we are spawning the player after X seconds.

# PlayerState

Create a class MCVGamePlayerState

Create a USTRUCT for Player Progression (XP and level)

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Use delegates when level up. So the Life or UI can listen to this.

**Multicast Delegate** (2 params: levelPrevious, newLevel)

DECLARE\_MULTICAST\_DELEGATE\_TwoParams(FOnPlayerLevelUpDelegate, int, int);

We are defining the type of the delegate, so we create a variable Delegate



We create a function to AddXP and use the delegate

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We call the function with Broadcast.

Now we need to bind (or subscribe) to the delegate.

In **MCVGameCharacter.cpp** 🡪 #include “GameFramework/MCVGamePlayerState.h”

There is a function PossessedBy that we can override and it is automatically called when changes the possession

Graphical user interface, website

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And we add the function. We can use:

* AddUObject
* AddLamba
* AddSP (shared pointer)

Text

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And we add XP when interacting, for example

Text

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# Macros para delegates

DECLARE\_MULTICAST\_DELEGATE\_TwoParams(FOnPlayerLevelUpDelegate, int, int);

Se pueden registrar muchas funciones

DECLARE\_MULTICAST\_DELEGATE\_TwoParams(FOnPlayerLevelUpDelegate, int, int);

Solo se puede registrar una función (no es lo normal)

DECLARE\_DYNAMIC\_MULTICAST\_DELEGATE\_TwoParams(FOnPlayerLevelUpDelegateDynamic, int, PrevLevel, int, CurrentLevel);

Para registrar desde Blueprints se usan los DYNAMIC\_MULTICAST

Necesitan el nombre de la variable tamb.

Declare variable

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Call Broadcast

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To listen to the Dynamic Delegate is a little bit different:



NOTE: we need to mark the OnLevelUp function as UFUNCTION()

We can unbind too, so we store a FDelegateHandle

Graphical user interface

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And we want to unbind when unpossessed so override the function



We store the Handle when we add the function



For Dynamics:



And we remove (unbind) like this

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# Comp Life

Create a compLife.h

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FMath to control the life limits



