|  |  |  |
| --- | --- | --- |
| Controller | pawn |  |
| Provides control  Interprets input  No collision | Has collision  Has model  Has pawn state |  |
|  |  |  |

PlayerControllerClass=class'UTGame.UTPlayerController'

controller

pawn

controller c

pawn p

p = c.pawn;

if (p!= none && p.health >=1)

Contorller.possess(pawn)

controller.unpossess()

set !bUseClassicHUD to true

if use own HUD type

playcontroller has myHUD

controller -> pawn: controller.pawn

pawn -> controller pawn.controller

contonroller -> hud: controller.hud

Exec functions

member func wqualfier exec

can be called from console

can bind input to it

keyword out

has lifetime more than function

multiple returns

udk make && L6-Map.udk -log