

# 크래프톤 정글

## 게임 테크랩 WEEK5+

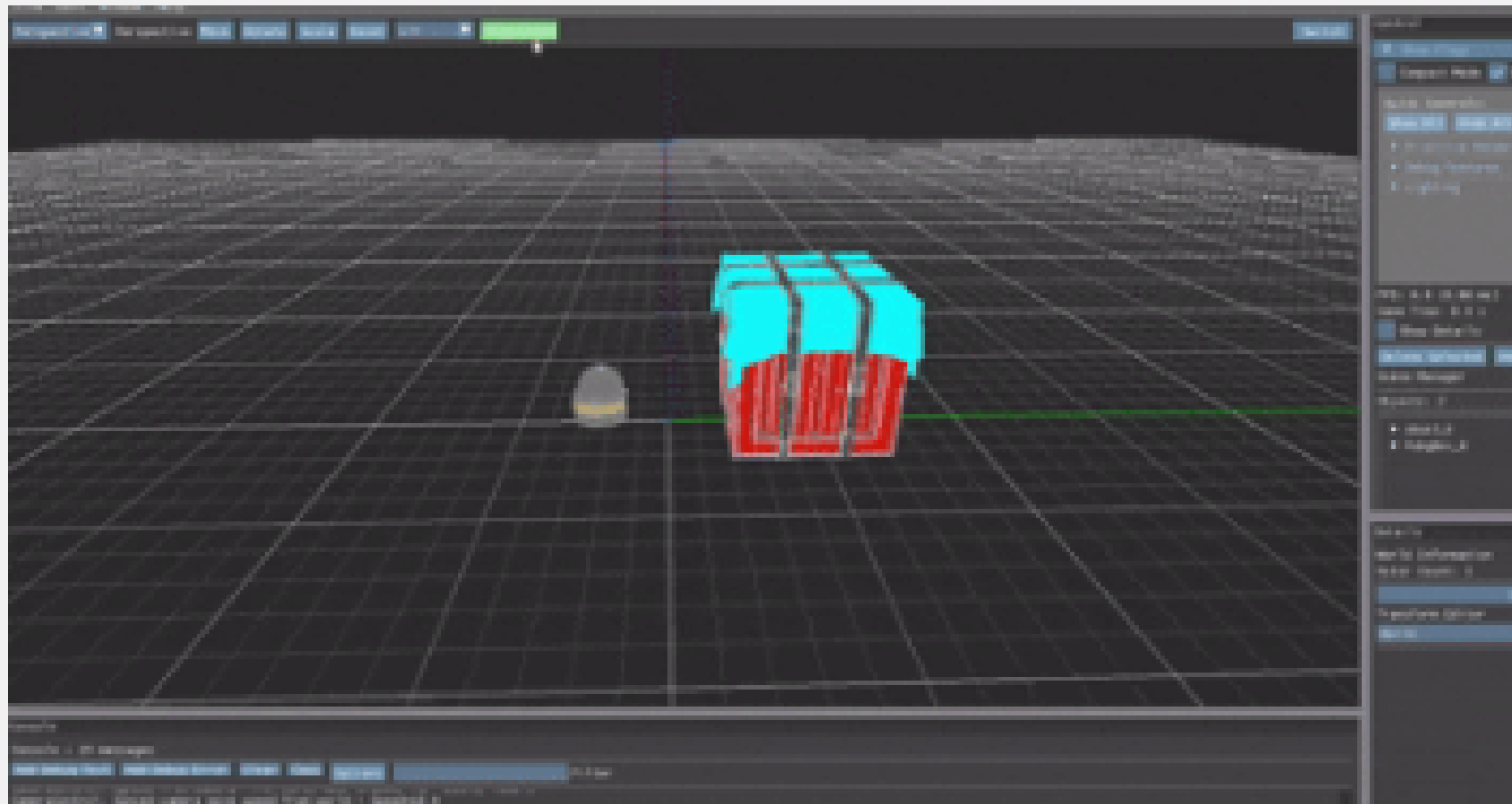
이정범

주소연

김호민

장수빈

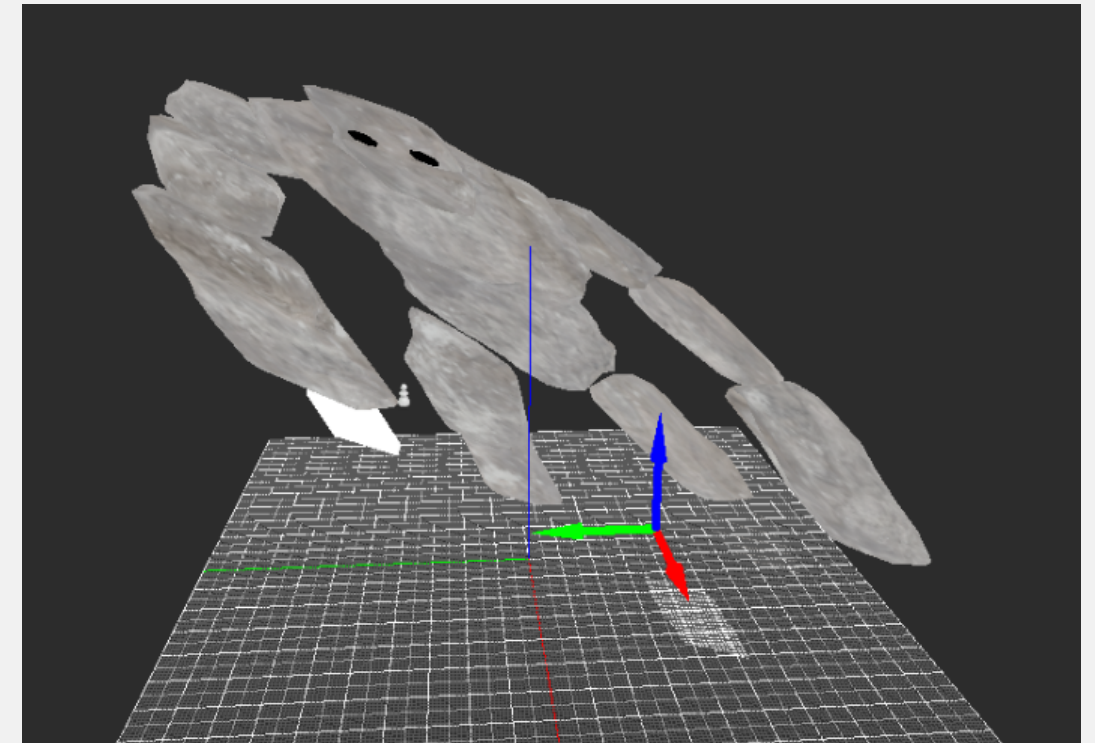
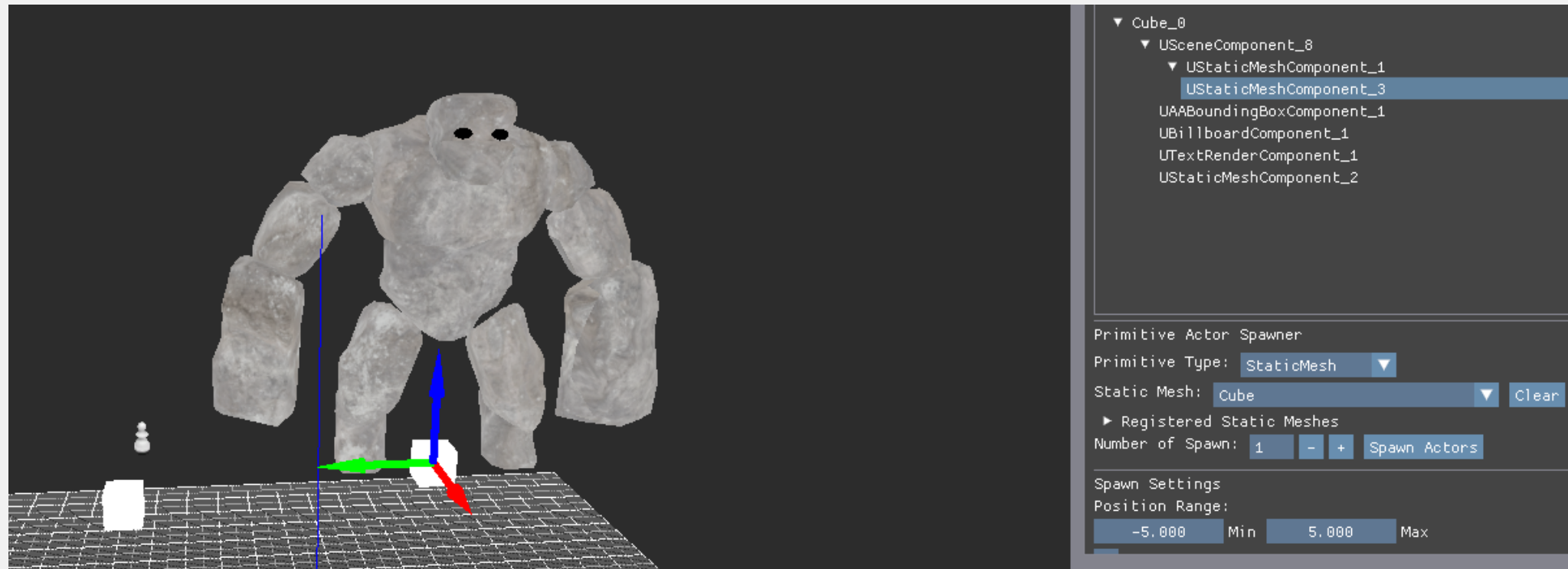
# Play In Editor



PIE 구현하여 에디터 내에서 게임을 실행

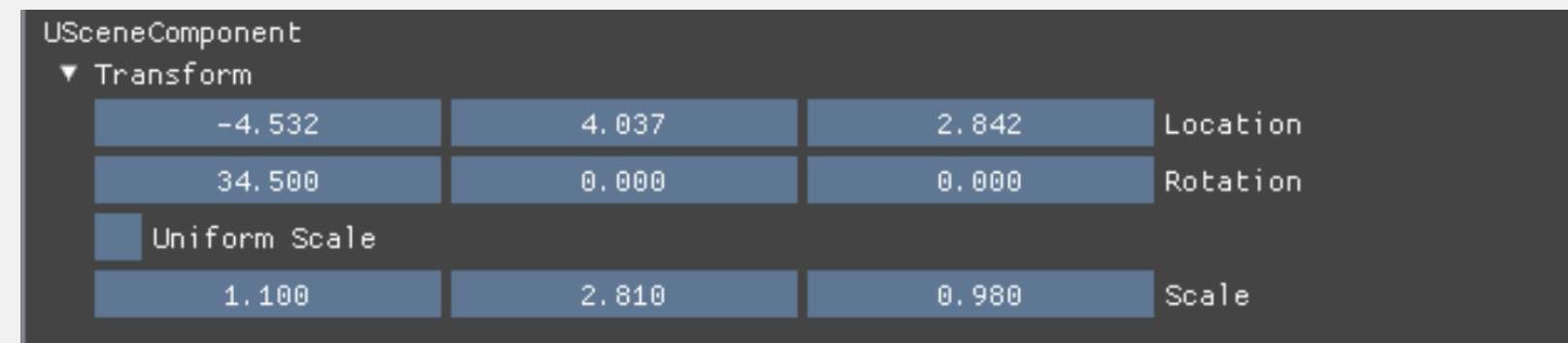
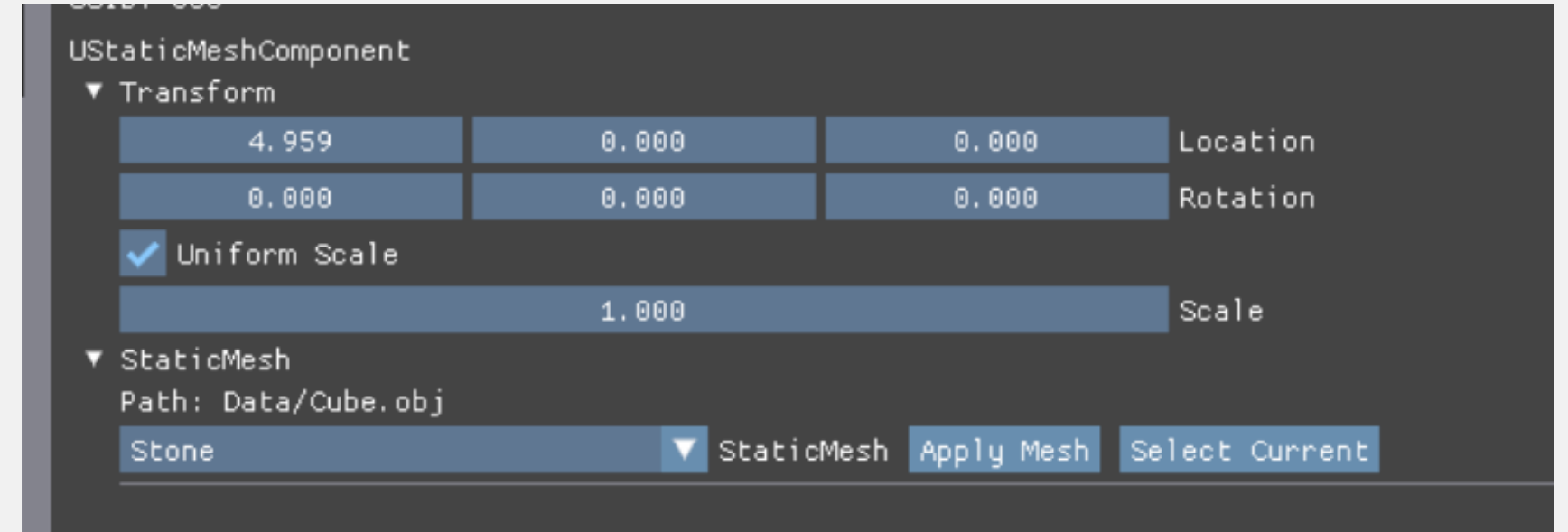
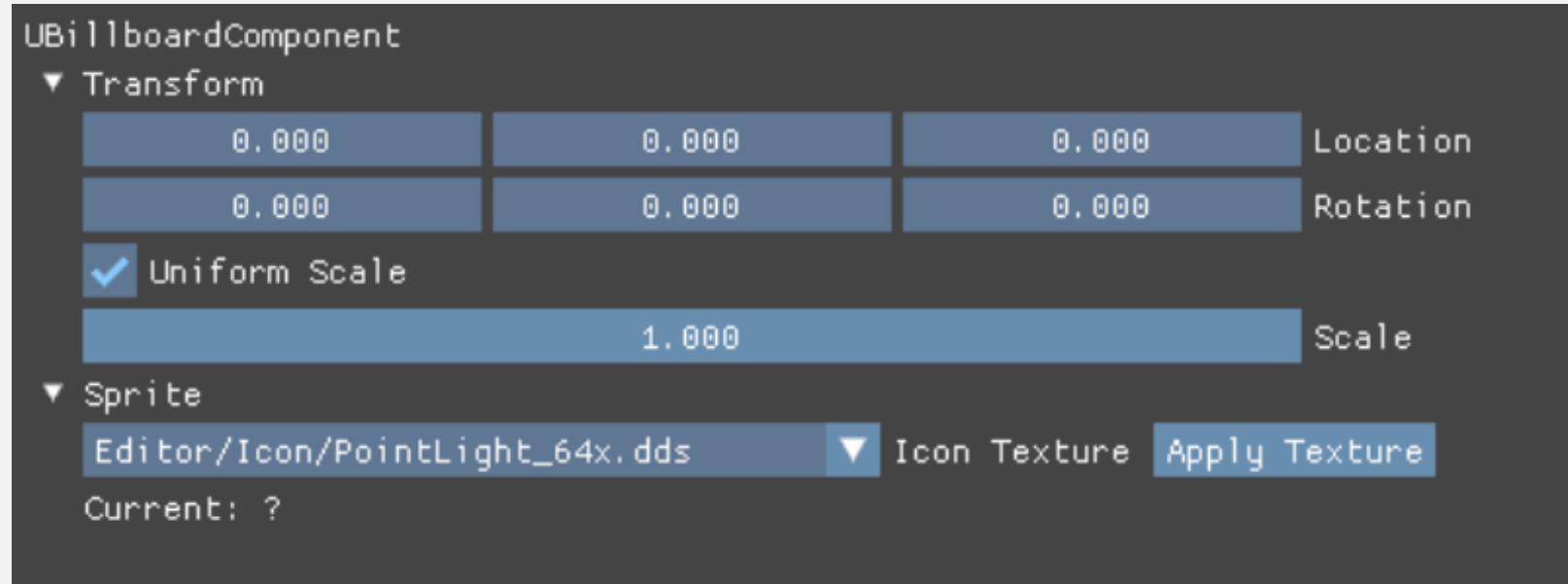
- ULevel, UEditorEngine, FWorldContext 구현
- Duplicate(), DuplicateSubObjects() 구현
- 에디터 월드와 PIE 월드 간 객체 얇은 복사 or 깊은 복사 수행
- 또한 Tick 함수들 구현하여 액터가 가진 컴포넌트들이 업데이트 될 수 있도록 했음

# SceneComponent 계층구조



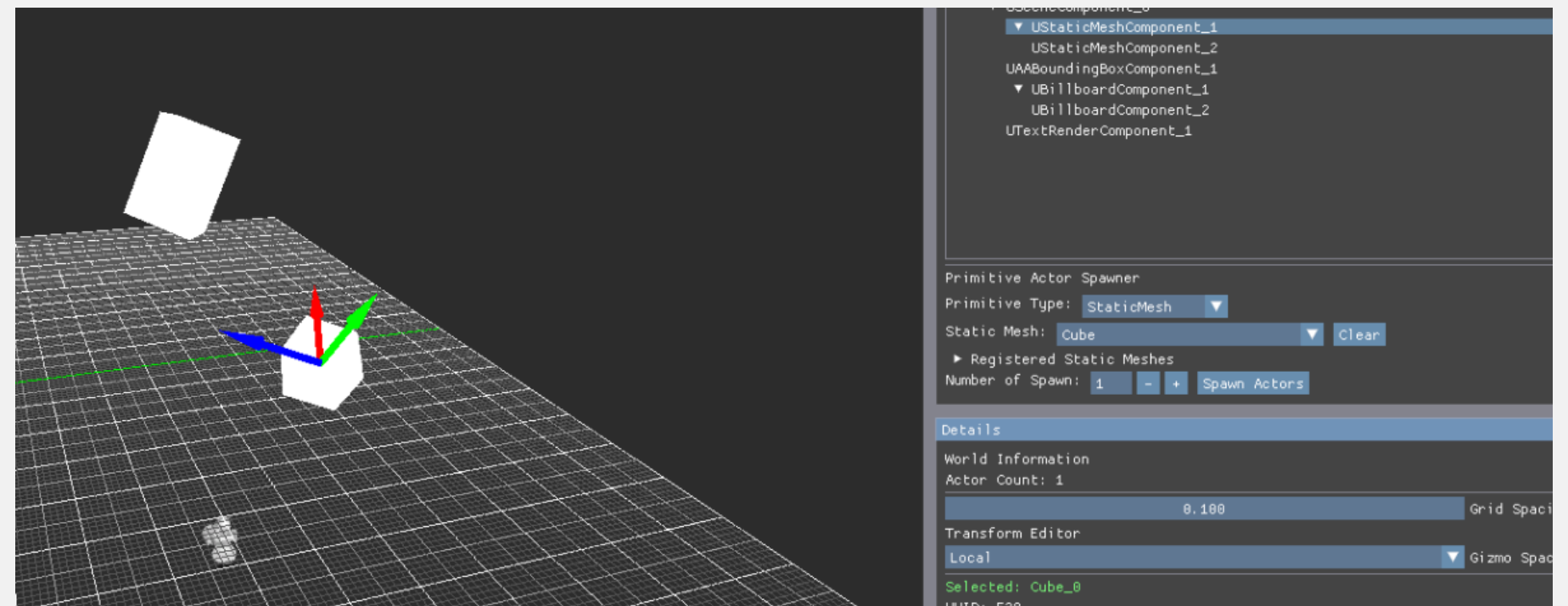
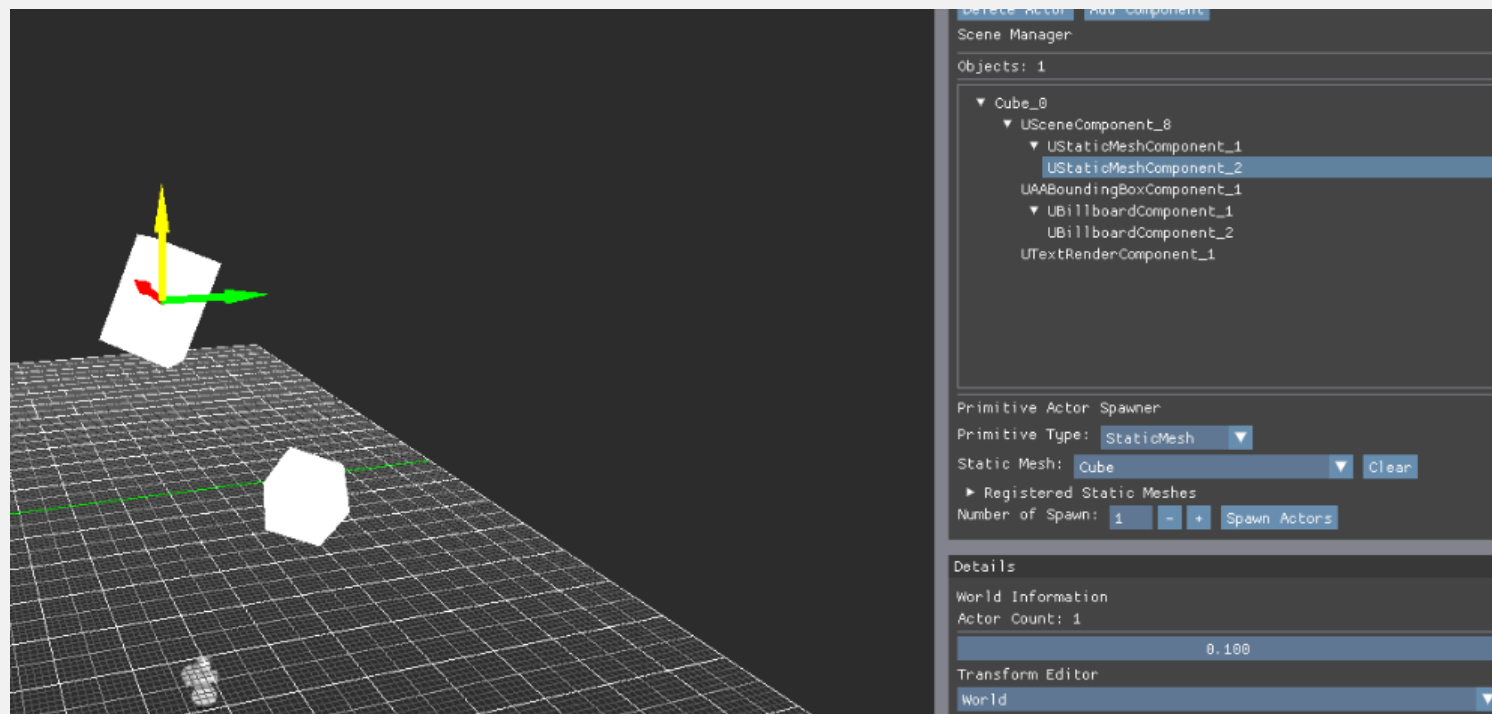
USceneComponent의 부모자식 계층구조 적용  
계층 구조에 따른 Transform 설정 적용  
선택된 Actor, Component에 따른 AddComponent 적용

# Detail UI



가상함수 재귀를 통한 Detail UI 구현

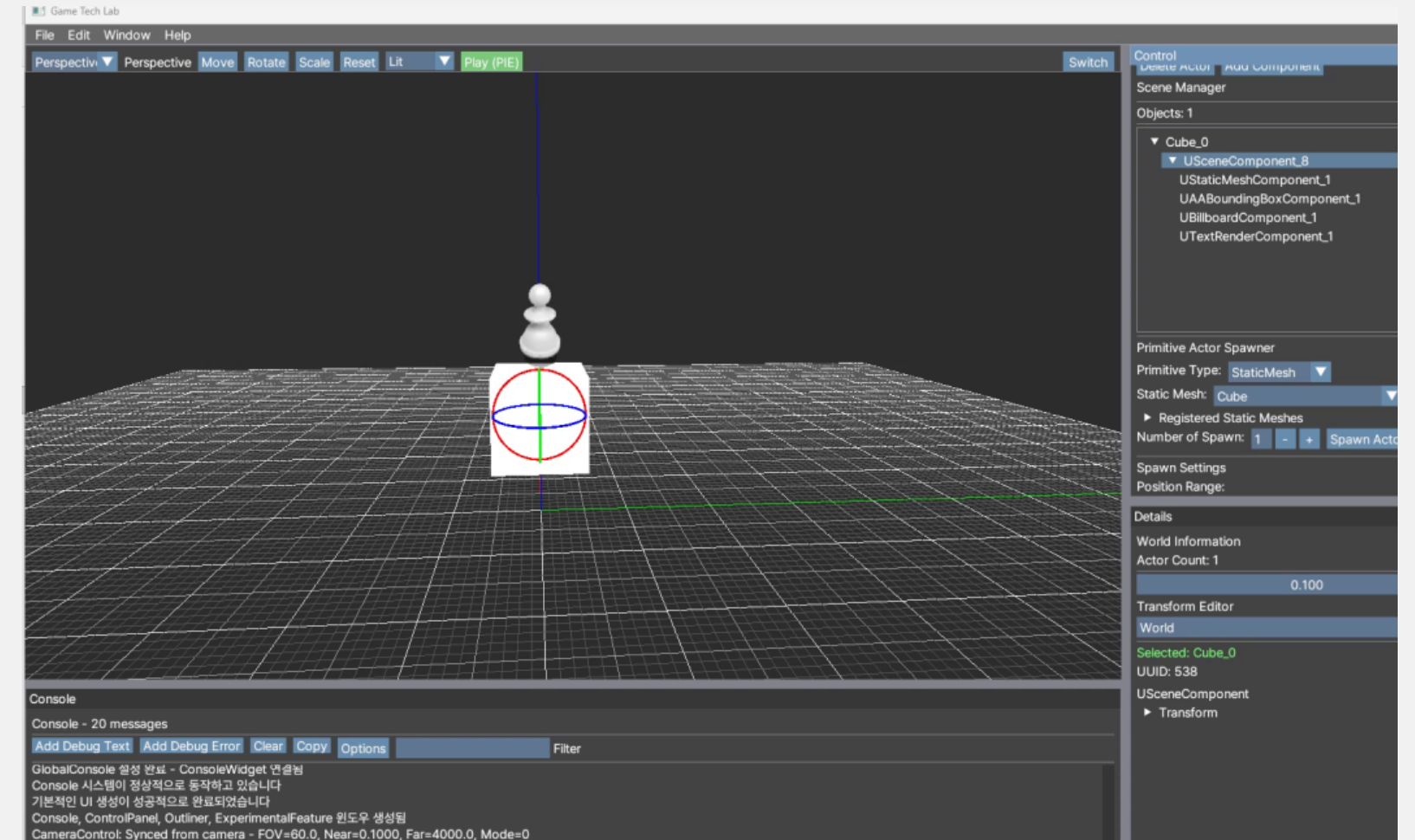
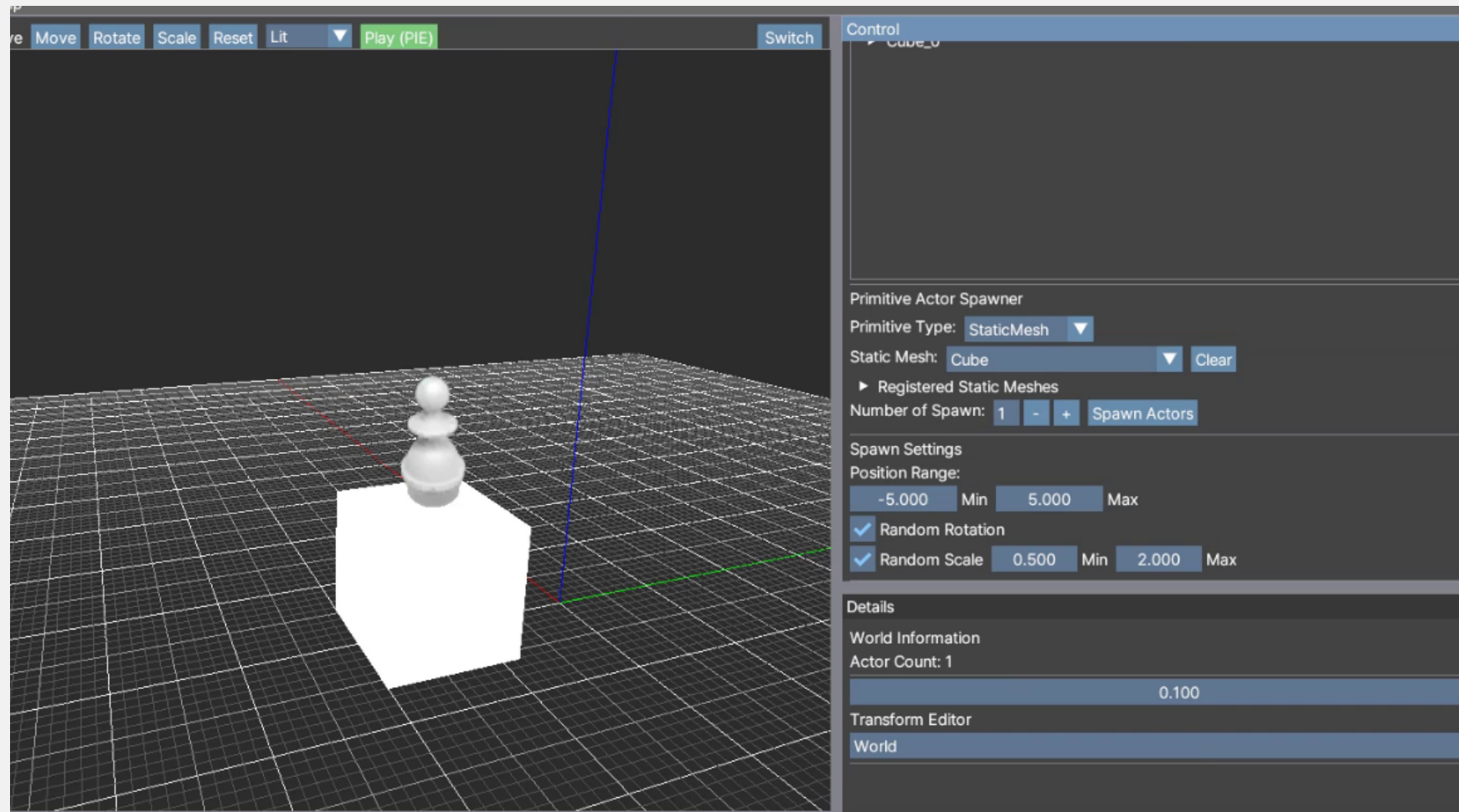
# 컴포넌트별 피킹, 기즈모



피킹검사를 컴포넌트 단위로 변경  
선택한 컴포넌트에 기즈모 적용



# Billboard



Billboard Component와 Text Render Component 분리  
Billboard Icon 변경 가능

시연

링크