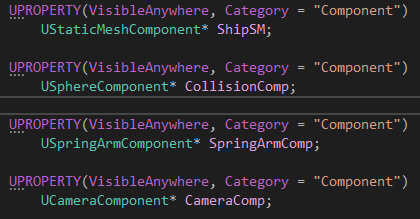
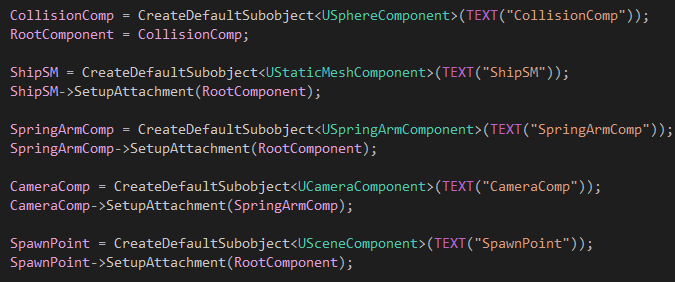
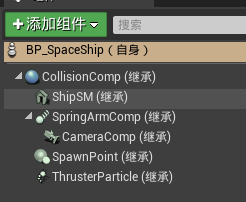
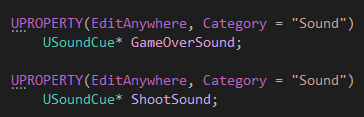
1. 组件

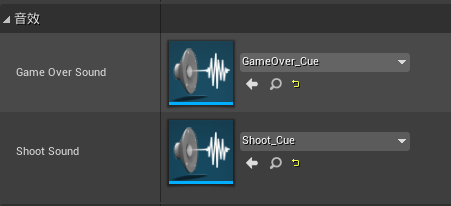


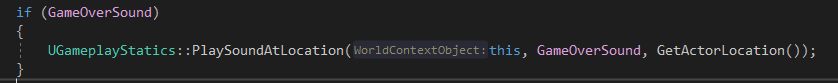




1. 音频属性

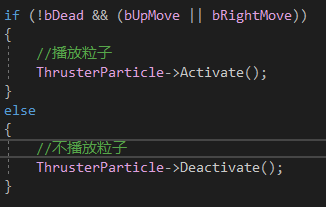






1. 粒子组件

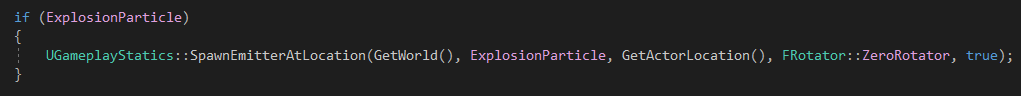


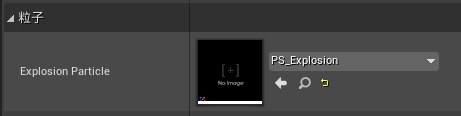




1. 粒子属性

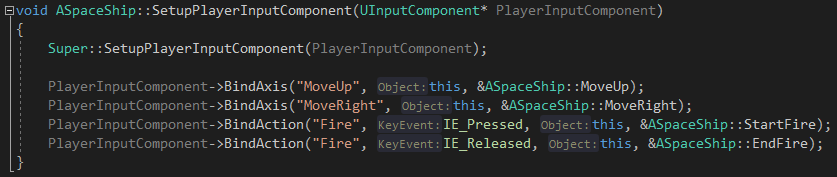




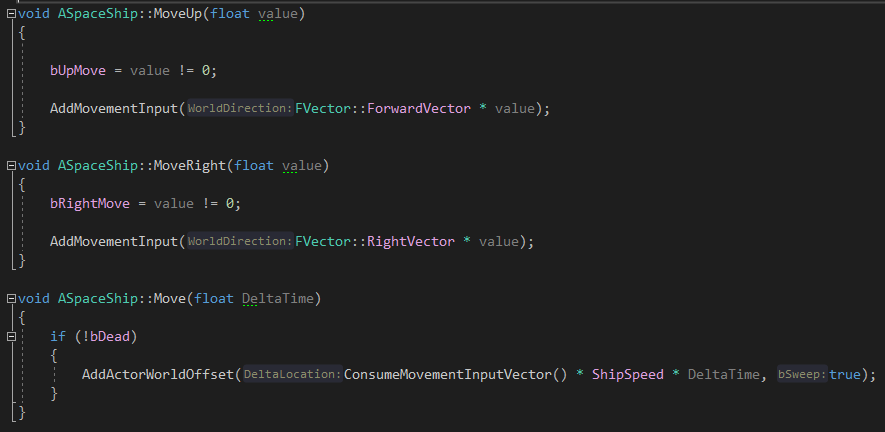


1. 输入



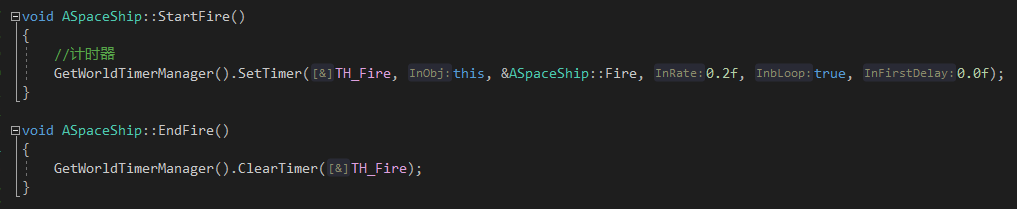




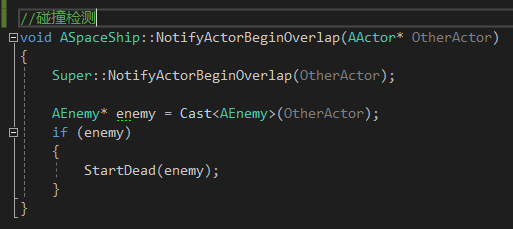


1. 计时器

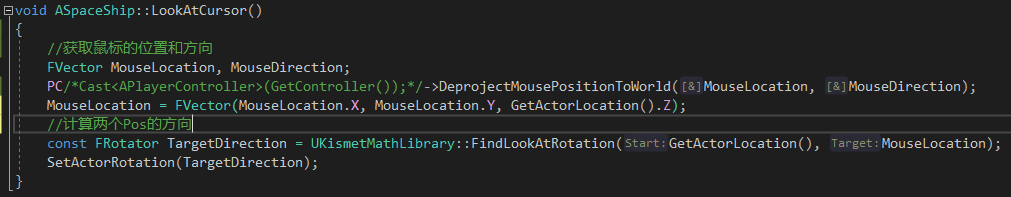




1. 碰撞检测



1. 跟着鼠标旋转



1. 获得主角

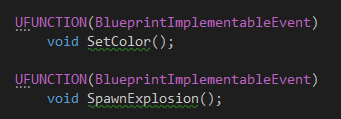


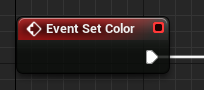
1. 在指定的区域内随机生成点





1. C++调用蓝图函数





1. 朝主角移动

