Elevating Barrel

1. Making a variable “ElevationChange”. That is “RelativeSpeed” (1) \* “MaxDegreePerSec” (5) \* “GetWorld()->DeltaTimeSeconds”



1. Make a variable “RawElevationChange”. That is “RelativeRotation.Pitch” + “ElevationChange”.

We use that for example, MaxElevation is 40. If RelativeRotation.Pitch (the rotation of barrel) is 40 and ElevationChange is 5. We already stopped the elevation of the barrel before it got higher.



1. Use FMath::Clamp to have a max and min value



1. Now set the RelativeRotation



1. Now clamp the RelativeSpeed between -1 and 1
2. In “TankAimingComponent” change the parameter of elevation to “DeltaRotator.Pitch”



1. ???
2. PROFIT!!

(You can change the launchspeed of the projectile so that the barrel will move correctly)