LAB - 5

Managing Actors, Replication Properties

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Fig 2.2.1.1.1: Snapshot depicting addition of Camera component to the Character Header file

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Fig 2.2.1.1.2: Snapshot depicting addition of Getter methods for Camera component of the Character Header file

```
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            // Fill out your copyright notice in the Description page of Project Settings
           #include "US_Character.h"
            #include "Camera/CameraComponent.h"
            #include "GameFramework/CharacterMovementComponent.h"
            #include "GameFramework/SpringArmComponent.h"
            AUS_Character::AUS_Character()
        т
                PrimaryActorTick.bCanEverTick = true;
            void AUS_Character::BeginPlay()
                Super::BeginPlay();
        т
            void AUS_Character::Tick(float DeltaTime)
                Super::Tick(DeltaTime);
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Fig 2.2.1.2.1: Snapshot depicting addition of Getter methods for Camera component of the Character .cpp File

```
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            #include "Camera/CameraComponent.h"
            #include "Components/CapsuleComponent.h"
            #include "GameFramework/CharacterMovementComponent.h"
            #include "GameFramework/SpringArmComponent.h"
            // Sets default values
           AUS_Character::AUS_Character()
               PrimaryActorTick.bCanEverTick = true;
               CameraBoom = CreateDefaultSubobject<USpringArmComponent>(TEXT("CameraBoom"));
               CameraBoom->SetupAttachment(RootComponent);
               CameraBoom->TargetArmLength = 800.0f;
               CameraBoom->bUsePawnControlRotation = true:
   22
           void AUS_Character::BeginPlay()
                Super::BeginPlay();
       ı
         void AUS_Character::Tick(float DeltaTime)
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```

Fig 2.2.1.2.2: Snapshot depicting addition of code in the constructor of the Character .cpp File for Camera Boom

```
    ↓ AUS Characte

                                                               // Camera Boom
            CameraBoom = CreateDefaultSubobject<USpringArmComponent>(TEXT("CameraBoom"));
            CameraBoom->SetupAttachment(RootComponent);
            CameraBoom->TargetArmLength = 800.0f;
            CameraBoom->bUsePawnControlRotation = true;
20
            FollowCamera = CreateDefaultSubobject<UCameraComponent>(TEXT("FollowCamera"));
            FollowCamera->SetupAttachment(CameraBoom, USpringArmComponent::SocketName);
24
            FollowCamera->bUsePawnControlRotation = false;
25
27
        // Called when the game starts or when spawned
        void AUS_Character::BeginPlay()
29
            Super::BeginPlay();
        // Called every frame
        void AUS_Character::Tick(float DeltaTime)
            Super::Tick(DeltaTime);
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Fig 2.2.1.2.3: Snapshot depicting addition of code in the constructor of the Character .cpp File for Follow Camera

```
US_LOTL_PB 23
                 FollowCamera = CreateDe+aultSubobject<UCameraComponent>(IEXI("FollowCamera"));
                 FollowCamera->SetupAttachment(CameraBoom, USpringArmComponent::SocketName);
                 FollowCamera->bUsePawnControlRotation = false;
                 bUseControllerRotationPitch = false;
                 bUseControllerRotationYaw = false;
                 bUseControllerRotationRoll = false;
                GetCapsuleComponent()->InitCapsuleSize(60.0f, 96.0f);
GetMesh()->SetRelativeLocation(FVector(0.0f, 0.0f, -91.0f));
                 static ConstructorHelpers::FObjectFinder<USkeletalMesh> SkeletalMeshAsset(TEXT("/Game/KayKit
                 if (SkeletalMeshAsset.Succeeded())
                     GetMesh()->SetSkeletalMesh(SkeletalMeshAsset.Object);
                 GetCharacterMovement()->bOrientRotationToMovement = true;
                 GetCharacterMovement()->RotationRate = FRotator(0.0f, 500.0f, 0.0f);
                 GetCharacterMovement()->MaxWalkSpeed = 500.0f;
                 GetCharacterMovement()->MinAnalogWalkSpeed = 20.0f;
                 GetCharacterMovement()->BrakingDecelerationWalking = 2000.0f; |
    43
            // Called when the game starts or when spawned
            void AUS_Character::BeginPlay()
                 Super · ReginDlav() ·
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```

Fig 2.2.1.2.4: Snapshot depicting default component property setup of the Character .cpp File for Follow Camera

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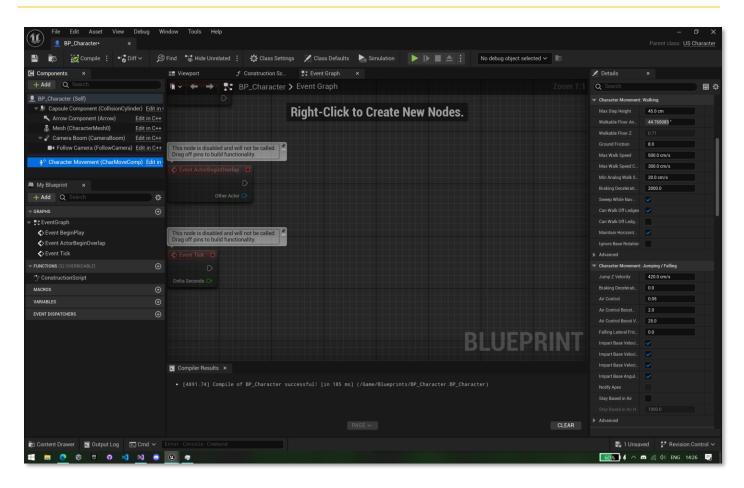


Fig 2.2.1.2.5: Snapshot depicting addition property values of the Character in the blueprint

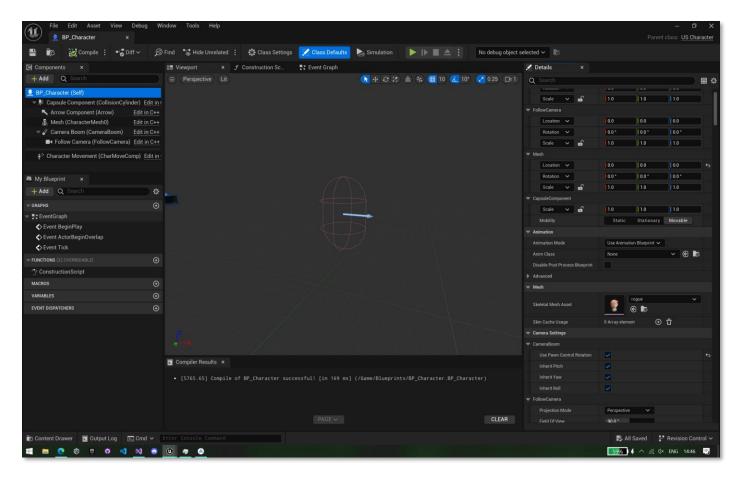


Fig 2.2.1.2.6: Snapshot depicting Skeletal Mesh

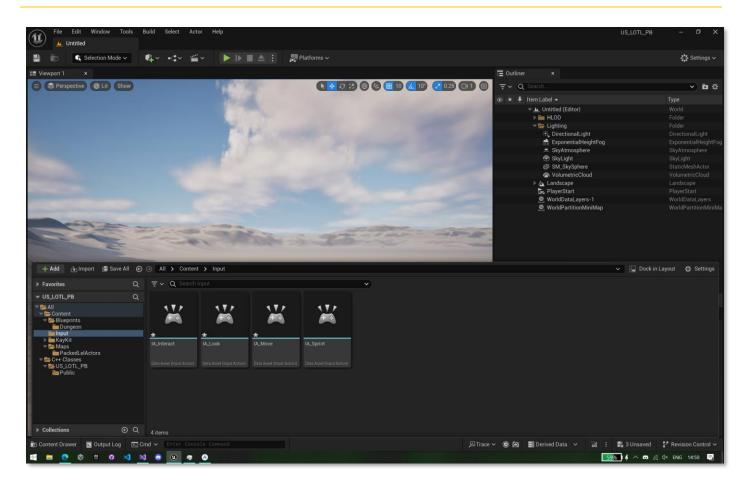


Fig 2.2.2.1.1: Snapshot showing 4 Input Actions in content drawer

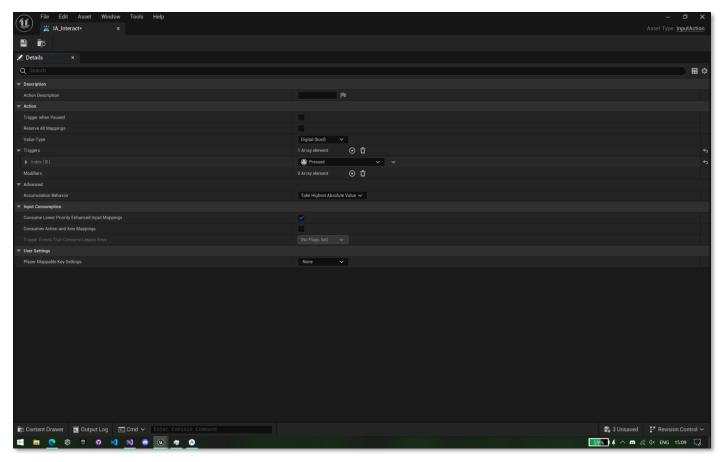


Fig 2.2.2.1.2: Snapshot showing details pane of IA_Interact

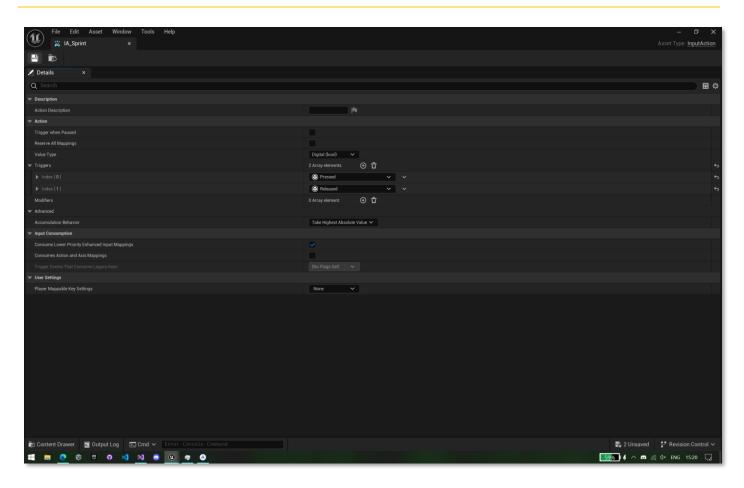


Fig 2.2.2.1.3: Snapshot showing details pane of IA_Sprint

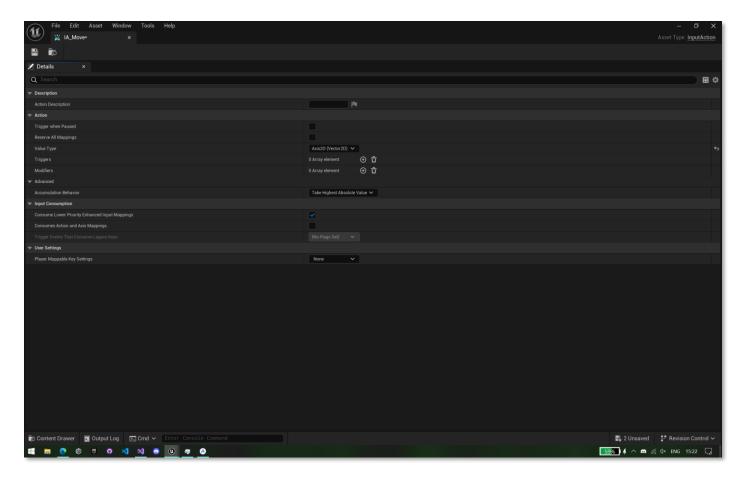


Fig 2.2.2.1.4: Snapshot showing details pane of IA_Move

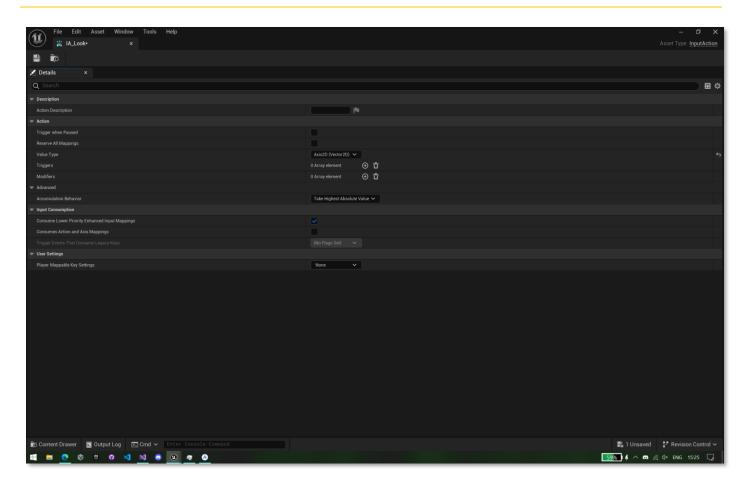


Fig 2.2.2.1.5: Snapshot showing details pane of IA_Look



Fig 2.2.2.1.6: Snapshot showing details pane of Input Mapping Context

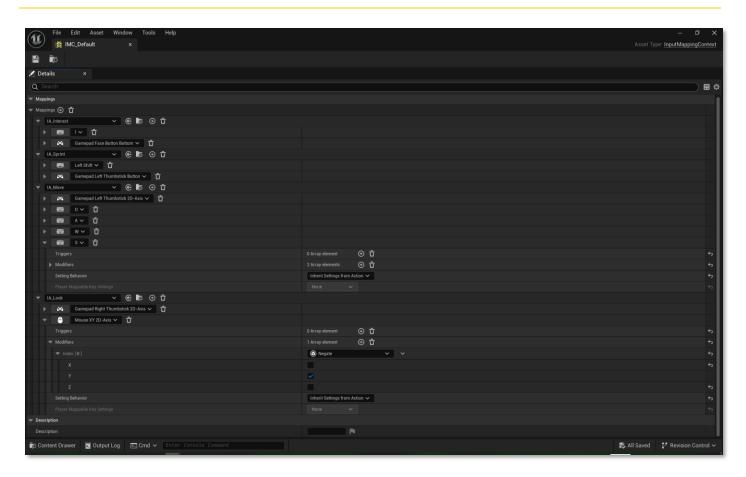


Fig 2.2.2.2.1: Snapshot showing setup of Mapping of the Inputs with modifiers

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Fig 2.2.3.1: Snapshot showing EnhancedInput in US_LOTL_PB_Build.cs

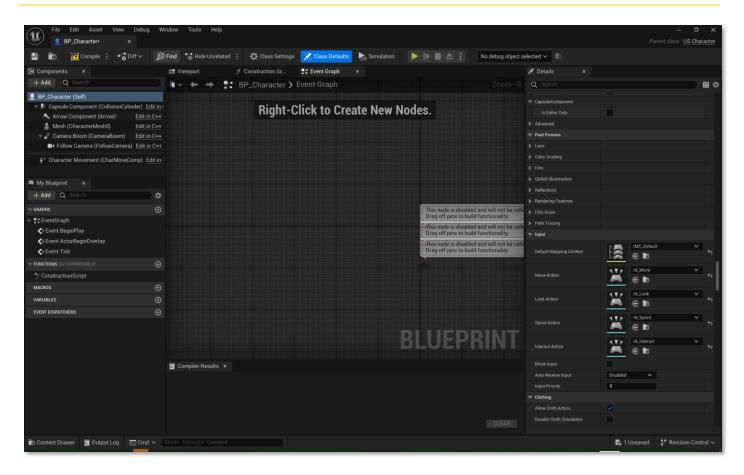


Fig 2.2.4.4.1: Snapshot showing Input Component with corresponding associations.

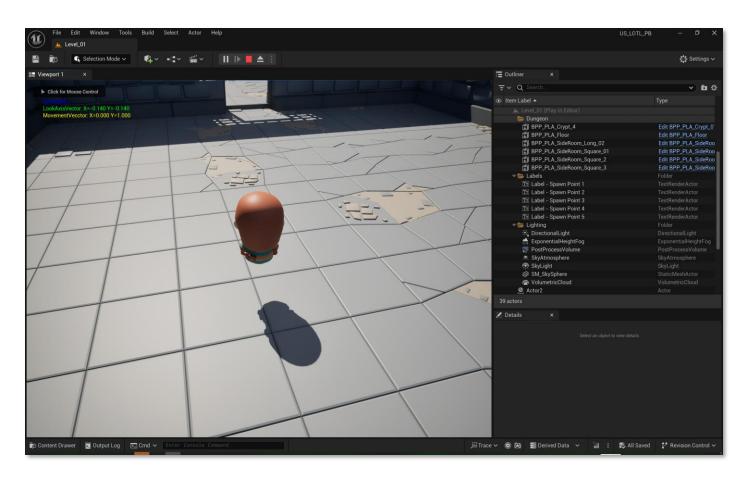


Fig 2.2.5.1: Snapshot showing character in play mode.

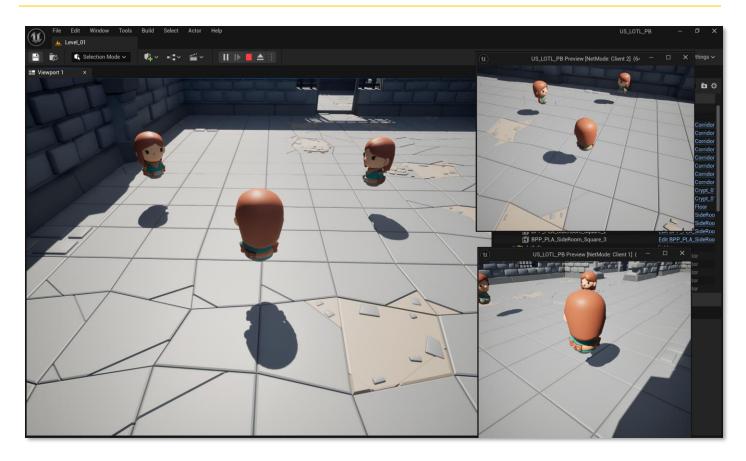


Fig 2.2.5.2: Snapshot showing character in play mode with 3 Players and listening as server.