LAB – 5

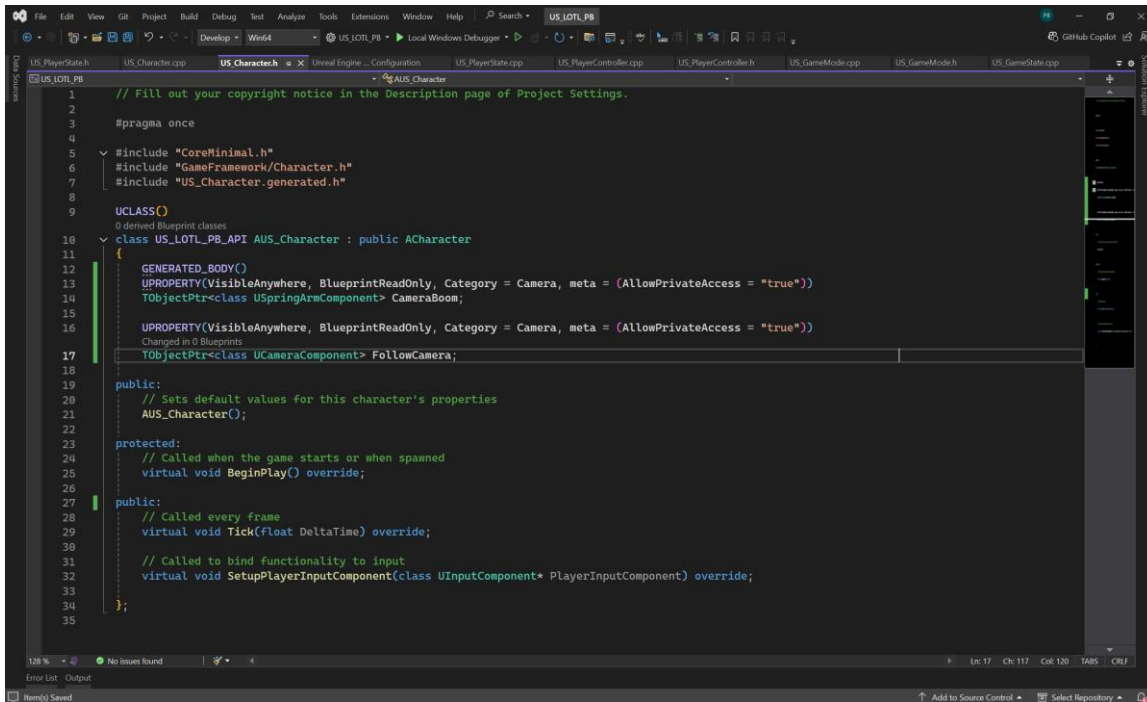## *Managing Actors, Replication Properties*

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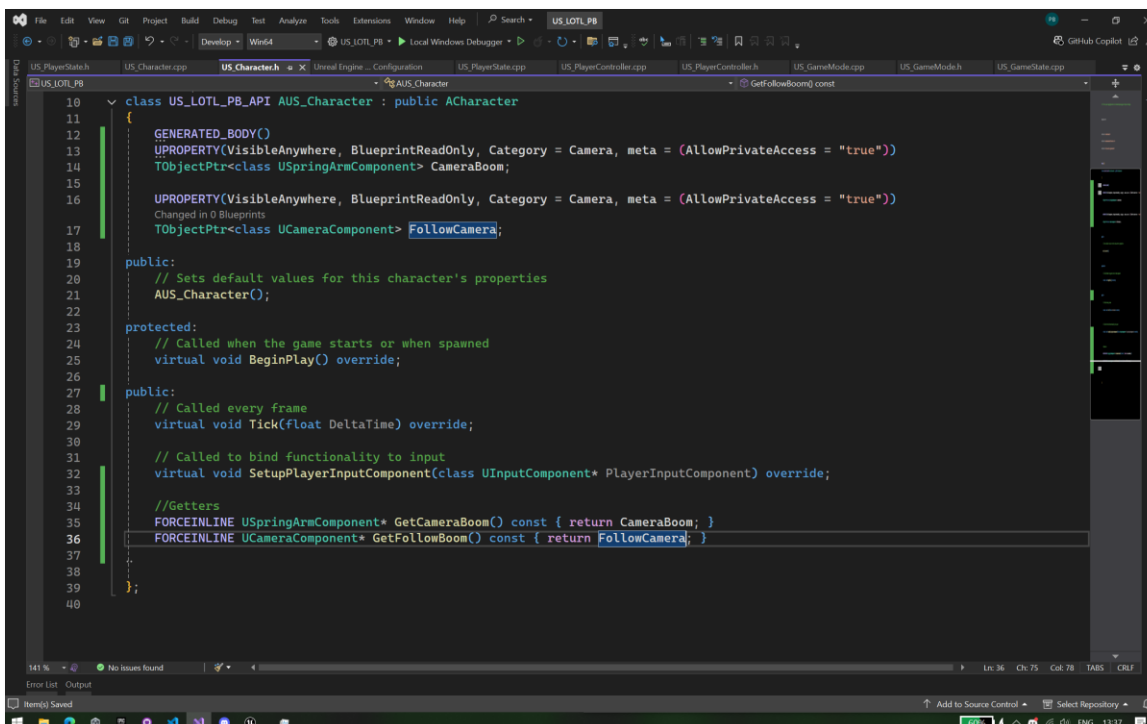

Fig 2.2.1.1.2: Snapshot depicting addition of Getter methods for Camera component of the Character Header file
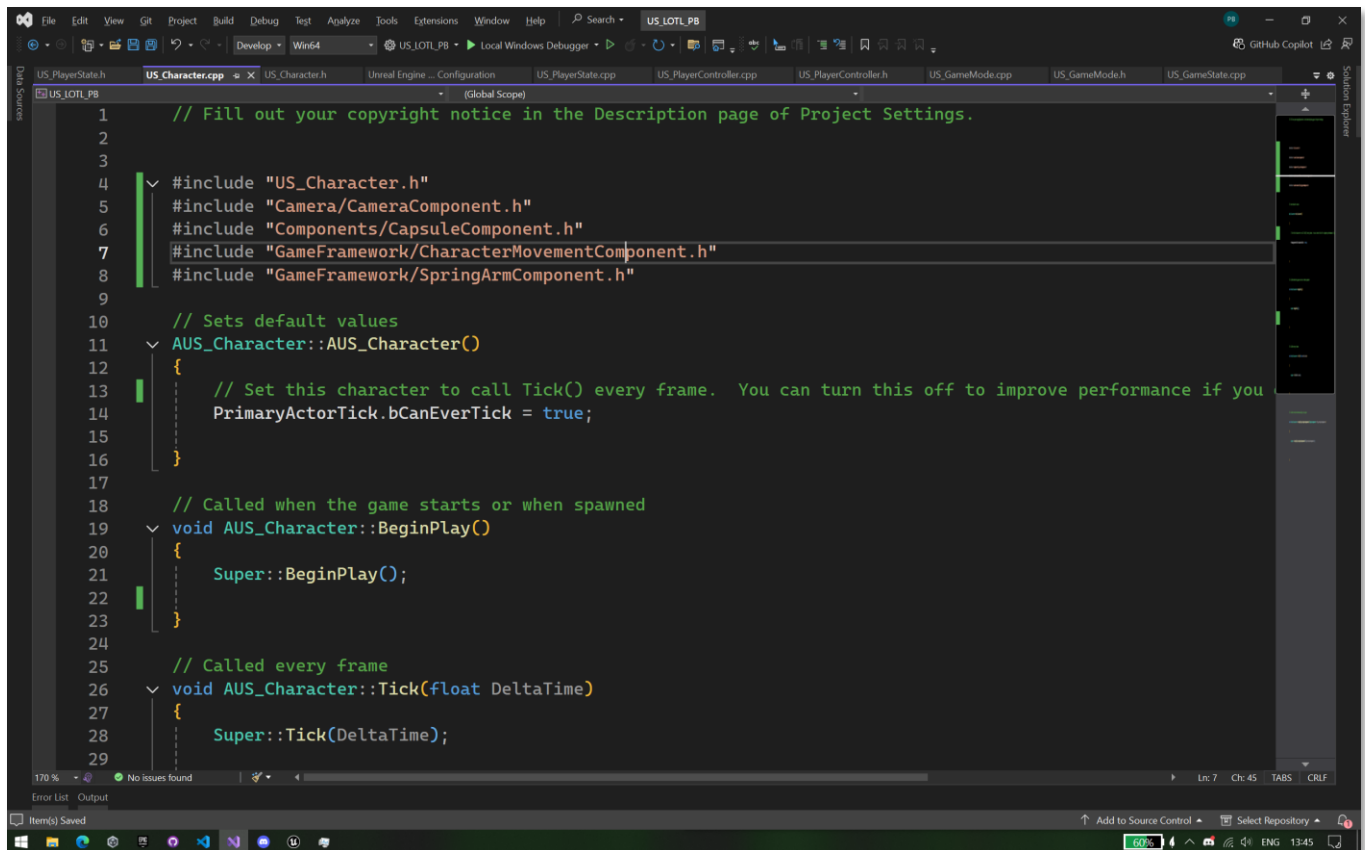
Fig 2.2.1.2.1: Snapshot depicting addition of Getter methods for Camera component of the Character .cpp File
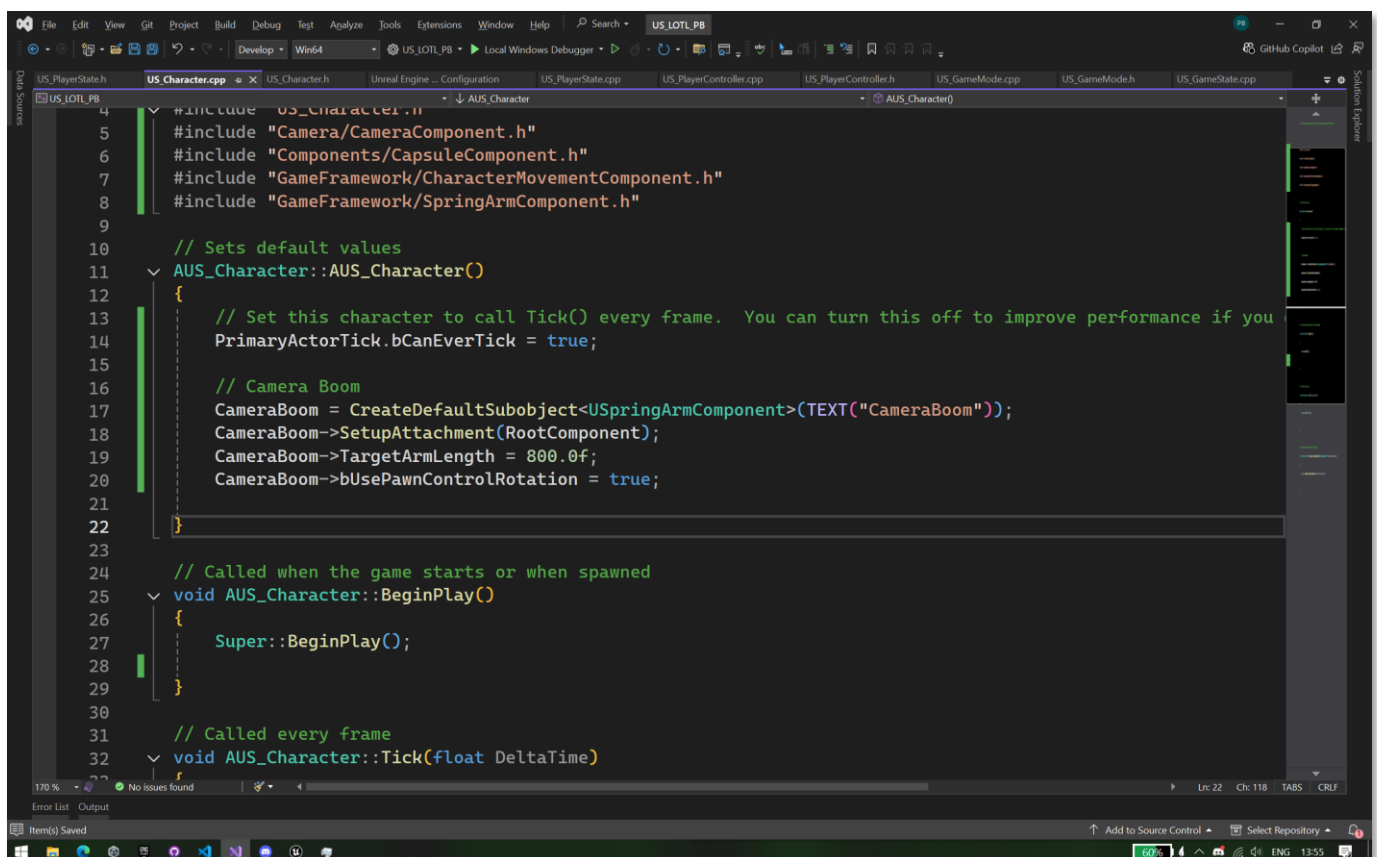

Fig 2.2.1.2.2: Snapshot depicting addition of code in the constructor of the Character .cpp File for Camera Boom
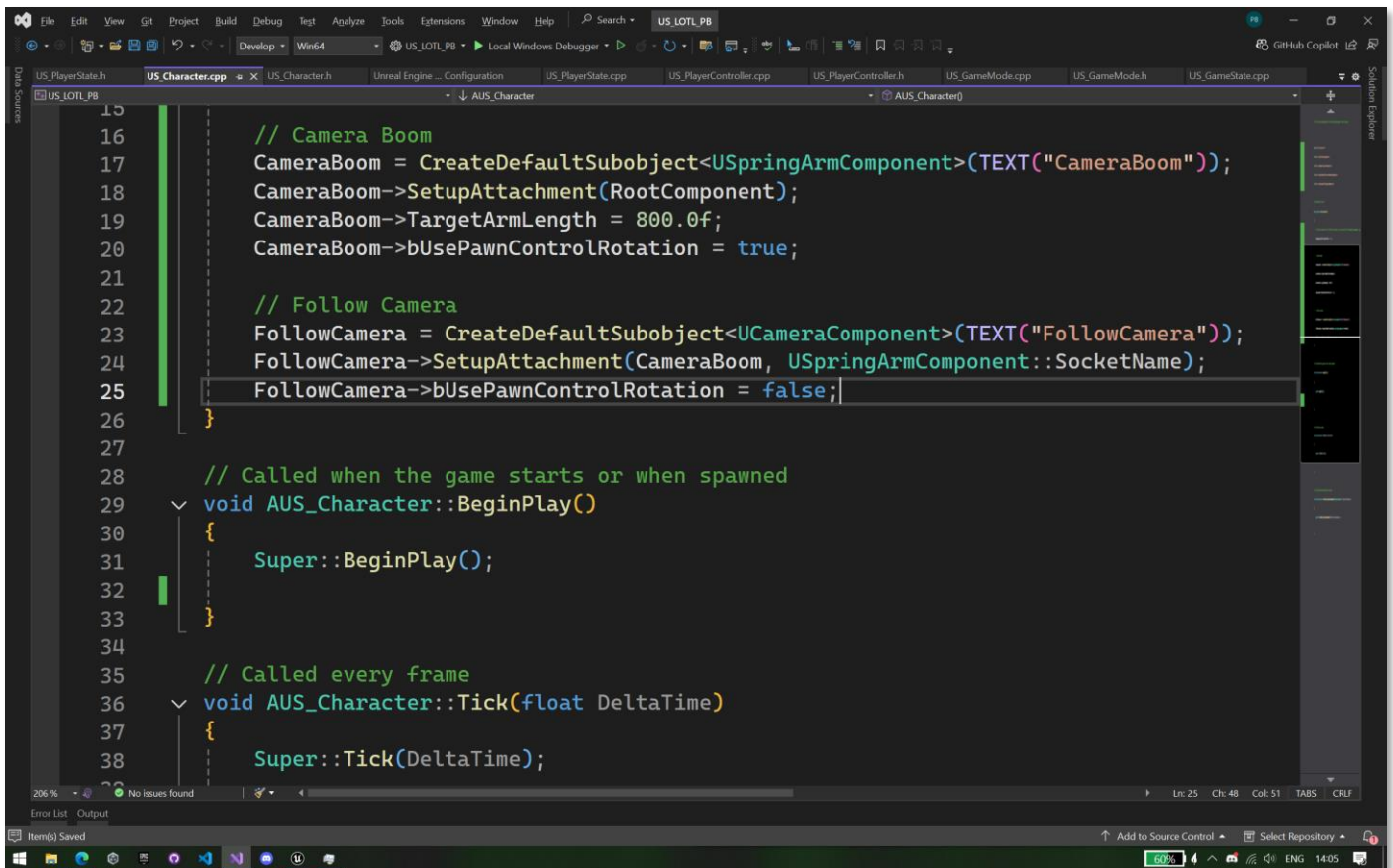
Fig 2.2.1.2.3: Snapshot depicting addition of code in the constructor of the Character .cpp File for Follow Camera
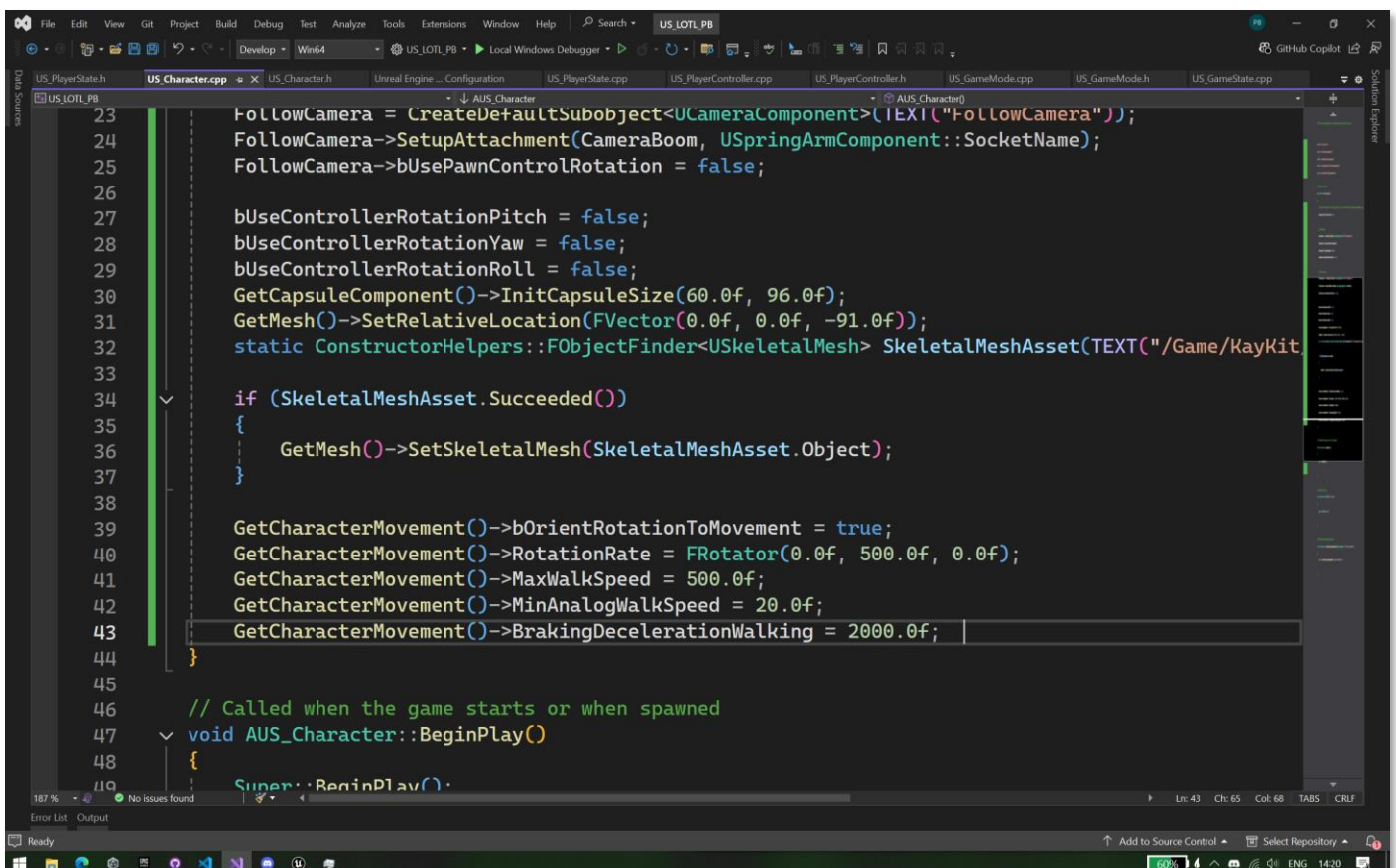

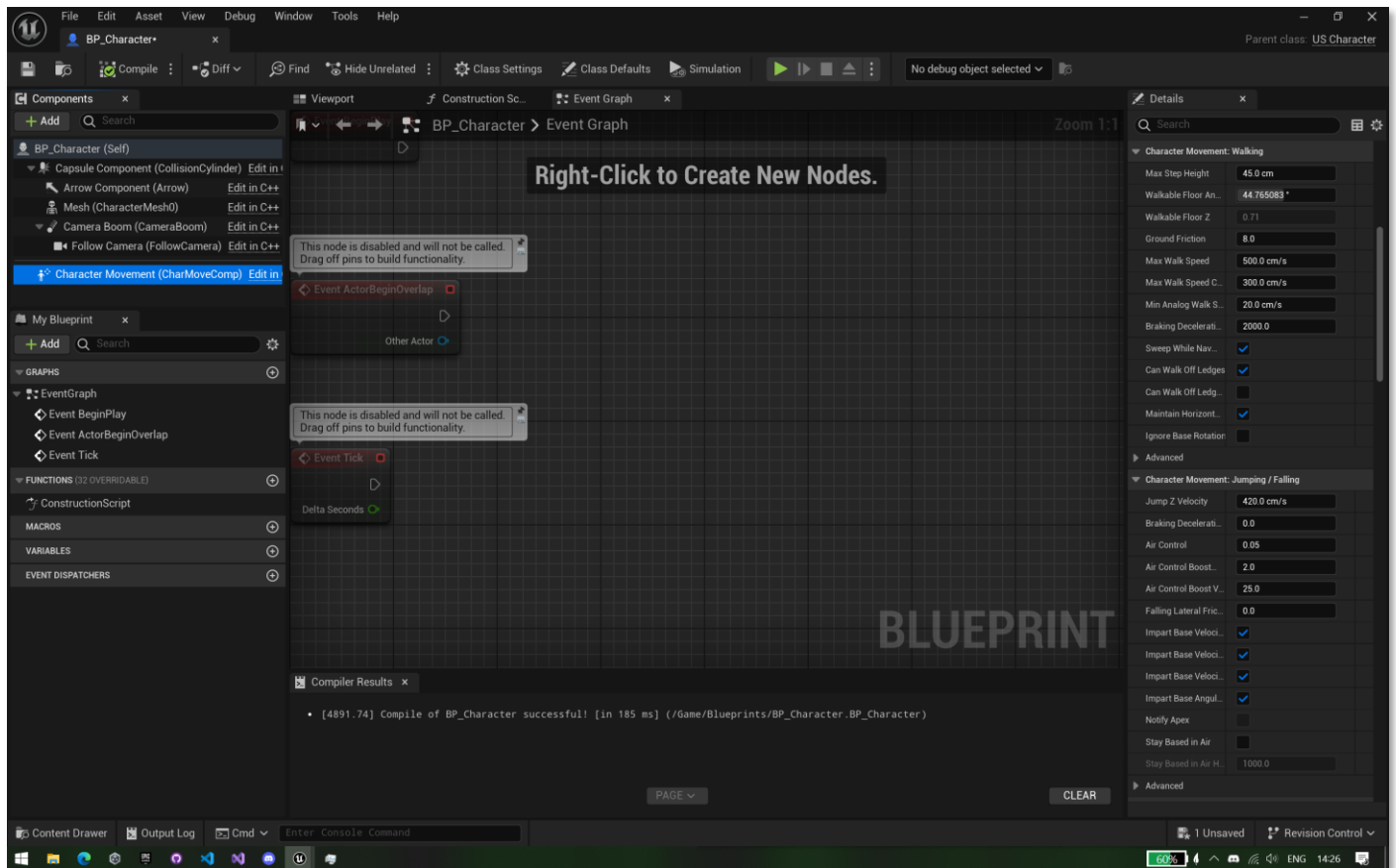*Fig 2.2.1.2.4: Snapshot depicting default component property setup of the Character .cpp File for Follow Camera*

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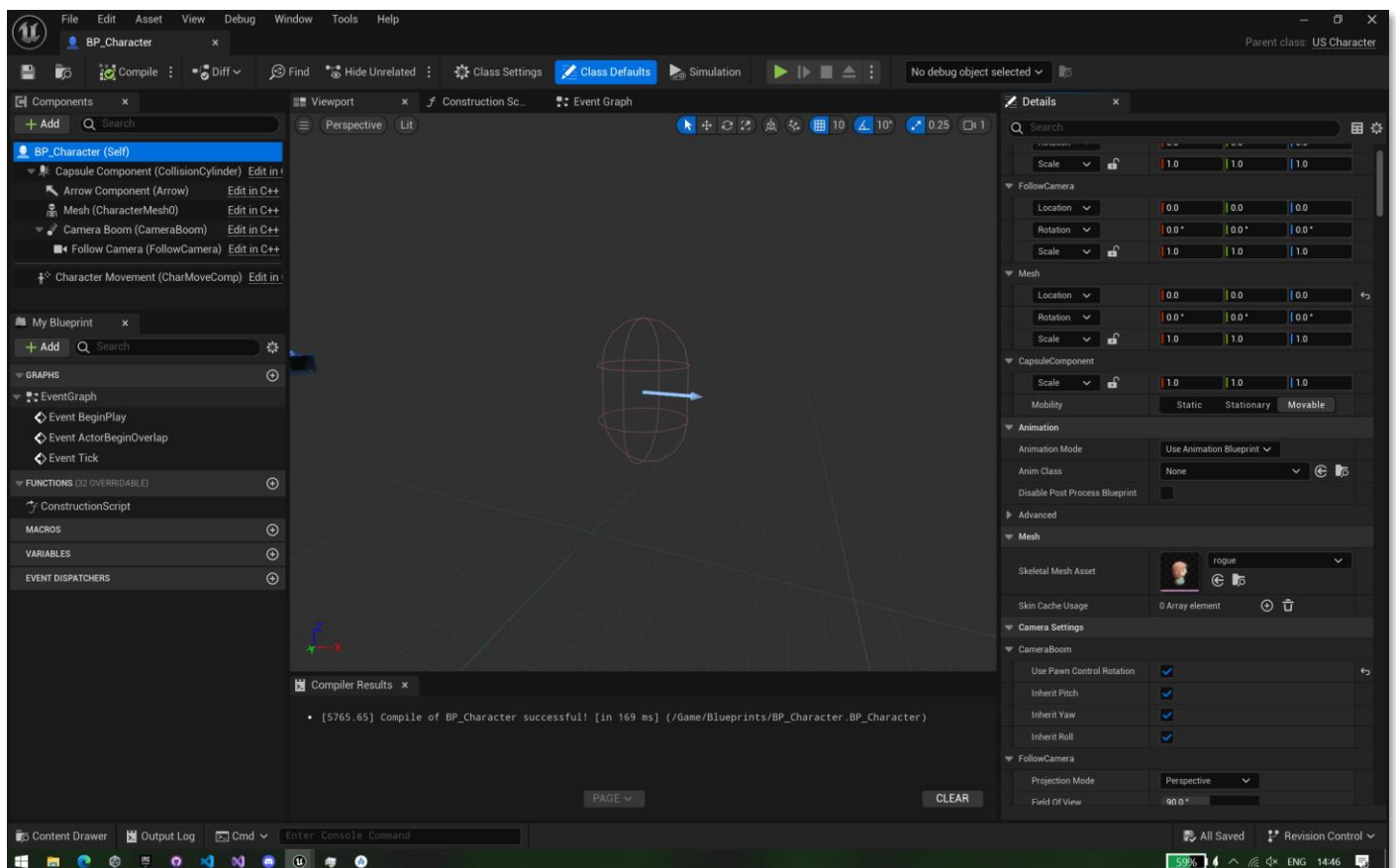

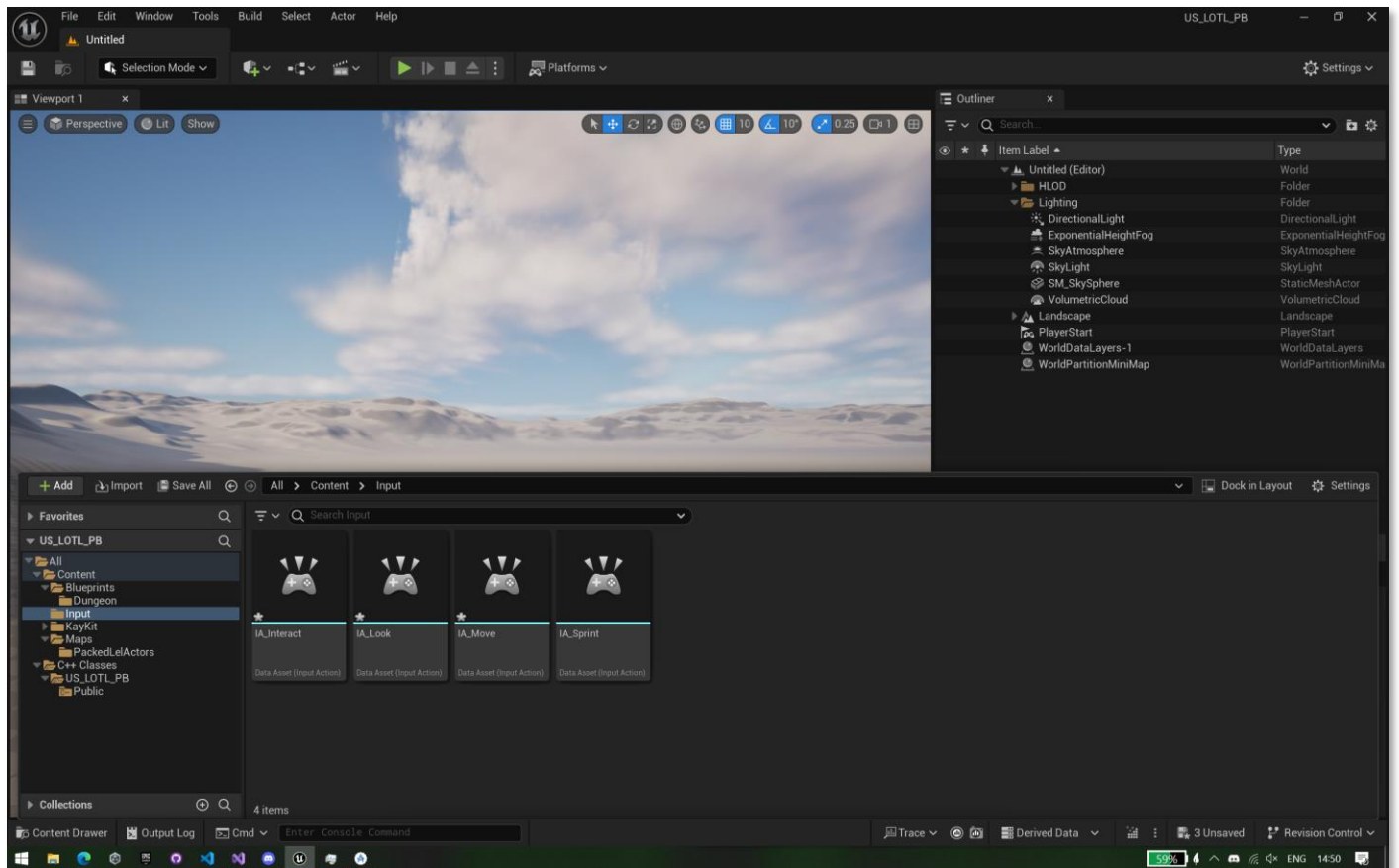*Fig 2.2.1.2.6: Snapshot depicting Skeletal Mesh*

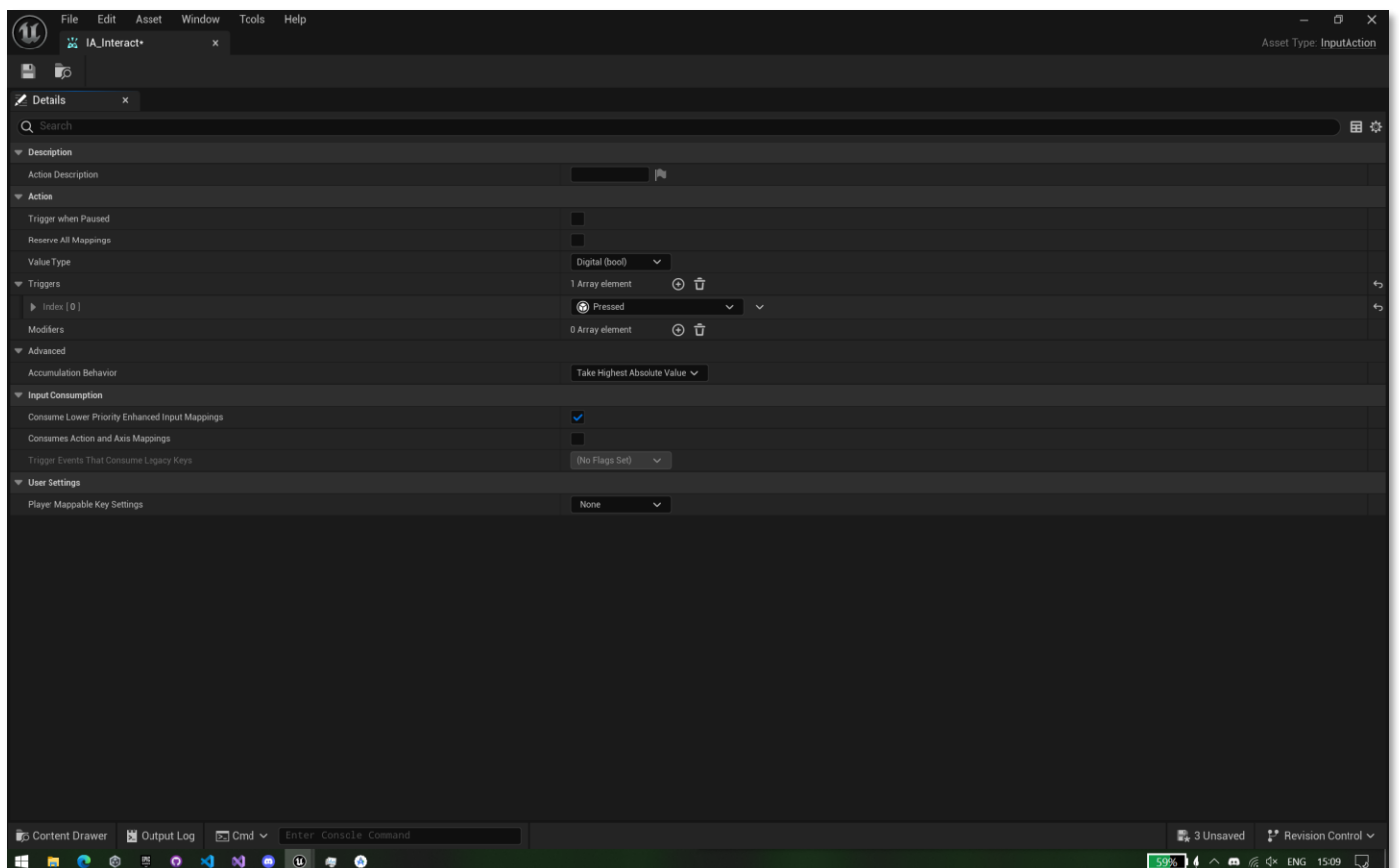*Fig 2.2.2.1.1: Snapshot showing 4 Input Actions in content drawer*

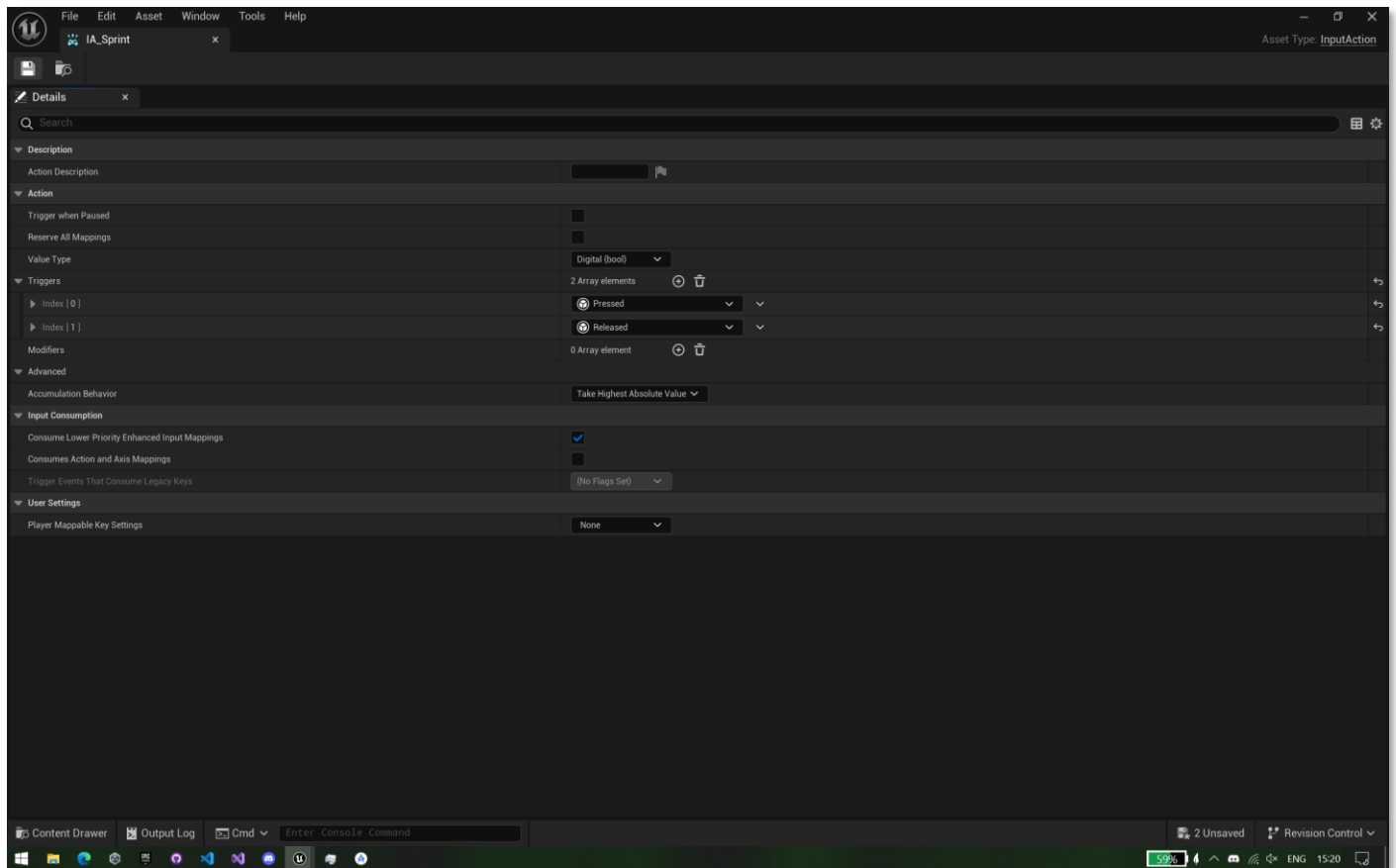*Fig 2.2.2.1.2: Snapshot showing details pane of IA_Interact*

Fig 2.2.2.1.3: Snapshot showing details pane of IA_Sprint
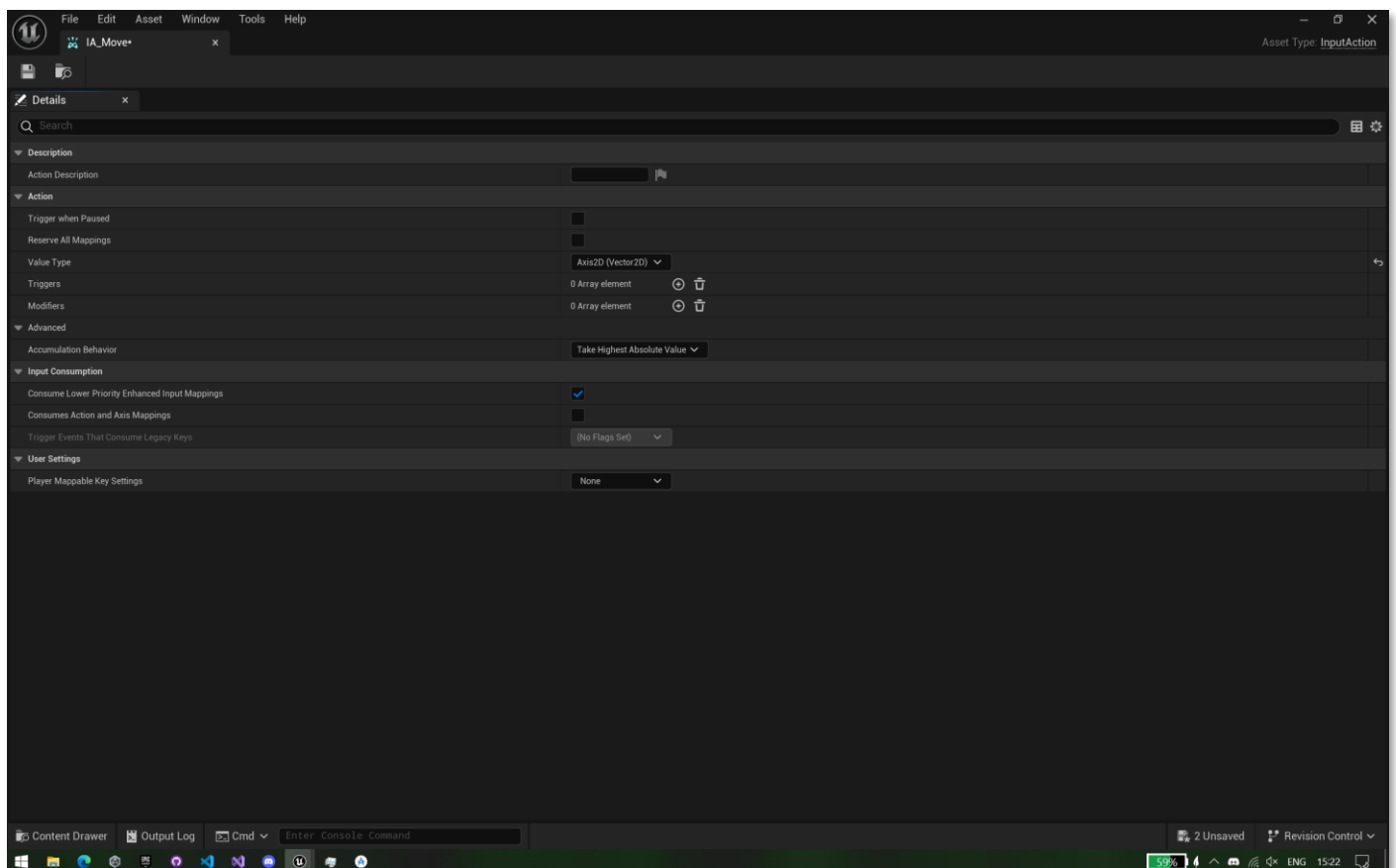

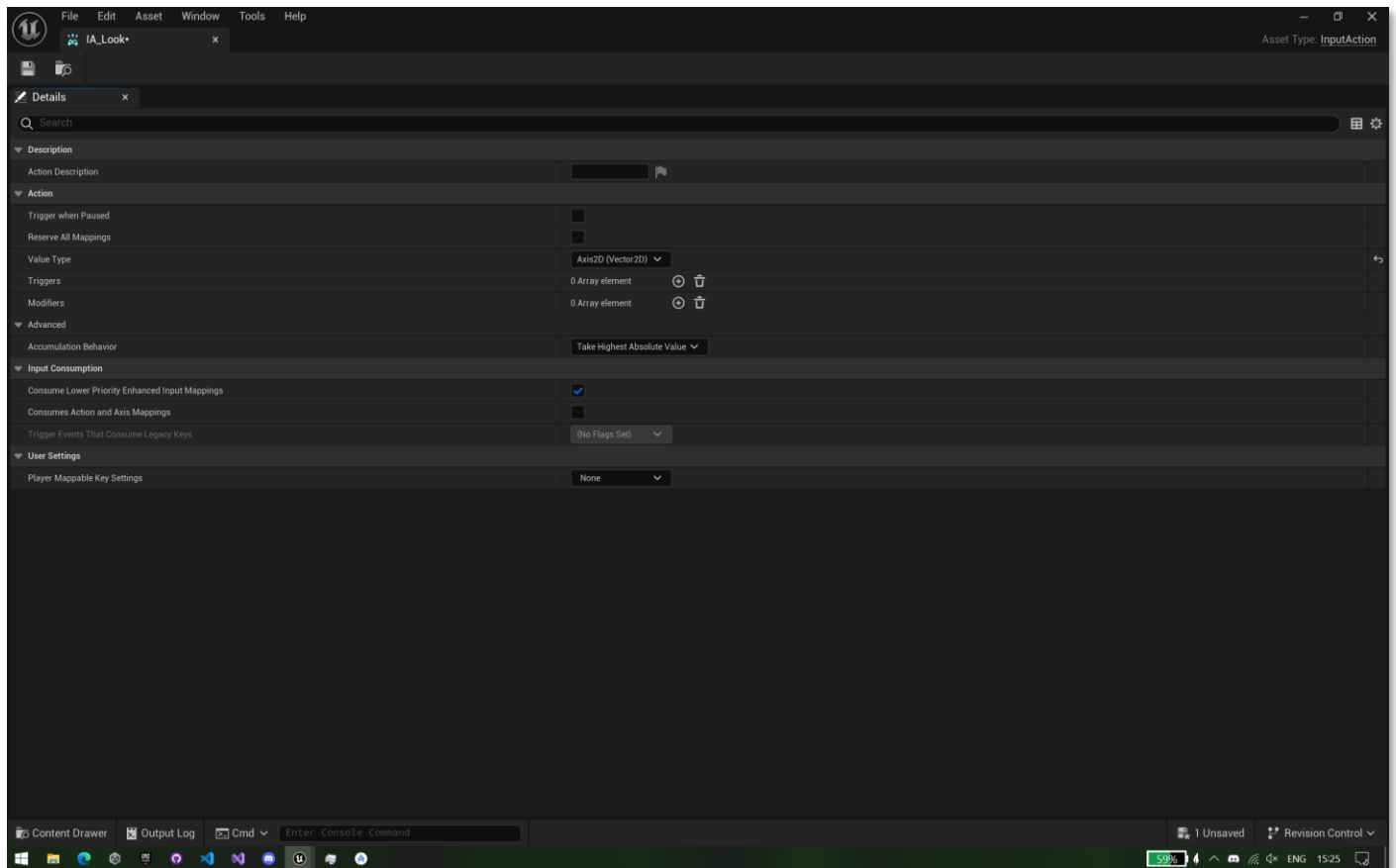*Fig 2.2.2.1.4: Snapshot showing details pane of IA_Move*

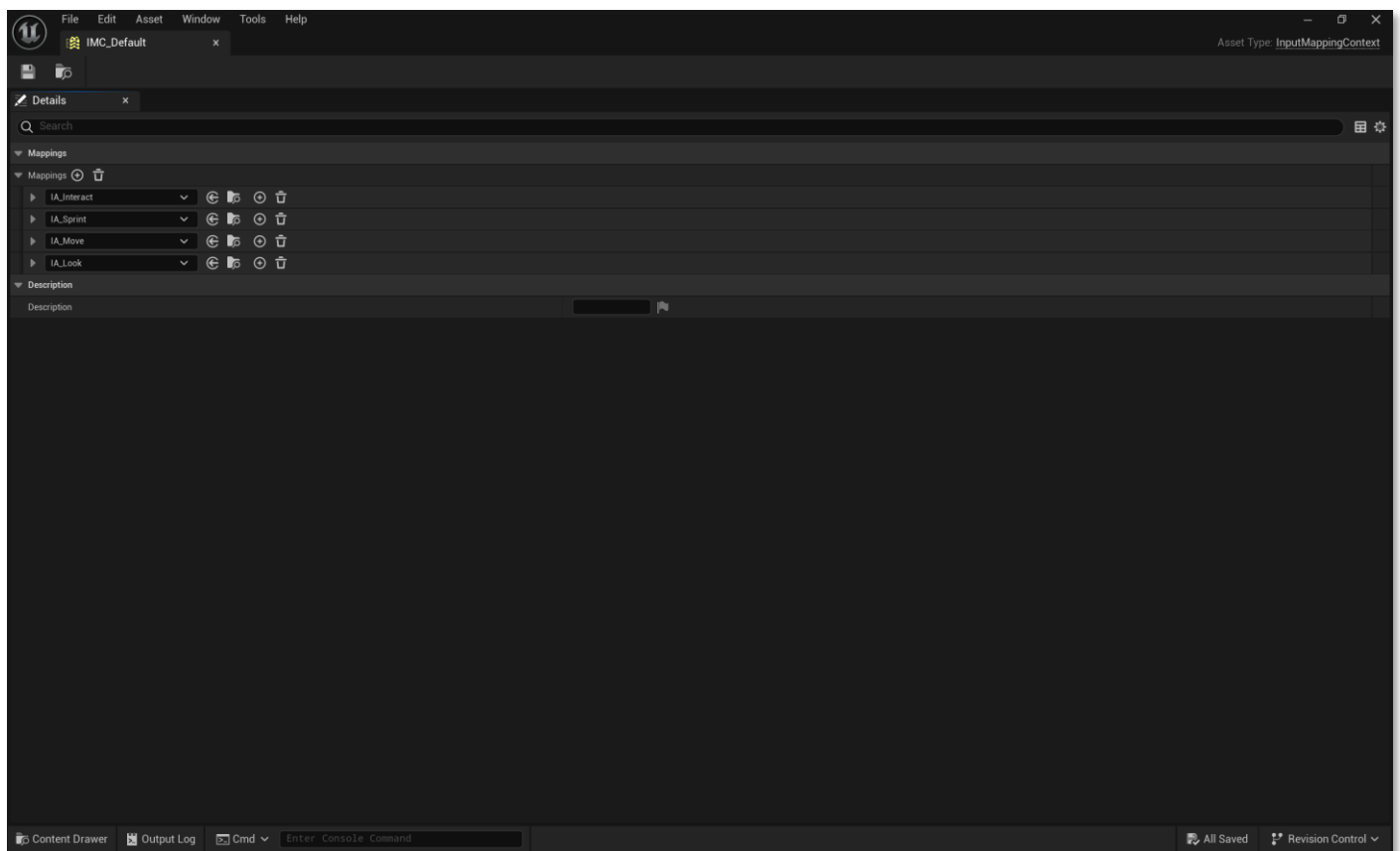*Fig 2.2.2.1.5: Snapshot showing details pane of IA_Look*

Fig 2.2.2.1.6: Snapshot showing details pane of Input Mapping Context
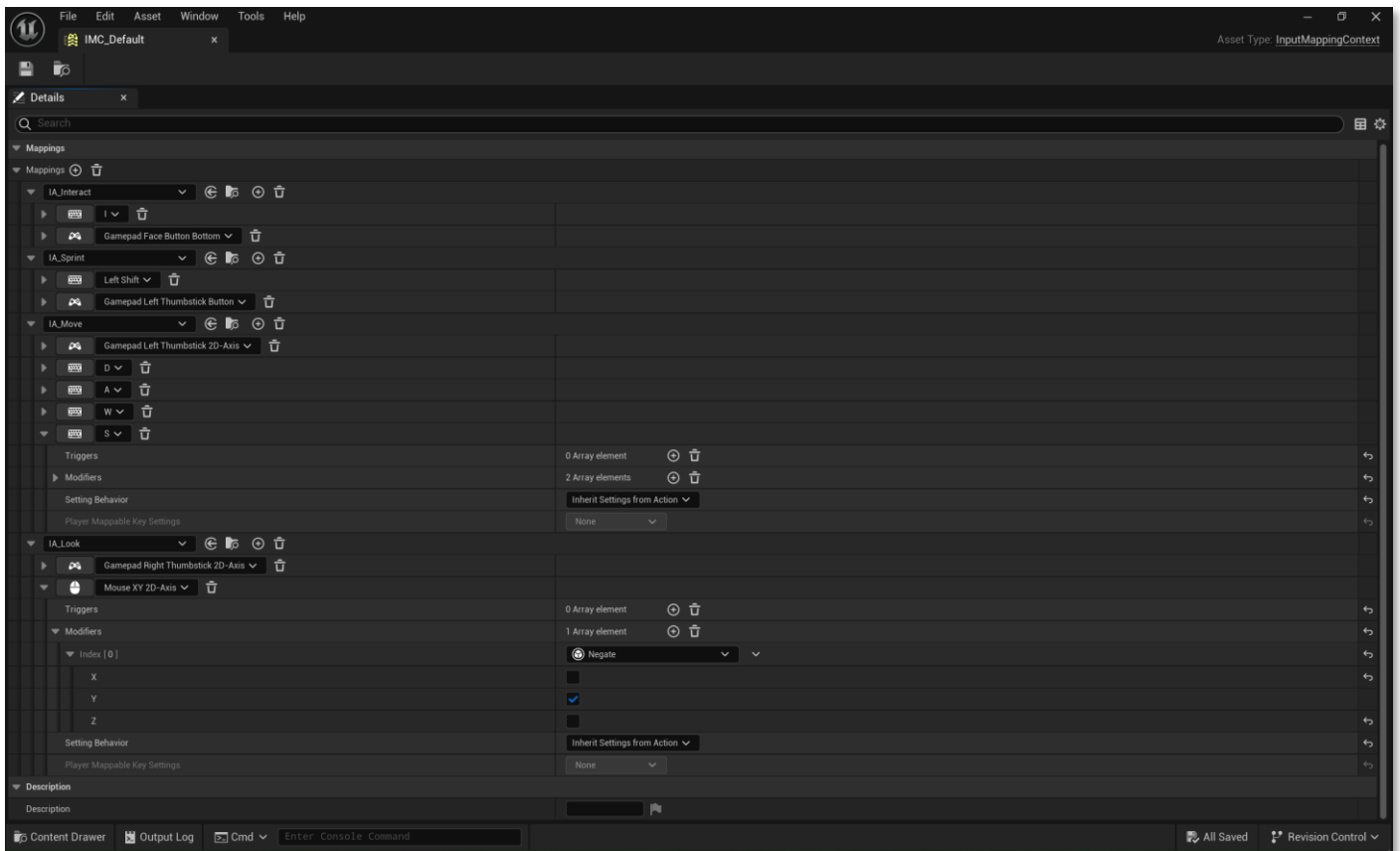
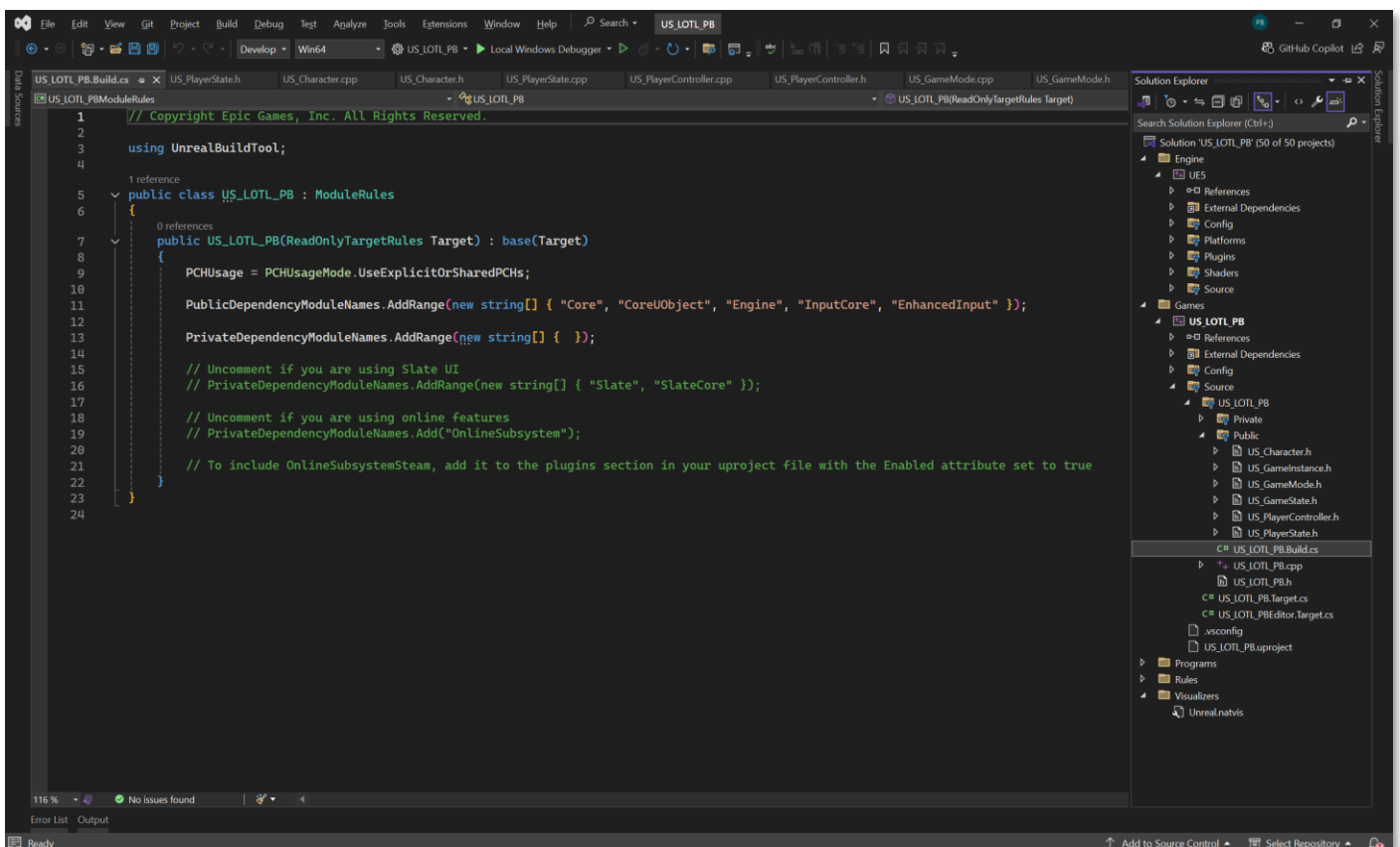*Fig 2.2.2.2.1: Snapshot showing setup of Mapping of the Inputs with modifiers*

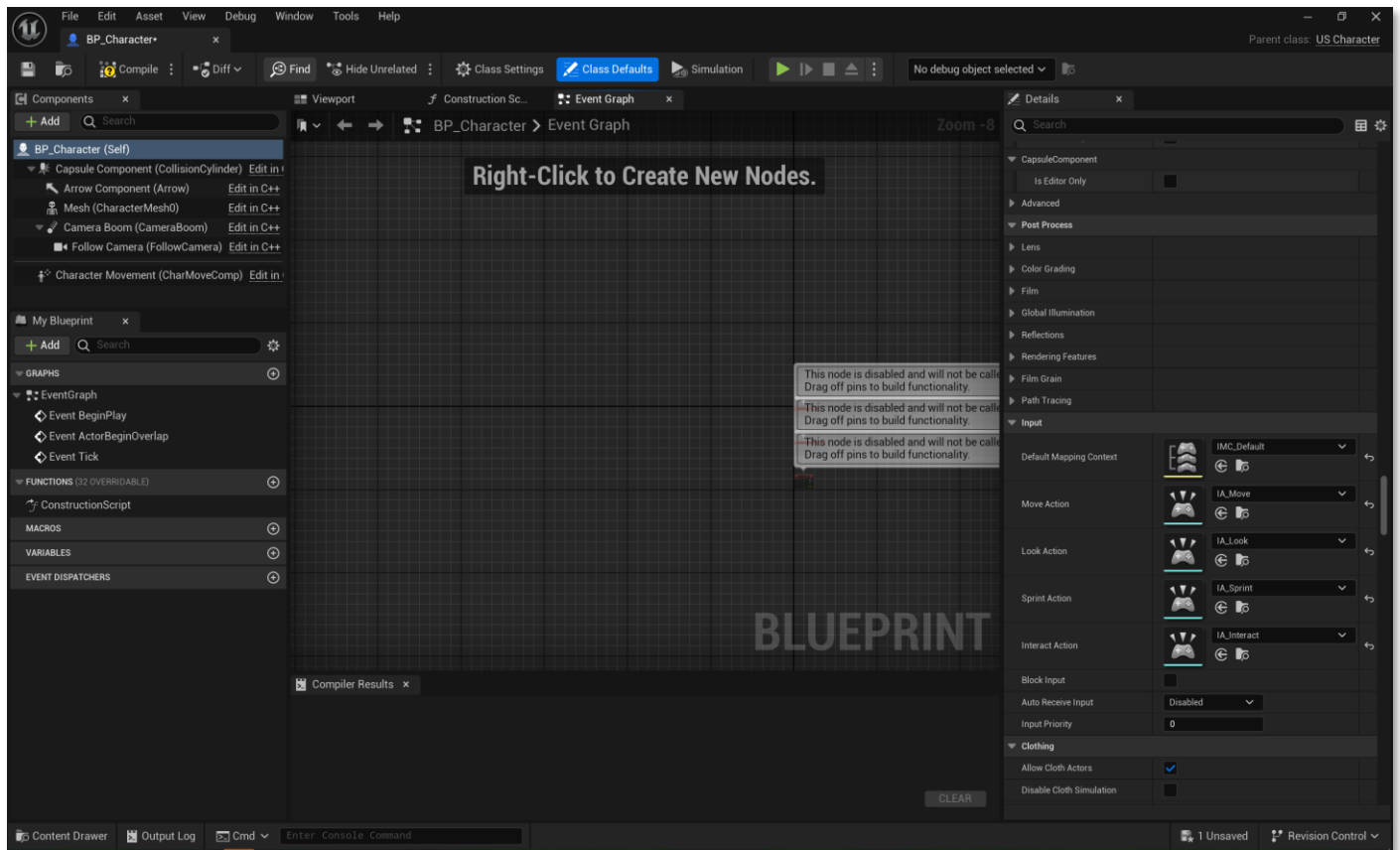*Fig 2.2.3.1: Snapshot showing EnhancedInput in US_LOTL_PB_Build.cs*

Fig 2.2.4.4.1: Snapshot showing Input Component with corresponding associations.
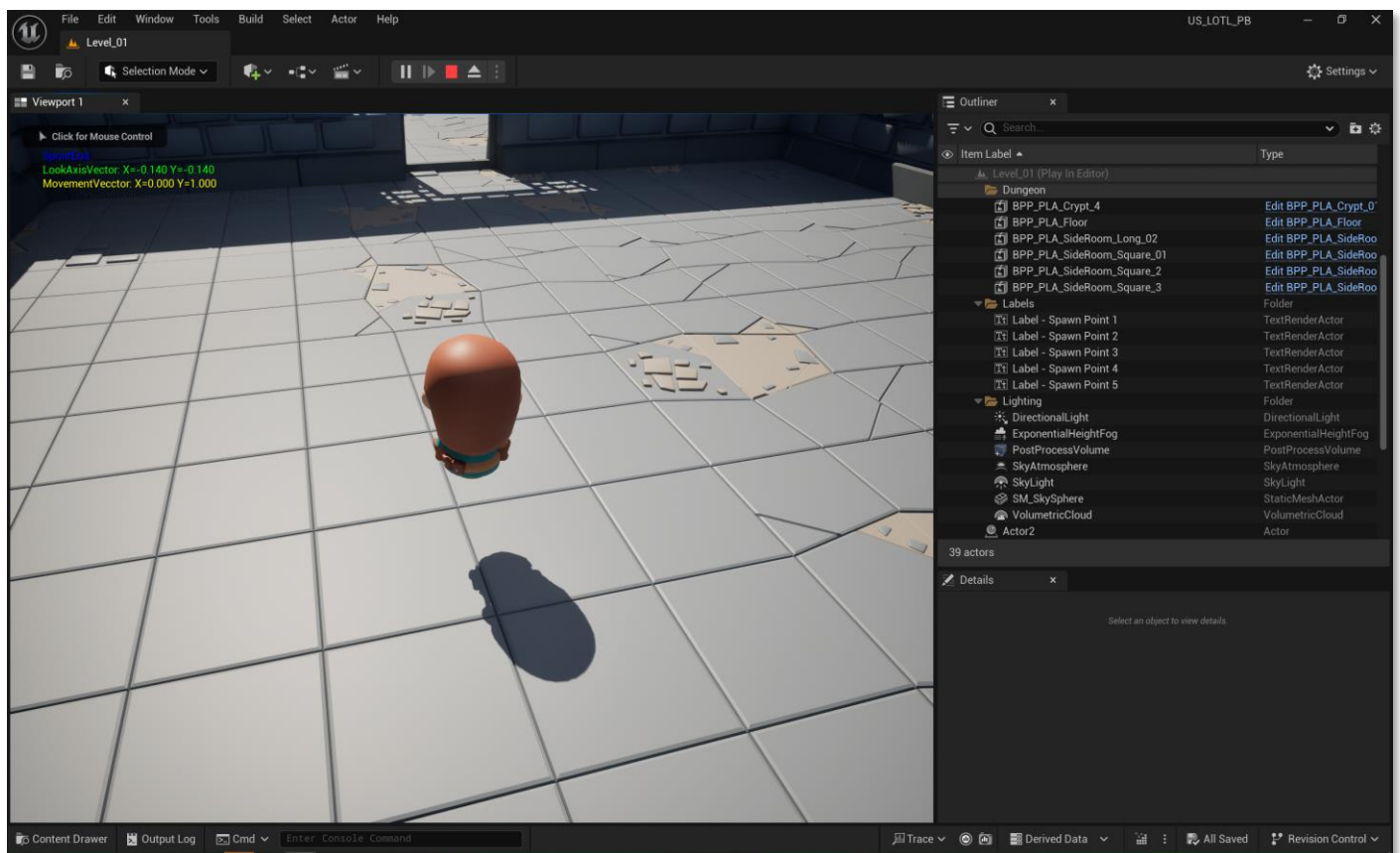

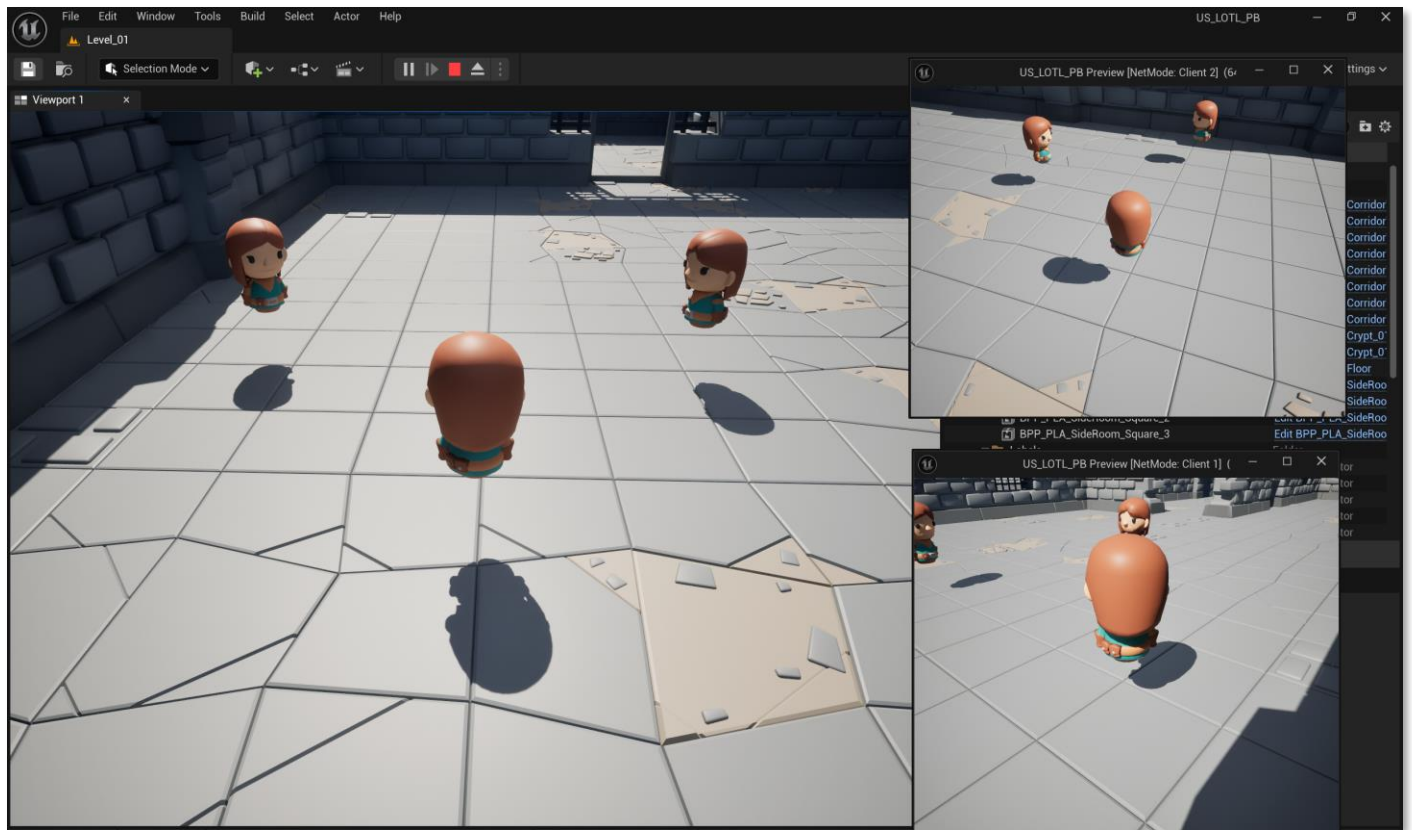*Fig 2.2.5.1: Snapshot showing character in play mode.*

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