By SpaceMonkey8

Character movements-

AddMovementInput()

AddControllerPitchInput()

AddControllerYawInput()

Jump()

GetActorForwardVector()- Gets the forward (X) vector (length 1.0) from this Actor, in world space.

GetActorRightVector()-Gets the right (Y) vector (length 1.0) from this Actor, in world space.

Jump()- Make the character jump on the next update. If you want your character to jump according to the time that the jump key is held, then you can set JumpKeyHoldTime to some non-zero value. Make sure in this case to call [StopJumping()](https://docs.unrealengine.com/4.26/en-US/API/Runtime/Engine/GameFramework/ACharacter/StopJumping/index.html) when you want the jump's z-velocity to stop being applied (such as on a button up event), otherwise the character will carry on receiving the velocity until JumpKeyHoldTime is reached.( #include "GameFramework/Character.h").

Virtual example

// Example program

#include <iostream>

#include <string>

class Gun

{

public:

virtual void Shoot()

{

std::cout<<"Bang!"<<std::endl;

}

};

class Pistol : public Gun

{

public:

void Shoot() override

{

std::cout<<"Pew!"<<std::endl;

}

};

int main()

{

Gun MyGun;

Pistol MyPistol;

Gun\* GunPtr;

GunPtr = &MyGun;

GunPtr->Shoot();

GunPtr = &MyPistol;

GunPtr->Shoot();

}

PathFollowingComponent in ShooterAIController is responsible for finding a navmesh and create paths and move around them.

***Main Menu WBP***

-Make a MainMenu\_GameMode

-In the world settings window, use gamemode override and set it to MainMenu\_GameMode.

-Make a MainMenu\_PlayerController

-Set the playercontroller in the gamemode override menu to MainMenu\_PlayerController.

-For MainMenu widget to appear at beginplay, edit level blueprint in blueprint in viewport mode.

-For buttons like options, create new widget and for onclicked event - use remove from parent node and connect to create widget(with WBP\_Options selected) and add to viewport.

-To return to main menu again use a back button with onclicked event connected to remove from parent node and create widget node (with WBP\_MainMenu selected) and finally add to viewport node.

A screenshot of a computer

Description automatically generated with medium confidence

