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.