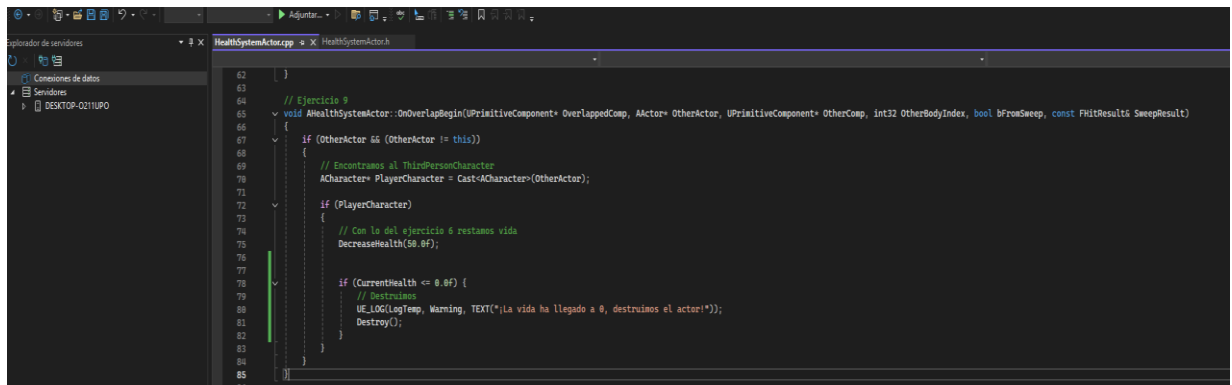
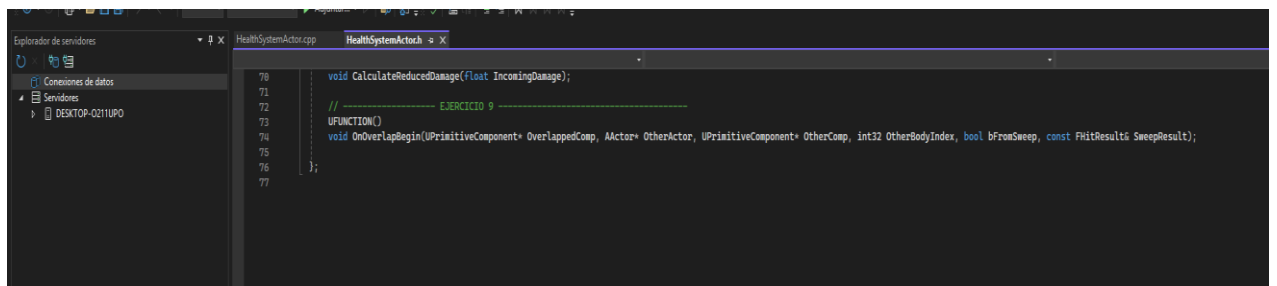


.cpp:



```
62 }
63
64 // Ejercicio 9
65 void AHealthSystemActor::OnOverlapBegin(UPrimitiveComponent* OverlappedComp, AActor* OtherActor, UPrimitiveComponent* OtherComp, int32 OtherBodyIndex, bool bFromSweep, const FHitResult& SweepResult)
66 {
67     if (OtherActor && (OtherActor != this))
68     {
69         // Encontramos al ThirdPersonCharacter
70         ACharacter* PlayerCharacter = Cast<ACharacter>(OtherActor);
71
72         if (PlayerCharacter)
73         {
74             // Con lo del ejercicio 5 restamos vida
75             DecreaseHealth(50.f);
76
77             if (CurrentHealth <= 0.f) {
78                 // Destruimos
79                 UE_LOG(LogTemp, Warning, TEXT("La vida ha llegado a 0, destruimos el actor!"));
80                 Destroy();
81             }
82         }
83     }
84 }
85 }
```

.h:



```
70 void CalculateReducedDamage(float IncomingDamage);
71
72 // ----- EJERCICIO 9 -----
73 UFUNCTION()
74 void OnOverlapBegin(UPrimitiveComponent* OverlappedComp, AActor* OtherActor, UPrimitiveComponent* OtherComp, int32 OtherBodyIndex, bool bFromSweep, const FHitResult& SweepResult);
75
76 };
77
```