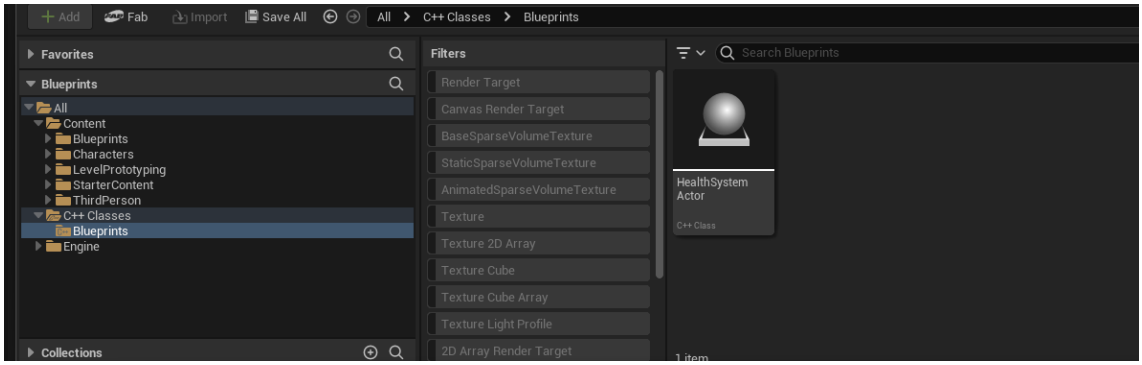
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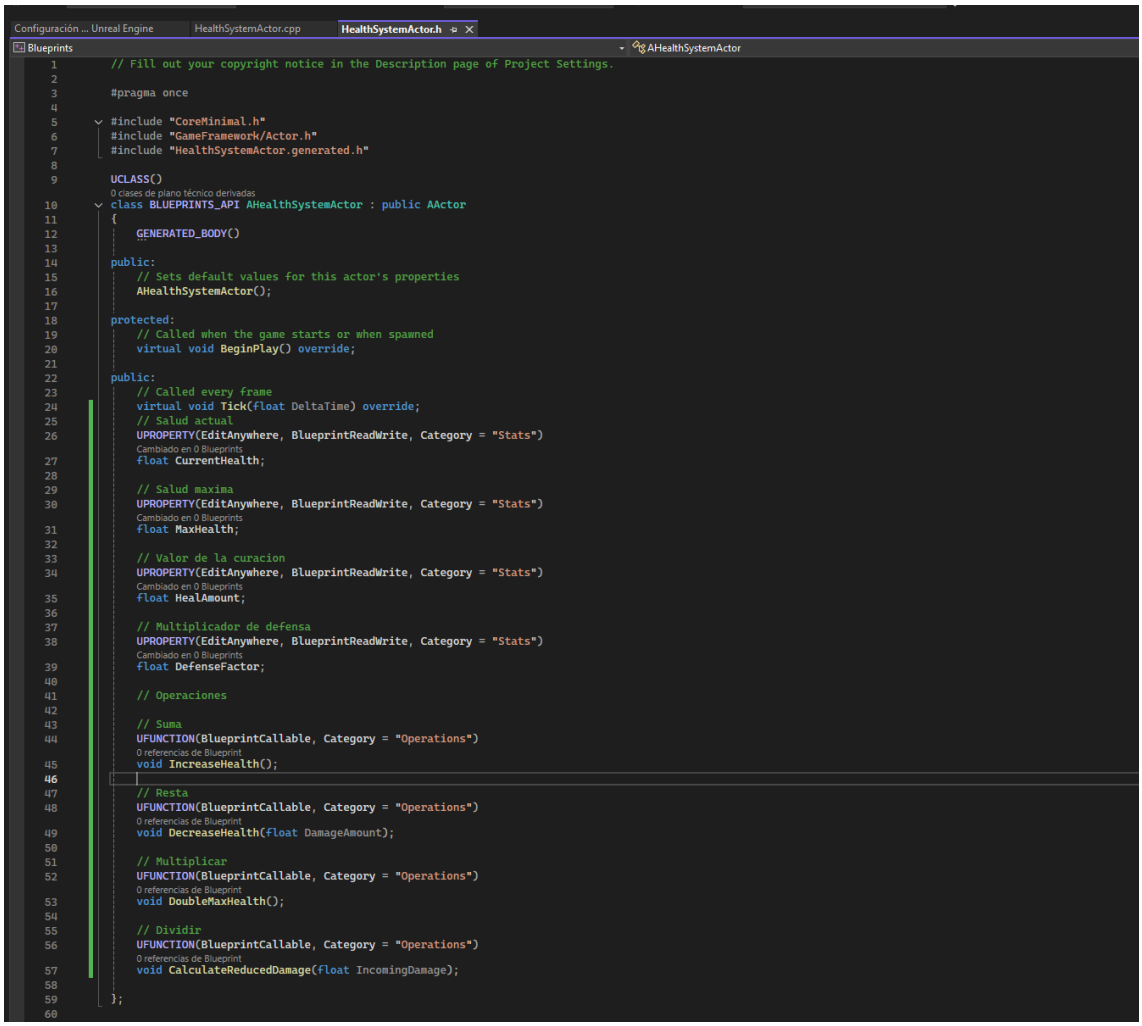
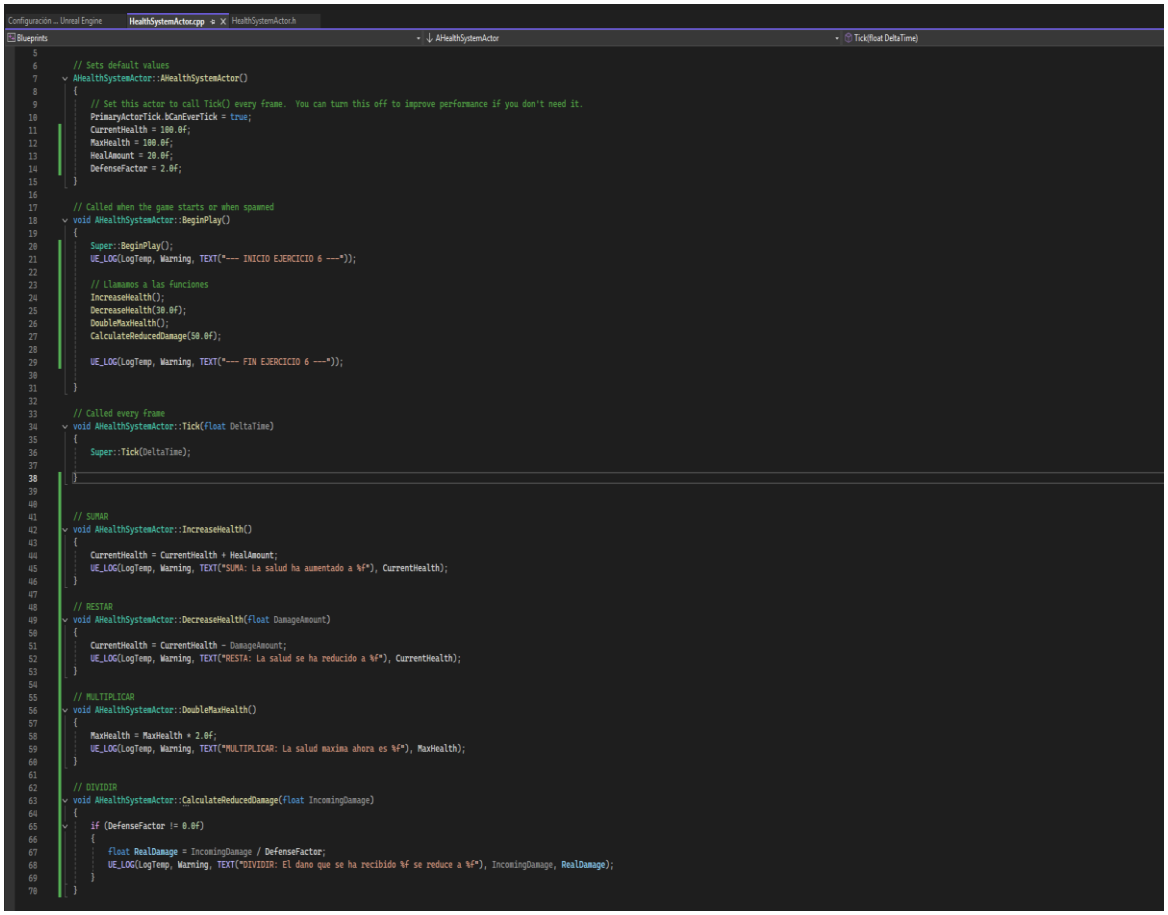
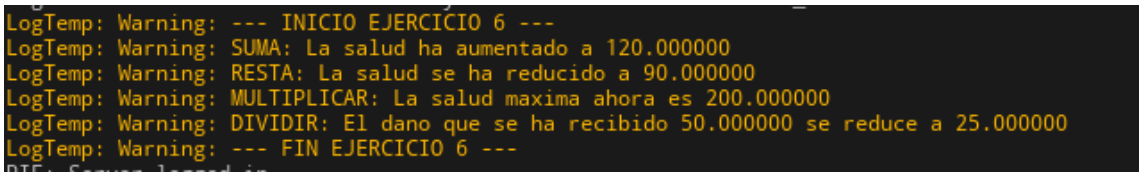
Search Blueprints
HealthSystem Actor
C++ Class
1 item


Configuración ... Unreal Engine
HealthSystemActor.cpp
HealthSystemActor.h
Blueprints
AHealthSystemActor
// Fill out your copyright notice in the Description page of Project Settings.
#pragma once
#include "CoreMinimal.h"
#include "GameFramework/Actor.h"
#include "HealthSystemActor.generated.h"
UCLASS()
0 clases de plano técnico derivadas
class BLUEPRINTS_API AHealthSystemActor : public AActor
{
GENERATED_BODY()
public:
// Sets default values for this actor's properties
AHealthSystemActor();
protected:
// Called when the game starts or when spawned
virtual void BeginPlay() override;
public:
// Called every frame
virtual void Tick(float DeltaTime) override;
// Salud actual
UPROPERTY(EditAnywhere, BlueprintReadWrite, Category = "Stats")
Cambiado en 0 Blueprints
float CurrentHealth;
// Salud maxima
UPROPERTY(EditAnywhere, BlueprintReadWrite, Category = "Stats")
Cambiado en 0 Blueprints
float MaxHealth;
// Valor de la curacion
UPROPERTY(EditAnywhere, BlueprintReadWrite, Category = "Stats")
Cambiado en 0 Blueprints
float HealAmount;
// Multiplicador de defensa
UPROPERTY(EditAnywhere, BlueprintReadWrite, Category = "Stats")
Cambiado en 0 Blueprints
float DefenseFactor;
// Operaciones
// Suma
UFUNCTION(BlueprintCallable, Category = "Operations")
0 referencias de Blueprint
void IncreaseHealth();
// Resta
UFUNCTION(BlueprintCallable, Category = "Operations")
0 referencias de Blueprint
void DecreaseHealth(float DamageAmount);
// Multiplicar
UFUNCTION(BlueprintCallable, Category = "Operations")
0 referencias de Blueprint
void DoubleMaxHealth();
// Dividir
UFUNCTION(BlueprintCallable, Category = "Operations")
0 referencias de Blueprint
void CalculateReducedDamage(float IncomingDamage);
};



```cpp
// Sets default values
AHealthSystemActor::AHealthSystemActor()
{
    // Set this actor to call Tick() every frame.  You can turn this off to improve performance if you don't need it.
    PrimaryActorTick.bCanEverTick = true;
    CurrentHealth = 100.0f;
    MaxHealth = 100.0f;
    HealAmount = 20.0f;
    DefenseFactor = 2.0f;
}

// Called when the game starts or when spawned
void AHealthSystemActor::BeginPlay()
{
    Super::BeginPlay();
    UE_LOG(LogTemp, Warning, TEXT("--- INICIO EJERCICIO 6 ---"));

    // Llamamos a las funciones
    IncreaseHealth();
    DecreaseHealth(30.0f);
    DoubleMaxHealth();
    CalculateReducedDamage(50.0f);

    UE_LOG(LogTemp, Warning, TEXT("--- FIN EJERCICIO 6 ---"));

}

// Called every frame
void AHealthSystemActor::Tick(float DeltaTime)
{
    Super::Tick(DeltaTime);

}


// SUMAR
void AHealthSystemActor::IncreaseHealth()
{
    CurrentHealth = CurrentHealth + HealAmount;
    UE_LOG(LogTemp, Warning, TEXT("SUMA: La salud ha aumentado a %f"), CurrentHealth);
}

// RESTAR
void AHealthSystemActor::DecreaseHealth(float DamageAmount)
{
    CurrentHealth = CurrentHealth - DamageAmount;
    UE_LOG(LogTemp, Warning, TEXT("RESTA: La salud se ha reducido a %f"), CurrentHealth);
}

// MULTIPLICAR
void AHealthSystemActor::DoubleMaxHealth()
{
    MaxHealth = MaxHealth * 2.0f;
    UE_LOG(LogTemp, Warning, TEXT("MULTIPLICAR: La salud maxima ahora es %f"), MaxHealth);
}

// DIVIDIR
void AHealthSystemActor::CalculateReducedDamage(float IncomingDamage)
{
    if (DefenseFactor != 0.0f)
    {
        float RealDamage = IncomingDamage / DefenseFactor;
        UE_LOG(LogTemp, Warning, TEXT("DIVIDIR: El dano que se ha recibido %f se reduce a %f"), IncomingDamage, RealDamage);
    }
}
```



```
LogTemp: Warning: --- INICIO EJERCICIO 6 ---
LogTemp: Warning: SUMA: La salud ha aumentado a 120.000000
LogTemp: Warning: RESTA: La salud se ha reducido a 90.000000
LogTemp: Warning: MULTIPLICAR: La salud maxima ahora es 200.000000
LogTemp: Warning: DIVIDIR: El dano que se ha recibido 50.000000 se reduce a 25.000000
LogTemp: Warning: --- FIN EJERCICIO 6 ---
```