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Ranged Weapons

MechMechanics

Weapon Handler

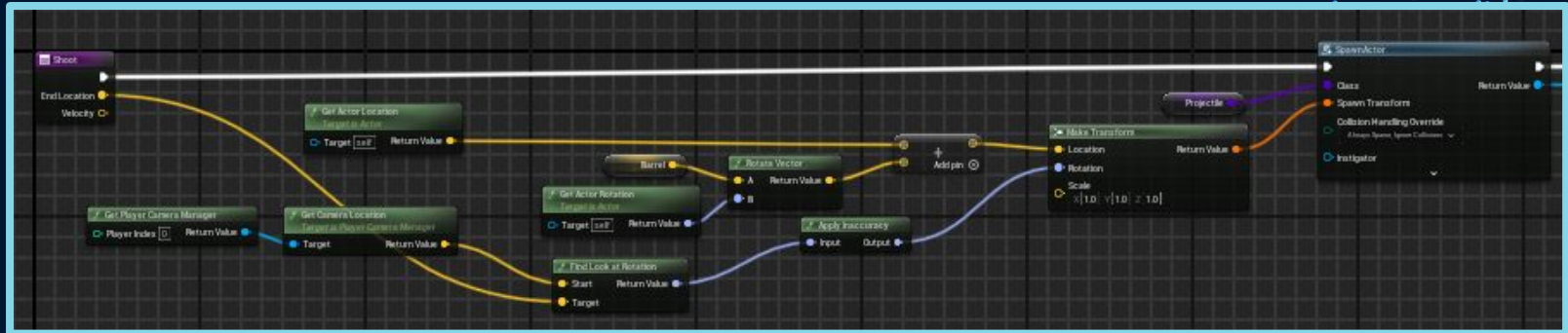
Merging

Ranged Weapon

The base **RangedWeapon** class contains all important information about the weapon such as name, reload, projectile it shoots, and cost.

All ranged weapons **extend** this class, which includes functionality for shooting and animations.

Reload	Float
Projectile	Projectile
Barrel	Vector
FullAuto	Boolean
Inaccuracy	Float
Recoil	Float
HandRLLocation	Vector
FiringSFX	Sound Base
Cost	Integer

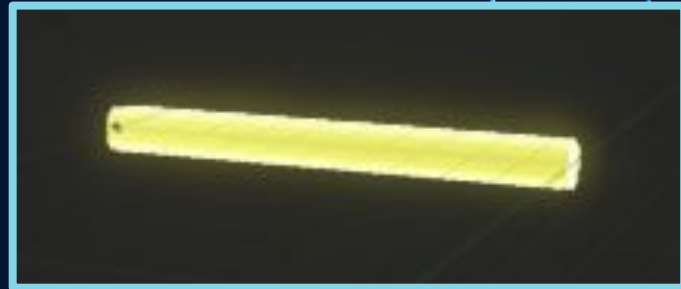


Ranged Weapon Variants

Some ranged weapons like the **Scrap Spitter** are fully automatic, meaning that you can shoot quickly just by holding down the mouse.

Other ranged weapons like the **Flintlock** are **Hitscan** based with instant projectiles.

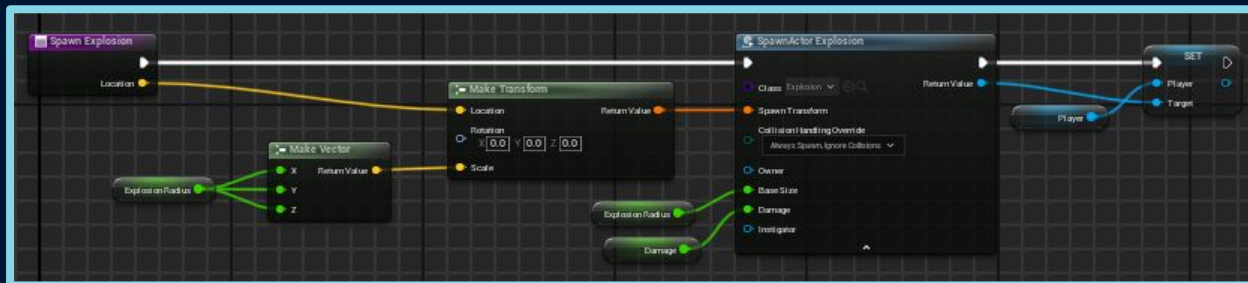
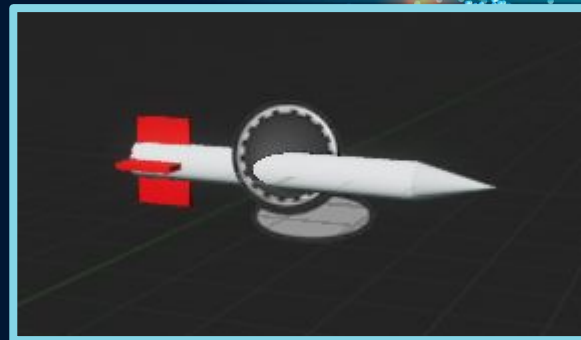
The **Minigun** is both fully automatic and hitscan based.



Projectile

The base **Projectile** class contains damage, explosion size, and **ProjectileMovement** component.

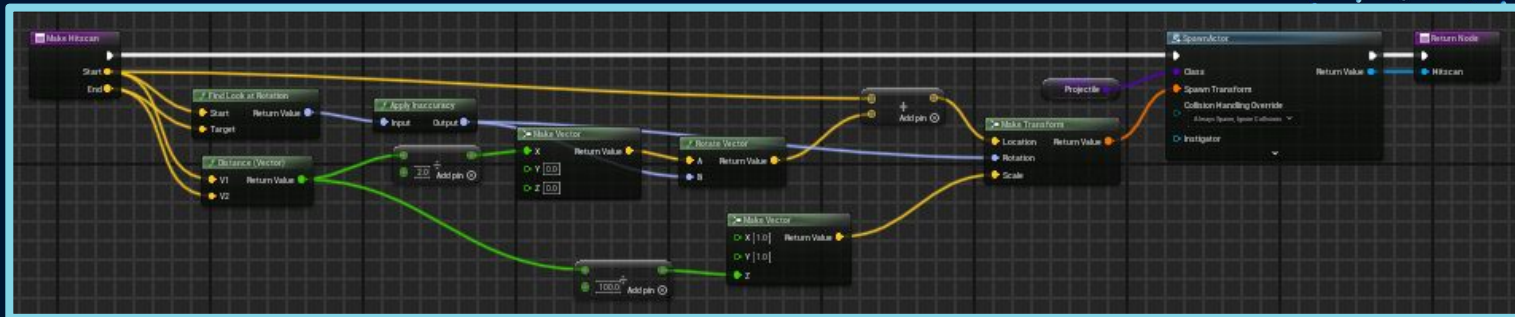
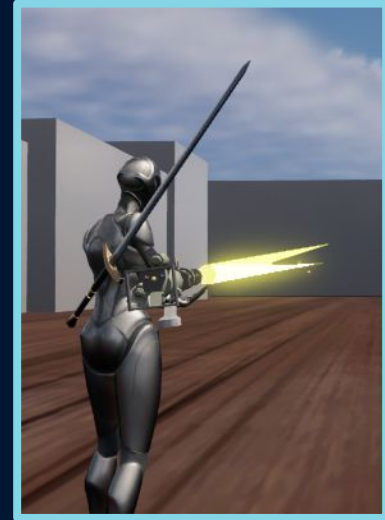
Damage	Float
ExplosionRadius	Float
CollisionResponse	Name
Player	BP Third Person C



A Closer Look: The Hitscan

The **Hitscan** projectile is a yellow beam, representing a tracer that traveled through the air. Damage is applied at the other end of the hitscan.

Weapons that use hitscans must override the **Shoot** function and have another function to spawn in the hitscan properly.



WeaponHandler Component

The **WeaponHandler** component handles all weapon functionality for the player.

Since all ranged weapons are children of the RangedWeapon class, it is much easier for the WeaponHandler component to implement weapon functionality.

VARIABLES	
Character	BP Third Per
WeaponState	Integer
MeleeWeapon	Melee Weap
RangedWeapon	Ranged Wea
ActiveMeleeWeapon	Melee Weap
ActiveRangedWeapon	Ranged Wea
LeftDown	Boolean
ReloadTime	Float

