我们的逻辑设计是：

ACharacter->ABaseCharacter->ABaseLegend->BP\_Legend\_CHR\_01

ACharacter->ABaseCharacter->ABaseMonster->BP\_Monster\_CHR\_01

ABaseLegend比ABaseMonster多的是弹簧臂和摄像机

在BaseLegend中

class USpringArmComponent;

class UCameraComponent;

// #include "GameFramework/SpringArmComponent.h"

UPROPERTY(VisibleAnywhere,BlueprintReadWrite,Category="Components")

USpringArmComponent\* SpringArm;

// #include "Camera/CameraComponent.h"

UPROPERTY(VisibleAnywhere,BlueprintReadWrite,Category="Components")

UCameraComponent\* Camera;

然后在构造函数中实现初始化

ABaseLegend::ABaseLegend()

{

    // 初始化弹簧臂和摄像机

    SpringArm=CreateDefaultSubobject<USpringArmComponent>(TEXT("SpringArm"));

    SpringArm->SetupAttachment(GetRootComponent());

    SpringArm->TargetArmLength=1200.0f;

    SpringArm->SetRelativeRotation(FRotator(-45,0,0));

    SpringArm->bDoCollisionTest=false;

    Camera = CreateDefaultSubobject<UCameraComponent>(TEXT("CameraComp"));

    Camera->SetupAttachment(SpringArm,USpringArmComponent::SocketName);

    Camera->bUsePawnControlRotation=false;

    // 确保玩家控制为上帝视角wasd视角

    GetCharacterMovement()->bOrientRotationToMovement=true;

    bUseControllerRotationYaw = false;

    SpringArm->bInheritYaw=false;

}

BaseCharacter需要一个Actor组件来实现元素战斗功能

创建ActorComponent类ElementalCombatSystem，然后在ABaseCharacter中添加这个组件

// add sentence:class UElementalCombatSystem;

UPROPERTY(VisibleAnywhere,BlueprintReadWrite,Category="Components")

UElementalCombatSystem\* ElementalCombatSystem;