碰撞的绑定方法

1. .h文件

UFUNCTION()

void HandleOverlap(UPrimitiveComponent\* OverlappedComponent, AActor\* OtherActor, UPrimitiveComponent\* OtherComp, int32 OtherBodyIndex, bool bFromSweep, const FHitResult & SweepResult);

.cpp文件

OverlapComp->OnComponentBeginOverlap.AddDynamic(this, &AFPSExtractionZone::HandleOverlap);

void AFPSExtractionZone::HandleOverlap(UPrimitiveComponent\* OverlappedComponent, AActor\* OtherActor, UPrimitiveComponent\* OtherComp, int32 OtherBodyIndex, bool bFromSweep, const FHitResult & SweepResult)

1. .h文件

virtual void NotifyActorBeginOverlap(AActor\* OtherActor) override;

.cpp文件

void AFPSObjectiveActor::NotifyActorBeginOverlap(AActor\* OtherActor)

{

Super::NotifyActorBeginOverlap(OtherActor);

}