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);

}

UPROPERTY属性修饰符

基本功能：定义能够被UE垃圾回收机制自动回收的属性变量

参数扩展：以下是官网给的例子解析

1. UPROPERTY(EditAnywhere)：用此修饰想要暴露在编辑器以便随时编辑的变量（显示在面板上）

2. UPROPERTY(EditAnywhere,Category="Damage")：把被修饰的属性分类到信息面板中Damage那一栏（面板上显示名称为Damage）

3. UPROPERTY(EditAnywhere,BlueprintReadWrite,Category=“Damage”)：支持蓝图对该变量的读写操作（蓝图中也显示）

4. UPROPERTY(BlueprintReadOnly,VisibleAnywhere,Transient,Category="Damage")：支持蓝图读操作，并在编辑器面板中可见，Transient表明不会被保存到硬盘或从硬盘加载