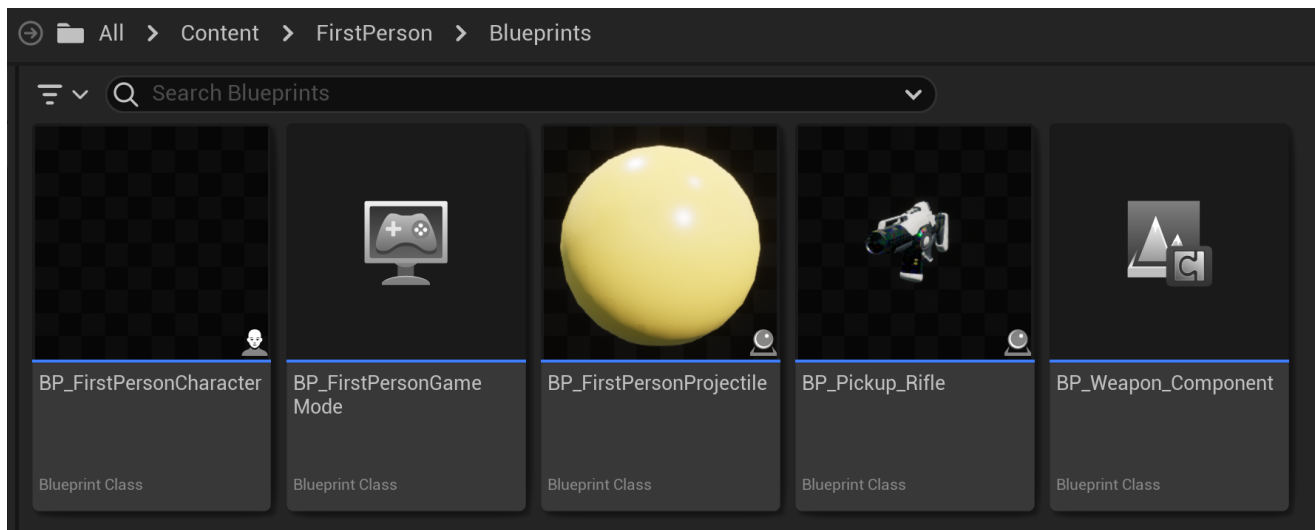


Recap of Basic Terminology

1.git clean command explain

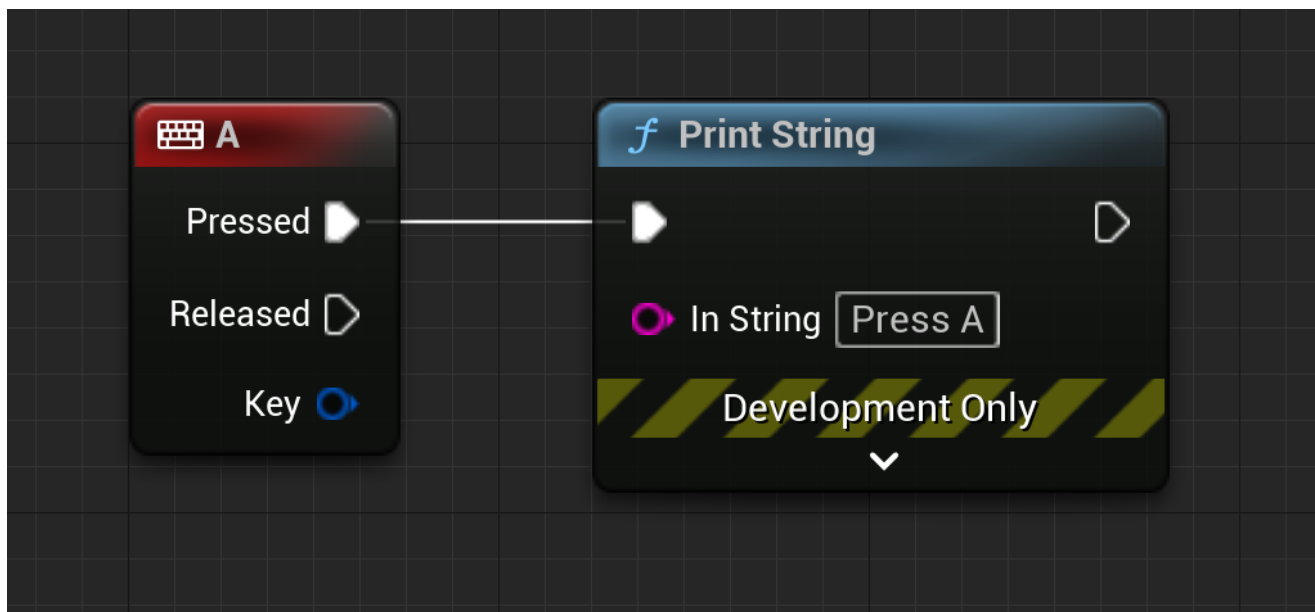
git clean -df

2.Take First Person Shooting Template project as an example.



Input Binding

Basic Input Blueprints



Enhanced Input

Input Mapping Contexts

Input Mapping Contexts are a collection of Input Actions that represents a certain context that the player can be in. They describe the rules for what triggers a given Input Action. Mapping Contexts can be dynamically added, removed, or prioritized for each user.

InputAction

Input Actions are the communication link between the Enhanced Input system and your project's code.

Input Modifiers

Input Modifiers are pre-processors that alter the raw input values that UE receives before sending them on to Input Triggers.

Adding Input Listeners

Movement Input

EnhancedInputAction IA_Move

Triggered ▶

Started ▷

Ongoing ▷

Canceled ▷

Completed ▷

Action Value X ●

Action Value Y ●

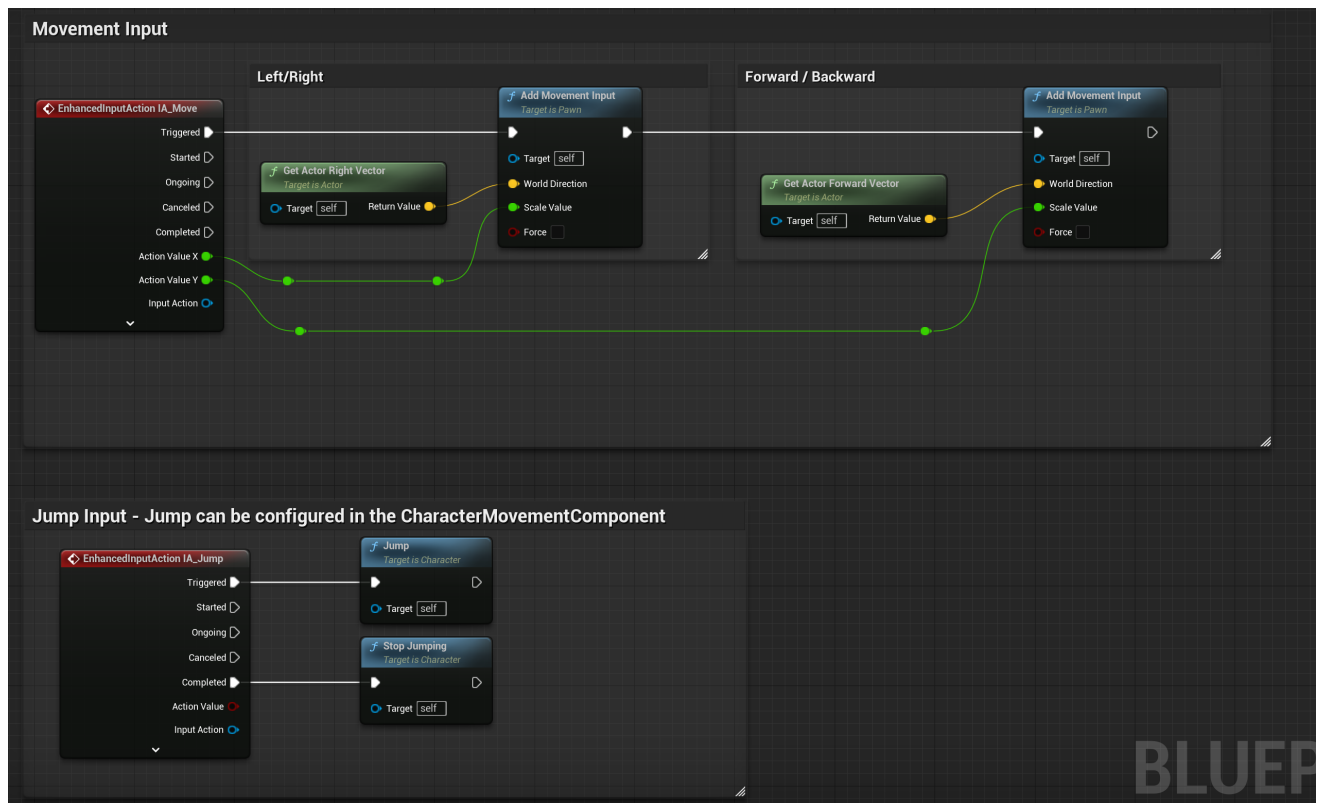
Input Action 🔍



Commandline

showdebug enhancedinput

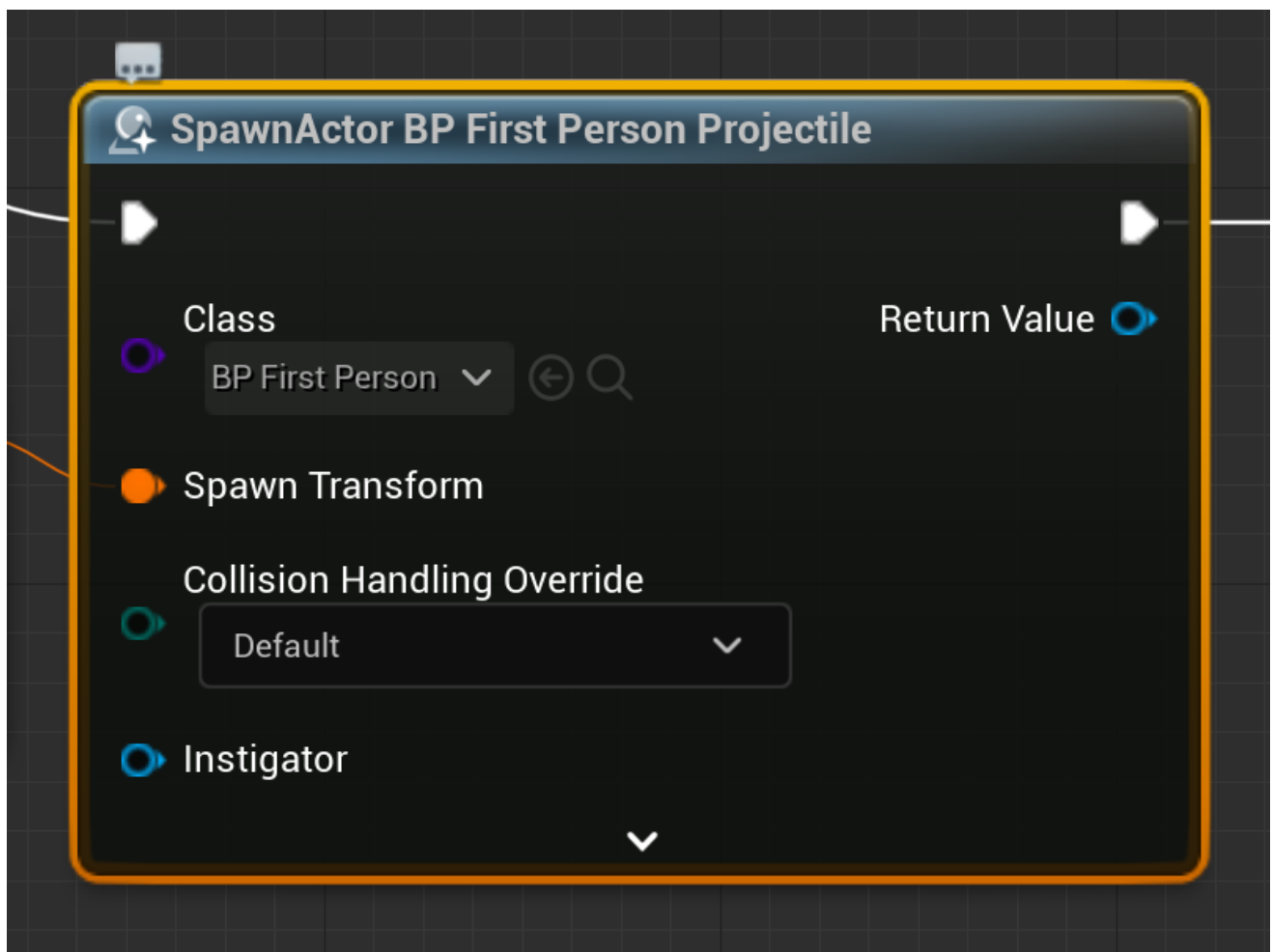
Control



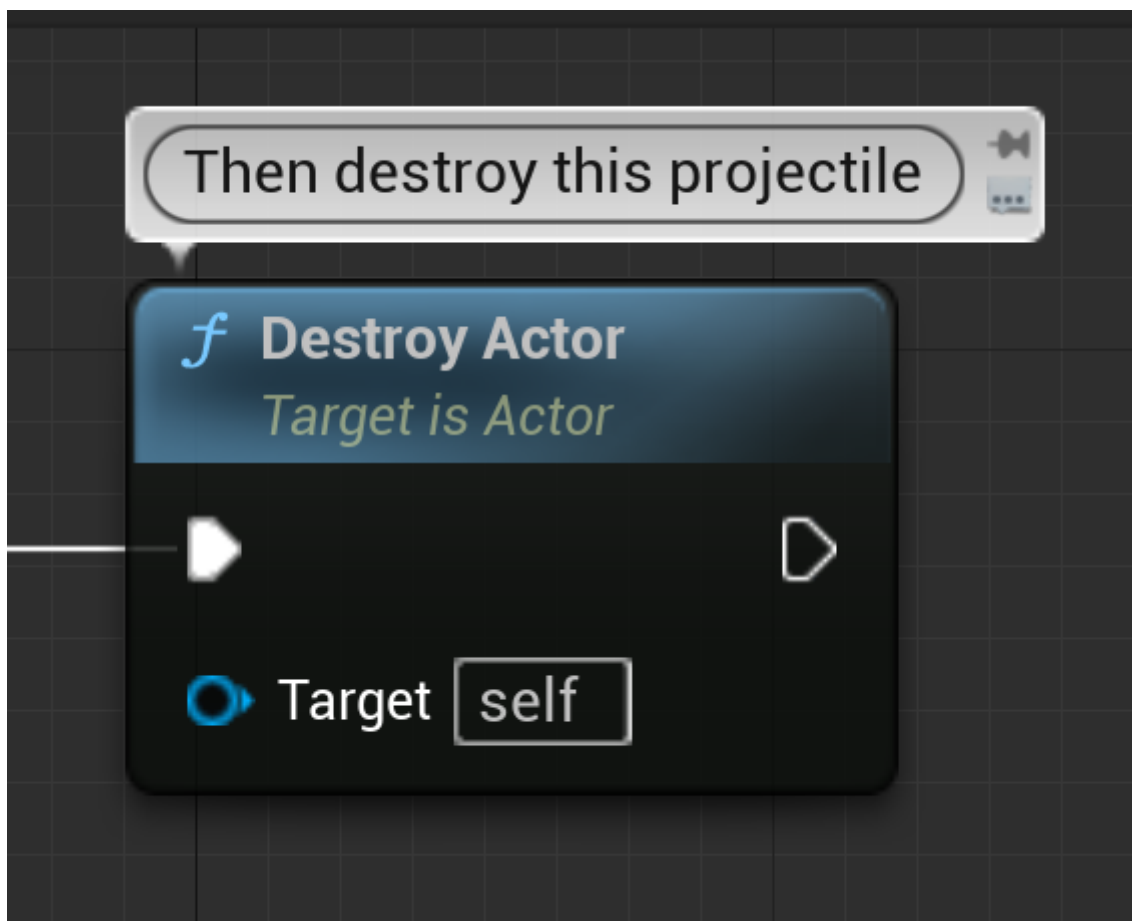
Shooting/Actor Spawning

Take Shooting function as an example.

Spawn Actor



Destroy Actor



Physics and Collision Detection

Collision Component

▼

Physics

Simulate Physics	<input type="checkbox"/>	
<input type="checkbox"/> Mass (kg)	<input type="text" value="8.430014"/>	↩
Linear Damping	<input type="text" value="0.01"/>	
Angular Damping	<input type="text" value="0.0"/>	
Enable Gravity	<input checked="" type="checkbox"/>	
► Constraints		
Ignore Radial Impulse	<input type="checkbox"/>	
Ignore Radial Force	<input type="checkbox"/>	
Apply Impulse on Damage	<input checked="" type="checkbox"/>	
Replicate Physics to Autonomous Proxy	<input checked="" type="checkbox"/>	
► Advanced		

▼ Collision			
Simulation Generates Hit Events	<input type="checkbox"/>		
Phys Material Override	None	None ▼	
Generate Overlap Events	<input checked="" type="checkbox"/>		
Can Character Step Up On	Yes ▼		
▼ Collision Presets	Custom... ▼		
Collision Enabled	Query Only (No Physics Collision) ▼		
Object Type	Projectile ▼		
	Ignore	Overlap	Block
Collision Responses ?	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Trace Responses			
Visibility	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Camera	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Object Responses			
WorldStatic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
WorldDynamic	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Pawn	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
PhysicsBody	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Vehicle	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Destructible	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Projectile	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>

Refereces

<https://www.cnblogs.com/faithlocus/p/16412021.html#-f-force>

<https://docs.unrealengine.com/5.2/en-US/enhanced-input-in-unreal-engine/>