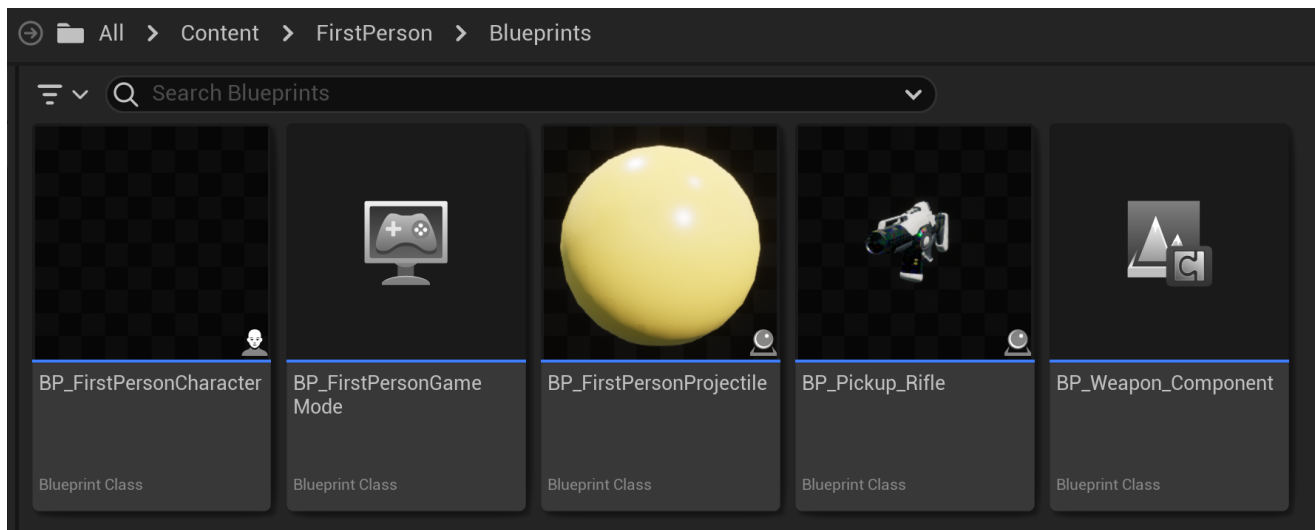# Recap of Basic Terminology

1.git clean command explain
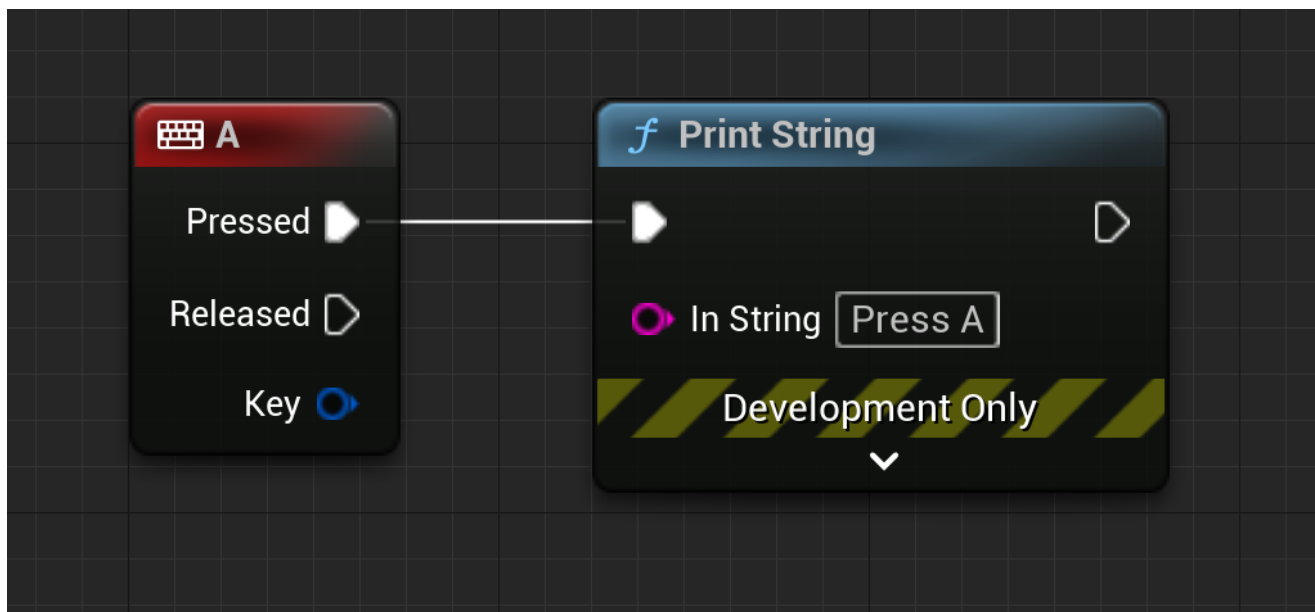
git clean -df

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.

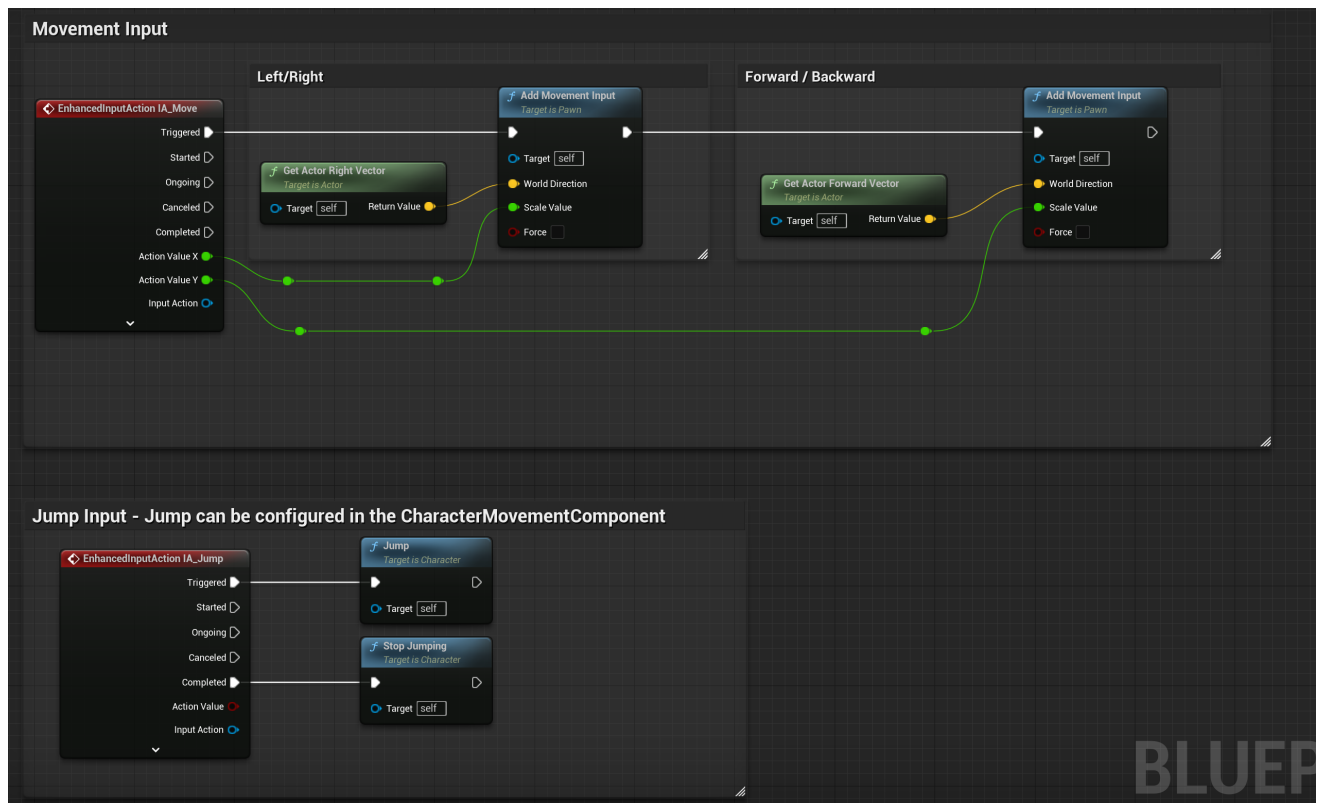**Adding Input Listeners**

Movement Input

Commandline
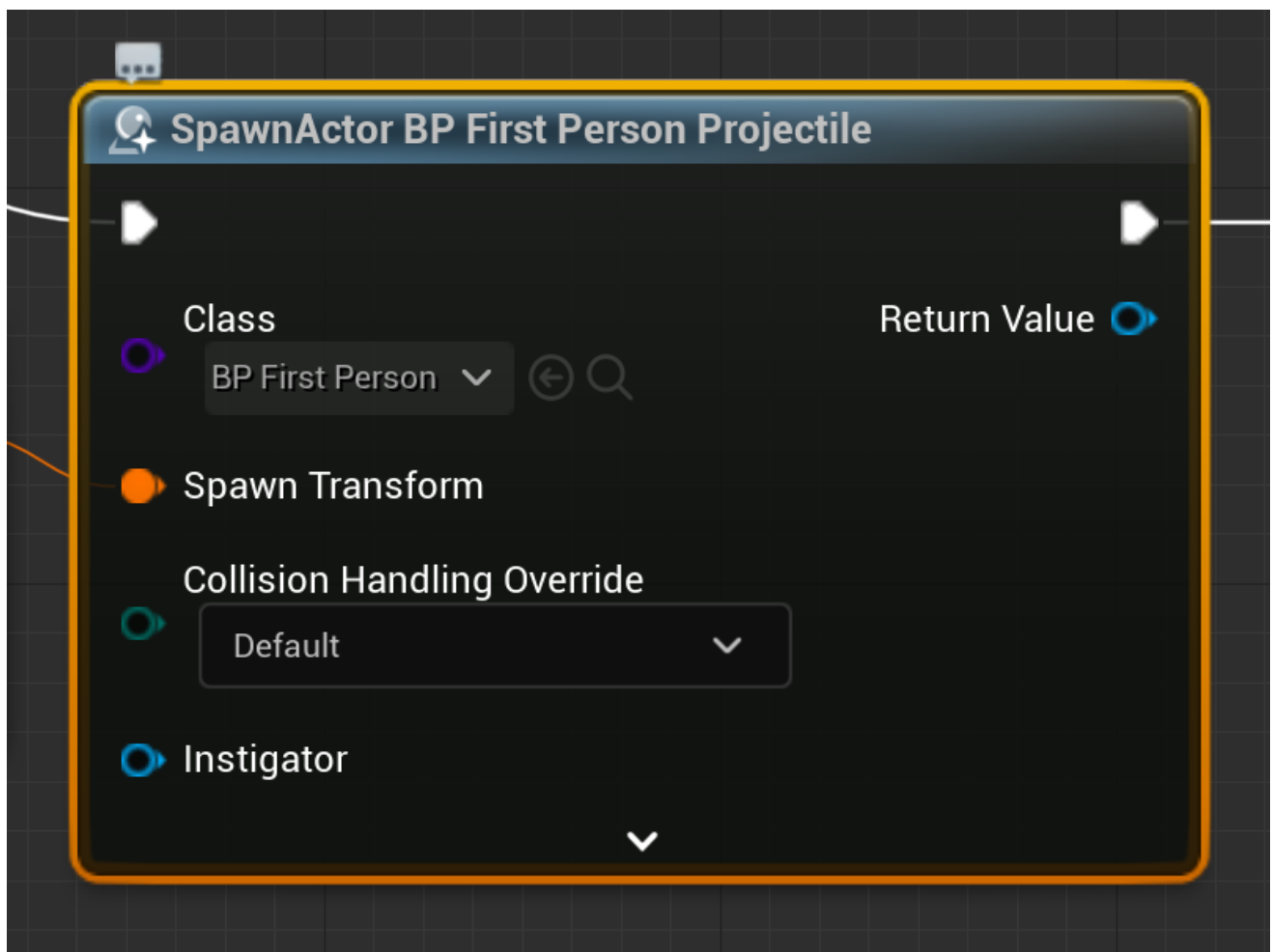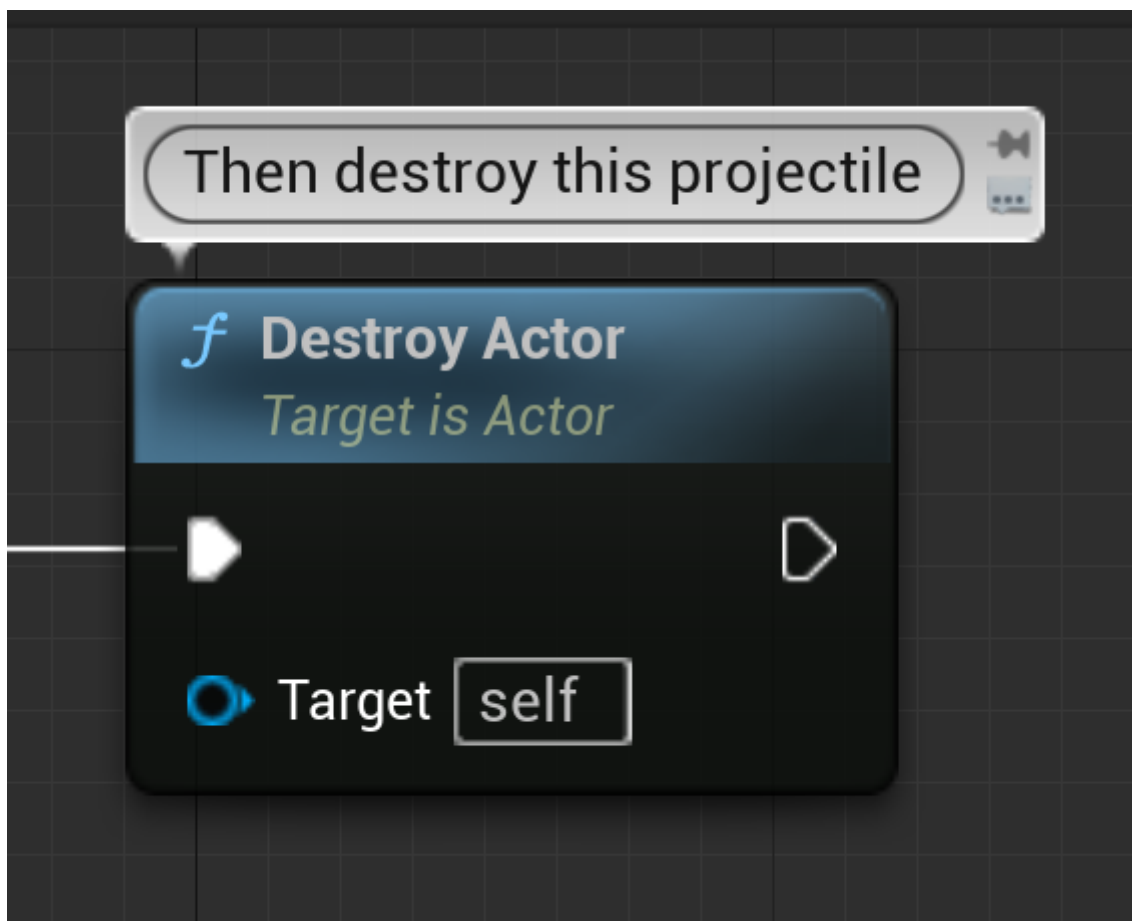
showdebug enhancedinput

Control

Shooting/Actor Spawning

Take Shooting function as an example.

Spawn Actor

Destroy Actor

Physics and Collision Detection

Collision Component

Physics		
Simulate Physics	☐	
☐ Mass (kg)	8.430014	↩
Linear Damping	0.01	
Angular Damping	0.0	
Enable Gravity	☑	
▶ Constraints		
Ignore Radial Impulse	☐	
Ignore Radial Force	☐	
Apply Impulse on Damage	☑	
Replicate Physics to Autonomous Proxy	☑	
▶ Advanced		

Refereces

https://www.cnblogs.com/faithlocus/p/16412021.html#-f-force
https://docs.unrealengine.com/5.2/en-US/enhanced-input-in-unreal-engine/