Unreal 笔记

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Jump Function Implements

Write Simple Code Update Jump times

1.4 Logging

```
UE_LOG(xx, xx, TEXT())
```

第二章　Classes in Unreal Engine4

2.1 Introduction to Classes and Actors

Actor

Pawn

Actor Component

2.2 Creating new Classes

Introduction

- Uses macro `UCLASS()` to expose classes to the Engine
- A `UCLASS` is a C++ calss but the `UCLASS` macro will add header files to allow the intergration of your calss into the UE4 editor properly
- With a class being `UCLASS`, its construction and desconstruction must be handled and managed by UE4
- Therefore, we may not use the `new/delete` or `malloc/free` operations to construct or delete the objects of type `UCLASS`

process ->

- creating Class based on the UE4's Actor class
- investigate what a UCLASS is made of

- Make your class and its properties editable

1. To Engine Editor Select `-> Add New`
2. Select `-> New C++ Class`
3. Choose Parent Class `Actor Pawn  ActorComponent ...`

2.3 Making Our Actors Present in Game

Component

- Actors without components will have no visual representation and no transforms!

Process

1. Add UStaticMeshComponent* to our Actor(Cpp Object)
2. Locate a Suitable Static Mesh(World Object)
3. Assign a Static Mesh to the component in C++(Connect Cppobject with Worldobject)

2.4 Implementing actor functionalities

Intruduction

1. Establishing the PillSapwner Functionality
2. Setting up **what** to spawn
3. Establishing **where** to spawn

2.5 Spawning actors

第三章　进阶

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第四章　其他相关领域

4.1 Artificial Intelligence

4.2 Visual Computing

4.3 Virtual Reality

4.4 Robotics

4.5 参考文献

http://www.52vr.com/article-569-1.html