

Unreal 笔记

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目录

第一章 Visual studio And Unreal Engine4	5
1.1 Intruduction And installing UE4	5
1.2 Installing Visual Studio with C++	5
1.3 Setting up your first Project	5
1.4 Logging	5
第二章 Classes in Unreal Engine4	7
2.1 Introduction to Classes and Actors	7
2.2 Creating new Classes	7
2.3 Making Our Actors Present in Game	8
2.4 Implementing actor functionalities	8
2.5 Spawning actors	8
第三章 进阶	9
3.1 Memory Management in Unreal Engine4	9
第四章 其他相关领域	11
4.1 Artificial Intelligence	11
4.2 Visual Computing	11
4.3 Virtual Reality	11
4.4 Robotics	11

4.5 参考文献 11

第一章 Visual studio And Unreal Engine4

1.1 Intruduction And installing UE4

1.2 Installing Visual Studio with C++

1.3 Setting up your first Project

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

Character

World

2.2 Creating new Classes

Introduction

- Uses macro `UCLASS()` to expose classes to the Engine
- A `UCLASS` is a C++ class but the `UCLASS` macro will add header files to allow the integration of your class 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

Process

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

3.1 Memory Management in Unreal Engine4

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

基础概念 <http://www.52vr.com/article-569-1.html>

系统 <http://docs.manew.com/ue4/index.html>