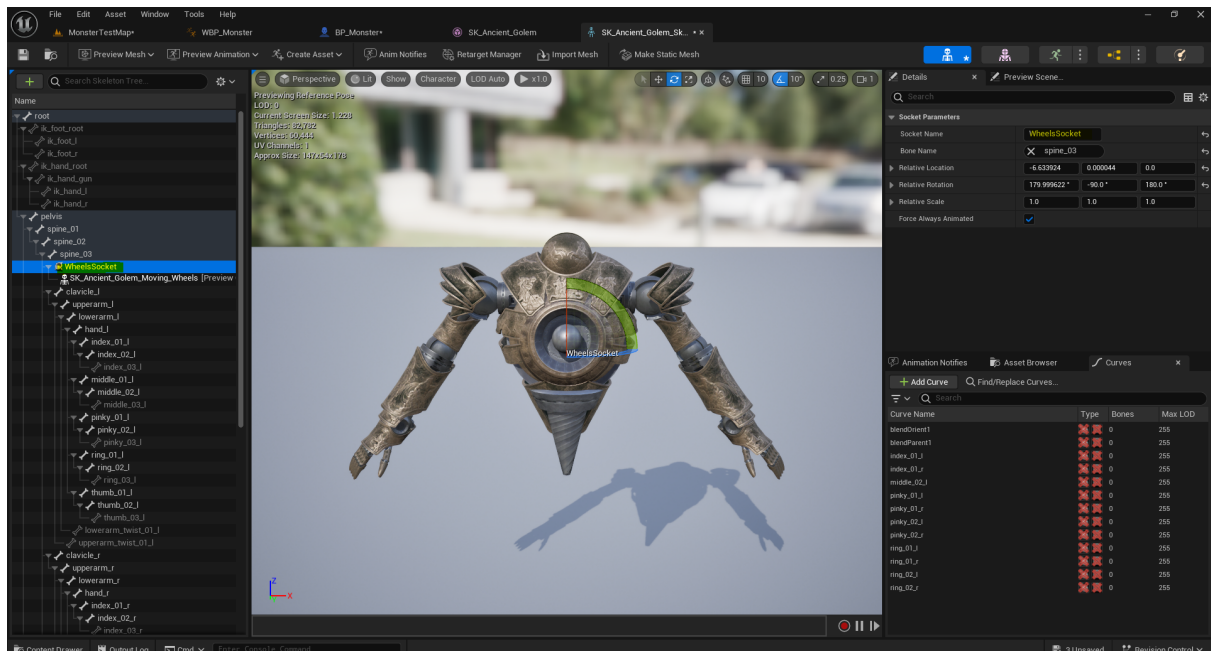
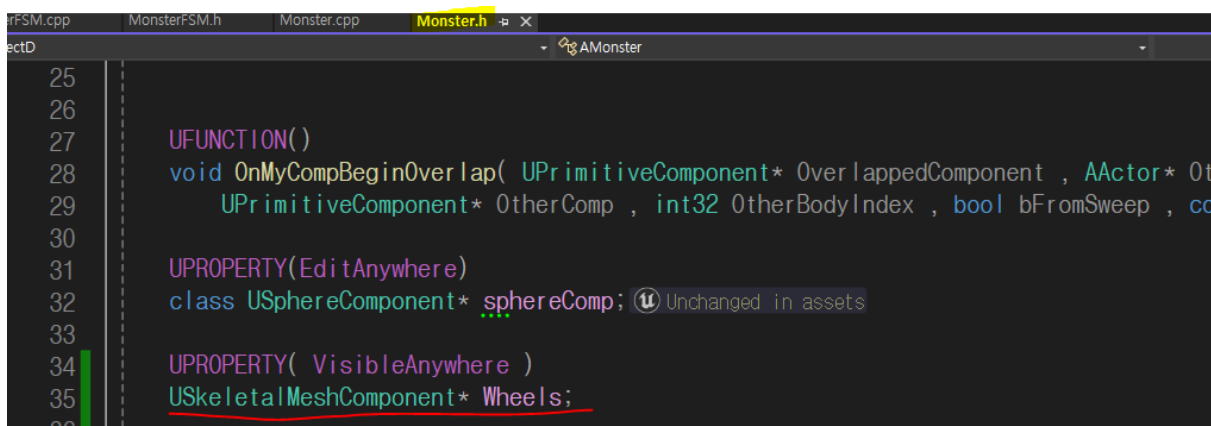


C++ : Socket 붙이기

1. 소켓 추가하기 (소켓 이름 잘 기억하기)



2. 헤더에 선언



3. 생성자에서 만들기

소켓이름 똑같이 적어주기

```
MonsterFSM.h  Monster.cpp  Monster.h
- ↓ AMonster  - AMonster()

GetMesh()->SetSkeletalMesh(MonsterMesh.Object);
GetMesh()->SetRelativeLocationAndRotation(FVector(0, 0, -189), FRotator(0, -90, 0));
}

FName WheelsSocket( TEXT( "WheelsSocket" ) );
if (GetMesh()->DoesSocketExist( WheelsSocket ))
{
    Wheels = CreateDefaultSubobject<USkeletalMeshComponent>( TEXT( "Wheels" ) );
    static ConstructorHelpers::FObjectFinder<USkeletalMesh> SK_WHEELS( TEXT( "/Game/Monsters/Assets/Ancient_Golem/Mes
    if (SK_WHEELS.Succeeded())
    {
        Wheels->SetSkeletalMesh( SK_WHEELS.Object );
    }
    Wheels->SetupAttachment( GetMesh() , WheelsSocket );
}
```