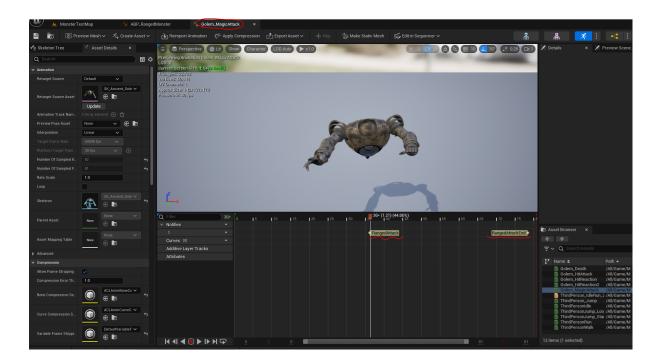
C++: AnimNotify

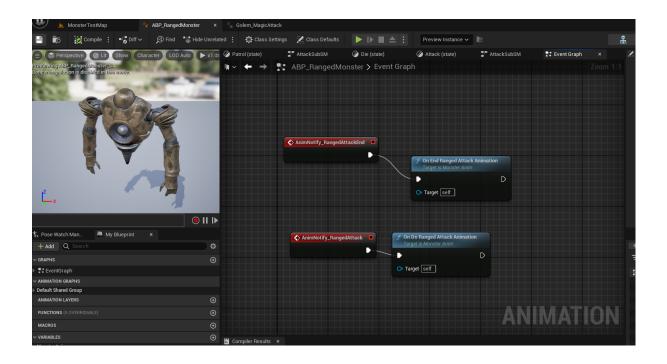
원하는 시점에 이벤트를 발생시키고 싶을 때

1. 애니메이션 시퀀스에서 원하는 시점에 notify 추가



2. 애니메이션 블루프린트 이벤트 그래프에서 함수 호출

C++: AnimNotify



3. 애니메이션 C++코드

```
MonsterAnim.h → × MonsterAnim.cpp
                                                               RangedMonster.h
♣ ProjectD
                                               (전역 범위)
               GENERATED_BODY()
               UPROPERTY( EditAnywhere , BlueprintReadWrite )
               EMonsterState animState; W Unchanged in assets
               EMonsterType MonsterType; W Unchanged in assets
      24
               virtual void NativeUpdateAnimation(float DeltaSeconds) override;
               UPROPERTY( EditDefaultsOnly , BlueprintReadWrite )
               bool bAttackDelay = false; w Unchanged in assets
               UFUNCTION(BlueprintCallable)
               void OnEndHitAttackAnimation(); (1) No blueprint usages
      32
               UFUNCTION( BlueprintCallable )
      34
               void OnEndRangedAttackAnimation(); We No blueprint usages
               UFUNCTION( BlueprintCallable )
```

C++: AnimNotify 2

```
Devoid UMonsterAnim::OnEndRangedAttackAnimation()
{
    bAttackDelay = false;
}

Devoid UMonsterAnim::OnDoRangedAttackAnimation()
{
    auto ownerPawn = TryGetPawnOwner();
    auto monster = Cast<ARangedMonster>( ownerPawn );
    monster->RangedAttack();
}
```

C++: AnimNotify 3