

C++: RayCast

장애물 처리

충돌된 액터가 플레이어일 때만 공격 실시

```
void ARangedMonster::HasObstacle()
{
    FHitResult outHit;

    FVector Start = this->GetActorLocation(); // 레이캐스트의 시작점
    FVector End = Start + this->GetActorForwardVector() * 100000; // 레이캐스트의 종료점

    FCollisionQueryParams CollisionParams;
    CollisionParams.AddIgnoredActor( this ); // 현재 액터는 충돌 검사에서 무시

    // 레이캐스트를 수행하고 충돌 정보를 outHit에 저장.
    bool bIsHit = GetWorld()->LineTraceSingleByChannel( outHit , Start , End , ECC_Visibility , CollisionParams );

    if (bIsHit)
    {
        DrawDebugLine( GetWorld() , Start , End , FColor::Red , false , 0.1f , 0 , 5.f );
        UE_LOG( LogTemp , Warning , TEXT( "Obstacle detected!" ) );
    }
    else
    {
        DrawDebugLine( GetWorld() , Start , End , FColor::Green , false , 0.1f , 0 , 5.f );
        UE_LOG( LogTemp , Warning , TEXT( "No Obstacle detected!" ) );
    }
}
```

```
if (bIsHit)
{
    // 충돌한 액터를 처리
    AActor* HitActor = outHit.GetActor();
    if (HitActor)
    {
        // 충돌한 액터가 플레이어가 아니라면
        AProjectDCharacter* player = Cast<AProjectDCharacter>( HitActor );
        if (player)
        {
            RangedAttack();
        }
        else
        {
            //PatrolState로 전환
            MonsterFSM->state = EMonsterState::Move;
            anim->animState = MonsterFSM->state;
        }
    }
}
```

Visibility→Block 처리 !!

▼ Collision			
Simulation Generates Hit Events	<input type="checkbox"/>		
Phys Material Override	None	None ▼	
Generate Overlap Events	<input checked="" type="checkbox"/>		
Can Character Step Up On	Yes ▼		
▼ Collision Presets	Custom... ▼		
Collision Enabled	Collision Enabled (Query and Physics) ▼		
Object Type	Player ▼		
	Ignore	Overlap	Block
Collision Responses ?	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Trace Responses			
Visibility	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>
Camera	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Object Responses			