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```
MonsterAnim.cpp  MonsterAnim.h  RangedMonster.cpp  RangedMonster.h  StrikeMonster.cpp  StrikeMonster.h  MonsterFSM.cpp  MonsterFSM.h  M
ProjectD (전역 범위)
10
11 /**
12  *
13  */
14 UCLASS()
15 class PROJECT_API UMonsterAnim : public UAnimInstance { No derived blueprint classes
16 {
17     GENERATED_BODY()
18
19 public:
20     UPROPERTY( EditAnywhere , BlueprintReadWrite )
21     EMonsterState state; Unchanged in assets
22
23     UPROPERTY( EditAnywhere , BlueprintReadWrite )
24     EMonsterType MonsterType; Unchanged in assets
25
26     virtual void NativeUpdateAnimation(float DeltaSeconds) override;
27 };
28
```

```
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ProjectD (전역 범위)
1 // Fill out your copyright notice in the Description page of Proj
2
3
4 #include "Monsters/MonsterAnim.h"
5 #include "Monsters/Monster.h"
6
7 void UMonsterAnim::NativeUpdateAnimation(float DeltaSeconds)
8 {
9     Super::NativeUpdateAnimation(DeltaSeconds);
10
11     auto ownerPawn = TryGetPawnOwner();
12     auto monster = Cast<AMonster>( ownerPawn );
13
14     if(monster)
15     {
16         state=monster->MonsterFSM->state;
17     }
18 }
19
```

애니메이션 블루프린트 할당하기

생성자에서 할당

경로 맨 마지막에 '**C**'문자 붙여주기 → 그래야 블루프린트로 인식 가능

```
ConstructorHelpers::FClassFinder<UAnimInstance>tempClass( TEXT( "AnimBlueprint'/Game/Monsters/Blueprints/ABP_RangedMonster.ABP_RangedMonster_C'" ));  
if (tempClass.Succeeded())  
{  
    GetMesh()->SetAnimInstanceClass( tempClass.Class );  
}
```