

C++: Damage UI 생성하기

맞은 데미지UI를 띄어주자

```
//적 헤더
UPROPERTY( EditAnywhere )
TSubclassOf<ASpawnMonsterDamage> monsterDamageWidget;
```

```
void AMonster::OnMyTakeDamage( int32 damage )
{
    currentHP -= damage;

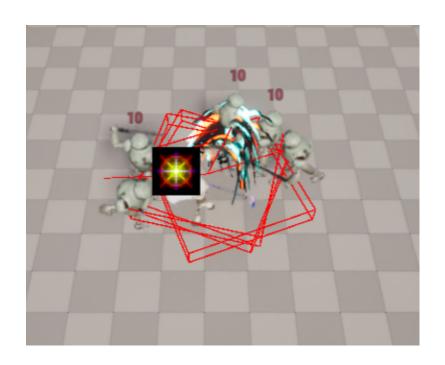
    //Damage UI 생성
    UWorld* world = GetWorld();
    if (world)
    {
        FActorSpawnParameters SpawnParams;
        SpawnParams.Owner = this;
        FRotator rotator;
        FVector SpawnLocation = GetActorLocation();

        ASpawnMonsterDamage* SpawnedActor = world->SpawnActor
or<ASpawnMonsterDamage>( monsterDamageWidget , SpawnLocation , rotator , SpawnParams );; //액터 스폰 후 저장
```

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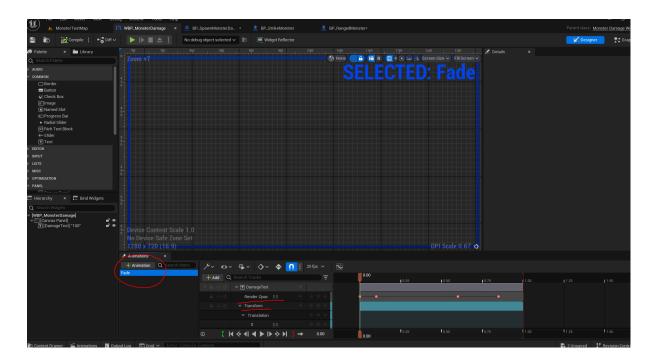
```
if (SpawnedActor)
{
    UMonsterDamageWidget* DamageWidget = Cast<UMons
terDamageWidget>( SpawnedActor->monsterDamageWidget ); //
위젯 캐스팅
    if (DamageWidget)
    {
        DamageWidget->SetDamage( damage ); //위젯 텍
스트에 데미지 넣어주기
    }
}
```

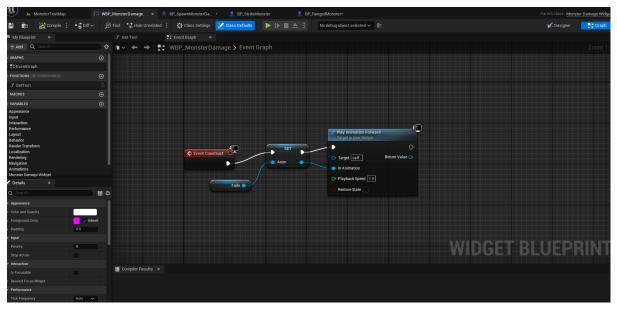
+블루프린트에서 DamageMonsterWidget에 위젯 넣어주기



위젯 애니메이션 실행

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