

Network : Overlap 버그

1. 스타 오버랩

```
void AStar::OnMyCompBeginOverlap(UPrimitiveComponent* OverlappedComponent, AActor* OtherActor, UPrimitiveComponent* OtherComp, int32 OtherBodyIndex, bool bFromSweep, const FHitResult& SweepResult)
{
    if (AKartPlayer* OverlapPlayer = Cast<AKartPlayer>(OtherActor)) {
        if (!OverlapPlayer->GetController()) { return; }
        if (OverlapPlayer->GetController()->IsLocalPlayerController()) {

            OverlapPlayer->starCountUP();
            // this->Destroy(); ->기존에는 여기에 작성했음 . 문제->
            서버 플레이어랑 오버랩 했을때만 디스트로이
        }
        // 서버 RPC로 서버에 요청하고
        ServerDestroy(); if문 밖에 작성해야 모든 플레이어와 오버랩 했을 때 디스트로이됨
    }
}
```

2. 아이템 박스 오버랩

```
void AltemBox::OnMyCompEndOverlap(UPrimitiveComponent* OverlappedComponent, AActor* OtherActor, UPrimitiveComponent* OtherComp, int32 OtherBodyIndex)
{
    if (AKartPlayer* OverlapPlayer = Cast<AKartPlayer>(OtherActor)) {

        if (!OverlapPlayer->GetController() || OverlapPlayer->hasItem) { return; }
    }
}
```

```
    if (OverlapPlayer->GetController()->IsLocalPlayerController()) { //로컬 컨트롤러인지 확인!! 처음에 조건문 없이 실행했을 때, 한 플레이어가 아이템을 먹으면 모든 플레이어가 아이템을 가지게 되었음
```

```
        bItemBox = false;
```

```
        OverlapPlayer->hasItem = true;
```

```
        UE_LOG( LogTemp , Warning , TEXT( "OverlapPlayer->hasItem = true;" ) );
```

```
        //랜덤 아이템 얻기
```

```
        GetRandomItem( OverlapPlayer );
```

```
        //UGameplayStatics::PlaySound2D(GetWorld(), itemBoxSound);
```

```
        itemBox->SetVisibility(false);
```

```
        boxComp->SetGenerateOverlapEvents(false);
```

```
        if (!GEngine) { return; }
```

```
        /*FString PlayerStateName = FString::Printf(TEXT("Player State ID: %d"), OverlapPlayer->GetPlayerState()->GetPlayerId());
```

```
        GEngine->AddOnScreenDebugMessage(-1, 5.0f, FColor::White, PlayerStateName);*/
```

```
    }
```

```
}
```

```
}
```