C++ : 제자리 회전

헤더

```cpp
    UPROPERTY(VisibleAnywhere)
    class URotatingMovementComponent* Movement;

    UPROPERTY(EditAnywhere)
    float rotateSpeed=70.0f; (U) Unchanged in assets
};
```

생성자

```cpp
AStar::AStar()
{
    // Set this actor to call Tick() every frame.  You can turn this off to improve pe
    PrimaryActorTick.bCanEverTick = true;
    sphereComp = CreateDefaultSubobject<USphereComponent>(TEXT("boxComp"));
    this->SetRootComponent(sphereComp);
    sphereComp->SetGenerateOverlapEvents(true);
    sphereComp->SetCollisionProfileName(TEXT("Star"));


    star = CreateDefaultSubobject<UStaticMeshComponent>(TEXT("Star"));
    star->SetCollisionEnabled(ECollisionEnabled::NoCollision);
    star->SetupAttachment(RootComponent);;

    Movement = CreateDefaultSubobject<URotatingMovementComponent>(TEXT("Movement"));
}
```

```cpp
// Called every frame
void AStar::Tick(float DeltaTime)
{
    Super::Tick(DeltaTime);
    Movement->RotationRate = FRotator(0.0f, rotateSpeed, 0.0f);
}
```