언리얼 CPP

4강 - 마지막

할거

Possess

Possess (빙의 간단 설명)

빙의 안했을때 입력

빙의 했을때 입력

Player

Controller

Pawn

Player

Controller

Pawn
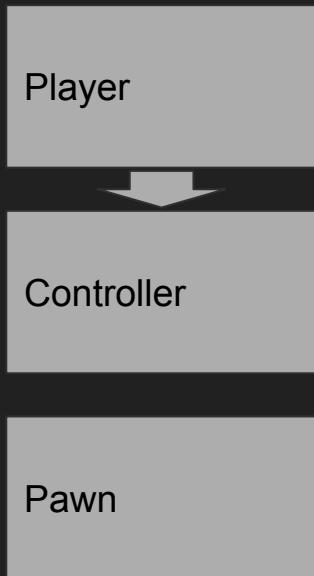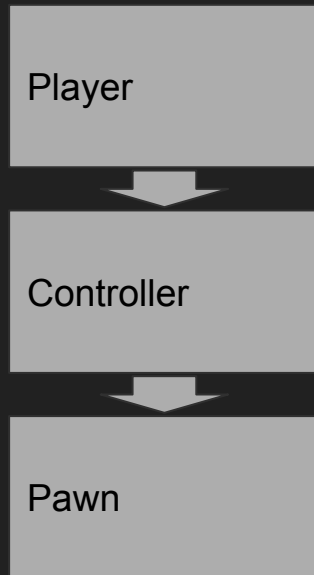
만들거

f 누르면 캐릭이 바뀌는거 할거임.

3인칭

CPP

이미 만들어진 킹갓 캐릭터 코드가 있다.

```cpp
// Copyright Epic Games, Inc. All Rights Reserved.

#include "d2020sCharacter.h"
#include "HeadMountedDisplayFunctionLibrary.h"
#include "Camera/CameraComponent.h"
#include "Components/CapsuleComponent.h"
#include "Components/InputComponent.h"
#include "GameFramework/CharacterMovementComponent.h"
#include "GameFramework/Controller.h"
#include "GameFramework/SpringArmComponent.h"

//////////////////////////////////////////////////////////////////////
// Ad2020sCharacter

Ad2020sCharacter::Ad2020sCharacter()
{
    // Set size for collision capsule
    GetCapsuleComponent()->InitCapsuleSize(42.f, 96.0f);

    // set our turn rates for input
    BaseTurnRate = 45.f;
    BaseLookUpRate = 45.f;
```

액션 추가
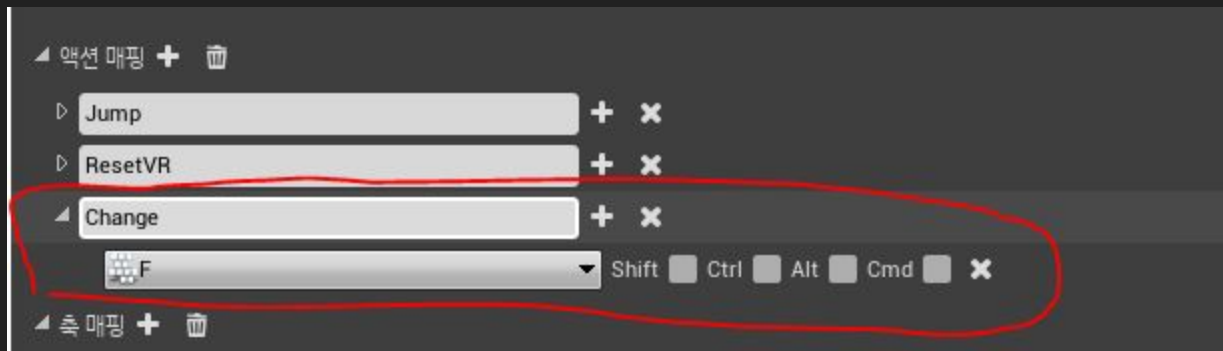
엔진 닫기
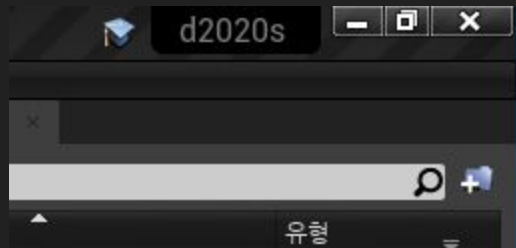
Public 변수 추가

```cpp
    class UCameraComponent* FollowCamera;
public:
    Ad20203Character();

    /** Base turn rate, in deg/sec. Other scaling may affect final turn rate. */
    UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category=Camera)
    float BaseTurnRate;

    /** Base look up/down rate, in deg/sec. Other scaling may affect final rate. */
    UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category=Camera)
    float BaseLookUpRate;

    UPROPERTY(EditAnywhere)
    APawn* Other;
```

protected 메소드 추가

```cpp
protected:

    void ChangeChar( );
```

구현

```cpp
void Ad2020sCharacter::ChangeChar( )
{
    GetController( )->Possess(Other);
}
```

액션에 바인딩

```cpp
void Ad2020sCharacter::SetupPlayerInputComponent(class UInputComponent* PlayerInputComponent)
{
    // Set up gameplay key bindings
    check(PlayerInputComponent);
    PlayerInputComponent->BindAction("Jump", IE_Pressed, this, &ACharacter::Jump);
    PlayerInputComponent->BindAction("Jump", IE_Released, this, &ACharacter::StopJumping);

    PlayerInputComponent->BindAxis("MoveForward", this, &Ad2020sCharacter::MoveForward);
    PlayerInputComponent->BindAxis("MoveRight", this, &Ad2020sCharacter::MoveRight);

    // We have 2 versions of the rotation bindings to handle different kinds of devices differently
    // "turn" handles devices that provide an absolute delta, such as a mouse.
    // "turnrate" is for devices that we choose to treat as a rate of change, such as an analog joystick
    PlayerInputComponent->BindAxis("Turn", this, &APawn::AddControllerYawInput);
    PlayerInputComponent->BindAxis("TurnRate", this, &Ad2020sCharacter::TurnAtRate);
    PlayerInputComponent->BindAxis("LookUp", this, &APawn::AddControllerPitchInput);
    PlayerInputComponent->BindAxis("LookUpRate", this, &Ad2020sCharacter::LookUpAtRate);

    // handle touch devices
    PlayerInputComponent->BindTouch(IE_Pressed, this, &Ad2020sCharacter::TouchStarted);
    PlayerInputComponent->BindTouch(IE_Released, this, &Ad2020sCharacter::TouchStopped);

    // VR headset functionality
    PlayerInputComponent->BindAction("ResetVR", IE_Pressed, this, &Ad2020sCharacter::OnResetVR);

    PlayerInputComponent->BindAction("Change", IE_Pressed, this, &Ad2020sCharacter::ChangeChar);
}
```
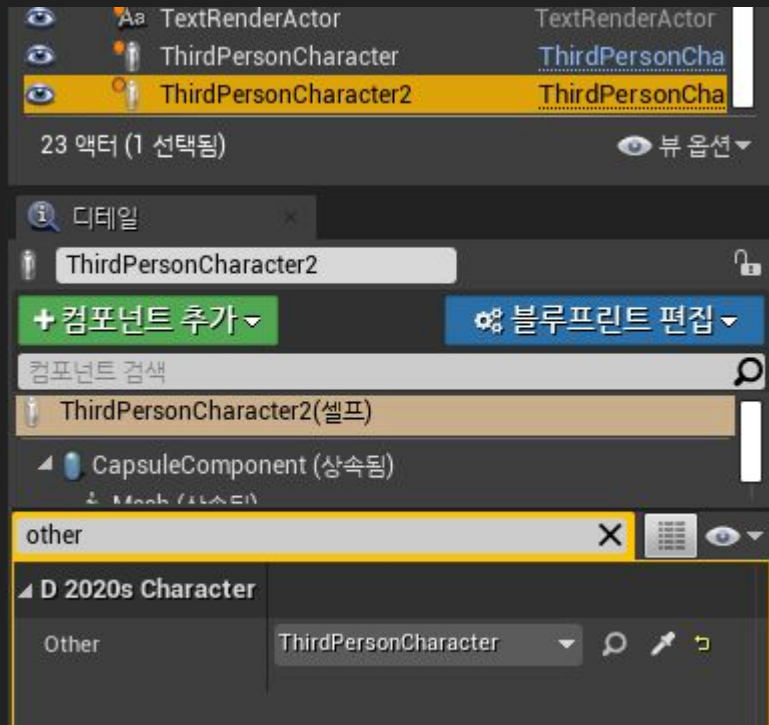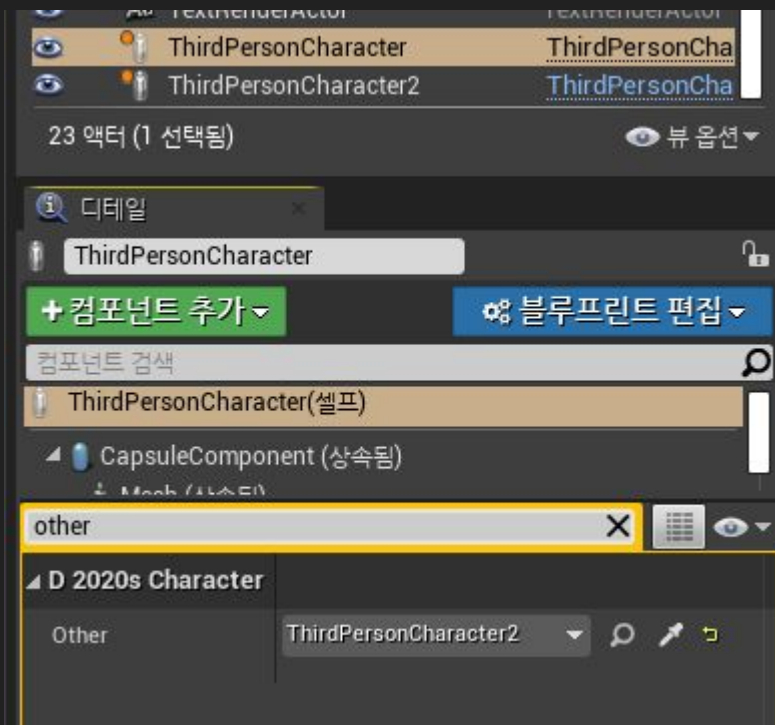
컴파일 후 실행

기존에 있는 캐릭터를 복사해서 하나 더 만든다

서로의 other 에 서로를 넣는다

실행후 f 를 눌러보자

캐릭터가 바뀐다.