

```
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3
4 #include "EnemyAnimInstance.h"
5 #include "enemy1.h"
6 void UEnemyAnimInstance::NativeInitializeAnimation()
7 {
8     if (Pawn == nullptr)
9     {
10         Pawn = TryGetPawnOwner();
11         if (Pawn)
12         {
13             Enemy = Cast<Aenemy1>(Pawn);
14         }
15     }
16 }
17
18 void UEnemyAnimInstance::UpdateAnimationProperties()
19 {
20     if (Pawn == nullptr)
21     {
22         Pawn = TryGetPawnOwner();
23         if (Pawn)
24         {
25
26             Enemy = Cast<Aenemy1>(Pawn);
27         }
28     }
29     if (Pawn)
30     {
31
32         FVector Speed = Pawn->GetVelocity();
33         FVector LateralSpeed = FVector(Speed.X, Speed.Y, 0.f);
34         MovementSpeed = LateralSpeed.Size();
35     }
36 }
```