

```
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3 #pragma once
4
5 #include "CoreMinimal.h"
6 #include "GameFramework/Actor.h"
7 #include "SpawnVolume2.generated.h"
8
9 UCLASS()
10 class PARK_API ASpawnVolume2 : public AActor
11 {
12     GENERATED_BODY()
13
14 public:
15     // Sets default values for this actor's properties
16     ASpawnVolume2();
17     UPROPERTY(VisibleAnywhere, BlueprintReadOnly, Category="Spawning")
18     class UBoxComponent* SpawningBox;
19
20     UPROPERTY(EditAnywhere, BlueprintReadOnly, Category="Spawning")
21     TSubclassOf<AActor> Actor_1;
22
23     UPROPERTY(EditAnywhere, BlueprintReadOnly, Category = "Spawning")
24     TSubclassOf<AActor> Actor_2;
25
26     TArray<TSubclassOf<AActor>> SpawnArray;
27
28     UPROPERTY(EditAnywhere, BlueprintReadWrite, Category = "AI")
29     class UParticleSystem* SpawnParticles;
30 protected:
31     // Called when the game starts or when spawned
32     virtual void BeginPlay() override;
33
34 public:
35     // Called every frame
36     virtual void Tick(float DeltaTime) override;
37     UFUNCTION(BlueprintPure, Category = "Spawning")
38     FVector GetSpawnPoint();
39     UFUNCTION(BlueprintPure, Category = "Spawning")
40     TSubclassOf<AActor> GetSpawnActor1();
41
42     UFUNCTION
43     (BlueprintNativeEvent, BlueprintCallable, Category="Spawning")
44     void SpawnOurActor(UClass* ToSpawn, const FVector& Location);
45
46 };
47
```