

```
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3
4 #include "MainPlayerController.h"
5 #include "Blueprint/UserWidget.h"
6
7 void AMainPlayerController::BeginPlay()
8 {
9     Super::BeginPlay();
10    if (HUDOverlayAsset) {
11        HUDOverlay = CreateWidget<UUserWidget>(this, HUDOverlayAsset);
12    }
13    HUDOverlay->AddToViewport();
14    HUDOverlay->SetVisibility(ESlateVisibility::Visible);
15    if (WEnemyHealthBar)
16    {
17        EnemyHealthBar = CreateWidget<UUserWidget>(this, WEnemyHealthBar);
18        if (EnemyHealthBar)
19        {
20            EnemyHealthBar->AddToViewport();
21            EnemyHealthBar->SetVisibility(ESlateVisibility::Hidden);
22        }
23        FVector2D Alignment(0.f, 0.f);
24        EnemyHealthBar->SetAlignmentInViewport(Alignment);
25    }
26 }
27 void AMainPlayerController::Tick(float DeltaTime)
28 {
29     Super::Tick(DeltaTime);
30
31     if (EnemyHealthBar)
32     {
33         FVector2D Positioninviewport;
34         ProjectWorldLocationToScreen(Enemylocation, Positioninviewport);
35         Positioninviewport.Y -= 85.f;
36         FVector2D Sizeinviewport(200.f, 25.f);
37
38         EnemyHealthBar->SetPositionInViewport(Positioninviewport);
39         EnemyHealthBar->SetDesiredSizeInViewport(Sizeinviewport);
40     }
41
42 }
43 void AMainPlayerController::displayenemyhealthbar()
44 {
45     if (EnemyHealthBar)
46     {
47         bEnemyhealthbarvisible = true;
48         EnemyHealthBar->SetVisibility(ESlateVisibility::Visible);
49     }
50 }
51 void AMainPlayerController::removeenemyhealthbar()
```

```
52 {  
53     bEnemyhealthbarvisible = true;  
54     EnemyHealthBar->SetVisibility(ESlateVisibility::Hidden);  
55 }  
56
```