

```
1 // Fill out your copyright notice in the Description page of Project Settings.
2
3
4 #include "MainAnimInstance.h"
5 #include "GameFramework/CharacterMovementComponent.h"
6 #include "Maincharacter.h"
7
8 void UMainAnimInstance::NativeInitializeAnimation() {
9
10     if (Pawn == nullptr) {
11         Pawn = TryGetPawnOwner();
12     }
13     if (Pawn) {
14         main = Cast<AMaincharacter>(Pawn);
15     }
16 }
17 void UMainAnimInstance::UpdateAnimationProperties() {
18     if (Pawn == nullptr) {
19         Pawn = TryGetPawnOwner();
20     }
21     if (Pawn) {
22         FVector Speed = Pawn->GetVelocity();
23         FVector LateralSpeed = FVector(Speed.X, Speed.Y, 0.f);
24         MovementSpeed = LateralSpeed.Size();
25         Isinair = Pawn->GetMovementComponent()->IsFalling();
26         if (main == nullptr) {
27             main = Cast<AMaincharacter>(Pawn);
28         }
29     }
30 }
```