```cpp
1  // Fill out your copyright notice in the Description page of Project
    Settings.
2
3  #pragma once
4
5  #include "CoreMinimal.h"
6  #include "item.h"
7  #include "Weapon1.generated.h"
8
9  UCLASS()
10 class PARK_API AWeapon1 : public Aitem
11 {
12     GENERATED_BODY()
13 public:
14     AWeapon1();
15
16     //EWeaponState WeaponState;
17     UPROPERTY
         (VisibleAnywhere,BlueprintReadWrite,category="SkeletalMesh")
18     class USkeletalMeshComponent* SkeletalMesh;
19
20     UPROPERTY(editanywhere,blueprintreadwrite,category="Item|Sound")
21     class USoundCue* Onequipsound;
22
23
24     UPROPERTY(Visibleanywhere,blueprintreadonly,category="Item|combat")
25     class UBoxComponent* Combatcollision;
26     virtual void OnOverLapbegin(UPrimitiveComponent*
         OverlappedComponent, AActor* OtherActor, UPrimitiveComponent*
         OtherComp, int32 otherbodyindex, bool bFromSweep, const FHitResult&
          SweepResult)override;
27     virtual void OnOverLapend(UPrimitiveComponent* OverlappedComponent,
         AActor* OtherActor, UPrimitiveComponent* OtherComp, int32
         otherbodyindex)override;
28     void Equip(class AMaincharacter* Char);
29
30     UPROPERTY(EditAnywhere, BlueprintReadwrite, Category = "Item|
         sounds")
31         USoundCue* SwingSound;
32
33 UFUNCTION()
34  void combatOnOverLapbegin(UPrimitiveComponent* OverlappedComponent,
     AActor* OtherActor, UPrimitiveComponent* OtherComp, int32
     otherbodyindex, bool bFromSweep, const FHitResult& SweepResult);
35
36 UFUNCTION()
37  void combatOnOverLapend(UPrimitiveComponent* OverlappedComponent,
     AActor* OtherActor, UPrimitiveComponent* OtherComp, int32
     otherbodyindex);
38
39 UPROPERTY(EditAnywhere,Blueprintreadwrite,category="Item|Combat")
40 float Damage;
41
```

```
42
43  protected:
44      virtual void BeginPlay() override;
45
46      UFUNCTION(Blueprintcallable)
47      void Activatecollision();
48
49      UFUNCTION(Blueprintcallable)
50          void Deactivatecollision();
51
52      UPROPERTY(EditAnywhere,blueprintreadwrite,category="Combat")
53      TSubclassOf<UDamageType>DamageTypeClass;
54
55      UPROPERTY(VisibleAnywhere,blueprintreadonly,category="Combat")
56      AController* WeaponInstigator;
57
58      FORCEINLINE void SetInstigator(AController* Inst) { WeaponInstigator ⮯
            = Inst; }
59
60
61  };
62
```