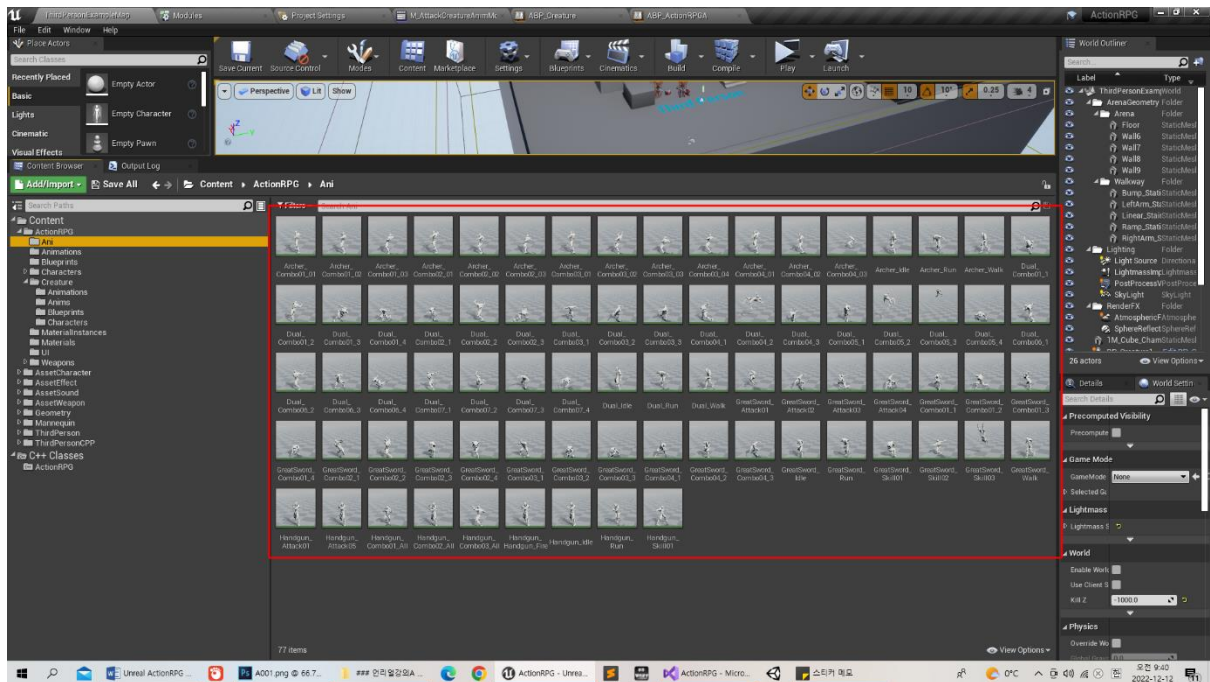


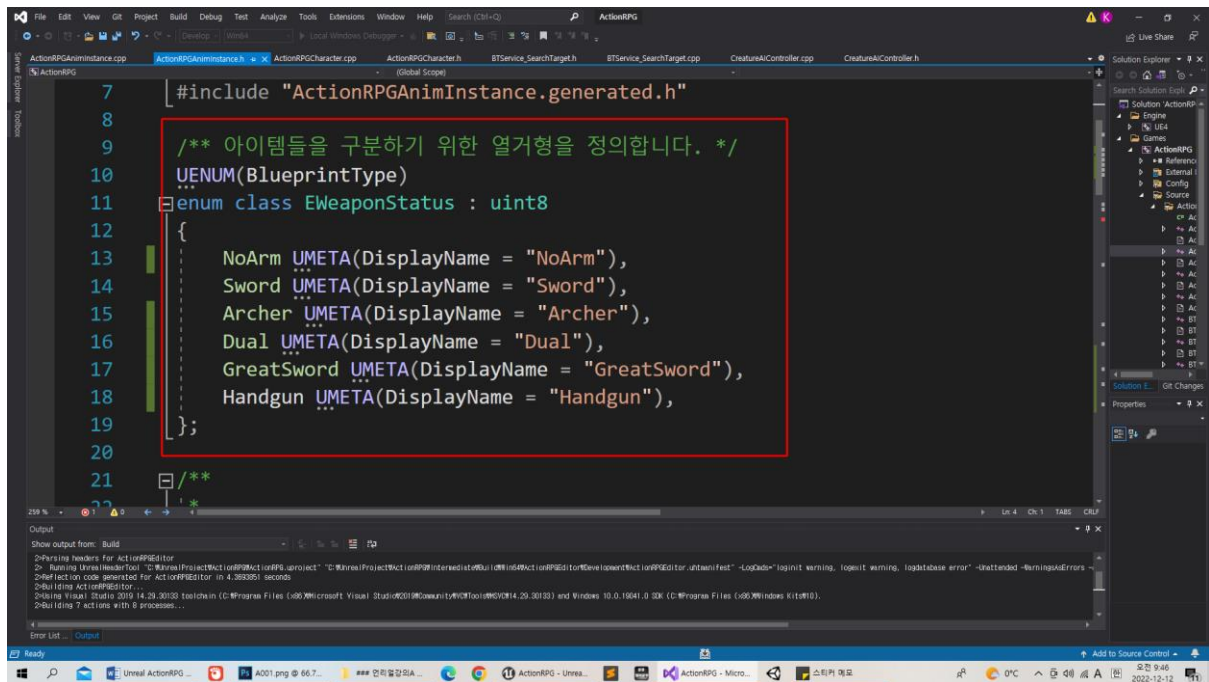
이번 시간에는 무기에 따라서 애니메이션이 틀러지도록 설정해 줍니다. 추가의 애니메이션이 준비 되었습니다.



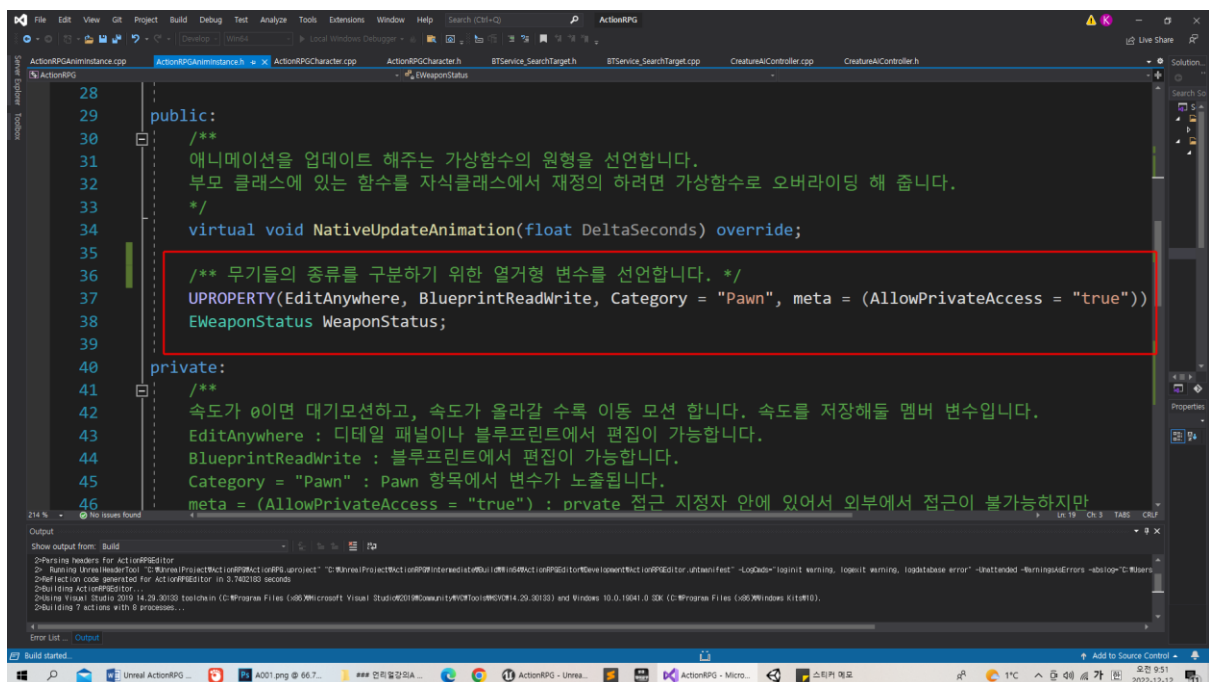
무기들의 종류는 다음과 같습니다.

1. NoArm
2. Sword
3. Archer
4. Dual
5. GreatSword
6. Handgun

그럼 무기들의 종류를 구분하기 위한 열거형을 AnimInstance 헤더에서 정의합니다.

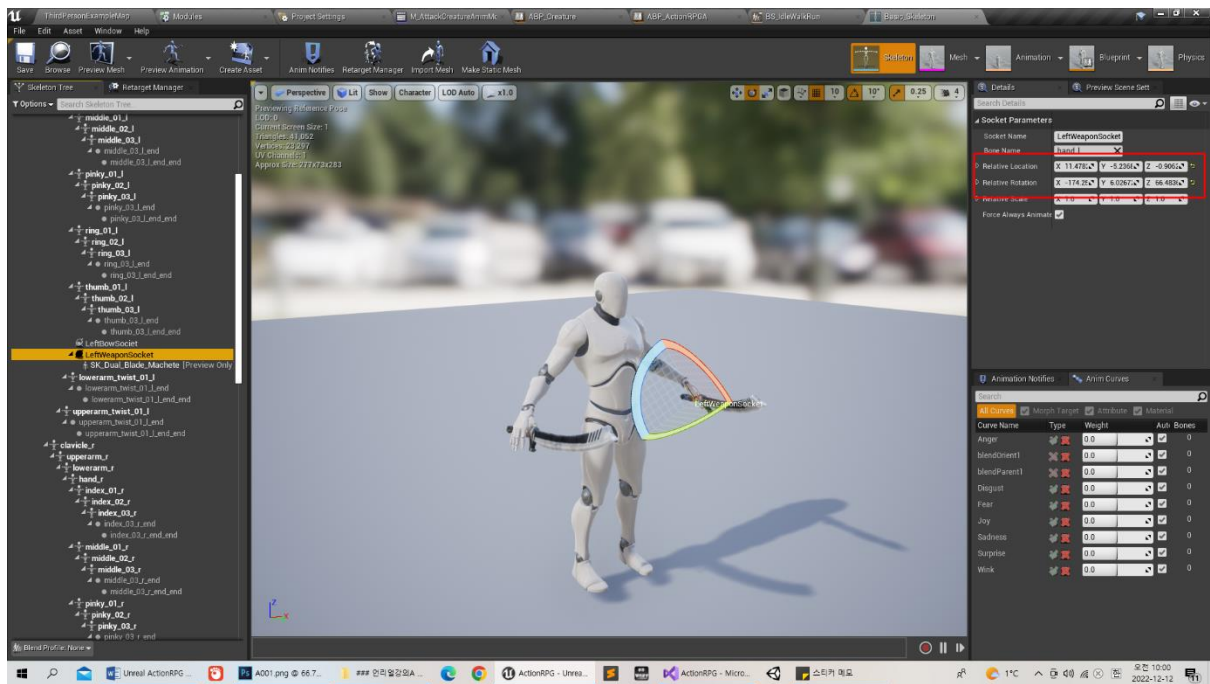
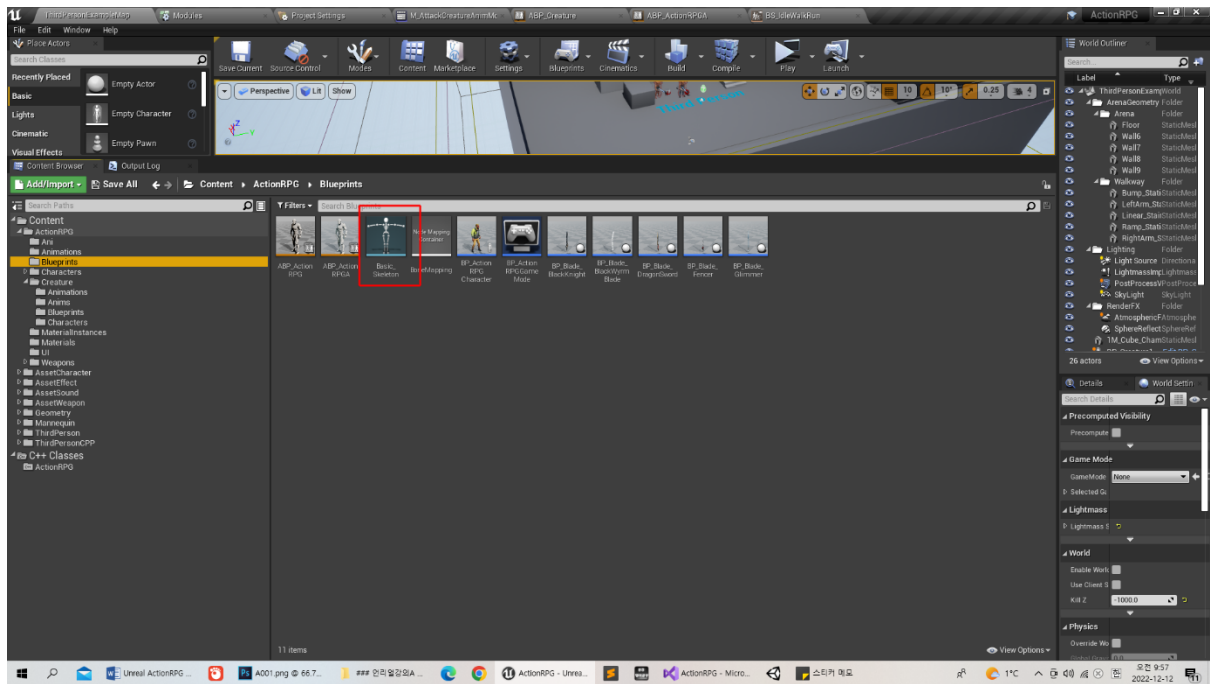


필요한 열거형 변수를 선언합니다.



무기를 붙이기 위해서는 추가의 소켓이 필요합니다.

왼쪽 손에 무기를 붙이기 위한 소켓을 추가해 줍니다.



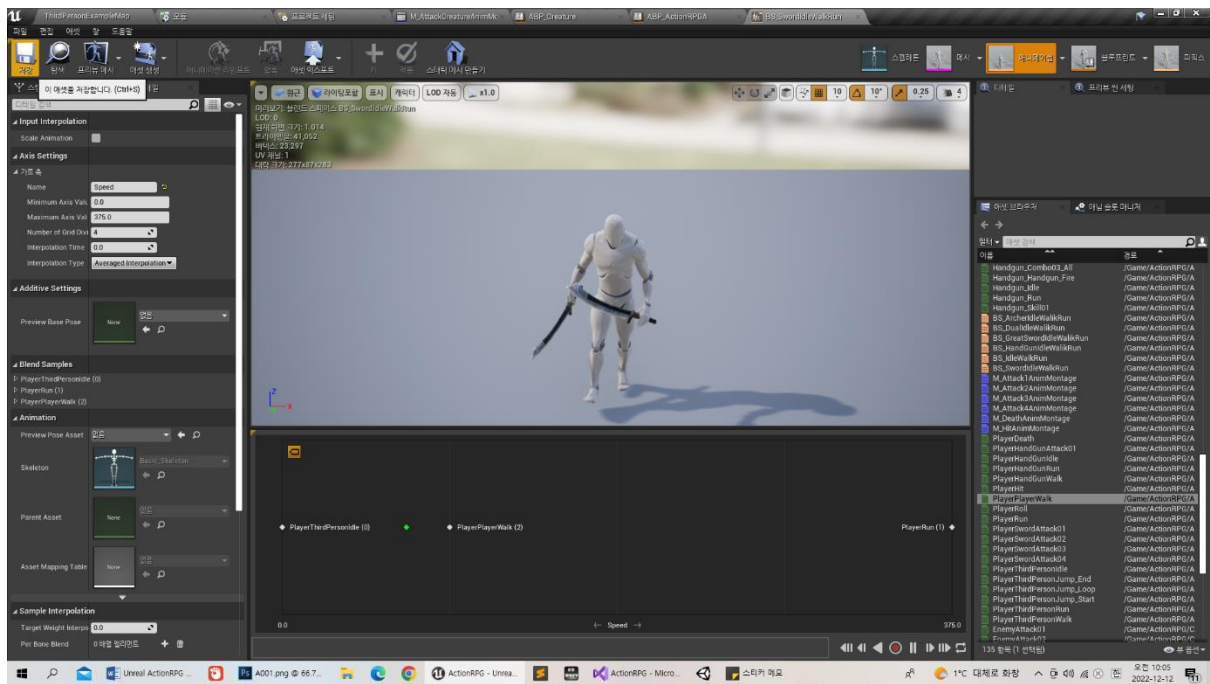
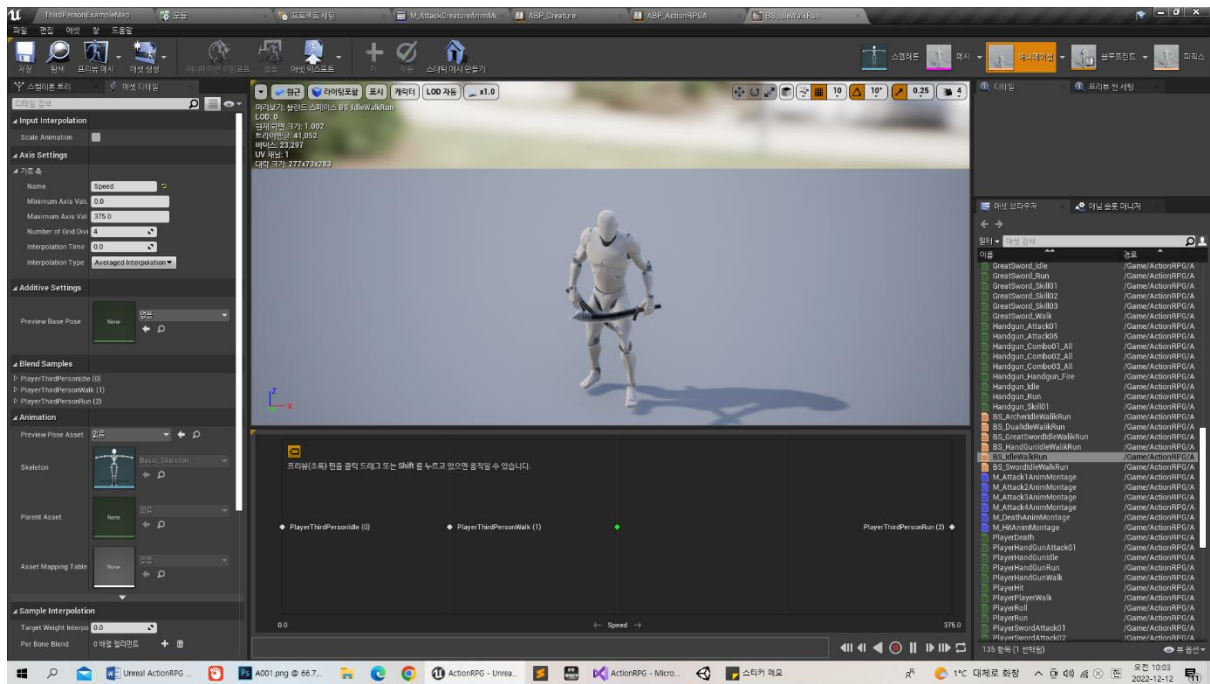
(X=11.478292,Y=-5.236863,Z=-0.906213)

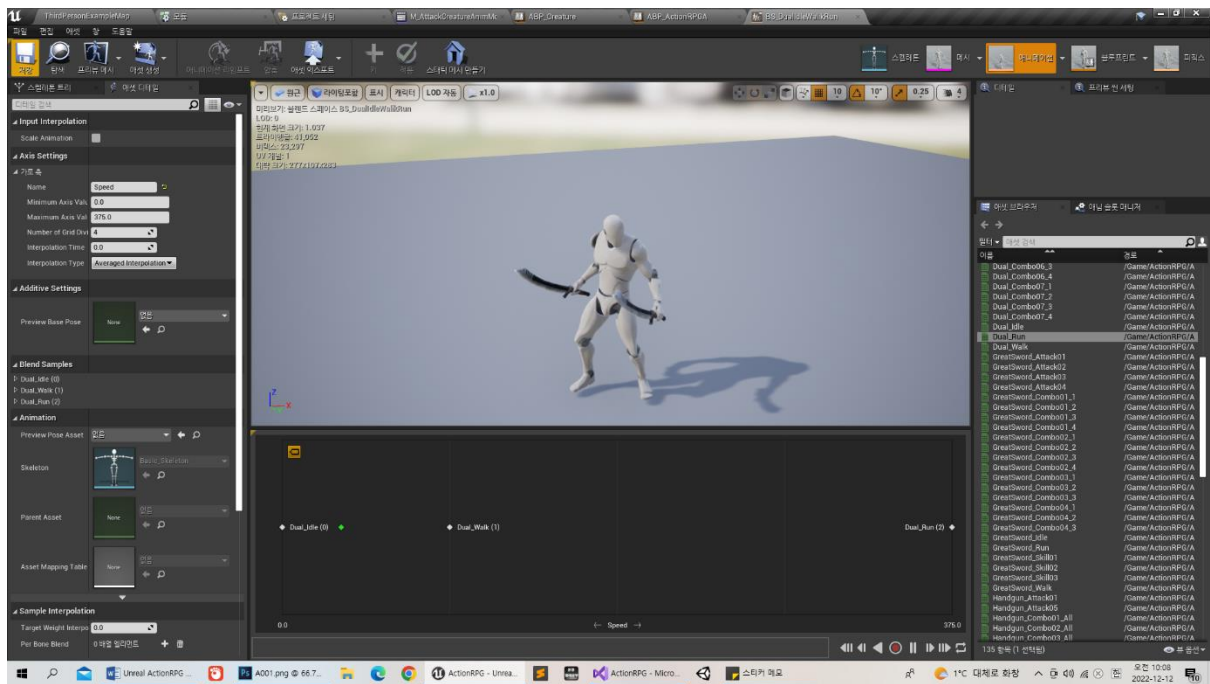
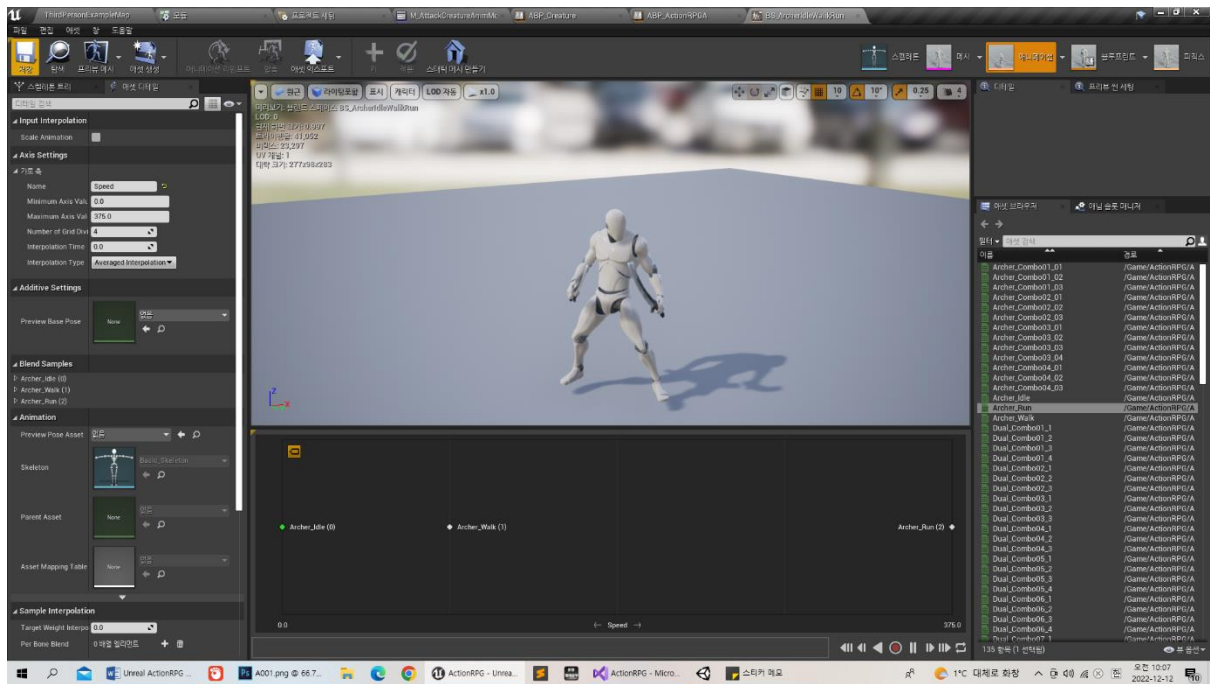
(Pitch=6.026720,Yaw=66.483688,Roll=-174.250854)

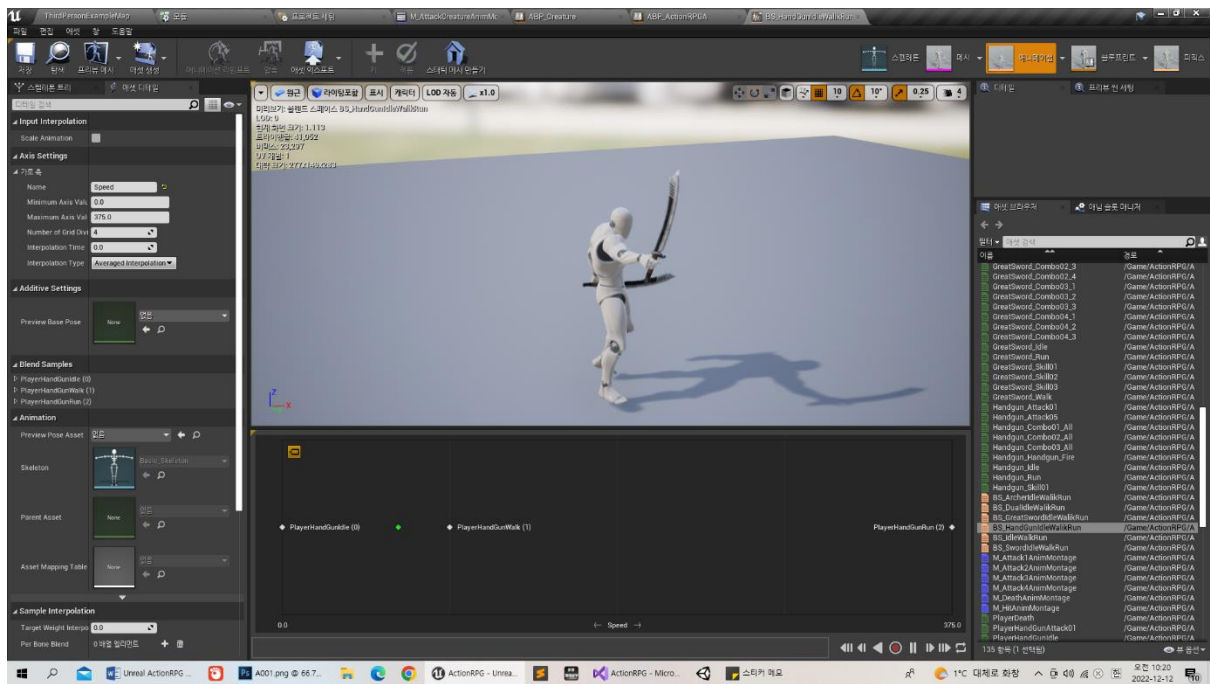
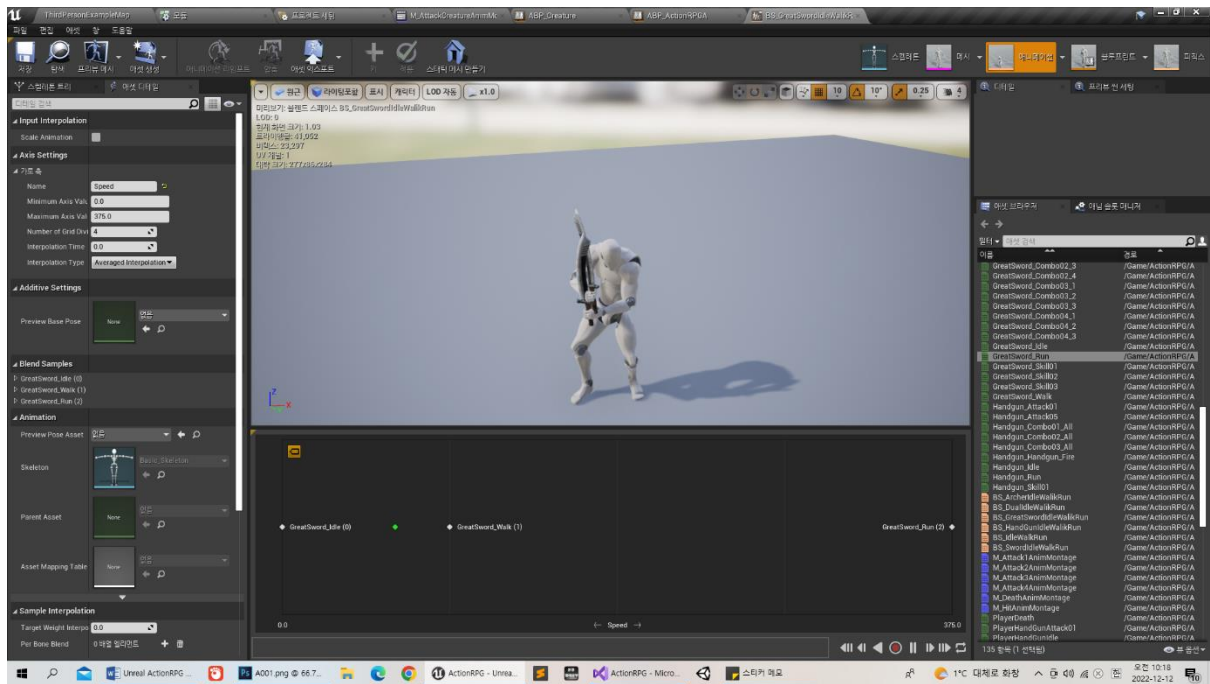
화살무기를 붙이기 위한 소켓을 추가해 줍니다.



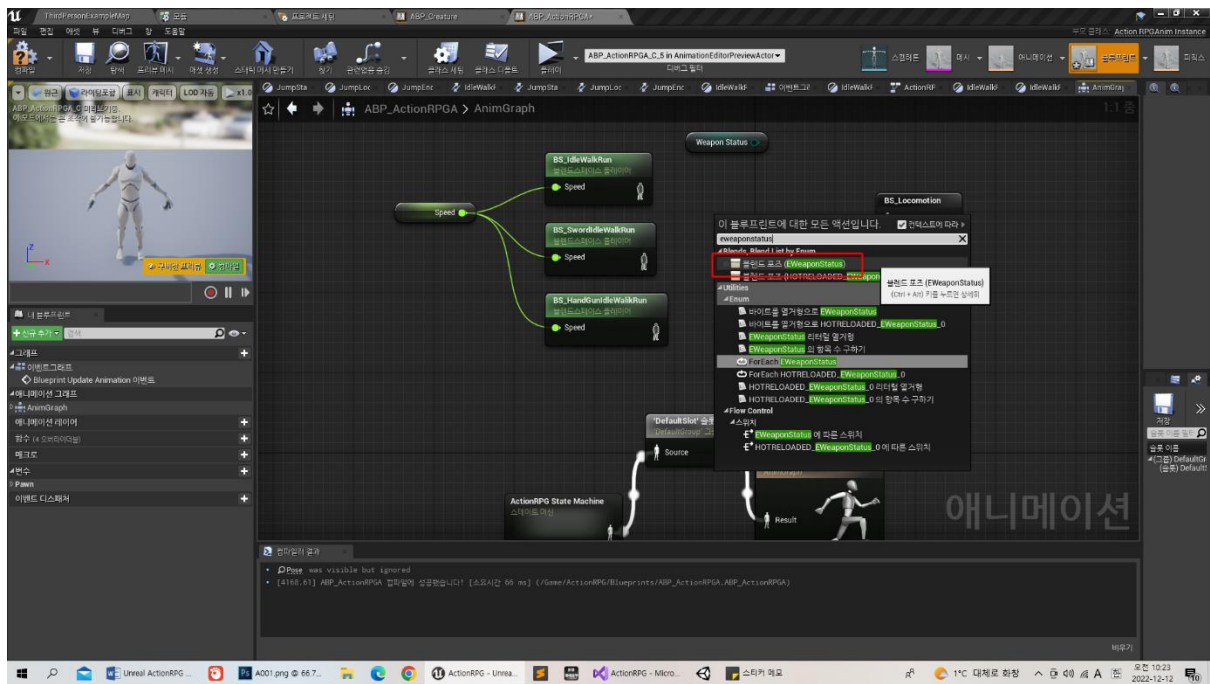
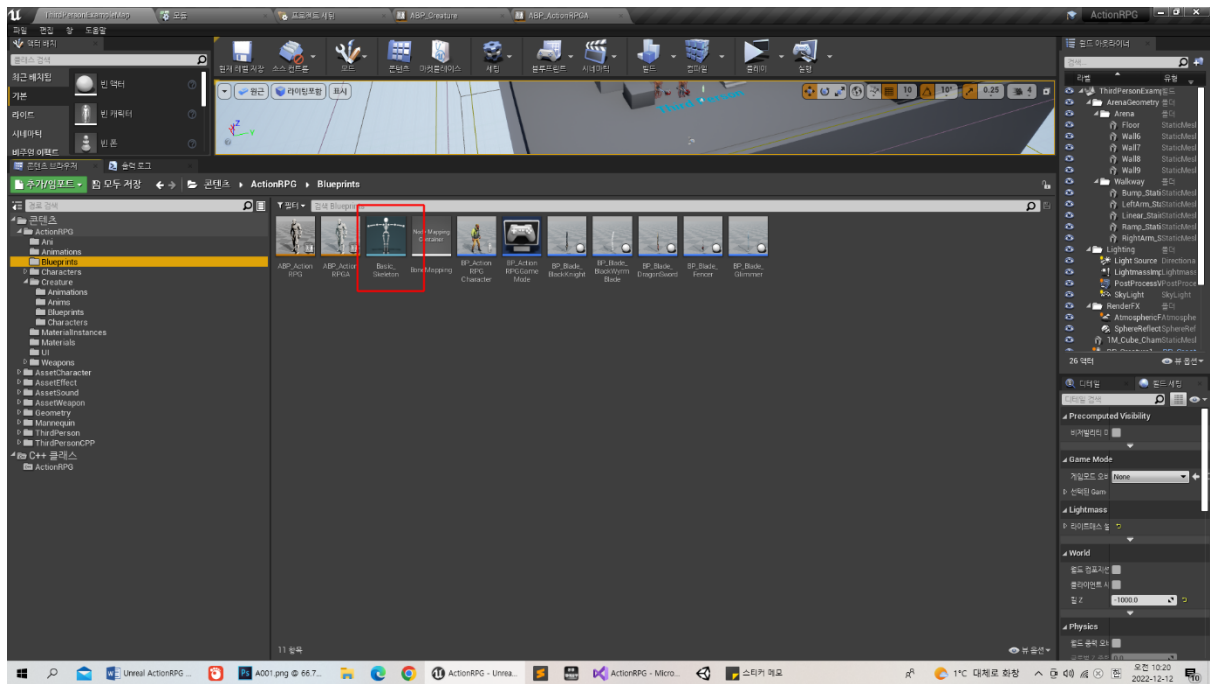




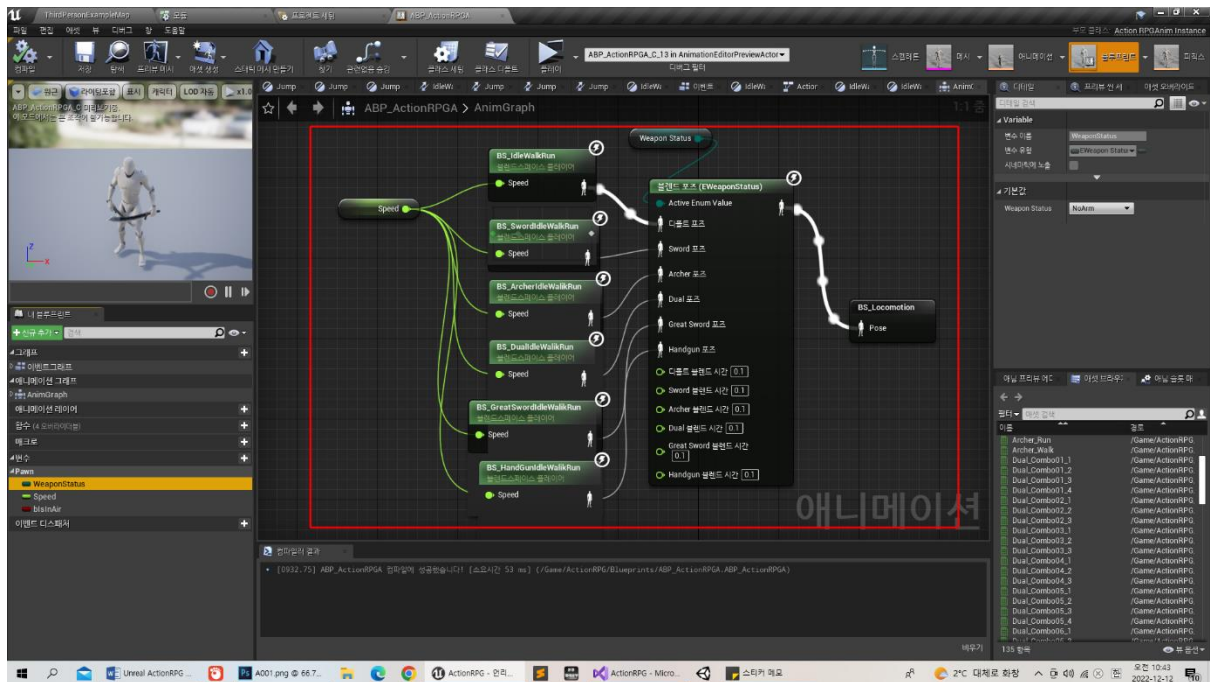




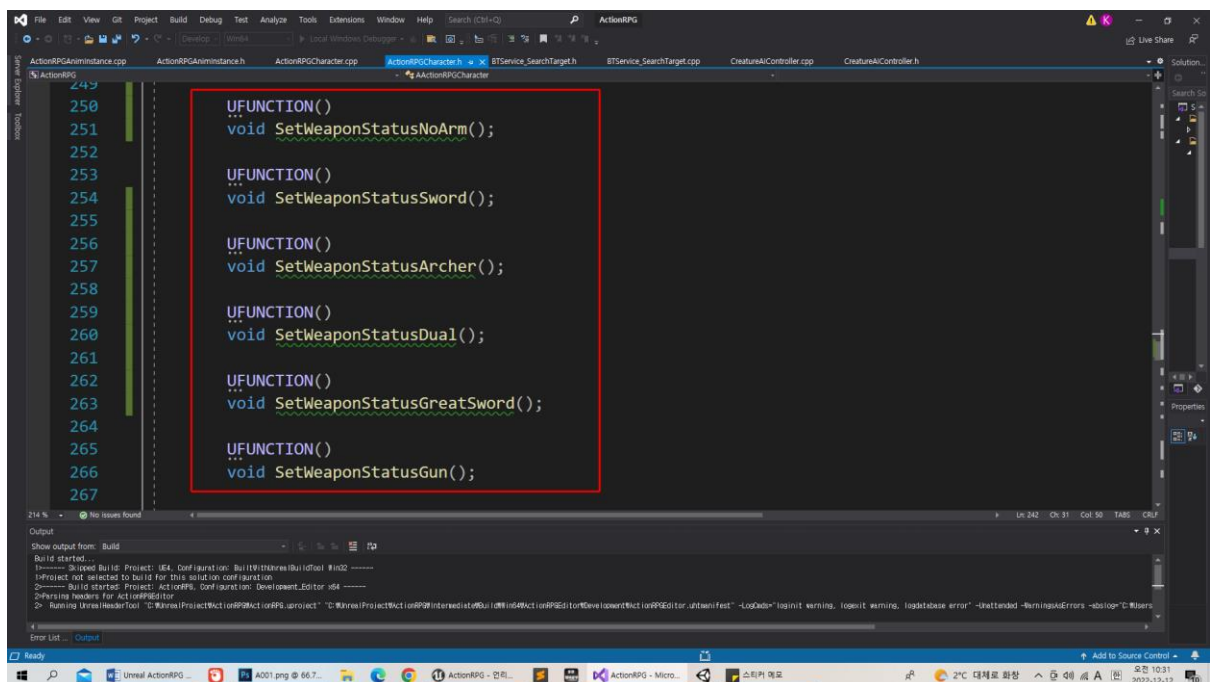
애니메이션 블루프린트에서 적용해 주도록 합니다.



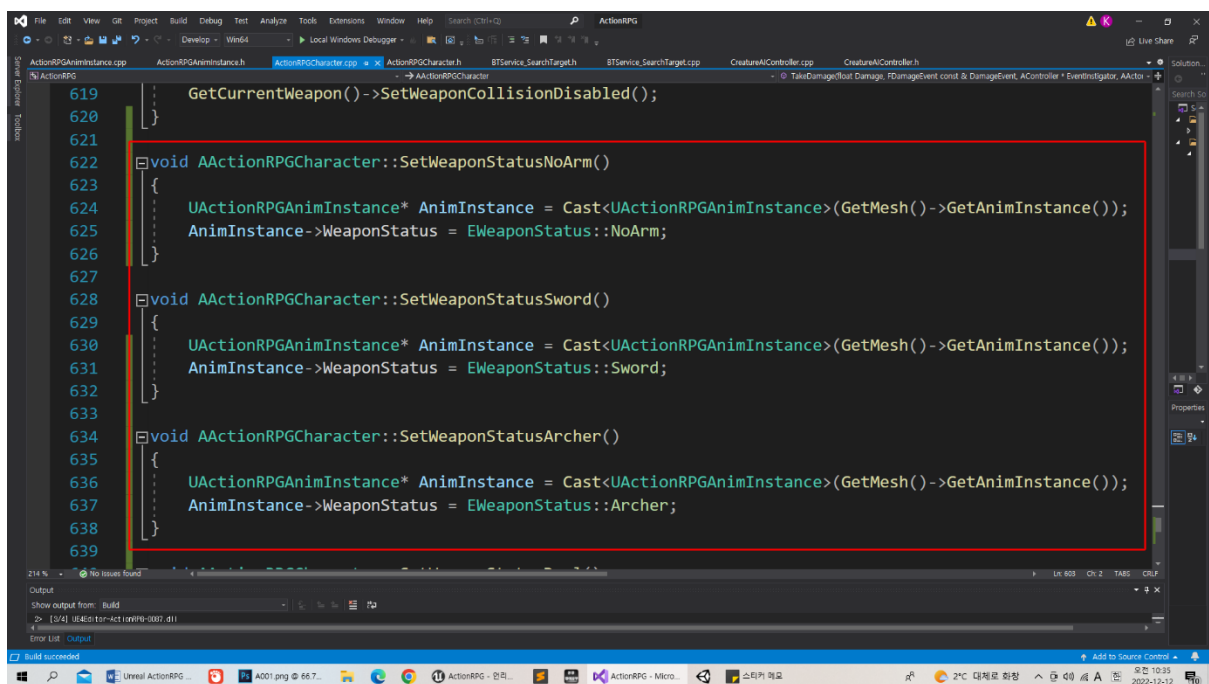
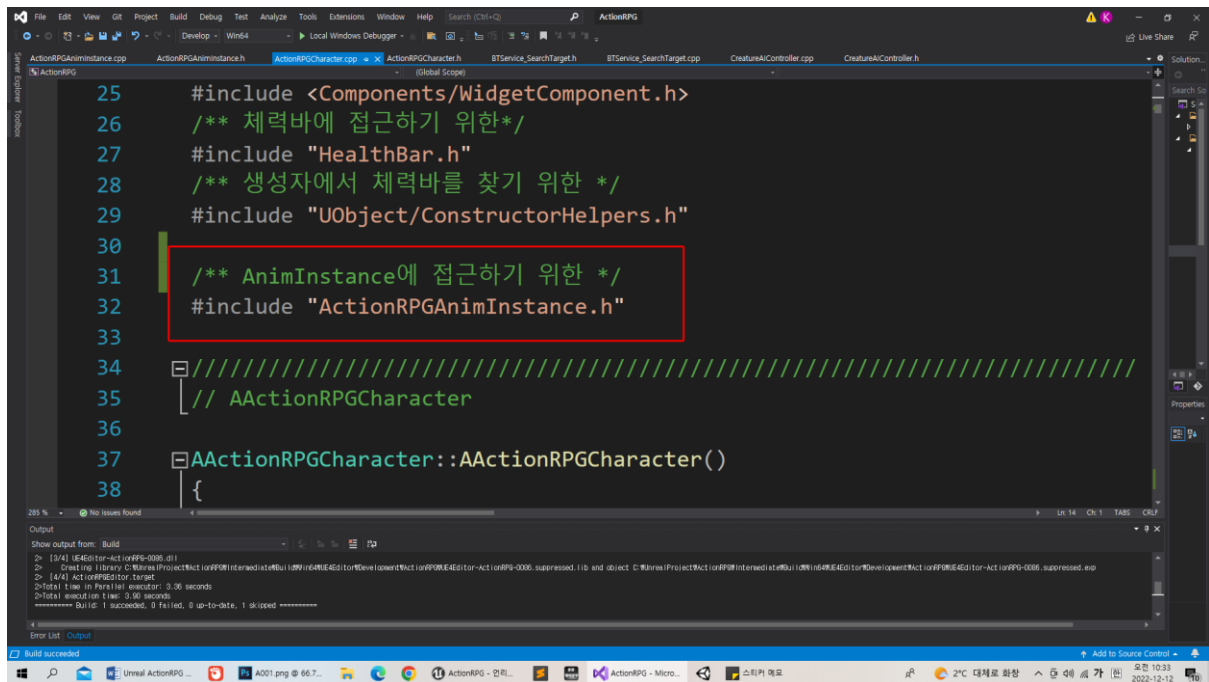


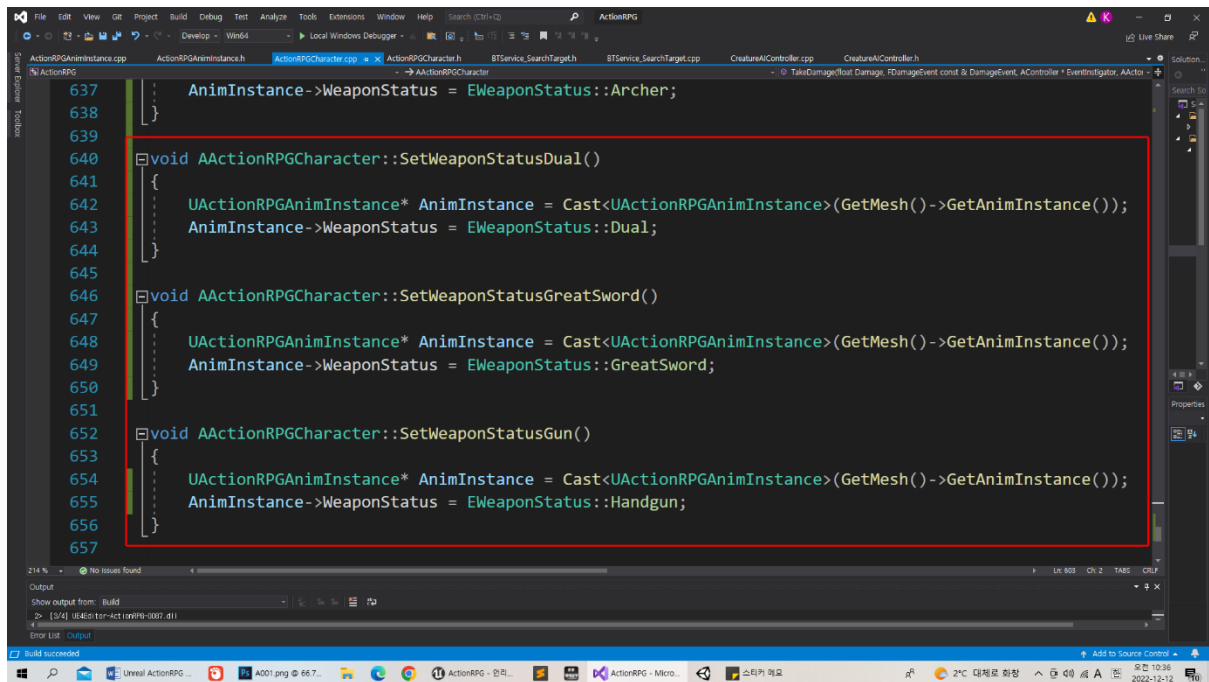


테스트를 위한 함수의 원형을 선언합니다.

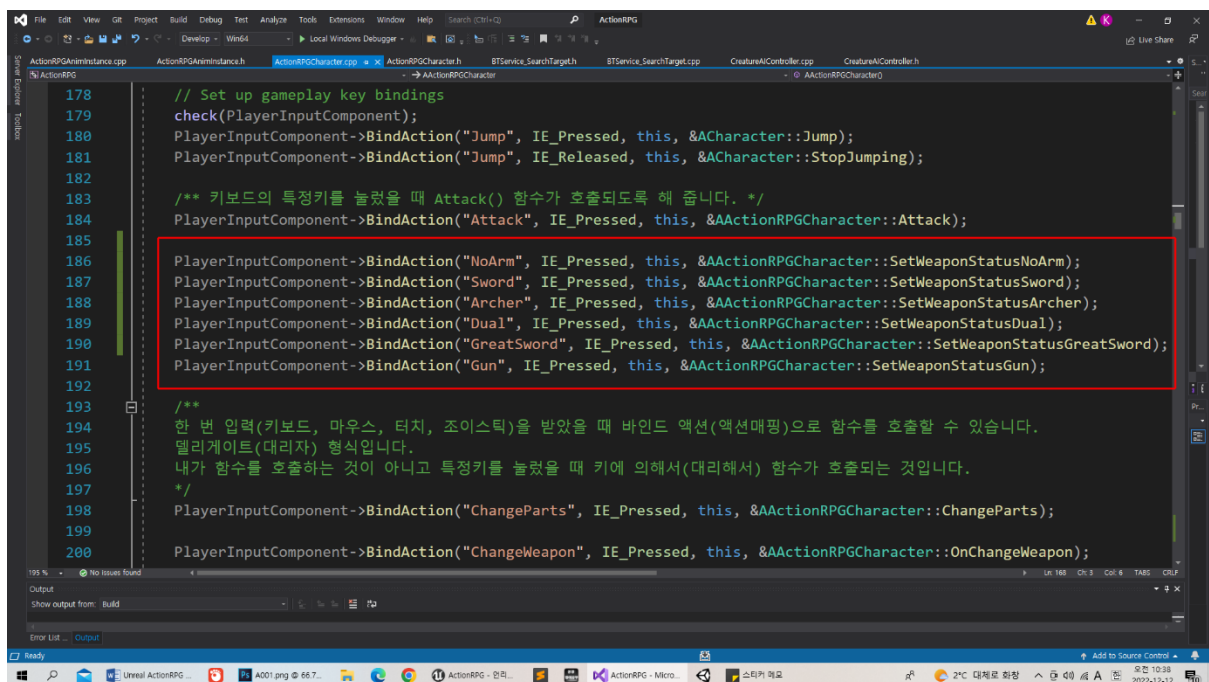


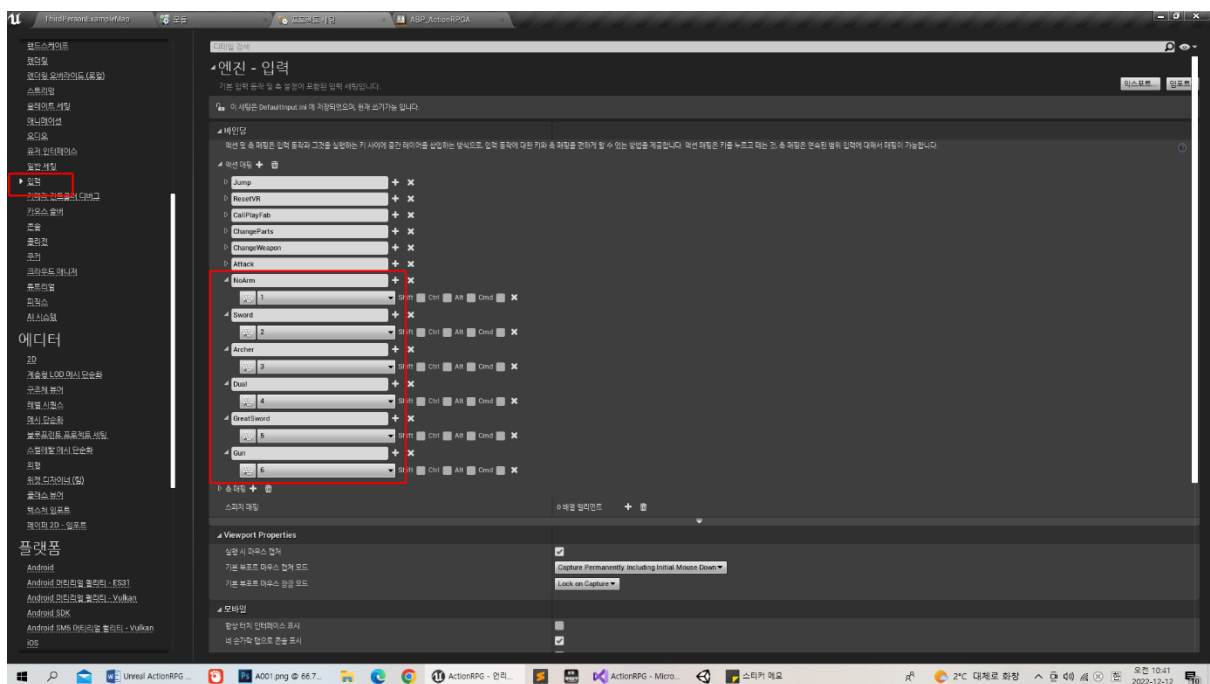
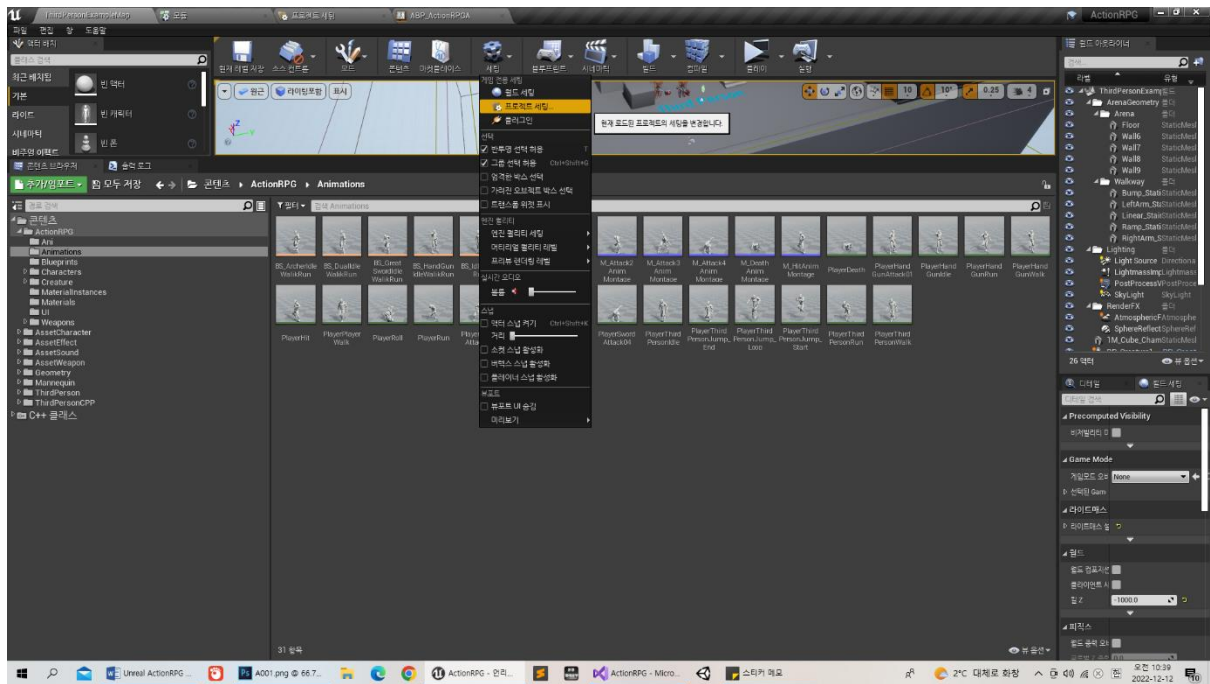
구현해 주도록 합니다.





액션매핑 해주도록 합니다.





플레이를 해서 결과를 확인합니다.



