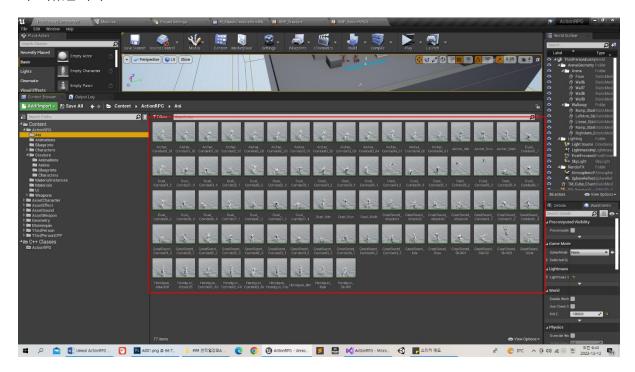
이번 시간에는 무기에 따라서 애니메이션이 틀려지도록 설정해 줍니다. 추가의 애니메이션이 준비 되었습니다.



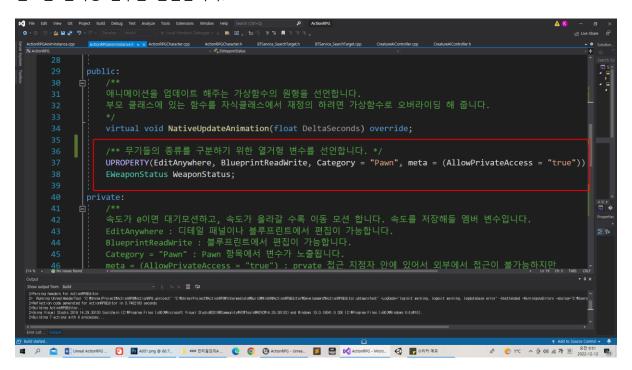
무기들의 종류는 다음과 같습니다.

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

그럼 무기들의 종류를 구분하기 위한 열거형을 AnimInstance 헤더에서 정의합니다.

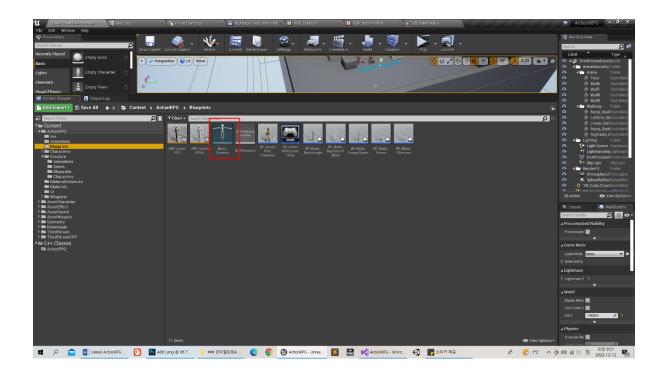
```
| The last very of regard and leaving that Analysis town Edwards with Month of the Control of t
```

필요한 열거형 변수를 선언합니다.



무기를 붙이기 위해서는 추가의 소켓이 필요합니다.

왼쪽 손에 무기를 붙이기 위한 소켓을 추가해 줍니다.

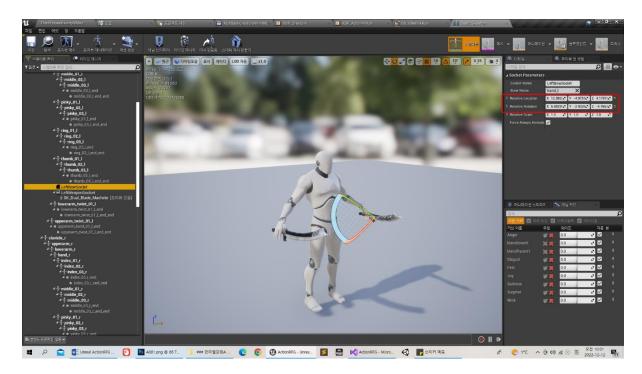




(X=11.478292,Y=-5.236863,Z=-0.906213)

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

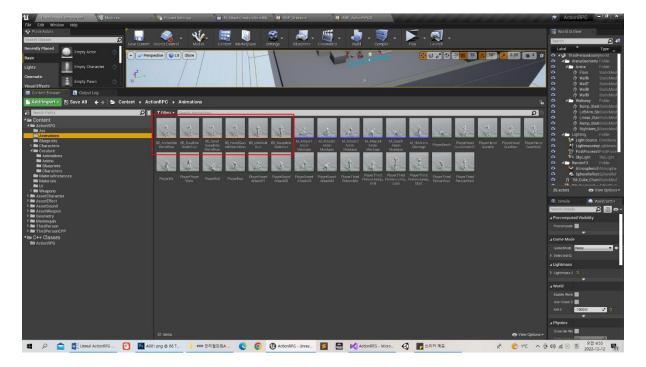
화살무기를 붙이기 위한 소켓을 추가해 줍니다.

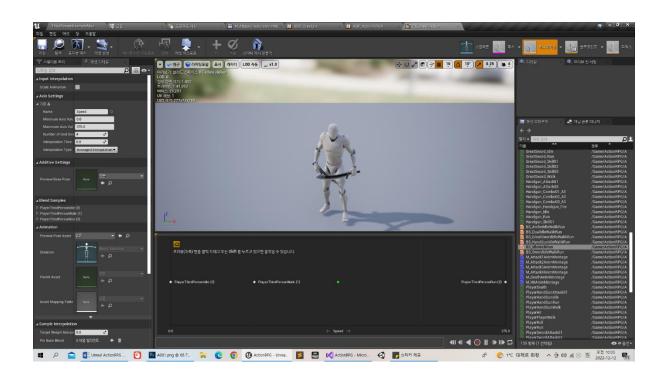


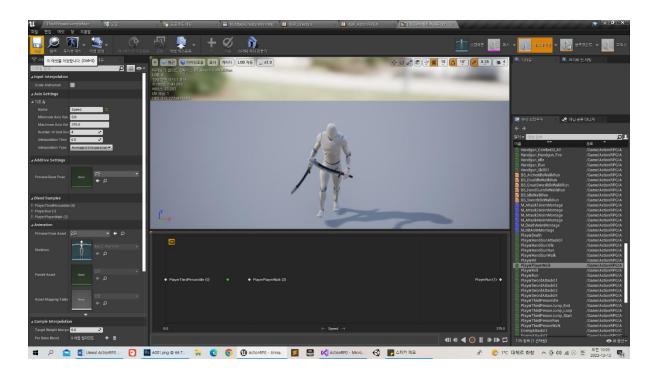
(X=12.386338,Y=-4.975121,Z=4.179155)

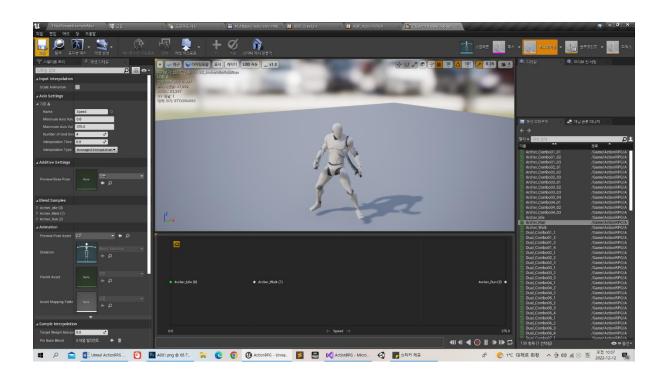
(Pitch=-2.932678,Yaw=-4.766787,Roll=5.892994)

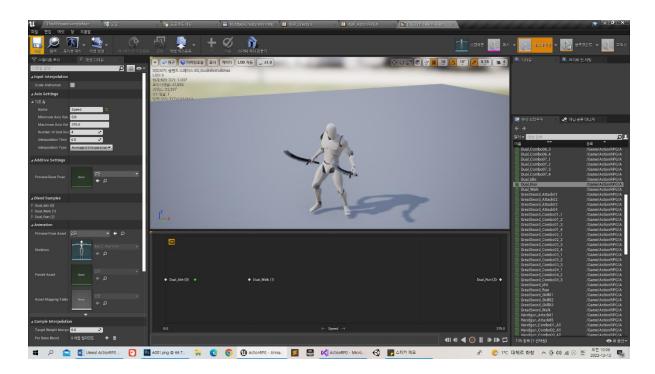
무기들의 종류에 따라서 블렌드스페이스를 정의해 주도록 합니다.

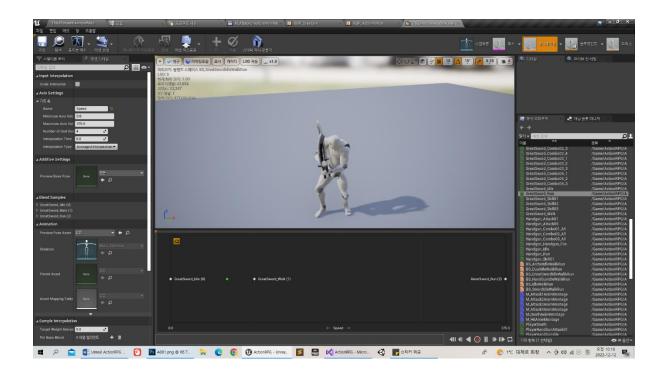


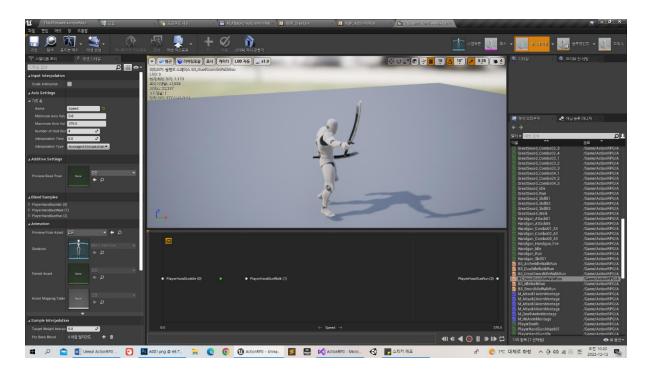




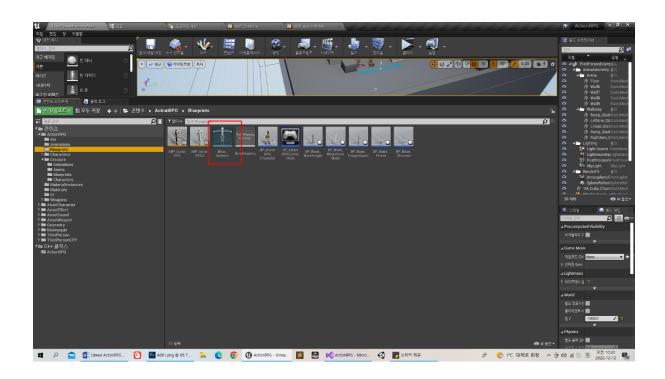


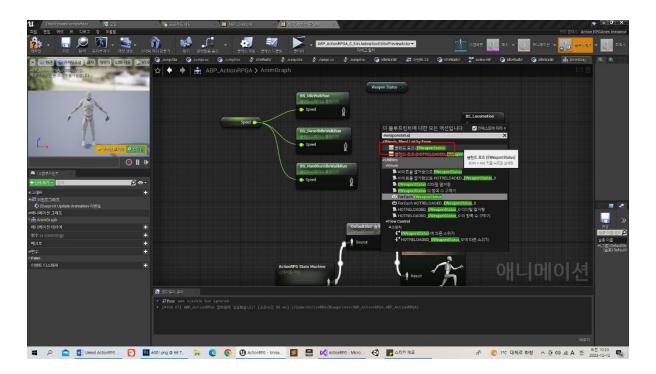


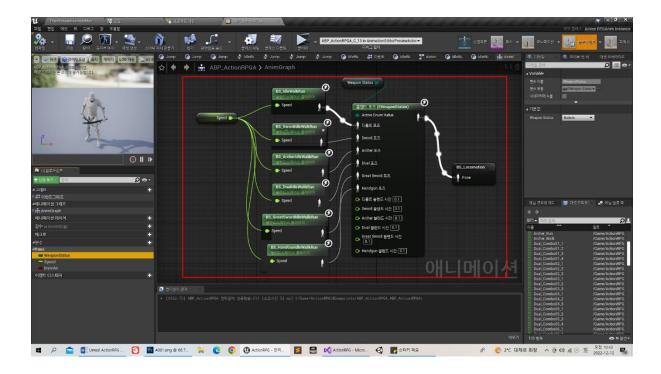




애니메이션 블루프린트에서 적용해 주도록 합니다.



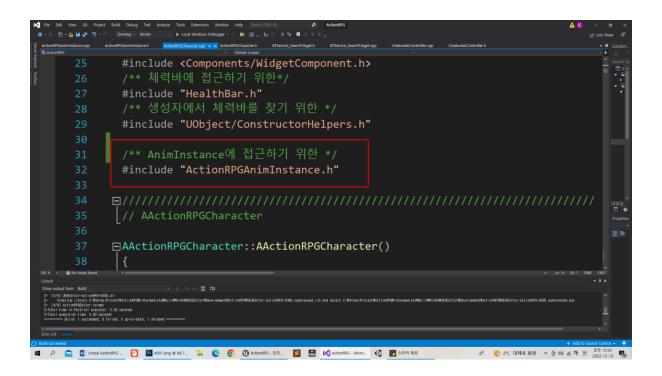


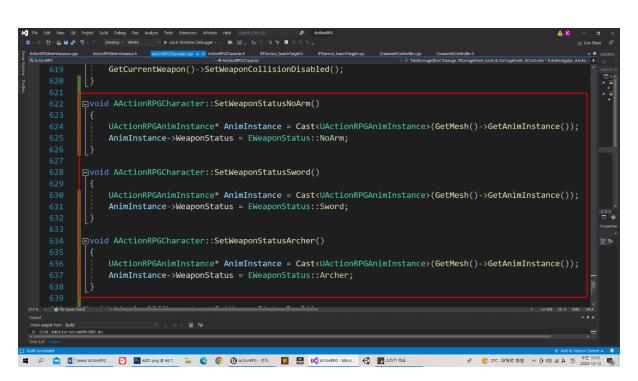


테스트를 위한 함수의 원형을 선언합니다.

```
| The Sit View | 10 | Final | Navi | 20 | View | 10 |
```

구현해 주도록 합니다.

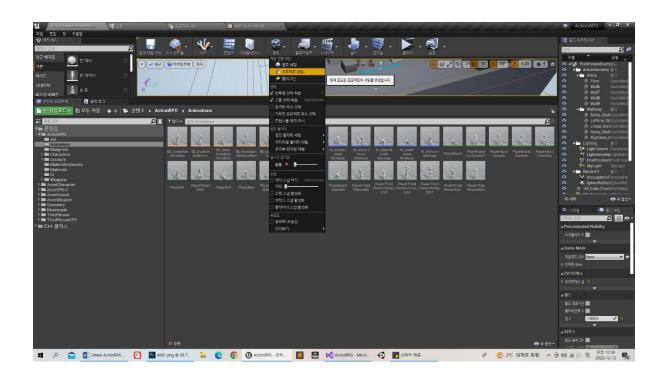


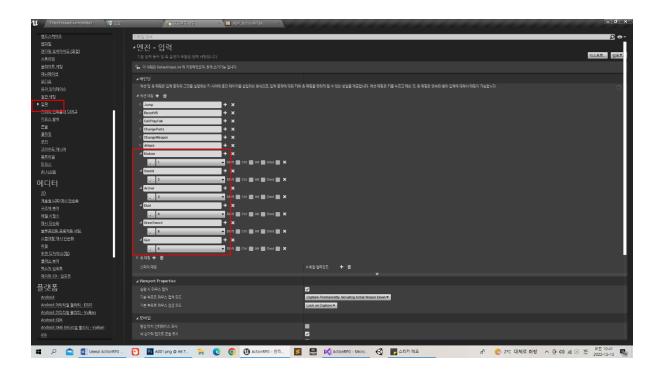


```
| AnimInstance - WeaponStatus = EWeaponStatus: Dual; | AnimInstance - WeaponStatus = EWeaponStatus: GreatSword; | AnimInstance - WeaponStatus = EWeaponStatus: Handgun; | AnimInstance - WeaponStatus: Handgun; | Anim
```

액션매핑 해주도록 합니다.

```
The lat we it was it was it was the long test Andrew to the Compose with a long test whose the Compose with a long test was a
```





플레이를 해서 결과를 확인합니다.

