

# LyraStarter

## LyraGameMode

从WorldSetting中获取ExperienceId，并通知LyraExperienceManagerComponent开始加载Experience

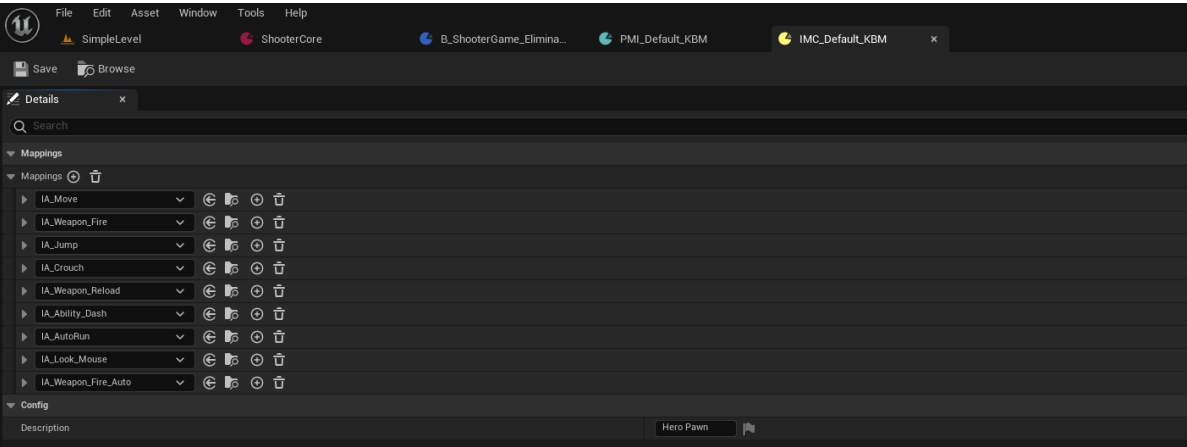
## LyraExperienceManagerComponent

加载Experience，加载完成之后通知UGameFeaturesSubsystem激活ShooterCore

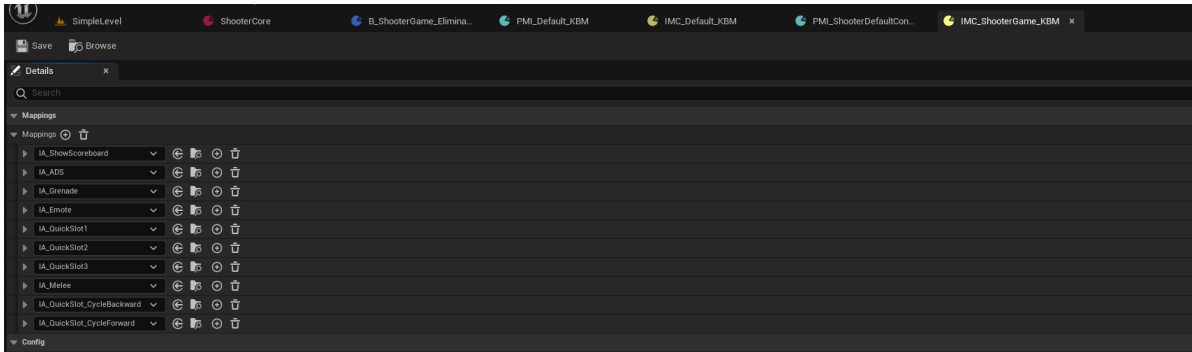
## ShooterCore GFD

Action	Target	Component/Config
AddComponent	LyraCharacter	LyraEquipmentManagerComponent
AddComponent	Controller	LyraInventoryStateComponent
AddComponent	Controller	LyraWeaponStateComponent
AddInputConfig		PMI_Default_KBM、IMC_Default_KBM(IA与键盘鼠标的映射)
AddInputConfig		PMI_ShooterDefaultConfig_KBM、IMC_ShooterGame_KBM

IMC\_Default\_KBM(IA与键盘鼠标的映射)：基础操作，比如移动、开火、装弹、跳



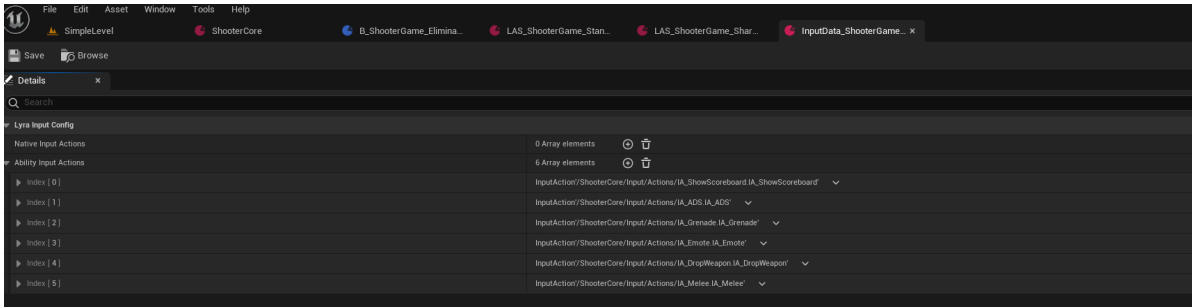
IMC\_ShooterGame\_KBM(IA与键盘鼠标的映射)：瞄准、手雷、近战、显示得分



## B\_ShooterGame\_Elimination

Action	Target	Components/Config/Ability/Widgets	Asset
AddComponent	LyraGameState	B_ShooterBotSpawner	
AddAbility	LyraPlayerState	AbilitySet_Elimination(GA_AutoSpawner)	AbilitySet_Elimination
AddInputMapping		IMC_ShooterGame_KBM	LAS_ShooterGame_SharedInput
AddInputBindings		InputData_ShooterGame_AddOns(Tag与IA的绑定)	LAS_ShooterGame_SharedInput
AddComponent	Controller	B_QuickBarComponent	LAS_ShooterGame_StandardComponents
AddComponent	B_HeroShooter	NamePlate	LAS_ShooterGame_StandardComponents
AddWidgets		W_ShooterHUDLayout	LAS_ShooterGame_StandardHUD
AddWidgets		W_WeaponReticleHost	LAS_ShooterGame_StandardHUD

### InputData\_ShooterGame\_AddOns

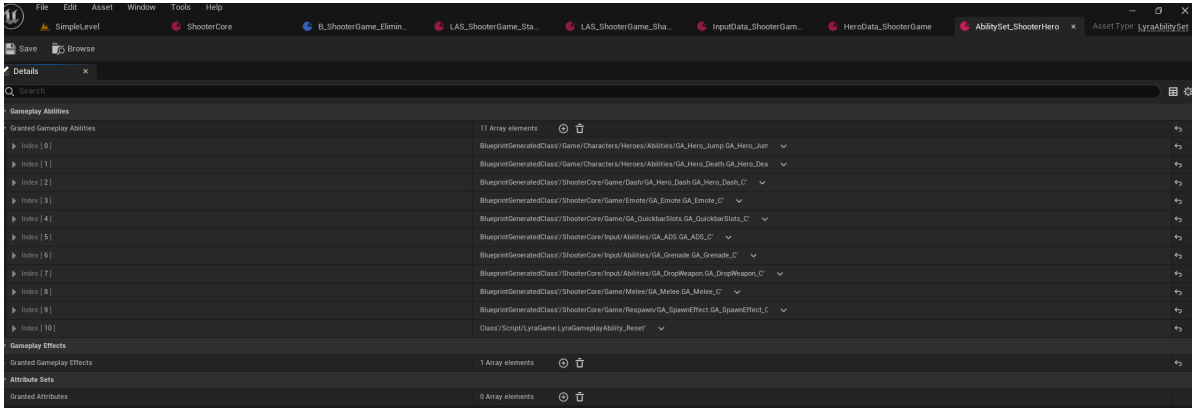


## OnExperienceLoaded

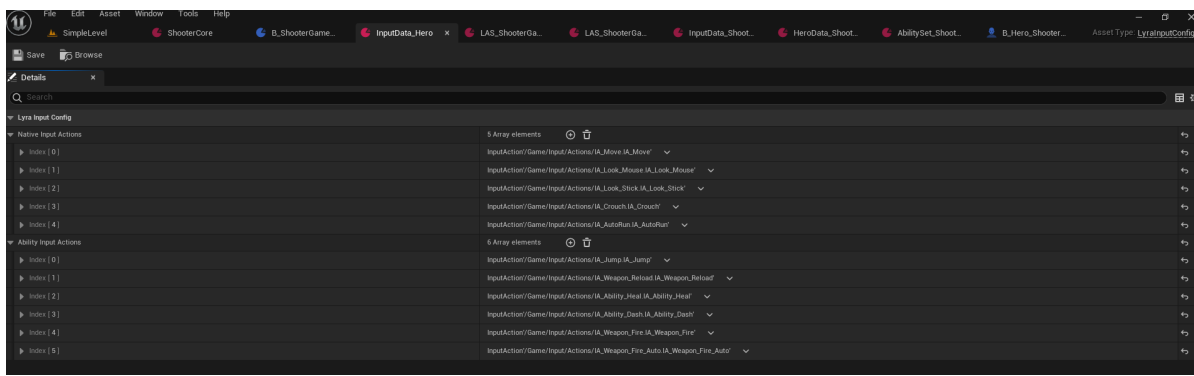
### LyraPlayerState

AbilitySet\_ShooterHero (GA\_与Tag的映射)

### 学习技能



### IA与Tag的映射



## LyraGameMode

根据Experience中的PawnData记录的PawnClass生成Character

## UAsyncAction\_ExperienceReady

等到Pawn被Posess后，添加武器

## ULyraBotCreationComponent

生成AI Pawn

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## LyraCharacter

bPawnReadyToInitialize条件

- PawnData
- Possed
- InputComponent & not Bot

## 初始化

1. ULyraPawnExtensionComponent::InitializeAbilitySystem
    1. 调用InitAbilityActorInfo，处理GA的回调的绑定
    2. ULyraHealthComponent处理Attribute修改时的绑定
  2. ULyraHeroComponent::InitializePlayerInput
    - Tag与技能的绑定
    - Tag与普通函数的绑定
  3. 相机相关的处理
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