Create a C++ actor class

Explaing header and cpp files.

add **UE\_LOG** to BeginPlay

Show displaying location of actor in UE\_LOG. (using FString)

Try on Tick

Show **SetActorLocation()**

Try **SetActorLocation()** on Tick so that actor drifts to the air.

Show the C++ actor added as Blueprint actor.

Show **UProperty.**

**(EditAnywhere, VisibleAnywhere, EditDefaultsOnly** (with category))

Using the above show how to add explosion effect to projectile.

How to do it.

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In Projectile header file

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**UPROPERTY(EditDefaultsOnly, Category = "FX")**

**UParticleSystem\* ExplosionEffect;**

Forward declaration required. So do the following

**class UParticleSystem;**

do following in Projectile cpp file

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Add headerfile GameplayStatics.h

**UGameplayStatics::SpawnEmitterAtLocation(GetWorld(), ExplosionEffect, GetActorLocation());**