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 variables with **UProperty.**

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

In the actor header file

UPROPERTY(EditDefaultsOnly, Category = "FX")

UParticleSystem\* ExplosionEffect;

Forward declaration required. So do the following at the beginning.

class UParticleSystem;

do following in cpp file

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Add headerfile GameplayStatics.h

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

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Exerciese: Add explosion effect to projectile in FPS template.

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 at the begining.

**class UParticleSystem;**

do following in Projectile cpp file in ‘OnHit’ method

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Add headerfile GameplayStatics.h

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