

```
1 #include "DoorRotator.h"
2 #include "Math/UnrealMathUtility.h"
3
4 UDoorRotator::UDoorRotator()
5 {
6     PrimaryComponentTick.bCanEverTick = true;
7 }
8
9
10 void UDoorRotator::BeginPlay()
11 {
12     Super::BeginPlay();
13     OriginalRotation = GetOwner()->GetActorRotation();
14     OriginalRotation.Pitch = 0.0f;
15     OriginalRotation.Roll = 0.0f;
16
17 }
18
19
20 void UDoorRotator::TickComponent(float DeltaTime, ELevelTick TickType,
    ActorComponentTickFunction* ThisTickFunction)
21 {
22     Super::TickComponent(DeltaTime, TickType, ThisTickFunction);
23
24     if (ShouldMove)
25     {
26         FRotator CurrentRotation = GetOwner()->GetActorRotation();
27         FRotator TargetRotation = FRotator(0.0f, OriginalRotation.Yaw +
            RotationAmount, 0.0f);
28
29         FRotator NewRotation = FMath::RInterpConstantTo(CurrentRotation,
            TargetRotation, DeltaTime, RotationSpeed);
30         GetOwner()->SetActorRotation(NewRotation);
31         ShouldMove = false;
32     }
33 }
34
35
```