

```
1
2 #pragma once
3
4 #include "CoreMinimal.h"
5 #include "GameFramework/Actor.h"
6 #include "Gun.generated.h"
7
8 UCLASS()
9 class SIMPLESHOOTER_API AGun : public AActor
10 {
11     GENERATED_BODY()
12
13 public:
14     AGun();
15
16     void PullTrigger();
17
18 protected:
19     virtual void BeginPlay() override;
20
21 public:
22     virtual void Tick(float DeltaTime) override;
23
24 private:
25     UPROPERTY(VisibleAnywhere)
26     USceneComponent* Root;
27
28     UPROPERTY(VisibleAnywhere)
29     USkeletalMeshComponent* Mesh;
30
31     UPROPERTY(EditAnywhere)
32     UParticleSystem *MuzzleFlash;
33
34     UPROPERTY(EditAnywhere)
35     USoundBase* MuzzleSound;
36
37     UPROPERTY(EditAnywhere)
38     UParticleSystem *ImpactEffect;
39
40     UPROPERTY(EditAnywhere)
41     USoundBase* ImpactSound;
42
43     UPROPERTY(EditAnywhere)
44     float MaxRange = 1000;
45
46     UPROPERTY(EditAnywhere)
47     float Damage = 10;
48
49     bool GunTrace(FHitResult& Hit, FVector& ShotDirection);
```

50

51 AController* GetOwnerController() const;

52 };

53