

```
1
2 #pragma once
3
4 #include "CoreMinimal.h"
5 #include "Components/SphereComponent.h"
6 #include "NestFlightCharacter.h"
7 #include "TP_PickUpComponent.generated.h"
8
9 // Declaration of the delegate that will be called when someone picks this up
10 // The character picking this up is the parameter sent with the notification
11 DECLARE_DYNAMIC_MULTICAST_DELEGATE_OneParam(FOnPickUp, ANestFlightCharacter*, PickupCharacter);
12
13 UCLASS(Blueprintable, BlueprintType, ClassGroup = (Custom), meta = (BlueprintSpawnableComponent))
14 class NESTFLIGHT_API UTP_PickUpComponent : public USphereComponent
15 {
16     GENERATED_BODY()
17
18 public:
19
20     /** Delegate to whom anyone can subscribe to receive this event */
21     UPROPERTY(BlueprintAssignable, Category = "Interaction")
22     FOnPickUp OnPickUp;
23
24     UTP_PickUpComponent();
25 protected:
26
27     virtual void BeginPlay() override;
28
29     /** Code for when something overlaps this component */
30     UFUNCTION()
31     void OnSphereBeginOverlap(UPrimitiveComponent* OverlappedComponent, AAActor* OtherActor, UPrimitiveComponent* OtherComp, int32 OtherBodyIndex, bool bFromSweep, const FHitResult& SweepResult);
32 };
```