

```
1 #pragma once
2
3 #include "CoreMinimal.h"
4 #include "Components/ActorComponent.h"
5 #include "DoorRotator.generated.h"
6
7
8 UCLASS( ClassGroup=(Custom), meta=(BlueprintSpawnableComponent) )
9 class NESTFLIGHT_API UDoorRotator : public UActorComponent
10 {
11     GENERATED_BODY()
12
13 public:
14     UDoorRotator();
15
16 protected:
17     virtual void BeginPlay() override;
18
19 public:
20     virtual void TickComponent(float DeltaTime, ELevelTick TickType,
21                               FActorComponentTickFunction* ThisTickFunction) override;
22
23 private:
24     UPROPERTY(EditAnywhere)
25     float RotationAmount;
26
27     UPROPERTY(EditAnywhere)
28     float RotationSpeed;
29
30     UPROPERTY(EditAnywhere)
31     float MoveTime = 4;
32
33     bool ShouldMove = false;
34
35     FRotator OriginalRotation;
36
37
38 };
39
```