

```
1
2 #pragma once
3
4 #include "CoreMinimal.h"
5 #include "Components/SceneComponent.h"
6 #include "PhysicsEngine/PhysicsHandleComponent.h"
7
8 #include "Grabber.generated.h"
9
10
11 UCLASS( ClassGroup=(Custom), meta=(BlueprintSpawnableComponent) )
12 class NESTFLIGHT_API UGrabber : public USceneComponent
13 {
14     GENERATED_BODY()
15
16 public:
17     UGrabber();
18
19 protected:
20     virtual void BeginPlay() override;
21
22 public:
23     virtual void TickComponent(float DeltaTime, ELevelTick TickType,
24                               FactorComponentTickFunction* ThisTickFunction) override;
25
26     UFUNCTION(BlueprintCallable)
27     void Grab();
28
29     UFUNCTION(BlueprintCallable)
30     void Release();
31
32 private:
33     UPROPERTY(EditAnywhere)
34     float MaxGrabDistance = 400;
35
36     UPROPERTY(EditAnywhere)
37     float GrabRadius = 100;
38
39     UPROPERTY(EditAnywhere)
40     float HoldDistance = 200;
41
42     UPhysicsHandleComponent* GetPhysicsHandle() const;
43
44     bool GetGrabbableInReach(FHitResult& OutHitResult) const;
45
46 };
47
```