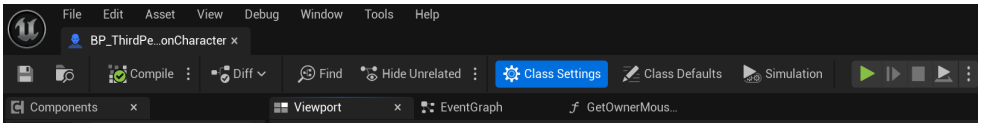
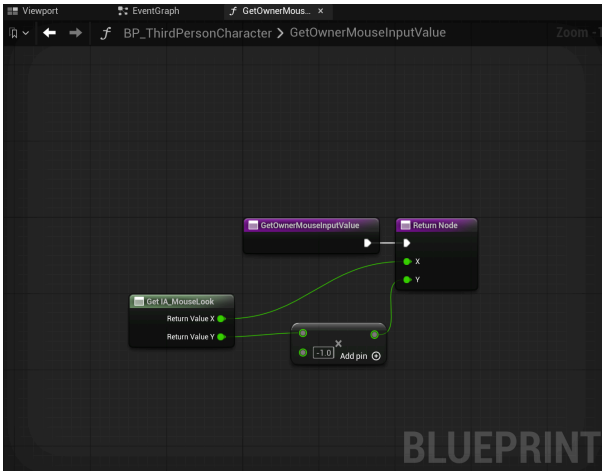
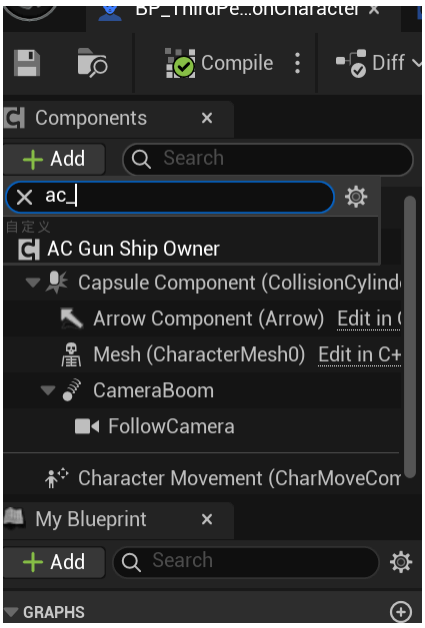
Aerial Gunship System

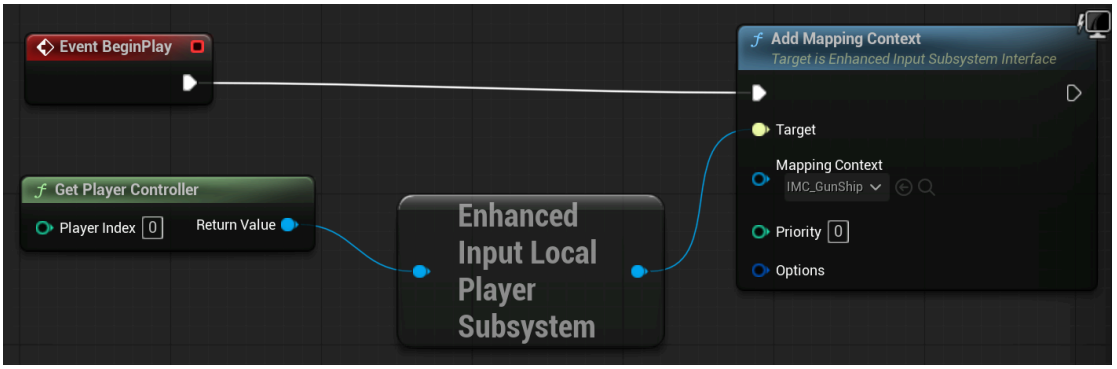
First, open your character blueprint. Click **Class Settings**, add the blueprint interface BPI_GunShip. Open the GetOwnerMouseInputValue function in the blueprint interface, and input the X and Y values from your mouse-controlled camera rotation operation.

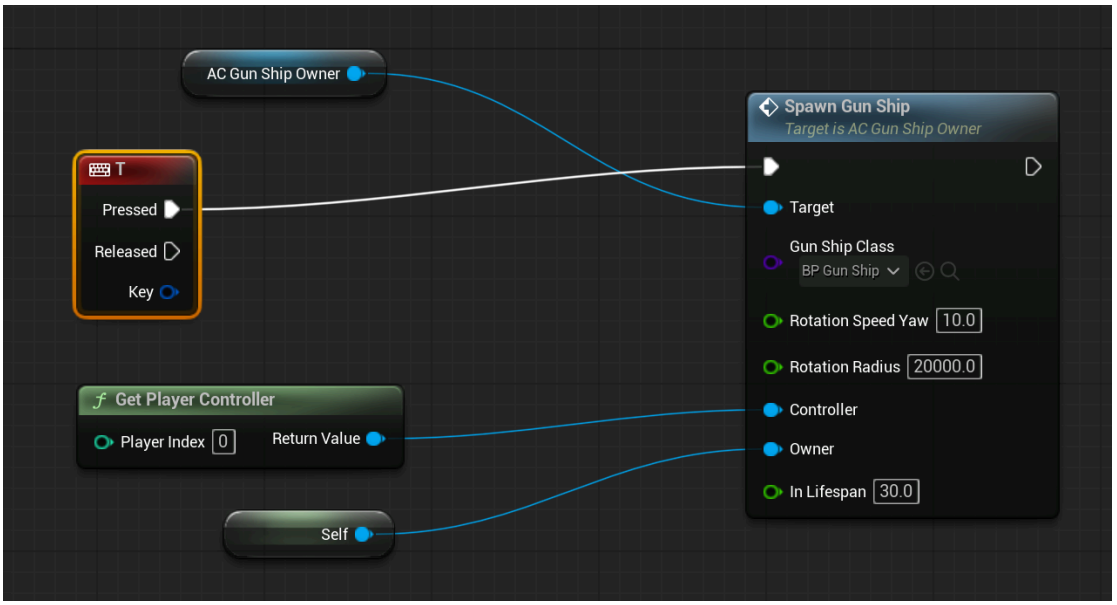




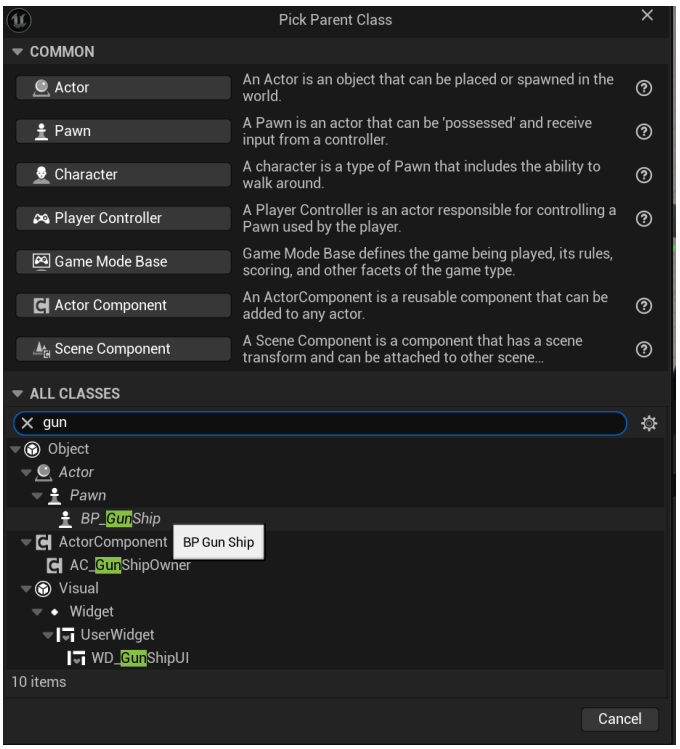
Then add the AC_GunShipOwner component. Add the Enhanced Input Mapping for the GunShip after **Event BeginPlay**. You can now summon the aircraft by calling the SpawnGunShip event in AC_GunShipOwner. Please set the **Controller** and **Owner** values correctly when calling the SpawnGunShip event.



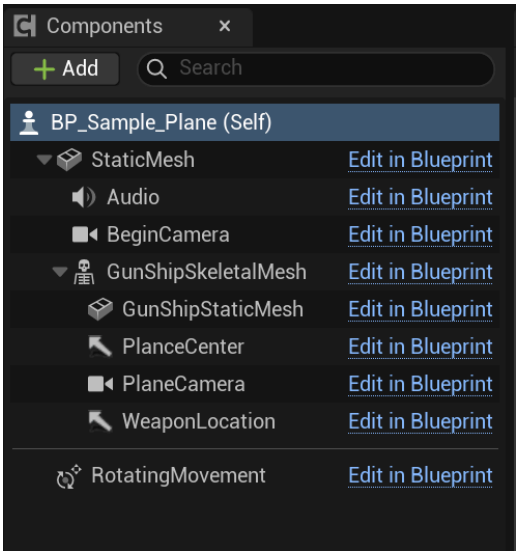




But we don't have the aircraft yet, so search for BP_GunShip in the Blueprint Classes and create it. Open the created GunShip blueprint. If your aircraft model is a Skeletal Mesh, set GunShipSkeletalMesh to your Skeletal Mesh; if your aircraft model is a Static Mesh, set GunShipStaticMesh to your aircraft model.



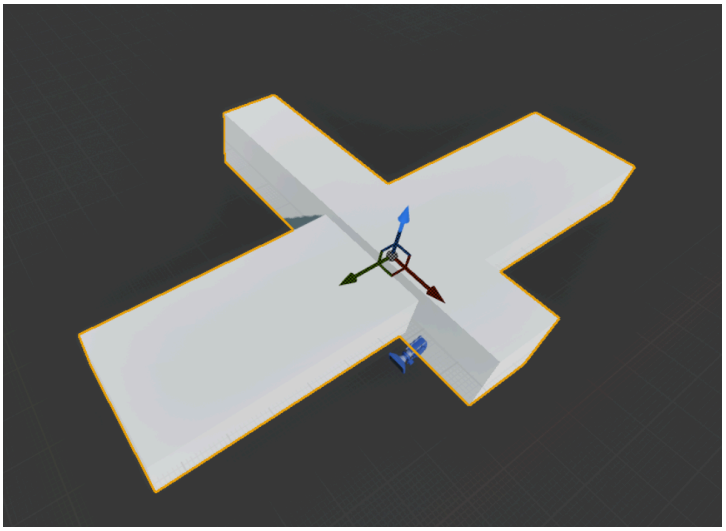
BeginCamera is the camera used when the aircraft enters the scene, PlaneCamera is the camera used during aircraft attacks, planecenter is the center position of the aircraft, and WeaponLocation is the bullet spawn position. Adjust them according to your own needs. Audio is the sound effect played when the aircraft is ready.



Ensure that your aircraft model faces the same direction as the positive X-axis. If it does not, you can modify it in your 3D modeling software.

Alternatively, do not assign any model to GunShipSkeletalMesh or GunShipStaticMesh directly. Instead, add a Static Mesh or Skeletal Mesh component as a child of GunShipSkeletalMesh, then rotate the child component to align the

aircraft direction with the X-axis of GunShipSkeletalMesh. **Do NOT rotate the GunShipSkeletalMesh component itself under any circumstances.**



Finally, in the SpawnClass parameter of the pawnGunShip event you called earlier, select the aircraft blueprint you created.