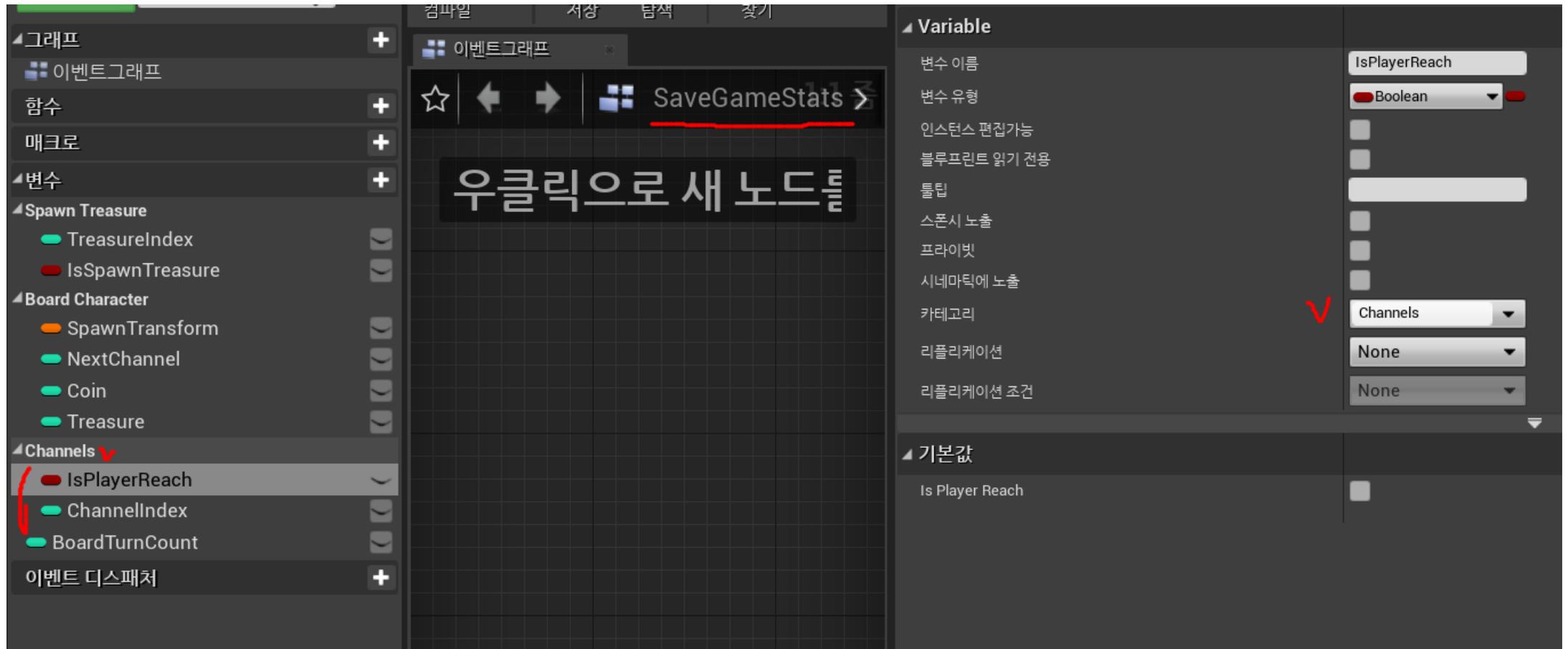


목차

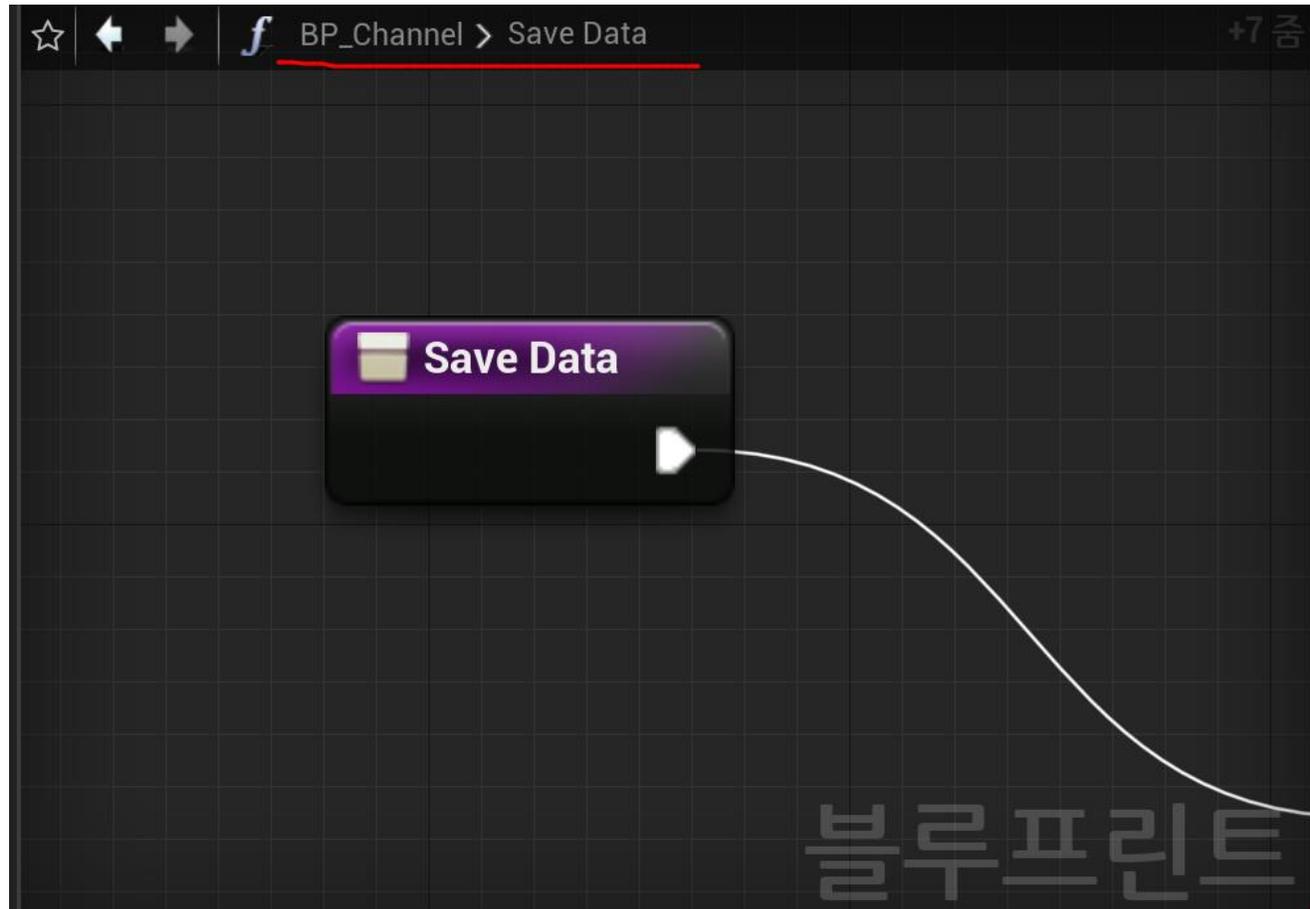
1. SaveGameStats 처리
2. BP_Channel 처리
3. BP_ChannelMsg 처리
4. PartyWidget 처리
5. TreasureUI 처리

목차

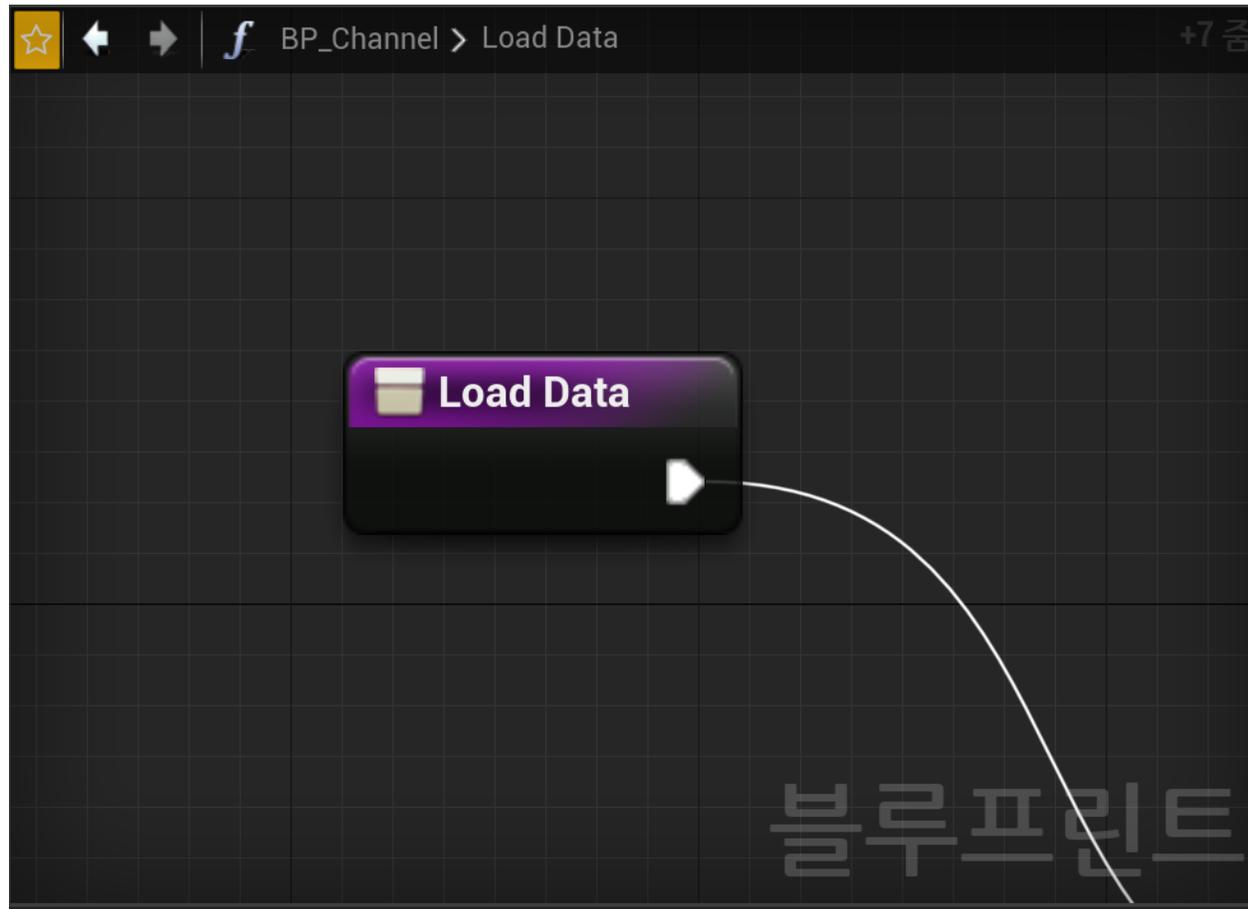
6. BoardGameHUD 처리



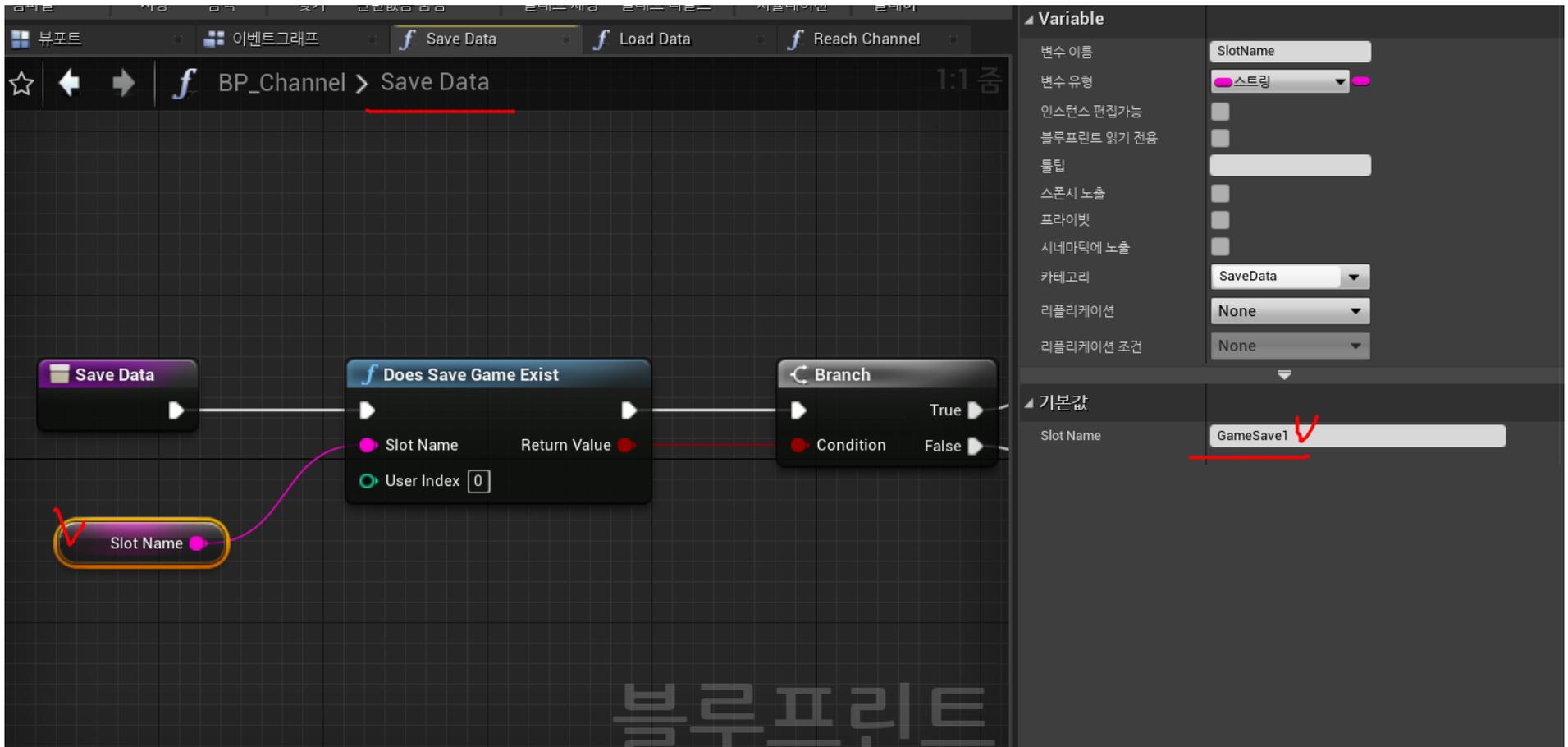
1. SaveGameStats에 들어가서 Bool 형 isPlayerReach와 Integer 형 ChannelIndex 변수를 추가한다.



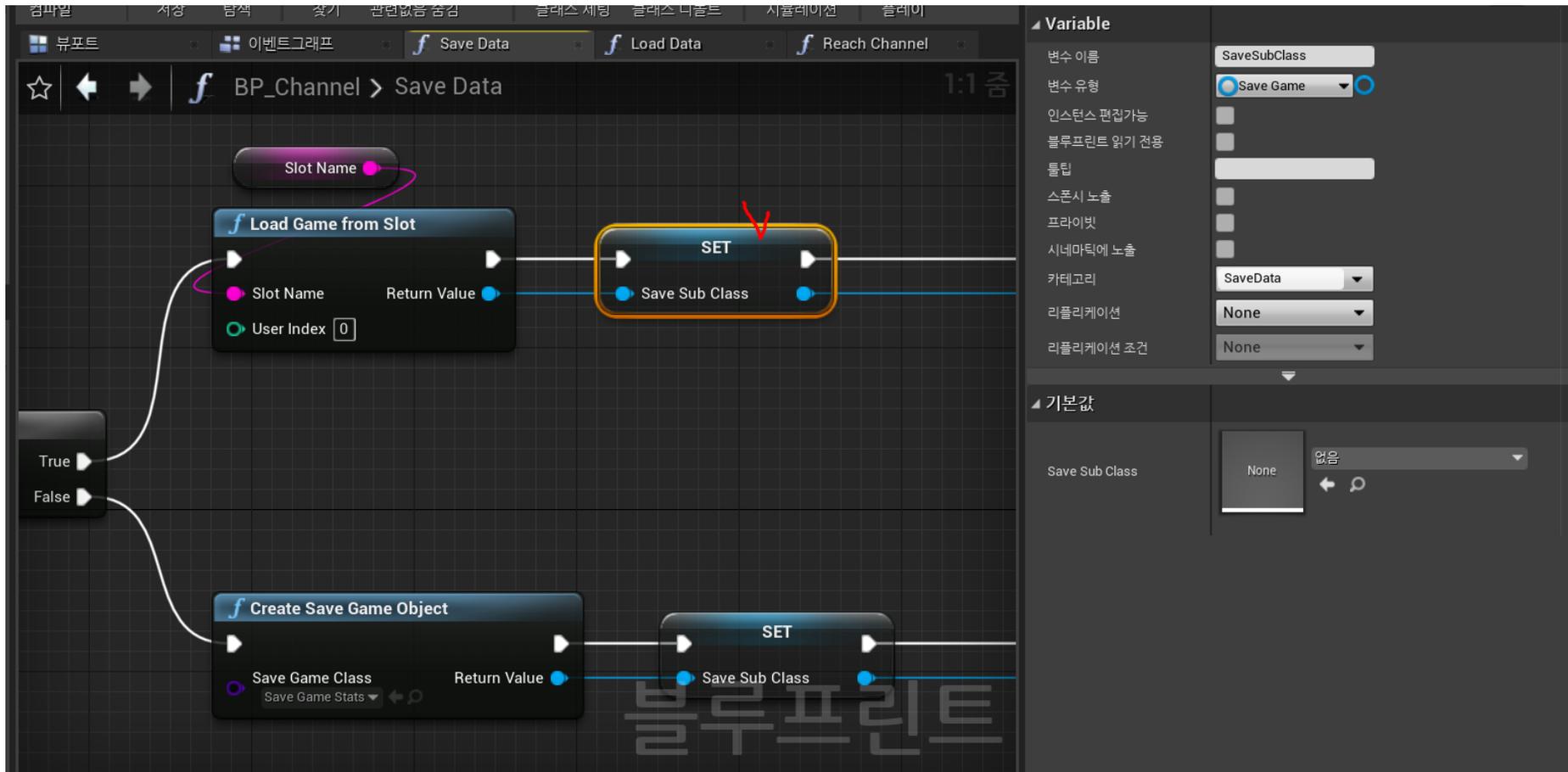
2. BP_Channel에 들어가서 SaveData 함수를 생성한다.



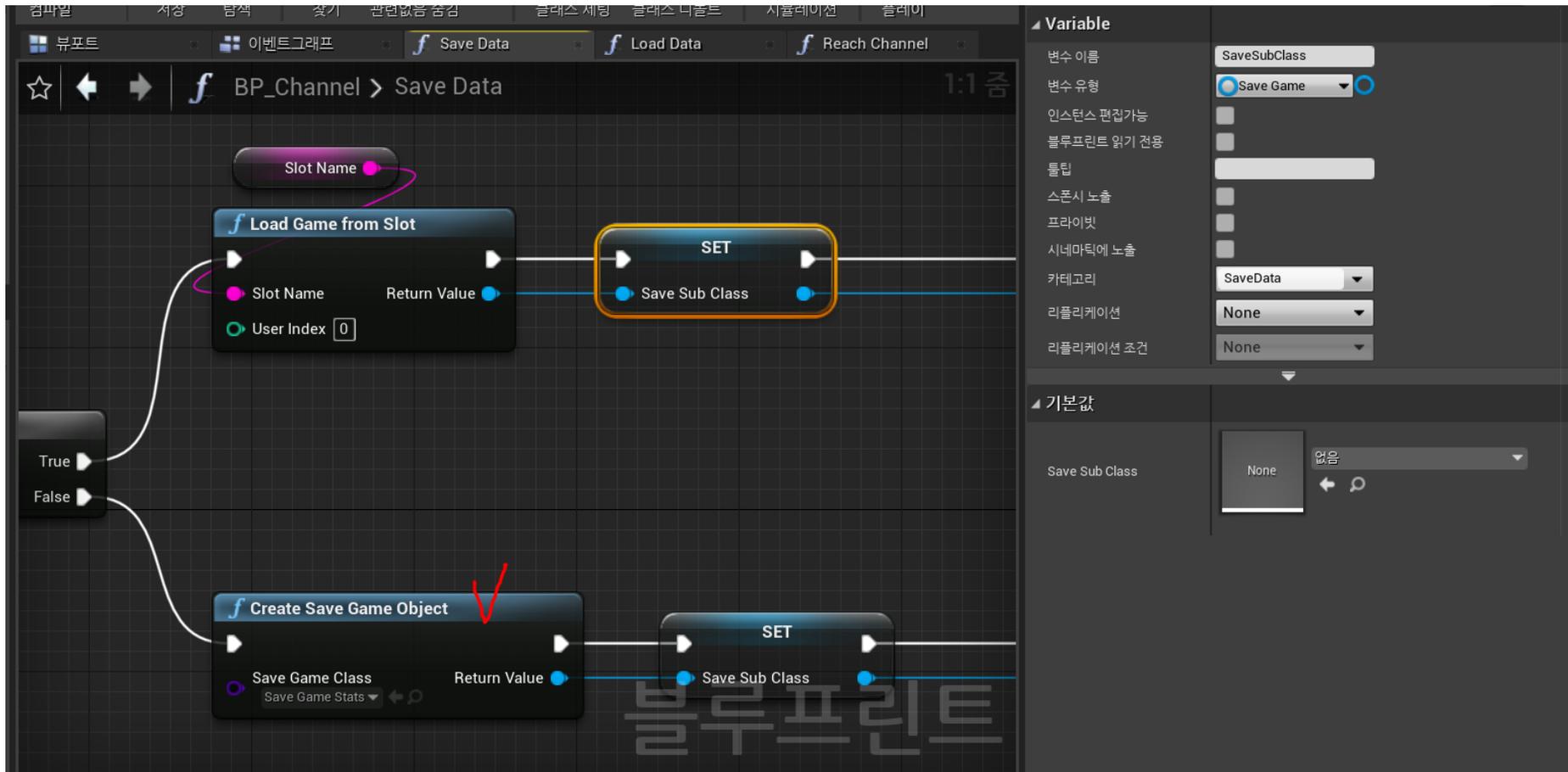
2.1 LoadData 함수를 생성한다.



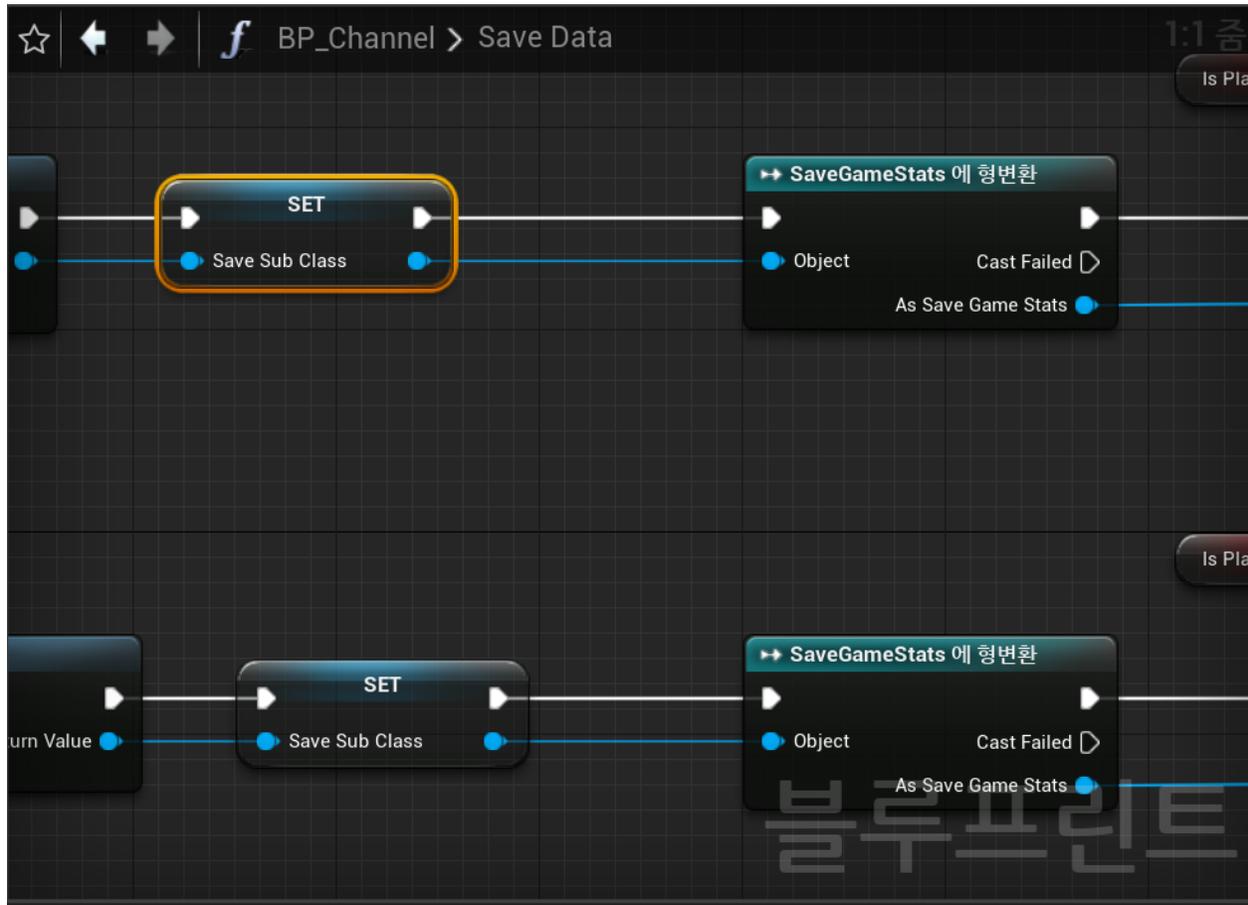
2.2 String 형 SlotName 변수를 생성하고, 디폴트 값은 GameSave1으로 하고, SlotName의 SaveGameSlot이 존재하는지 판단한다.



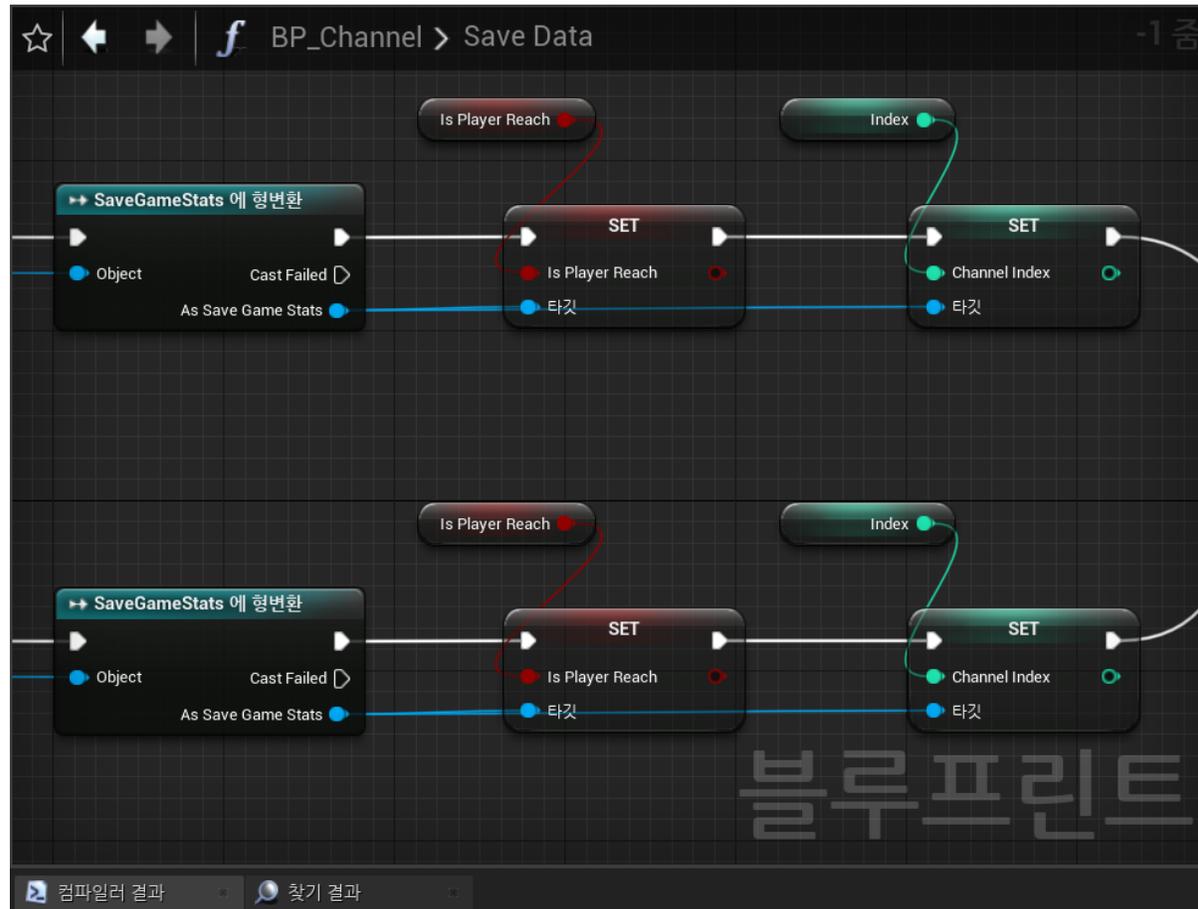
2.2.1 SlotName의 SaveGameSlot이 존재하면 Load하고 변수로 승격해서 SaveGame 형 SaveSubClass 변수를 생성한다.



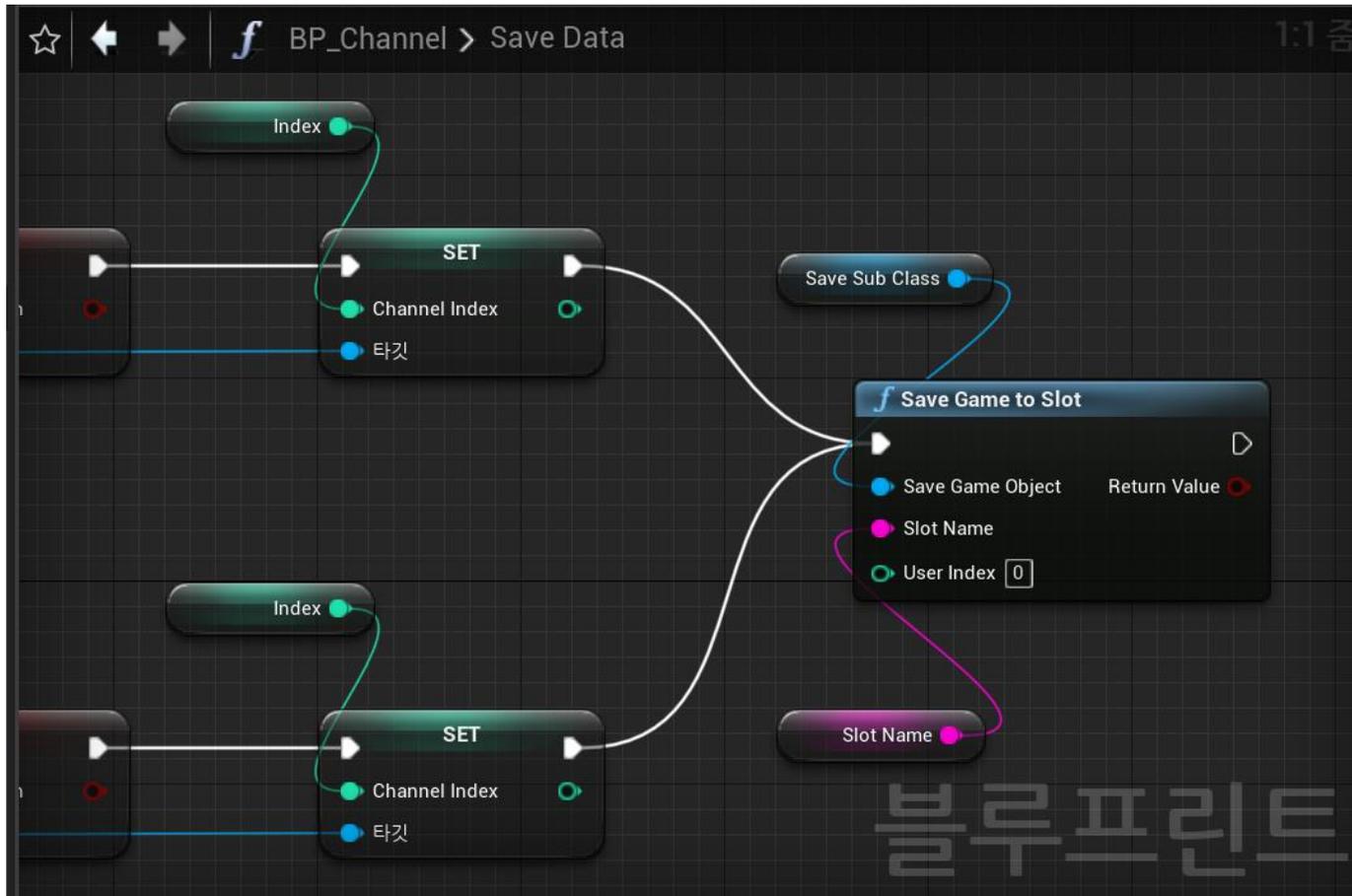
2.2.2 SlotName의 SaveGameSlot이 존재하지 않으면 SaveGameStats를 Create하고 SaveSubClass에 SET한다.



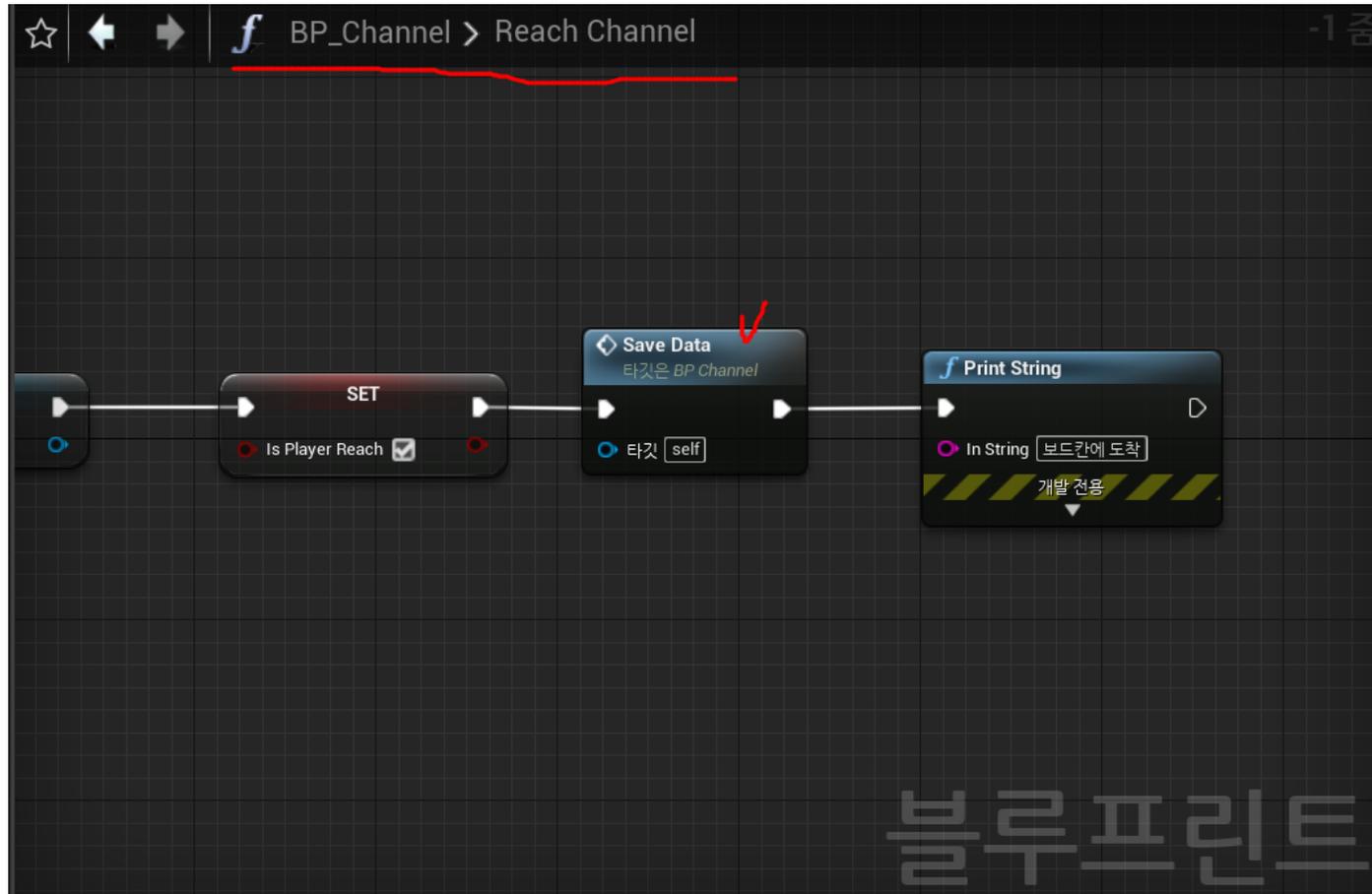
2.2.3 SaveSubClass를 SaveGameStats으로 Cast한다.



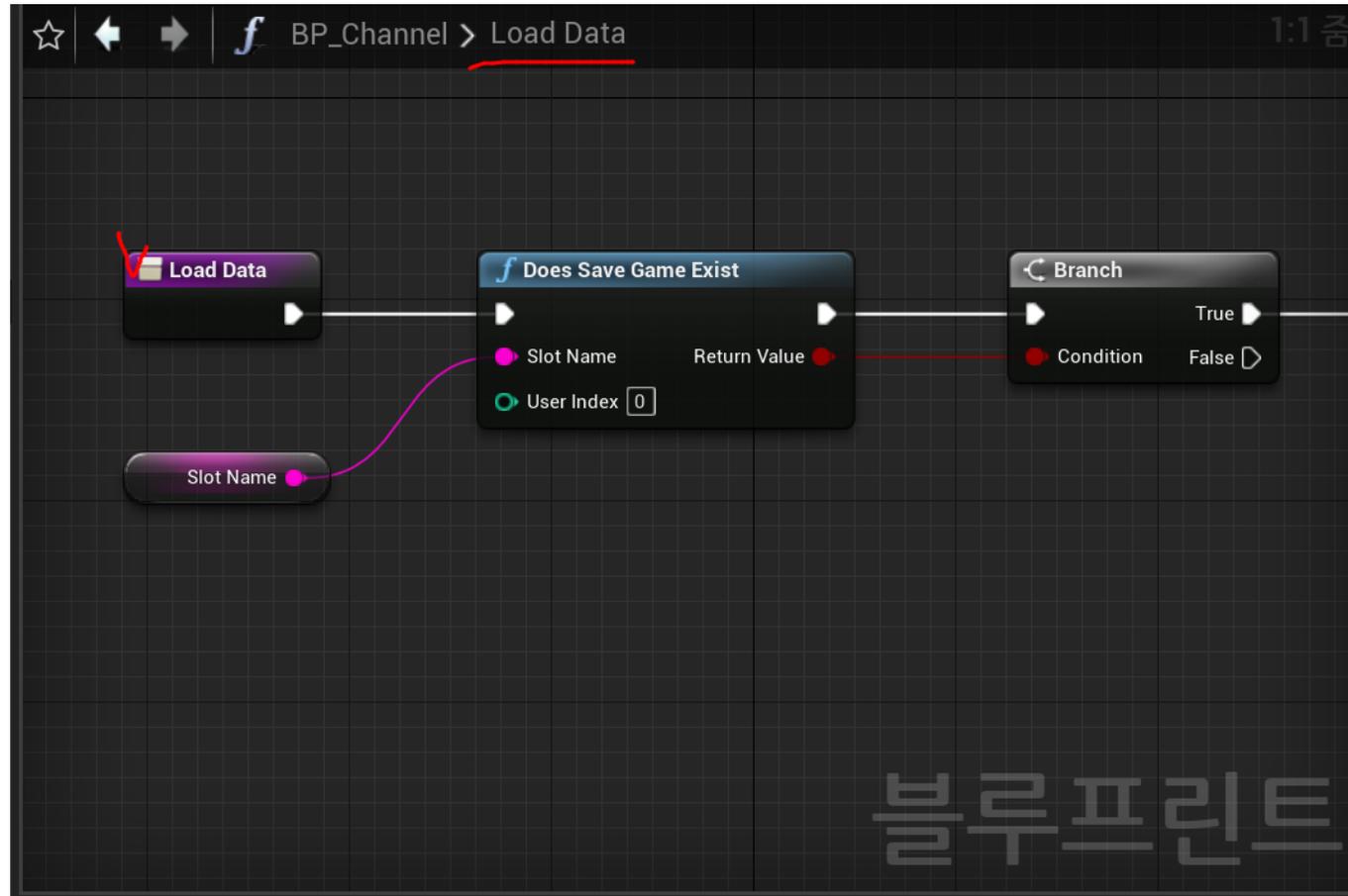
2.2.4 SaveGameStats의 IsPlayerReach와 ChannelIndex를 BP_Channel의 IsPlayerReach, Index에 SET한다.



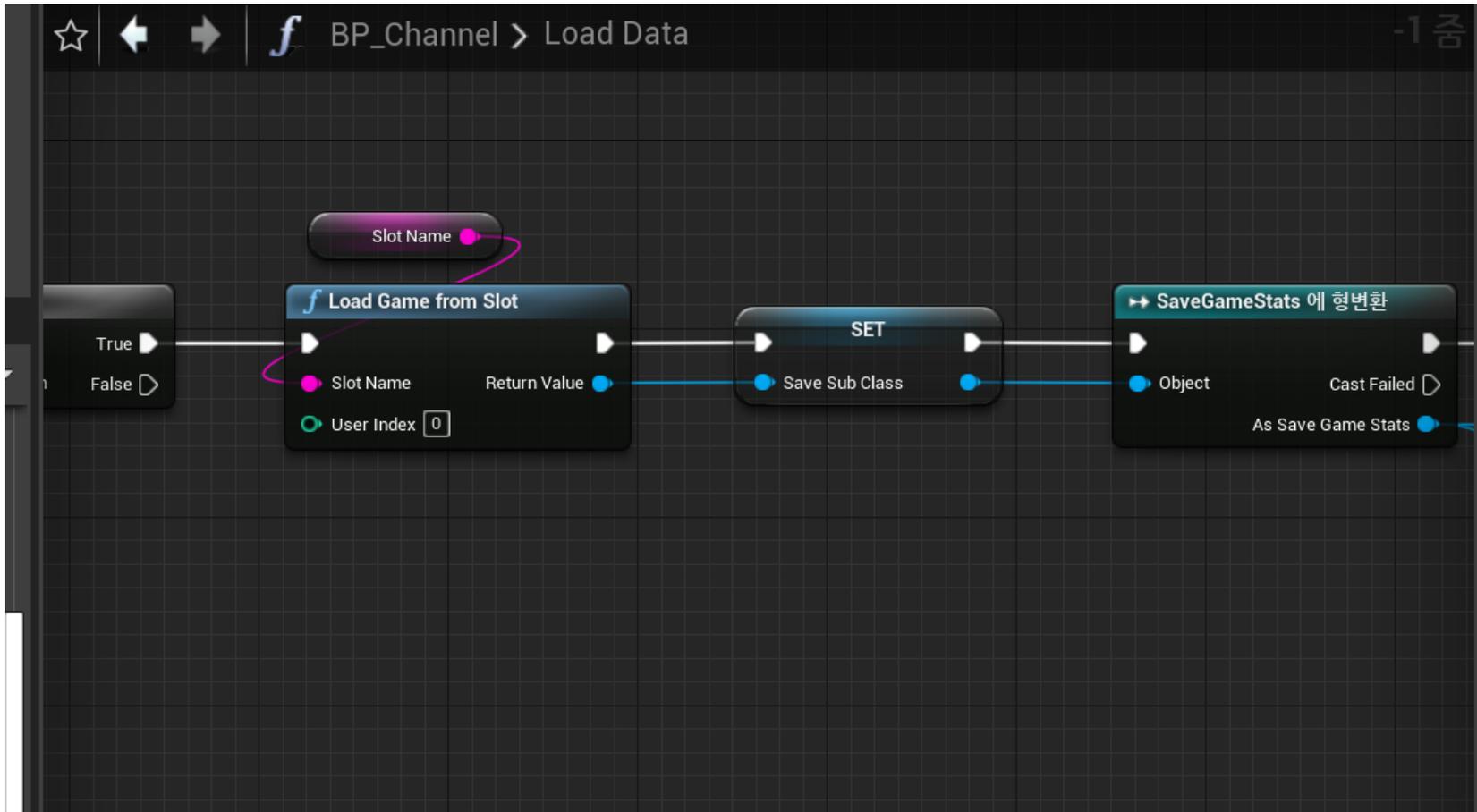
2.2.5 SlotName의 SaveGameSlot을 생성한다.



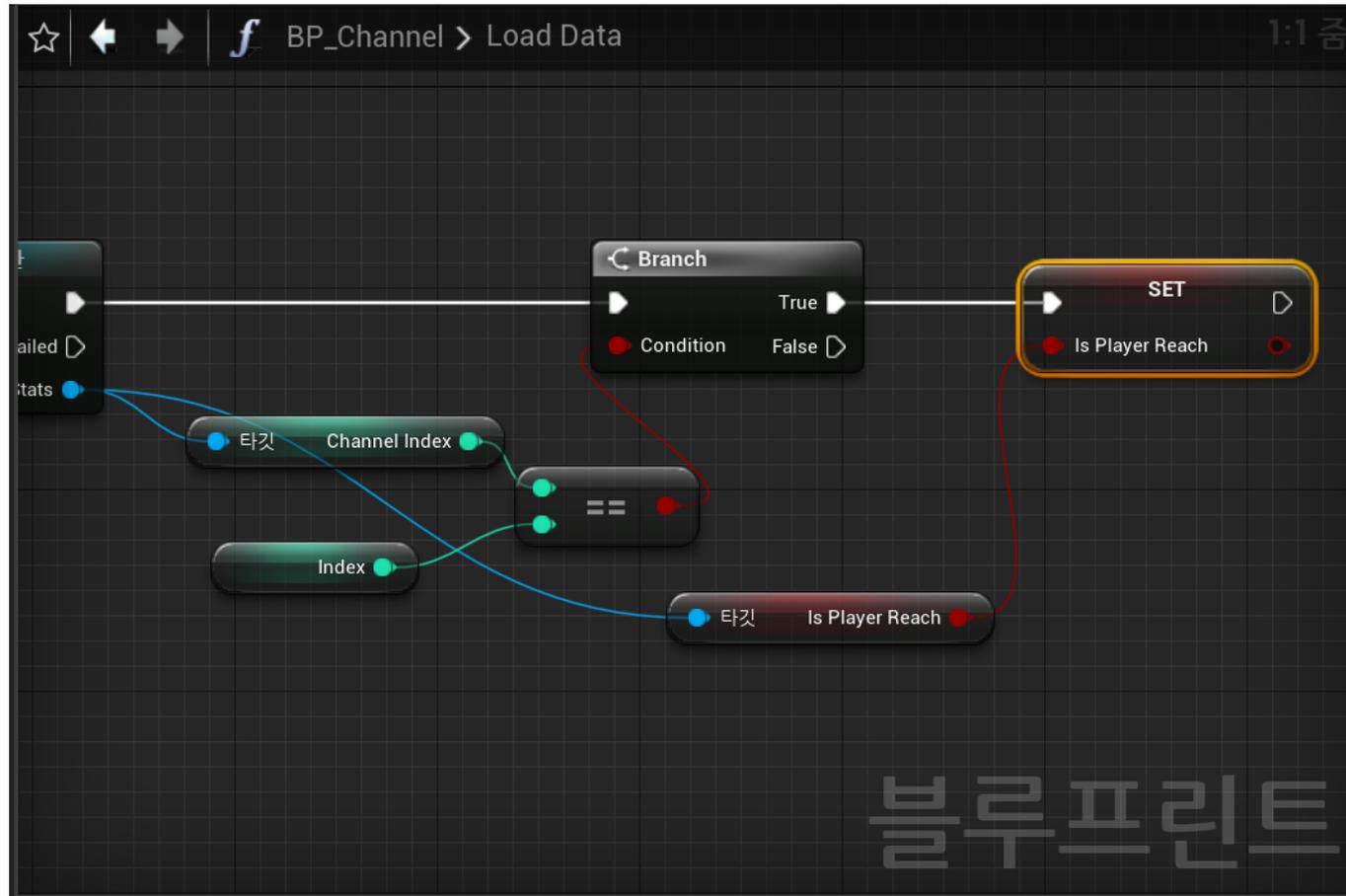
2.2.6 ReachChannel에 들어가서 SaveData를 호출한다.



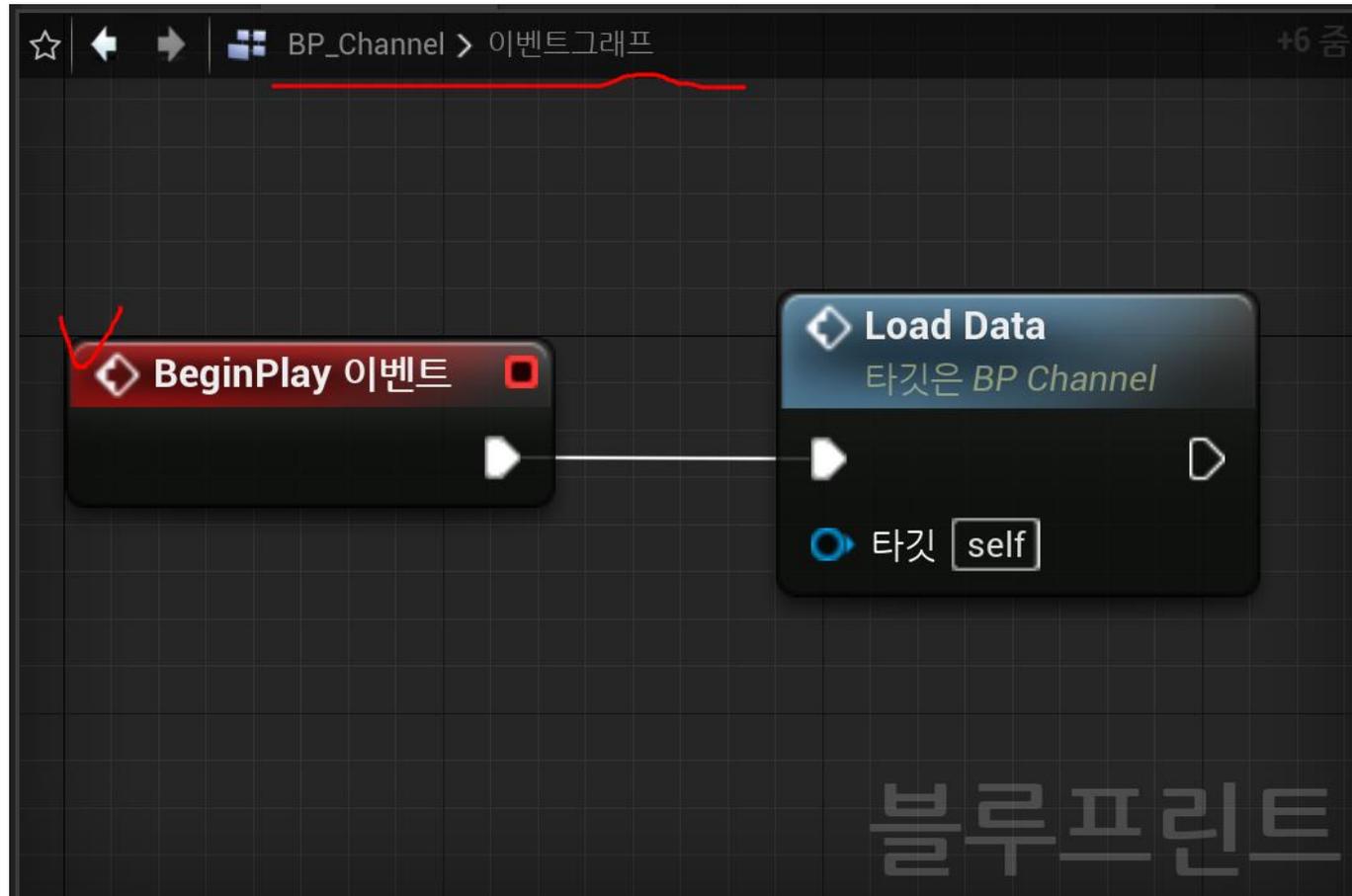
2.3 SlotName의 SaveGameSlot이 존재하는지 판단한다.



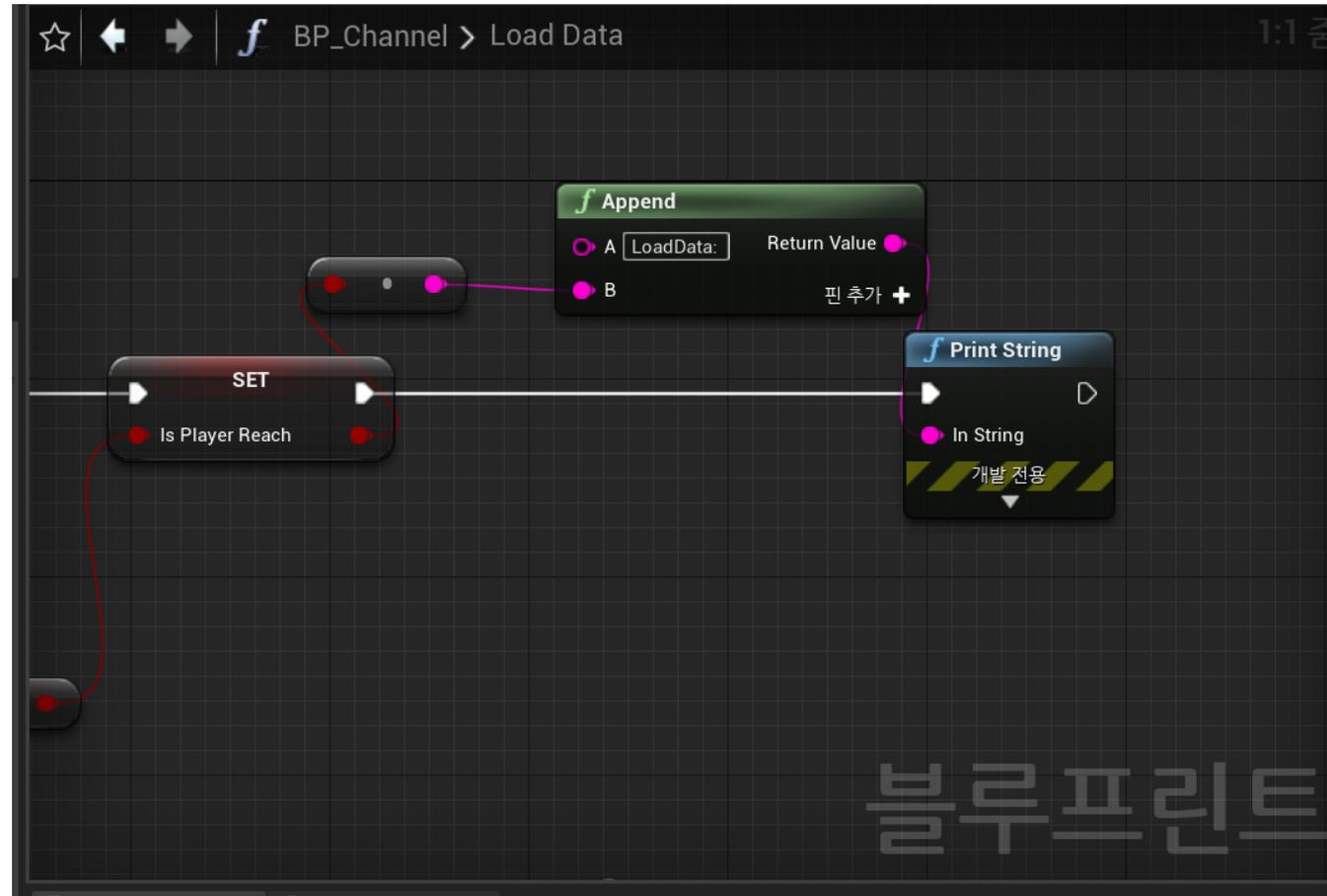
2.3.1 SlotName의 SaveGameSlot이 존재하면 Load하고, SaveSubClass에 SET하고, SaveGameStats로 Cast한다.



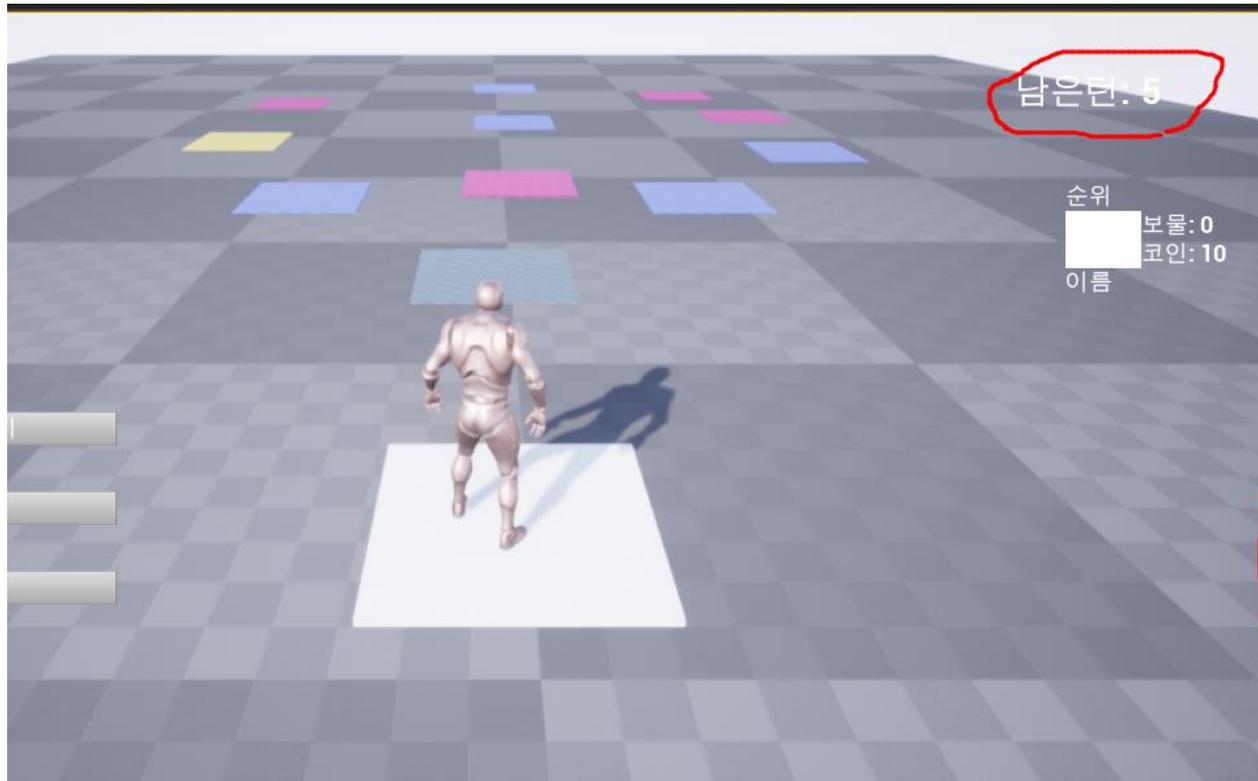
2.3.2 SaveGameStats의 ChannelIndex와 Index가 같다면 SaveGameStats의 IsPlayerReach를 BP_Channel의 IsPlayeReach에 SET한다.



2.3.3 BeginPlay 이벤트에 LoadData 함수를 호출한다.



2.3.4 디퍼그 용 출력

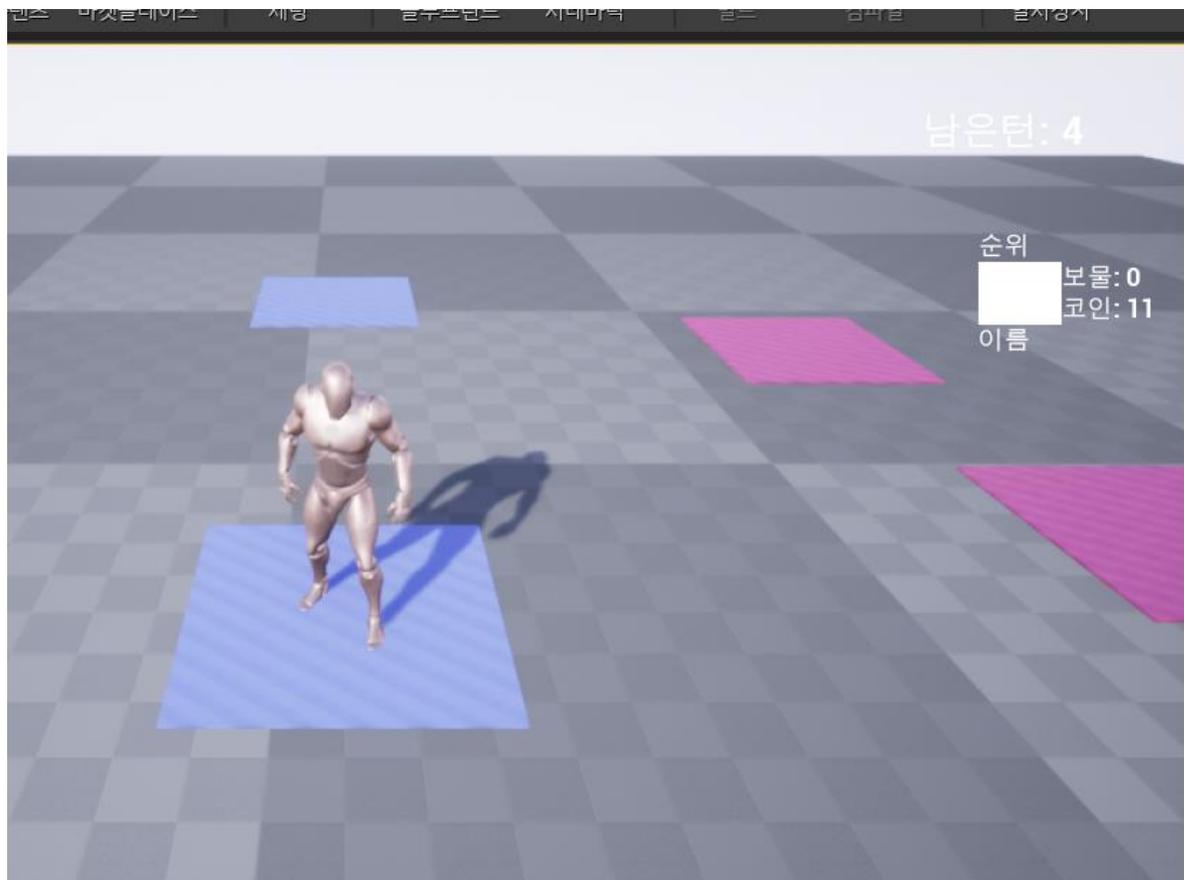


```

LogAudioMixer: Display: Number of buffers to queue: 2
LogAudioMixer: Display: Max Channels (voices): 32
LogAudioMixer: Display: Number of Async Source Workers: 0
LogAudio: Display: AudioDevice MaxSources: 32
LogAudio: Display: Using built-in audio occlusion.
LogAudioMixer: Display: Initializing audio mixer.
LogAudioMixer: Display: 0: FrontLeft
LogAudioMixer: Display: 1: FrontRight
LogAudioMixer: Display: Using Audio Device 스피커(Realtek(R) Audio)
LogAudioMixer: Display: Initializing Sound Submixes...
LogAudioMixer: Display: Creating Master Submix 'MasterSubmixDefault'
LogAudioMixer: Display: Creating Master Submix 'MasterReverbSubmixDefault'
LogAudioMixer: Display: Creating Master Submix 'MasterEQSubmixDefault'
LogInit: FAudioDevice initialized.
LogLoad: Game class is 'BattleGameMode_C'
LogWorld: Bringing World /Game/NewProject/BoardGame/Map/UEDPIE_0_NewBoardGa
LogWorld: Bringing up level for play took: 0.001202
LogOnline: OSS: Creating online subsystem instance for: :Context_70
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_DirChannel: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh2: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh3: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh2: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh4: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh3: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh5: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh6: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh4: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] CompledPrint
LogBlueprintUserMessages: [BP_ChannelMsg_2] StartLoop
LogBlueprintUserMessages: [BP_ChannelMsg_2] is Valid
LogBlueprintUserMessages: [BP_ChannelMsg_2] RandomTreasure Save Data Is
PIE: 서버가 로그인했습니다.
PIE: 에디터에서 플레이 총 시작 시간 0.145초입니다.

```

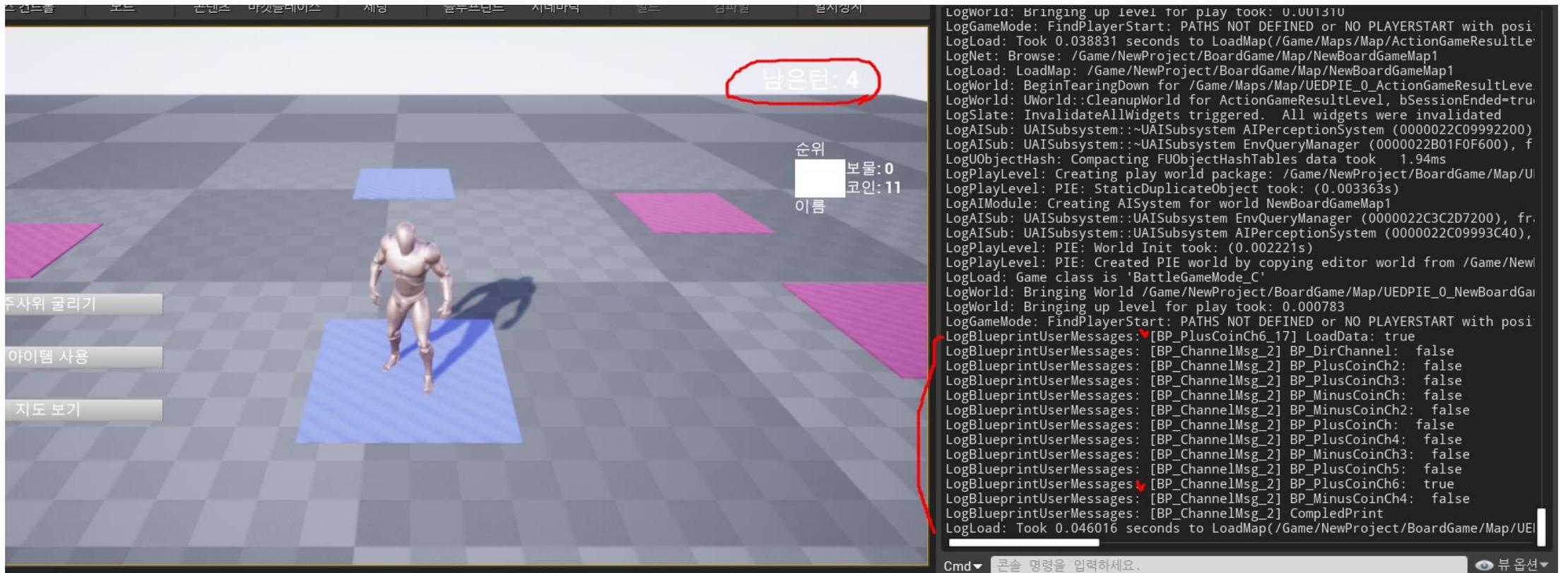
2.4 실행결과 화면 각 채널에 플레이어가 도착했는지 확인하는 출력(처음에는 전부 False)



```

LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh3: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh5: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh6: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh4: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] CompledPrint
LogBlueprintUserMessages: [BP_ChannelMsg_2] StartLoop
LogBlueprintUserMessages: [BP_ChannelMsg_2] is Valid
LogBlueprintUserMessages: [BP_ChannelMsg_2] RandomTreasure Save Data Is
PIE: 서버가 로그인했습니다.
PIE: 에디터에서 플레이 중 시작 시간 0.145초입니다.
LogBlueprintUserMessages: [DiceUI] 0 : 3
LogBlueprintUserMessages: [DiceUI] 1 : 3
LogBlueprintUserMessages: [DiceUI] 2 : 6
LogBlueprintUserMessages: [DiceUI] 3 : 4
LogBlueprintUserMessages: [DiceUI] 4 : 1
LogBlueprintUserMessages: [DiceUI] 주사위를 멈추게 한다.
LogBlueprintUserMessages: [DiceUI] 5 : 6
LogBlueprintUserMessages: [DiceUI] TickEnd
LogBlueprintUserMessages: [DiceUI] EntNumber
LogBlueprintUserMessages: [DiceUI] 마지막 값 : 6
LogBlueprintUserMessages: [CombatComponent] 남은칸: 6
LogBlueprintUserMessages: [BP_DirChannel_2] 충돌 발생
LogBlueprintUserMessages: [CombatComponent] 남은칸: 5
LogBlueprintUserMessages: [CombatComponent] 남은칸: 4
LogBlueprintUserMessages: [CombatComponent] 남은칸: 3
LogBlueprintUserMessages: [CombatComponent] 남은칸: 2
LogBlueprintUserMessages: [CombatComponent] 남은칸: 1
LogBlueprintUserMessages: [CombatComponent] 남은칸: 0
LogBlueprintUserMessages: [CombatComponent] PlayerStop
LogBlueprintUserMessages: [BP_PlusCoinCh6_17] 보드칸에 도착
LogBlueprintUserMessages: [BP_PlusCoinCh6_17] 코인 증가
LogBlueprintUserMessages: [BP_PlusCoinCh6_17] 소지 코인: 11
LogBlueprintUserMessages: [BattleGameMode_C_0] "전원 턴 종료"
LogBlueprintUserMessages: [BattleGameMode_C_0] 레벨 이동
LogNet: Browse: /Game/Maps/Map/ReadyLevel
LogLoad: LoadMap: /Game/Maps/Map/ReadyLevel
  
```

2.4.1 플레이어가 도착한 보드칸



2.4.2 플레이어가 현재 도착한 칸을 표시

ReadyMenu

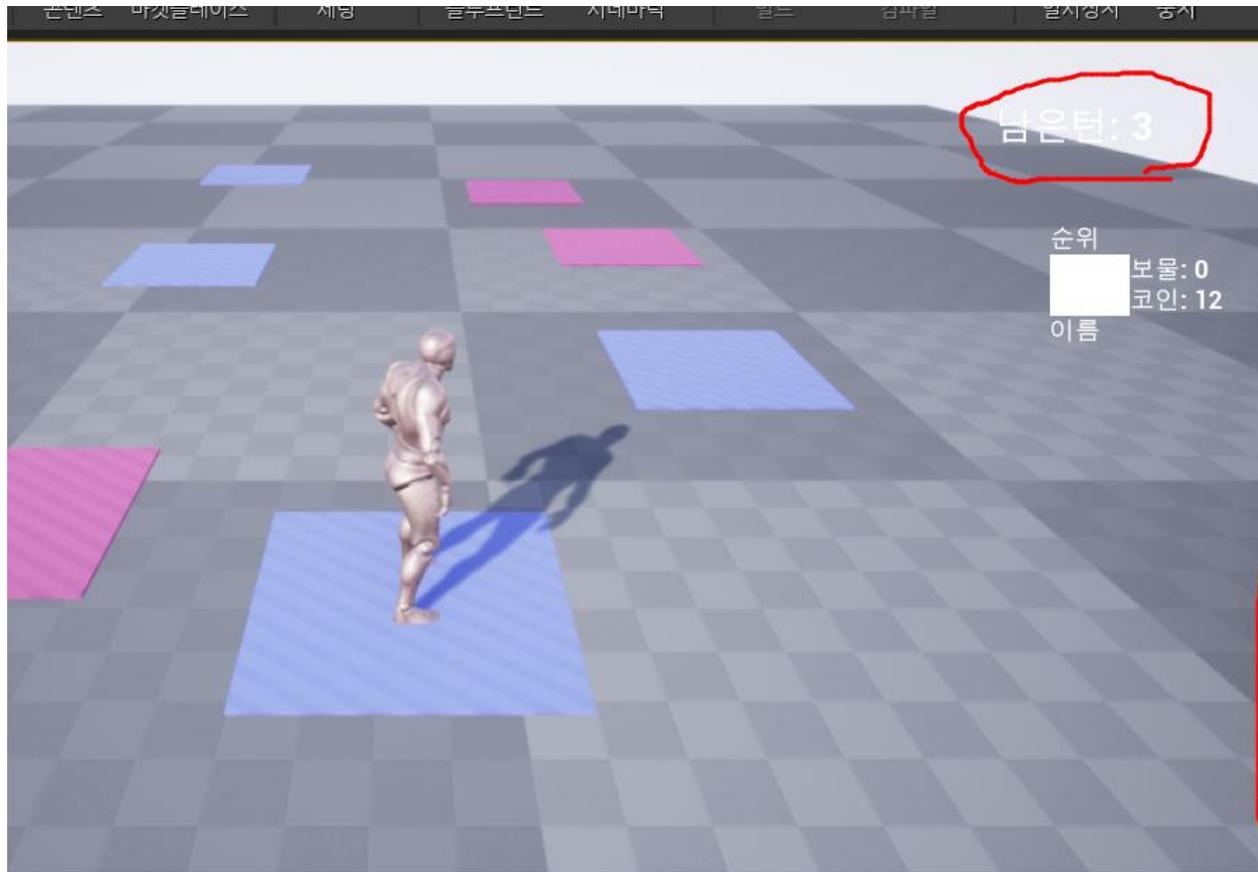
GO

```
LogBlueprintUserMessages: [BP_PlusCoinCh6_17] LoadData: true
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_DirChannel: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh2: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh3: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh2: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh4: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh3: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh5: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh6: true
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh4: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] CompledPrint
LogLoad: Took 0.046016 seconds to LoadMap(/Game/NewProject/BoardGame/Map
LogBlueprintUserMessages: [DiceUI] 0 : 6
LogBlueprintUserMessages: [DiceUI] 1 : 1
LogBlueprintUserMessages: [DiceUI] 2 : 4
LogBlueprintUserMessages: [DiceUI] 3 : 2
LogBlueprintUserMessages: [DiceUI] 4 : 2
LogBlueprintUserMessages: [DiceUI] 주사위를 멈추게 한다.
LogBlueprintUserMessages: [DiceUI] 5 : 2
LogBlueprintUserMessages: [DiceUI] TickEnd
LogBlueprintUserMessages: [DiceUI] EntNumber
LogBlueprintUserMessages: [DiceUI] 마지막 값 : 2
LogBlueprintUserMessages: [CombatComponent] 남은칸: 2
LogBlueprintUserMessages: [CombatComponent] 남은칸: 1
LogBlueprintUserMessages: [BP_DirChannel_2] 충돌 발생
LogBlueprintUserMessages: [CombatComponent] 남은칸: 0
LogBlueprintUserMessages: [CombatComponent] PlayerStop
LogBlueprintUserMessages: [BP_PlusCoinCh2_5] 보드칸에 도착
LogBlueprintUserMessages: [BP_PlusCoinCh2_5] 코인 증가
LogBlueprintUserMessages: [BP_PlusCoinCh2_5] 소지 코인: 12
LogBlueprintUserMessages: [BattleGameMode_C_0] "전원 턴 종료"
LogBlueprintUserMessages: [BattleGameMode_C_0] 레벨 이동
LogNet: Browse: /Game/Maps/Map/ReadyLevel
LogLoad: LoadMap: /Game/Maps/Map/ReadyLevel
```

Cmd 콘솔 명령을 입력하세요.

뷰 옵션

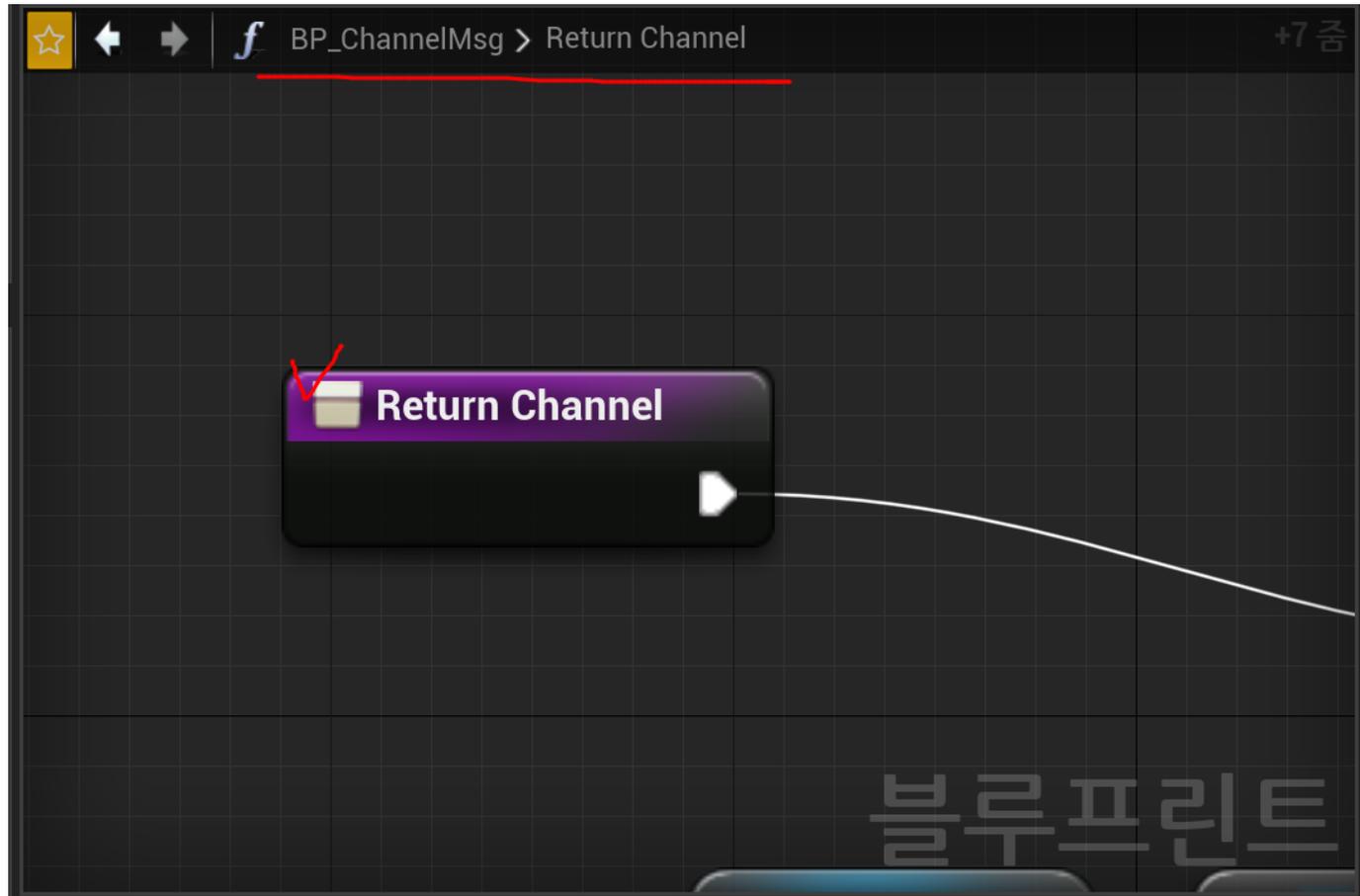
2.4.3 다시 플레이어가 보드칸에 도착한 보드칸



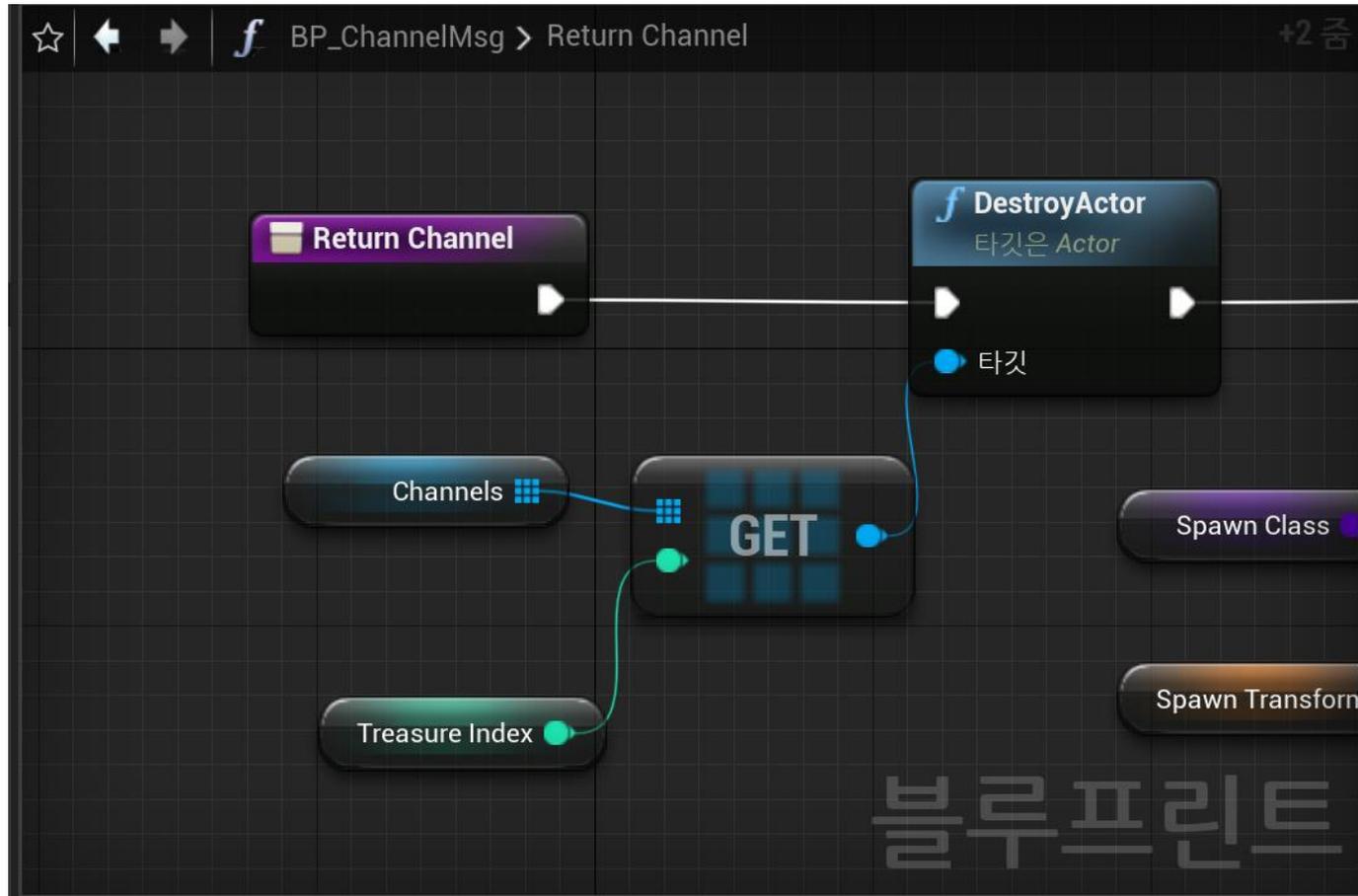
```

LogWorld: Bringing up level for play took: 0.001212
LogGameMode: FindPlayerStart: PATHS NOT DEFINED or NO PLAYERSTART with p
LogLoad: Took 0.040300 seconds to LoadMap(/Game/Maps/Map/ActionGameResul
LogNet: Browse: /Game/NewProject/BoardGame/Map/NewBoardGameMap1
LogLoad: LoadMap: /Game/NewProject/BoardGame/Map/NewBoardGameMap1
LogWorld: BeginTearingDown for /Game/Maps/Map/UEDPIE_0_ActionGameResultL
LogWorld: UWorld::CleanupWorld for ActionGameResultLevel, bSessionEnded=
LogSlate: InvalidateAllWidgets triggered. All widgets were invalidated
LogAISub: UAISubsystem::~UAISubsystem AIPerceptionSystem (0000022B122C93
LogAISub: UAISubsystem::~UAISubsystem EnvQueryManager (0000022BAEB7E600)
LogUObjectHash: Compacting FUObjectHashTables data took: 1.68ms
LogPlayLevel: Creating play world package: /Game/NewProject/BoardGame/Ma
LogPlayLevel: PIE: StaticDuplicateObject took: (0.003751s)
LogAIModule: Creating AISystem for world NewBoardGameMap1
LogAISub: UAISubsystem::UAISubsystem EnvQueryManager (0000022BF63E5E00),
LogAISub: UAISubsystem::UAISubsystem AIPerceptionSystem (0000022B122C9D0
LogPlayLevel: PIE: World Init took: (0.002138s)
LogPlayLevel: PIE: Created PIE world by copying editor world from /Game/
LogLoad: Game class is 'BattleGameMode_C'
LogWorld: Bringing World /Game/NewProject/BoardGame/Map/UEDPIE_0_NewBoar
LogWorld: Bringing up level for play took: 0.001735
LogGameMode: FindPlayerStart: PATHS NOT DEFINED or NO PLAYERSTART with p
LogBlueprintUserMessages: [BP_PlusCoinCh2_5] LoadData: true
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_DirChannel: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh2: true
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh3: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh2: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh4: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh3: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh5: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_PlusCoinCh6: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] BP_MinusCoinCh4: false
LogBlueprintUserMessages: [BP_ChannelMsg_2] CompldPrint
LogLoad: Took 0.069055 seconds to LoadMap(/Game/NewProject/BoardGame/Map
  
```

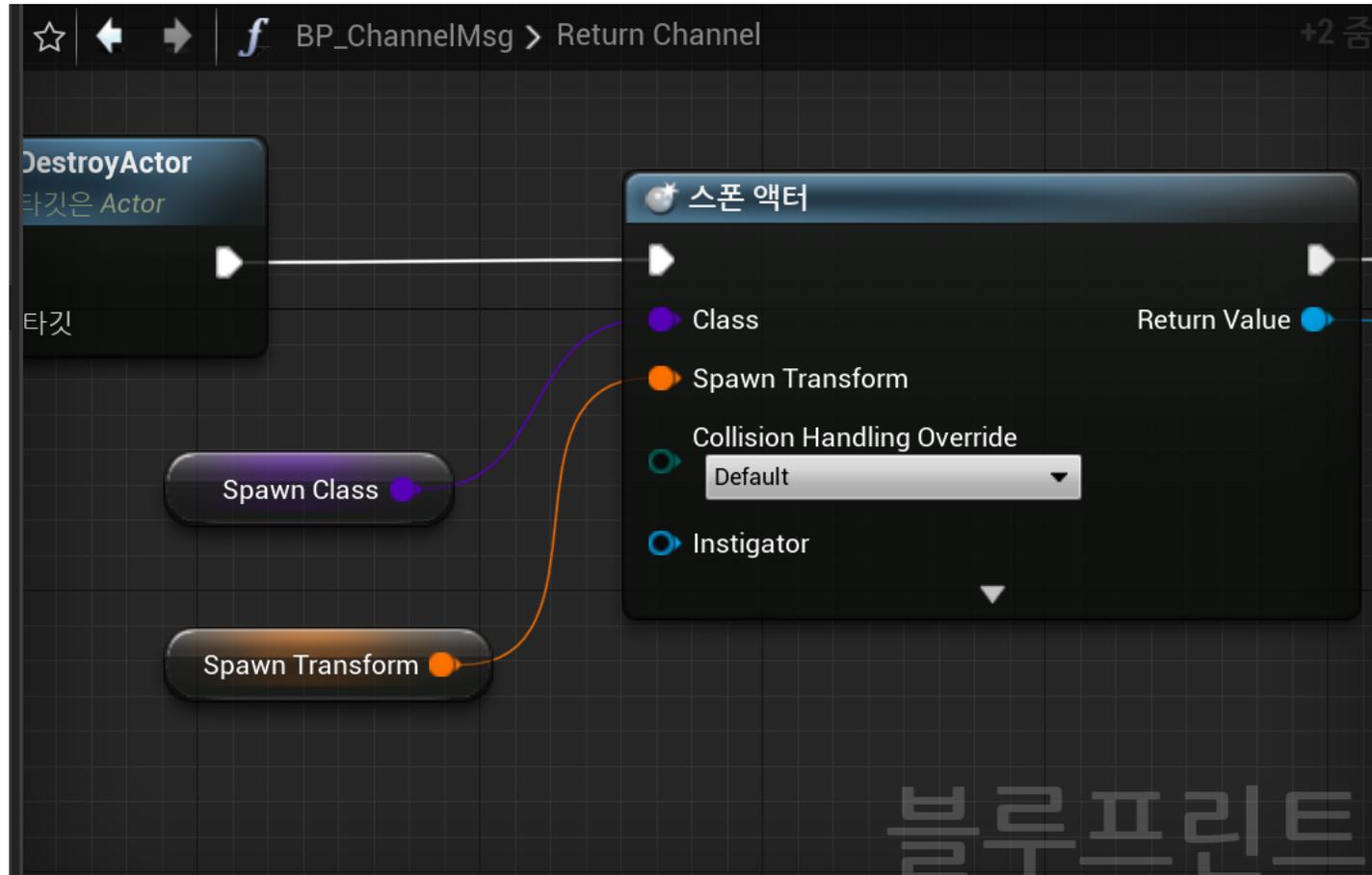
2.4.4 다시 플레이어가 도착한 칸을 표시



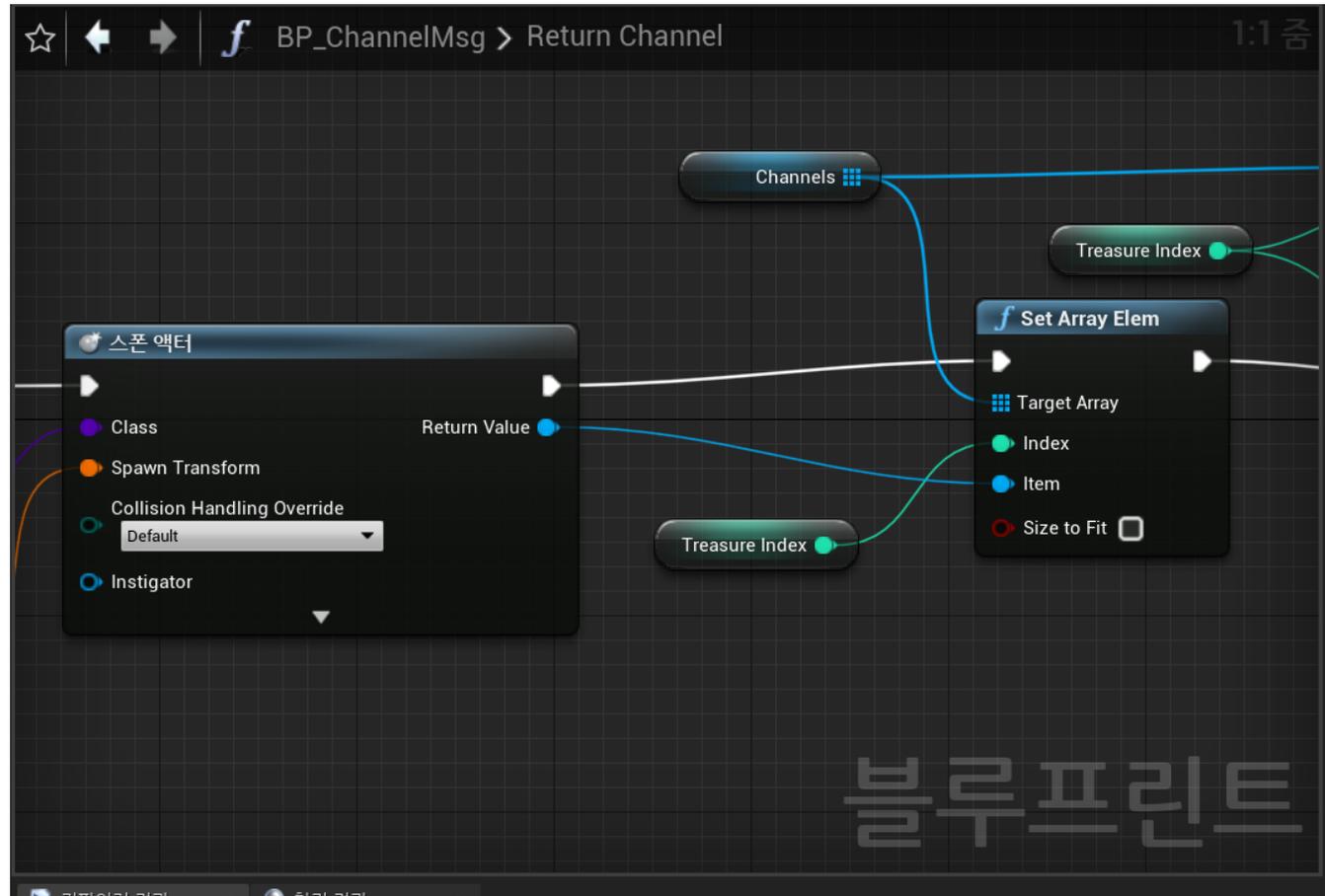
3. BP_ChannelMsg에 들어가서 ReturnChannel 함수를 생성한다.



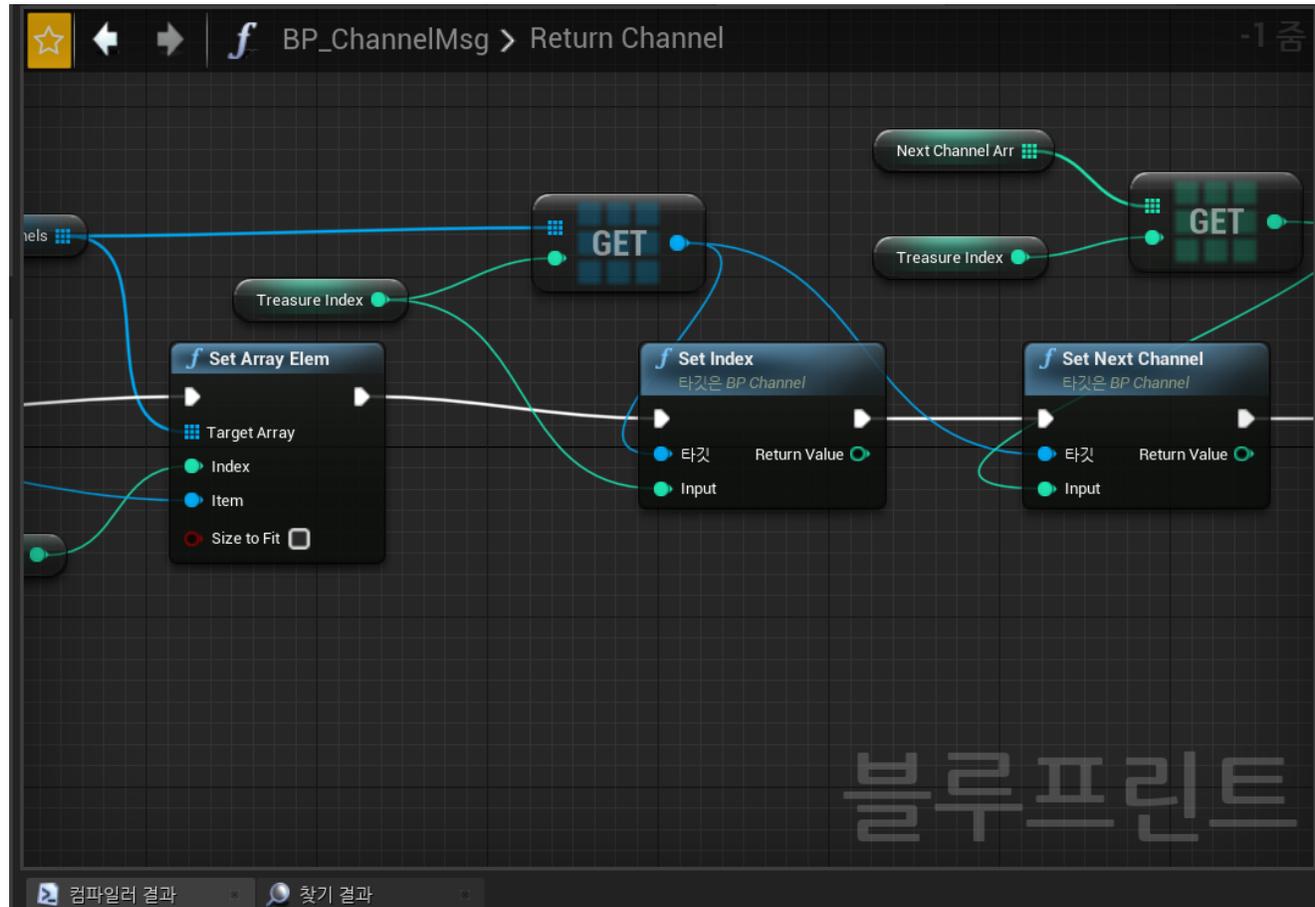
3.1 보물칸을 제거한다.



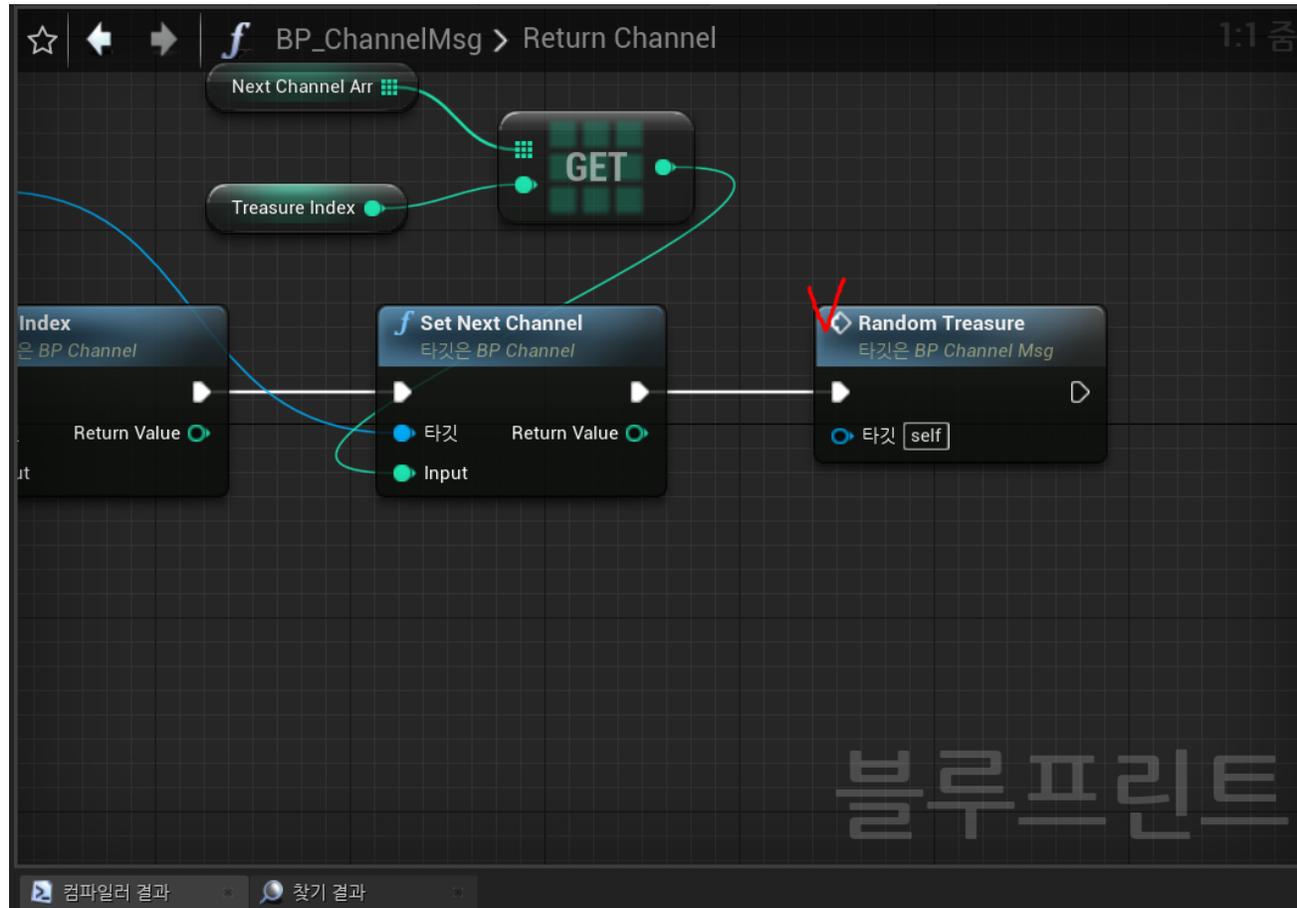
3.2 원래있던 칸을 생성한다.



3.3 원래있던 칸을 Channels에 넣는다.



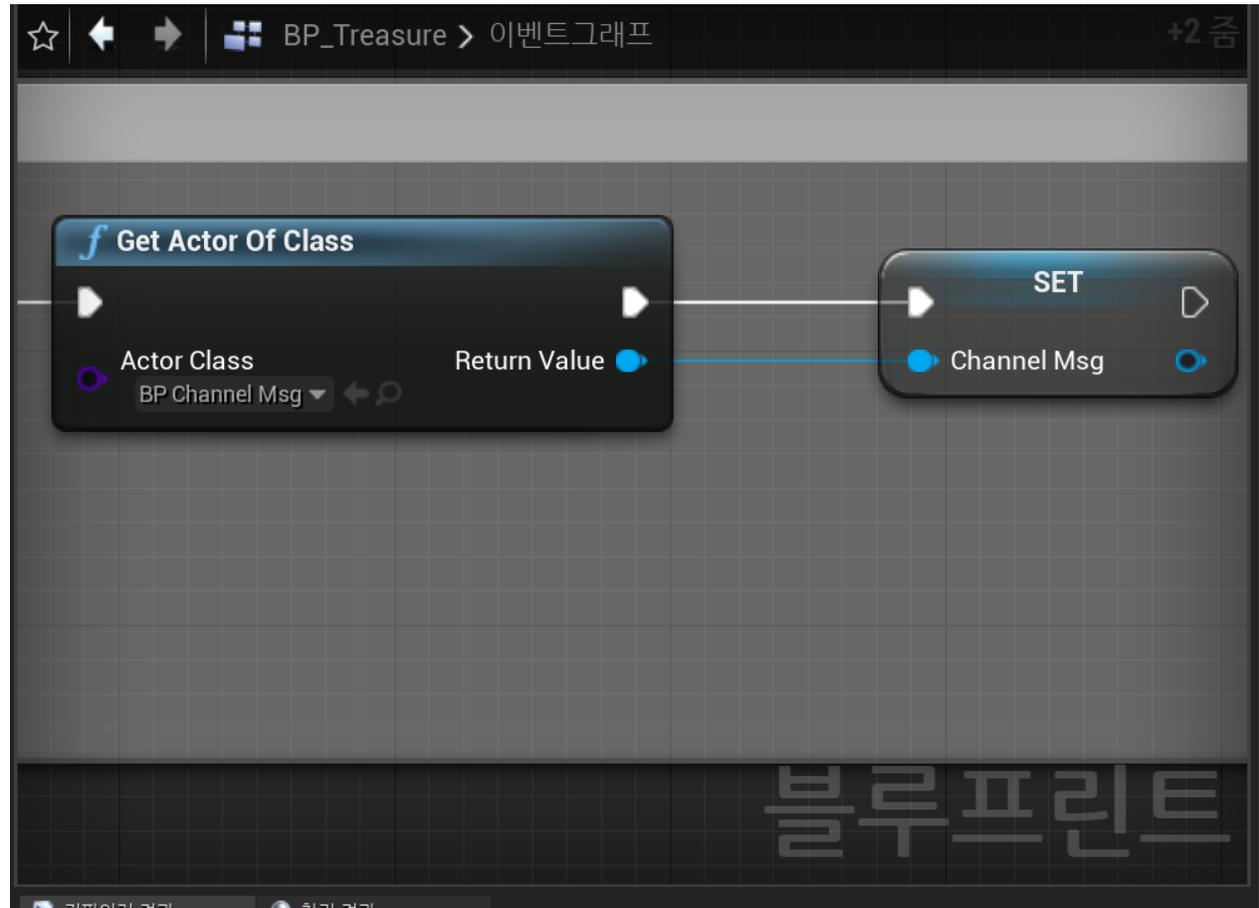
3.4 원래의 Index와 NextChannel 값을 넣는다.



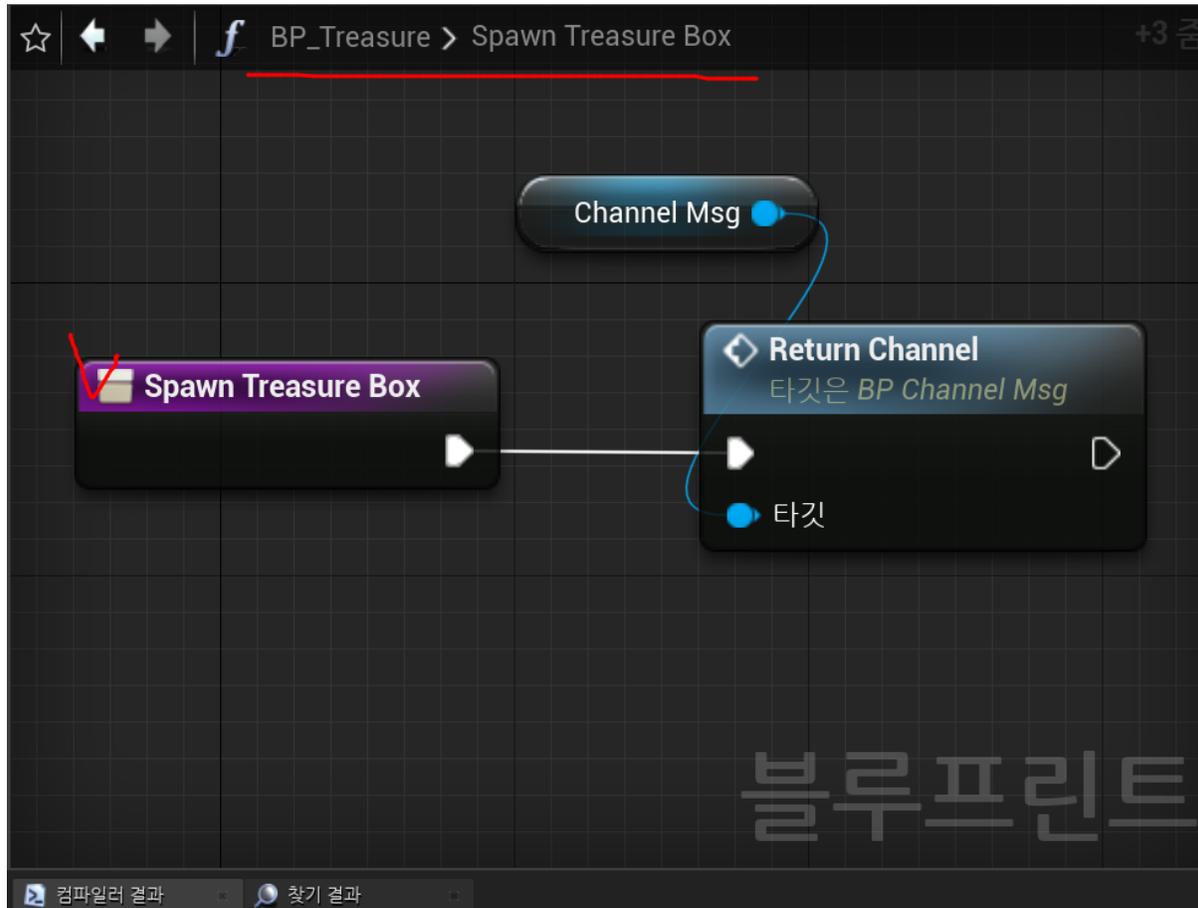
3.5 원래 보드칸이 생성하고, 처리작업이 종료하면 RandomTreasure 함수를 호출한다.



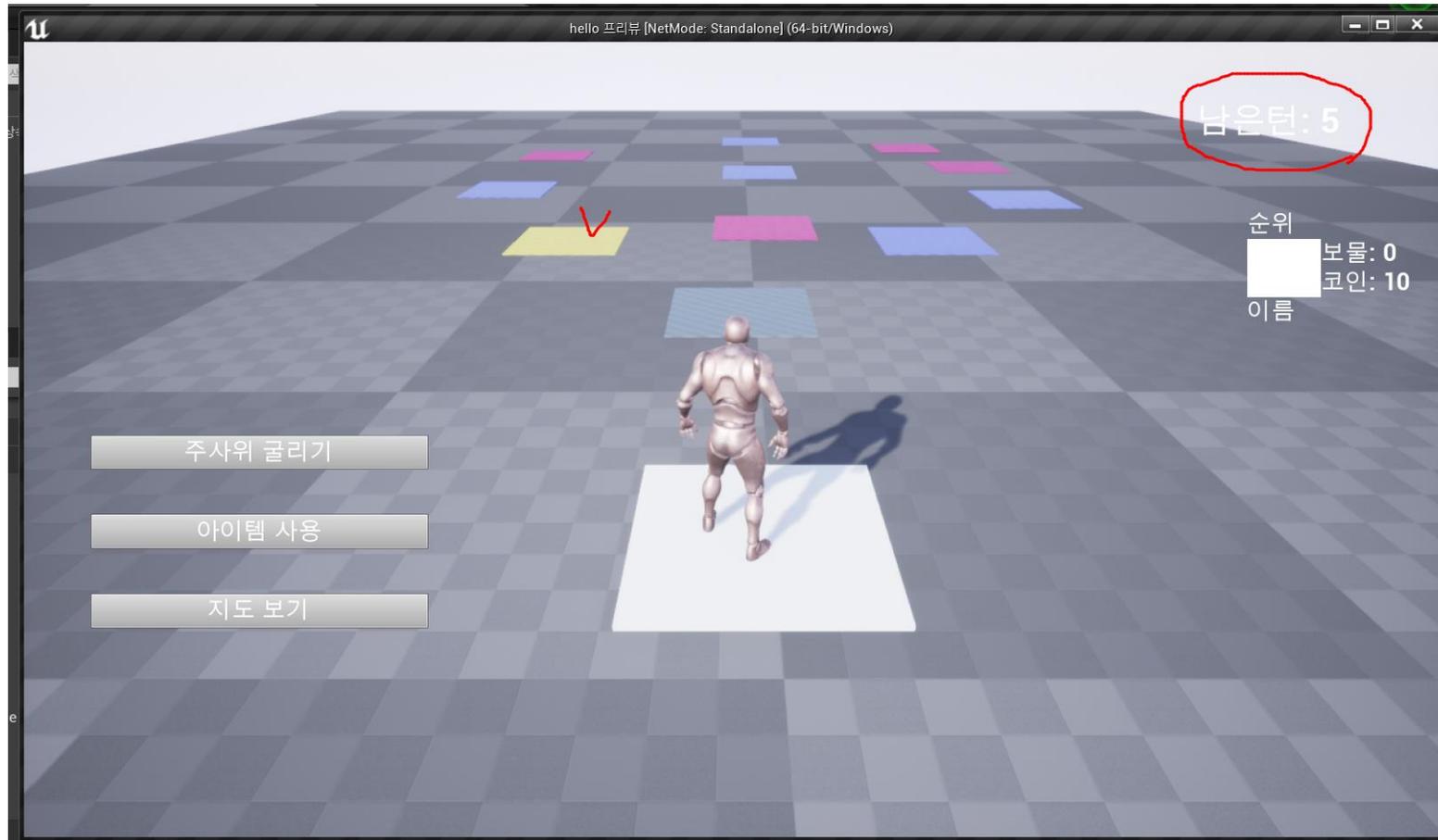
3.6 BP_Treasure의 BeginPlay 이벤트에 들어간다.



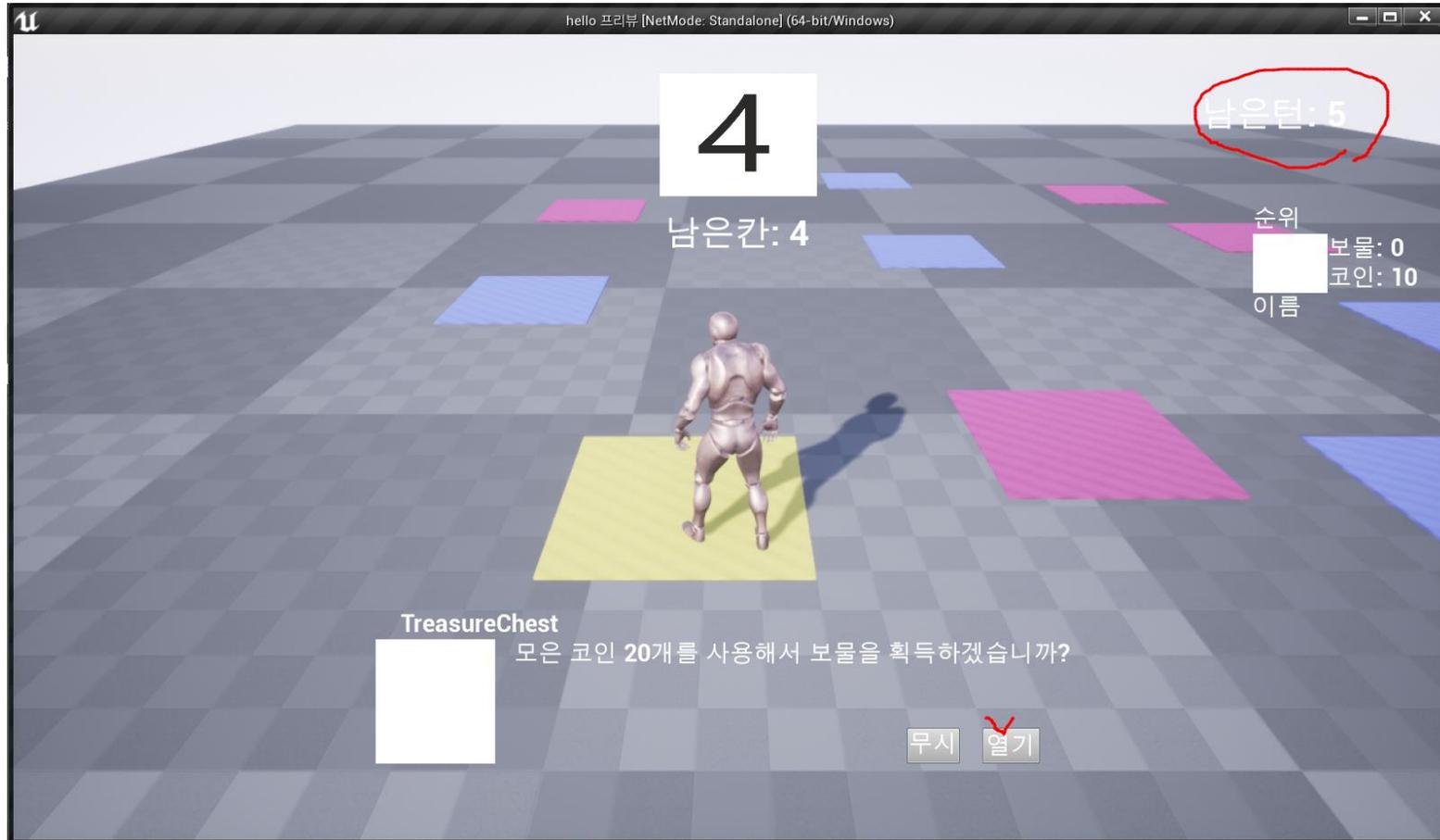
3.6.1 월드에 배치된 BP_ChannelMsg를 GET하고, 변수로 승격해서 ChannelMsg를 생성한다.



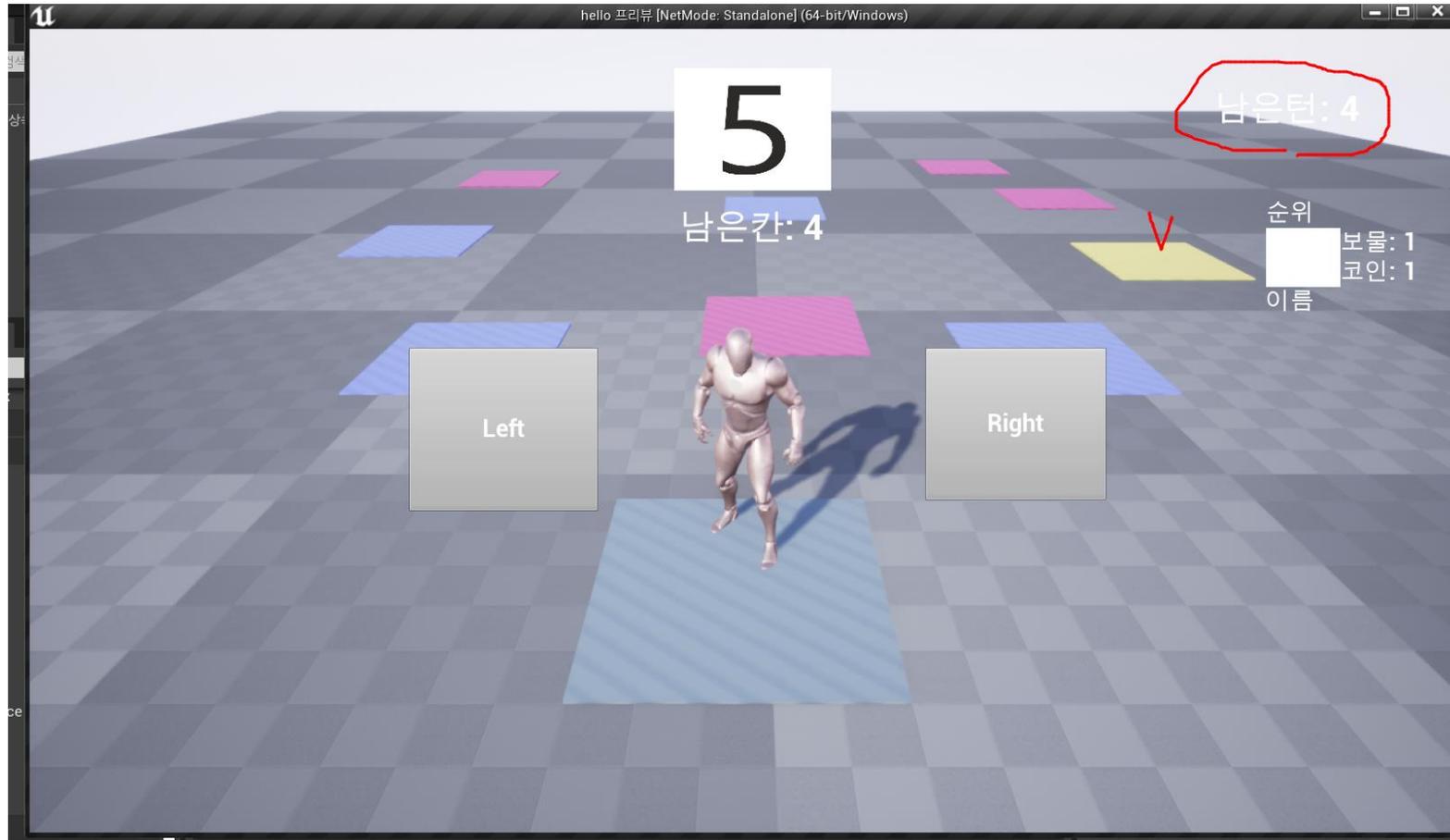
3.6.2 SpawnTreasureBox 함수에 들어가서 ChannelMsg의 ReturnChannel 함수를 호출한다.



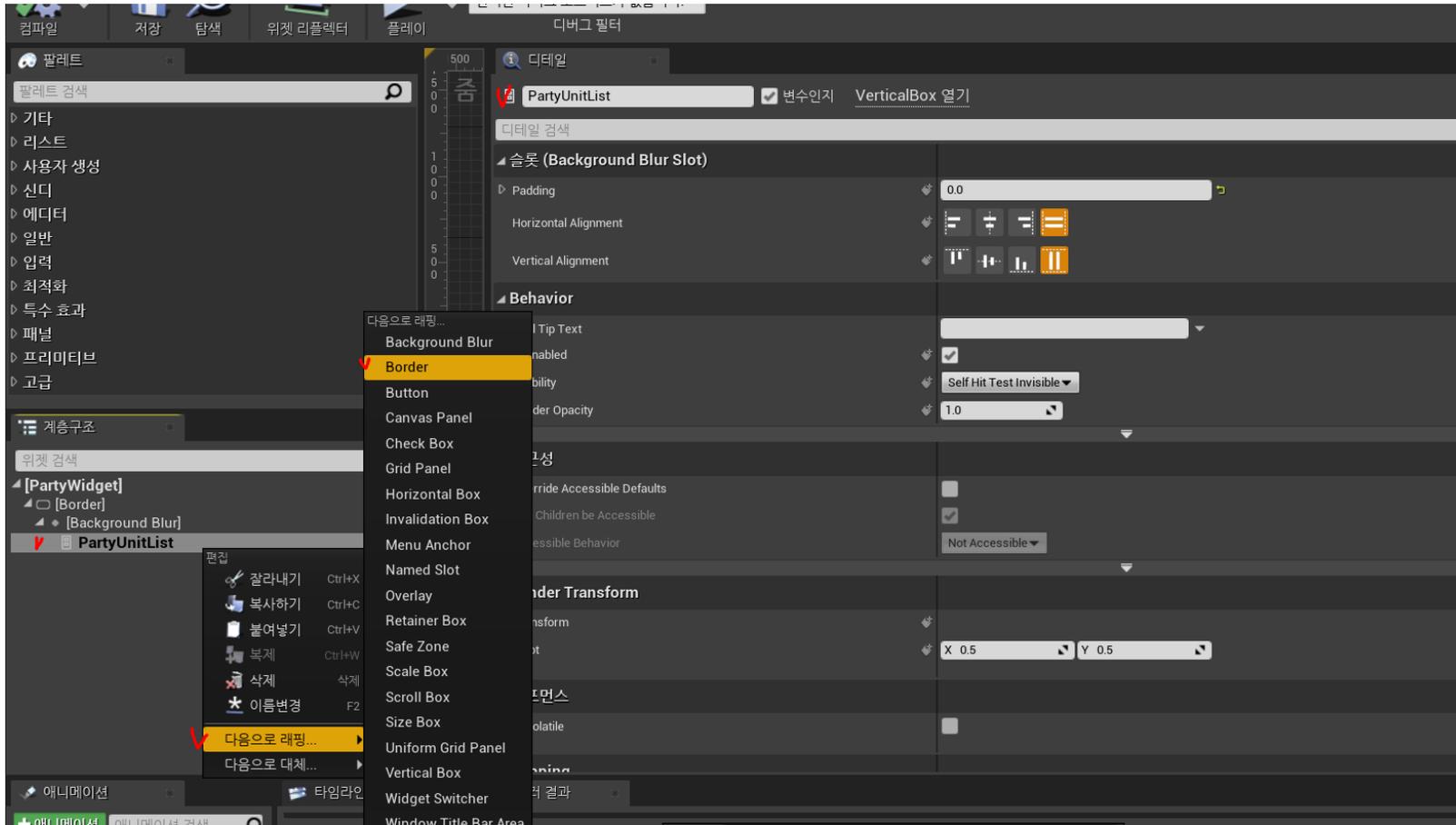
3.7 보드칸 기능 테스트 실행 결과



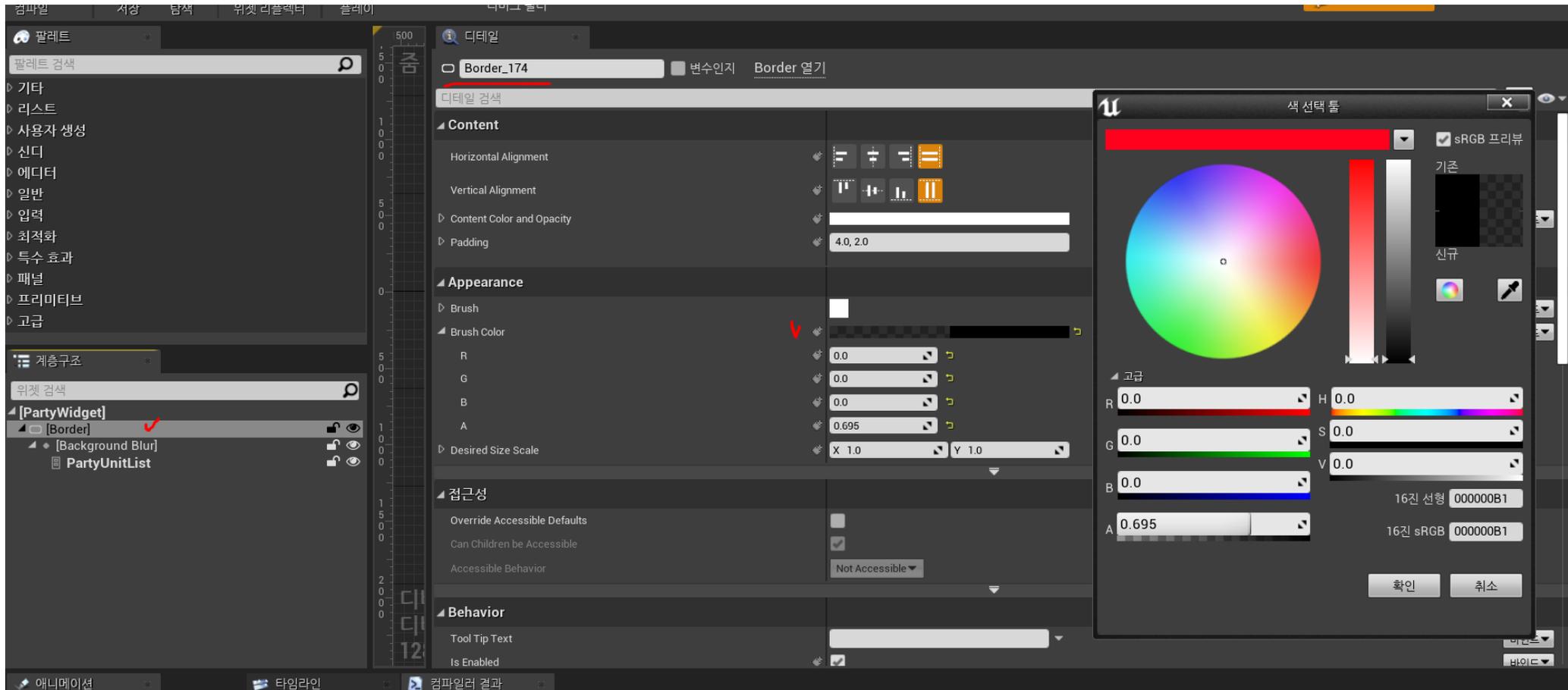
3.7.1 보드칸에 도착해서 보물상자를 열기를 선택



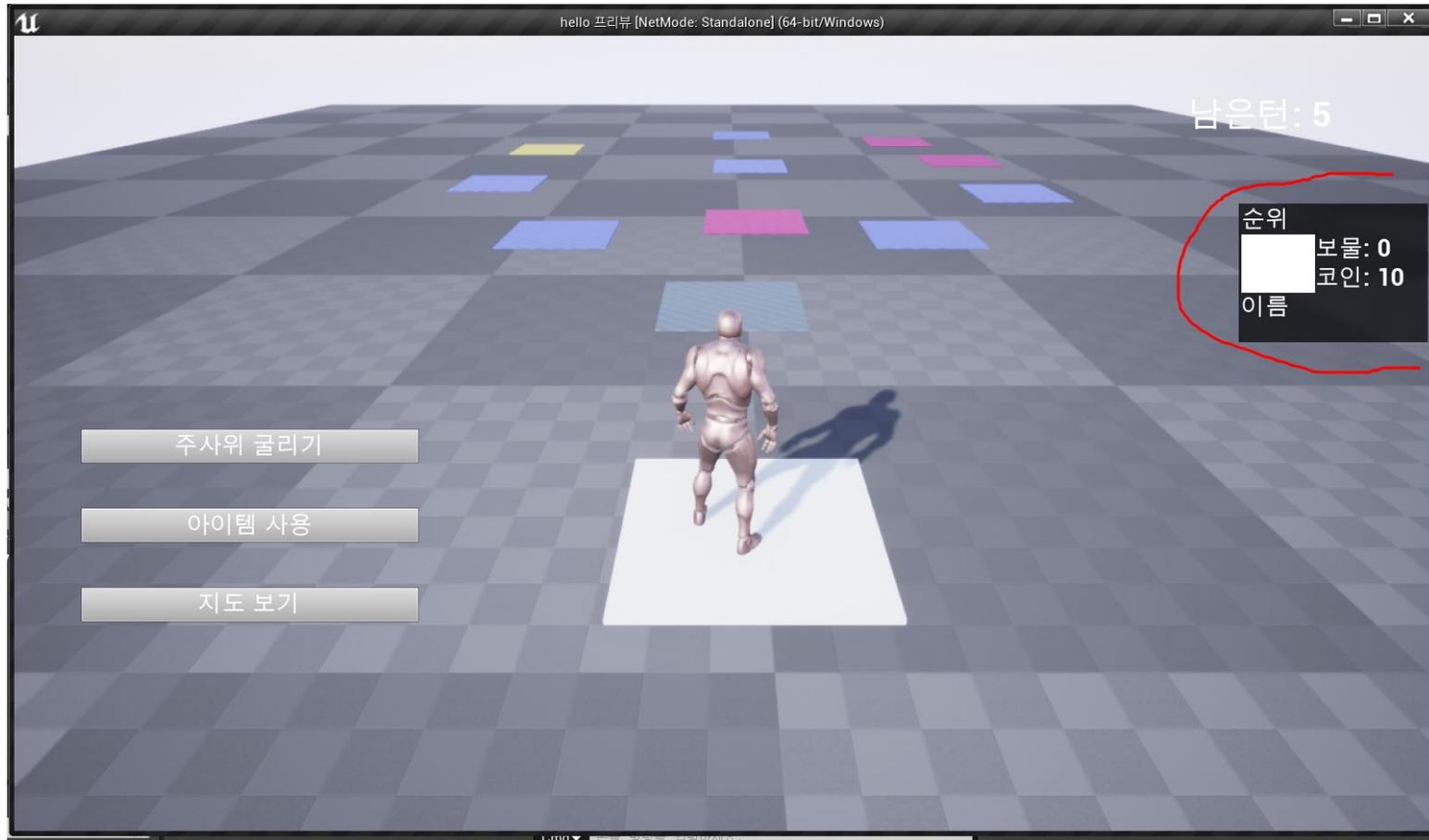
3.7.2 새로 생성된 보드칸, 전에 자리는 원래 보드칸으로 되어있음.



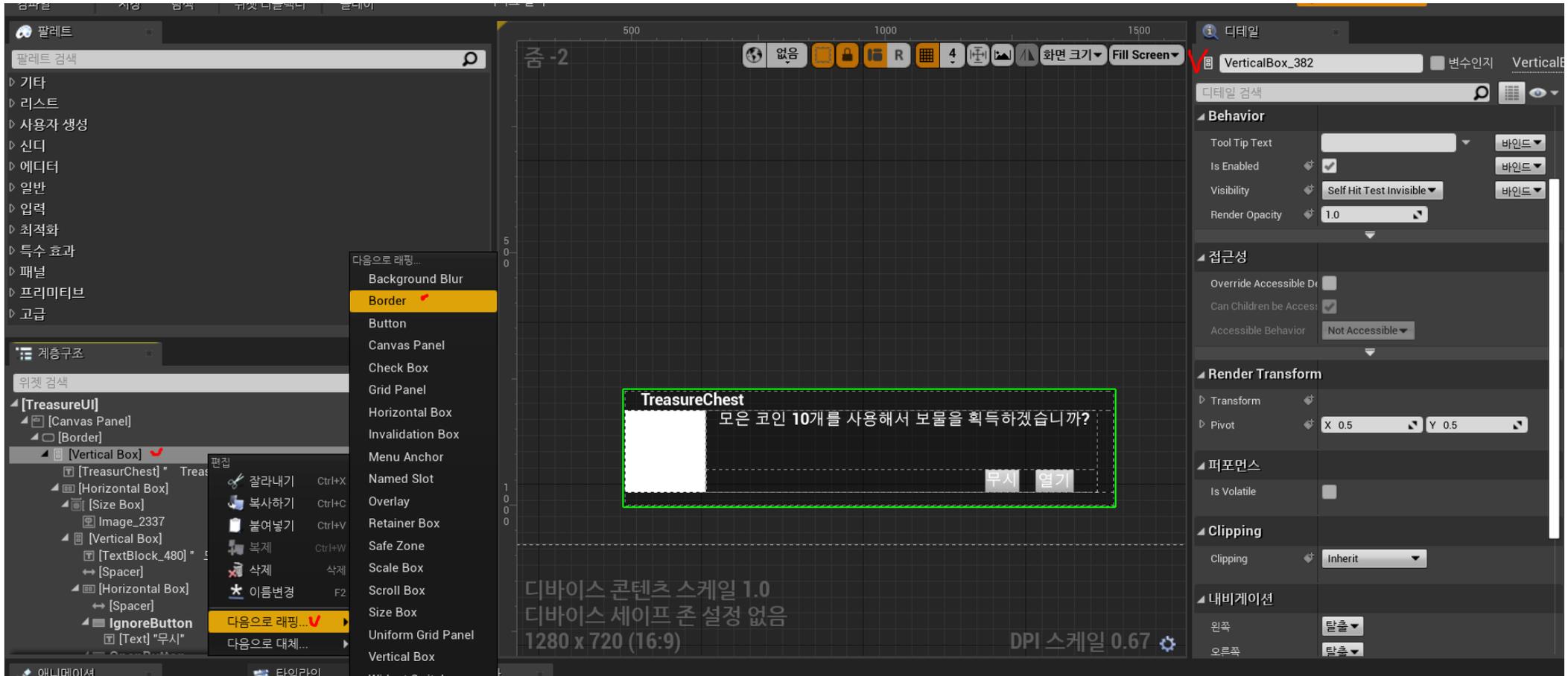
4. PartyWidget에 들어가서 PartyUnitList에 Border로 래핑한다.



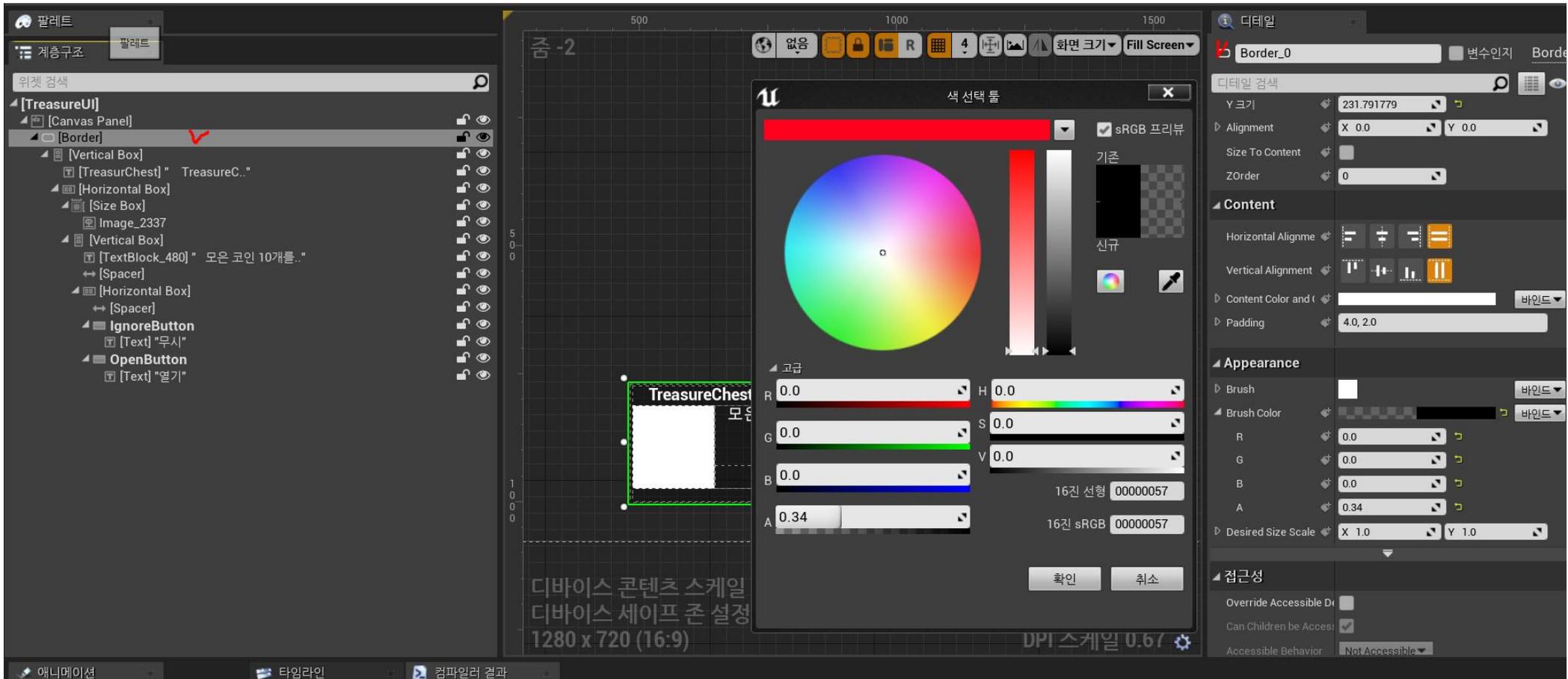
4.1 Border의 색상을 변경한다.



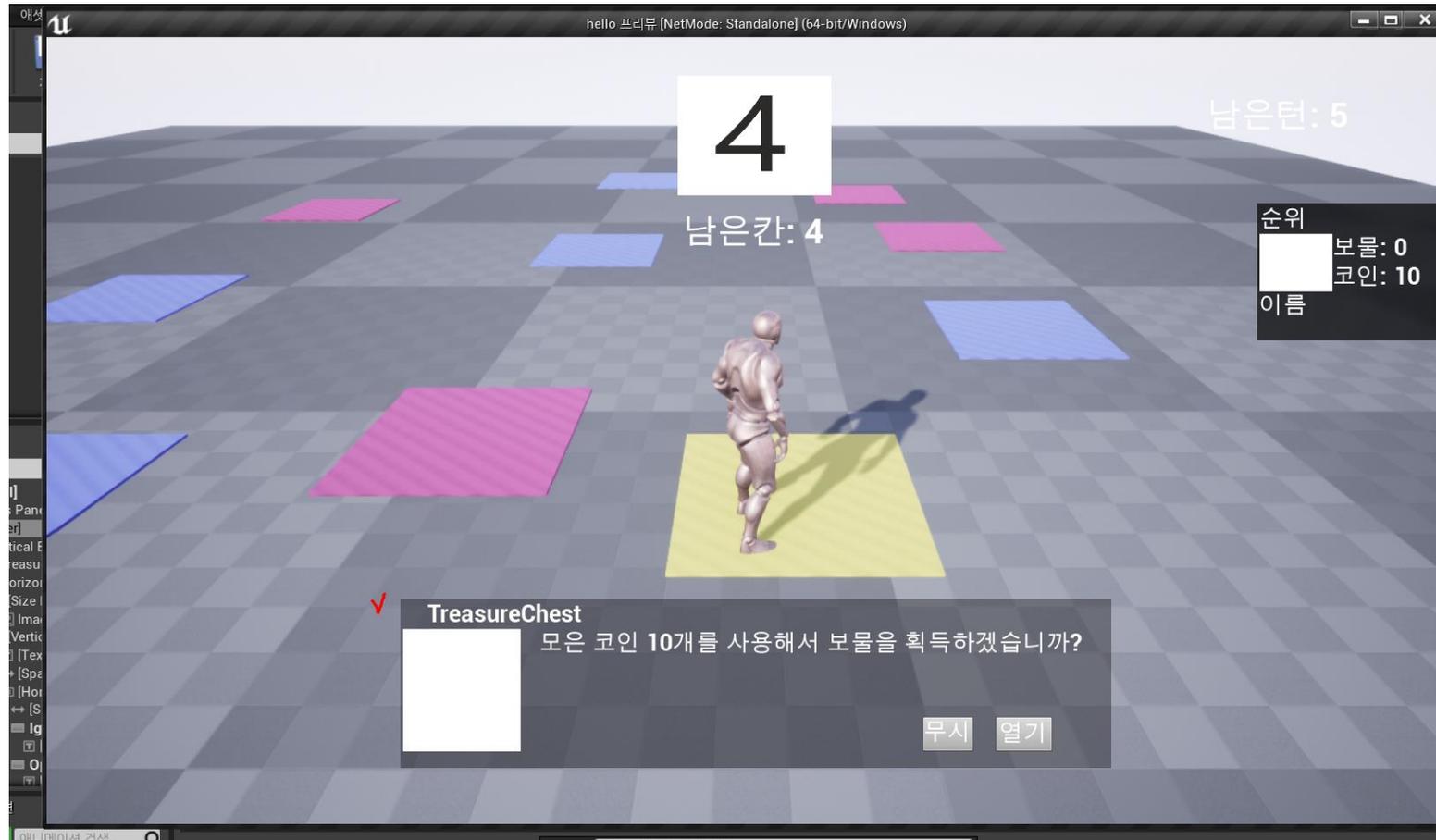
4.2 실행 결과



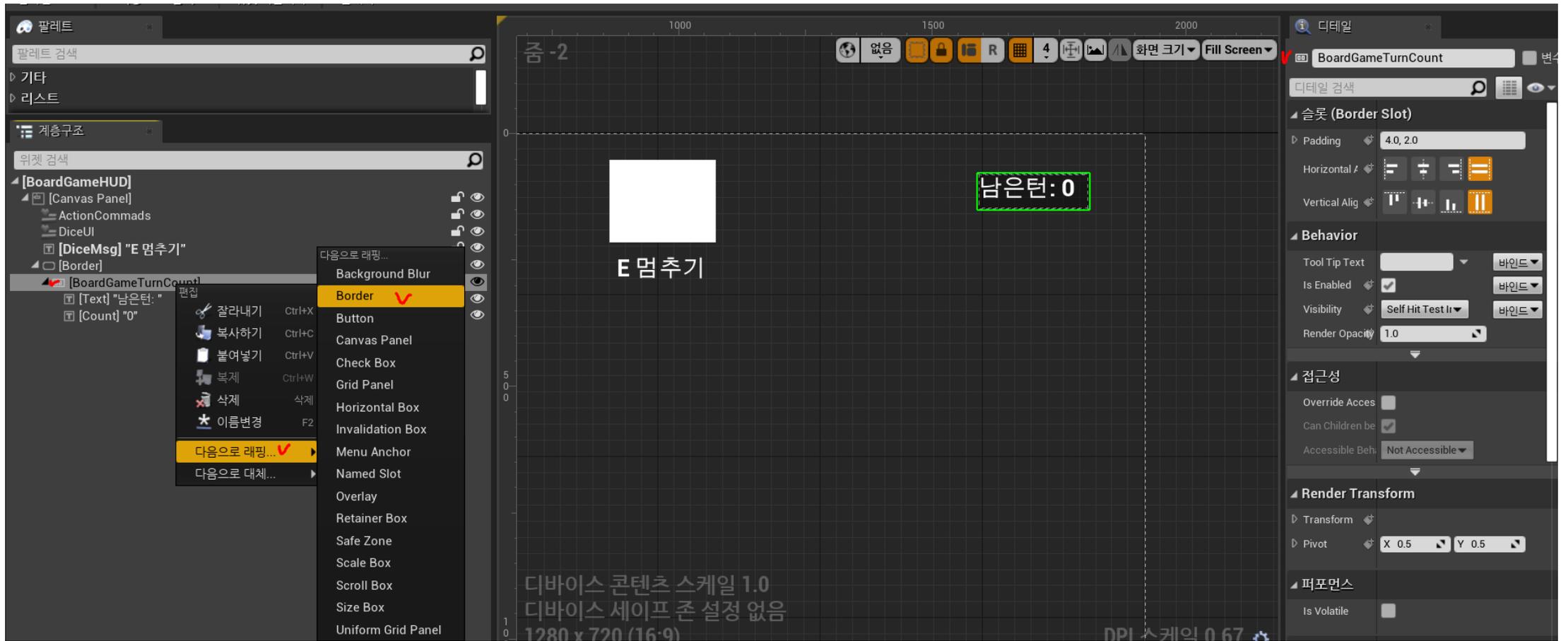
5. TreasureUI엔 들어가서 VerticalBox에 Border로 래핑한다.



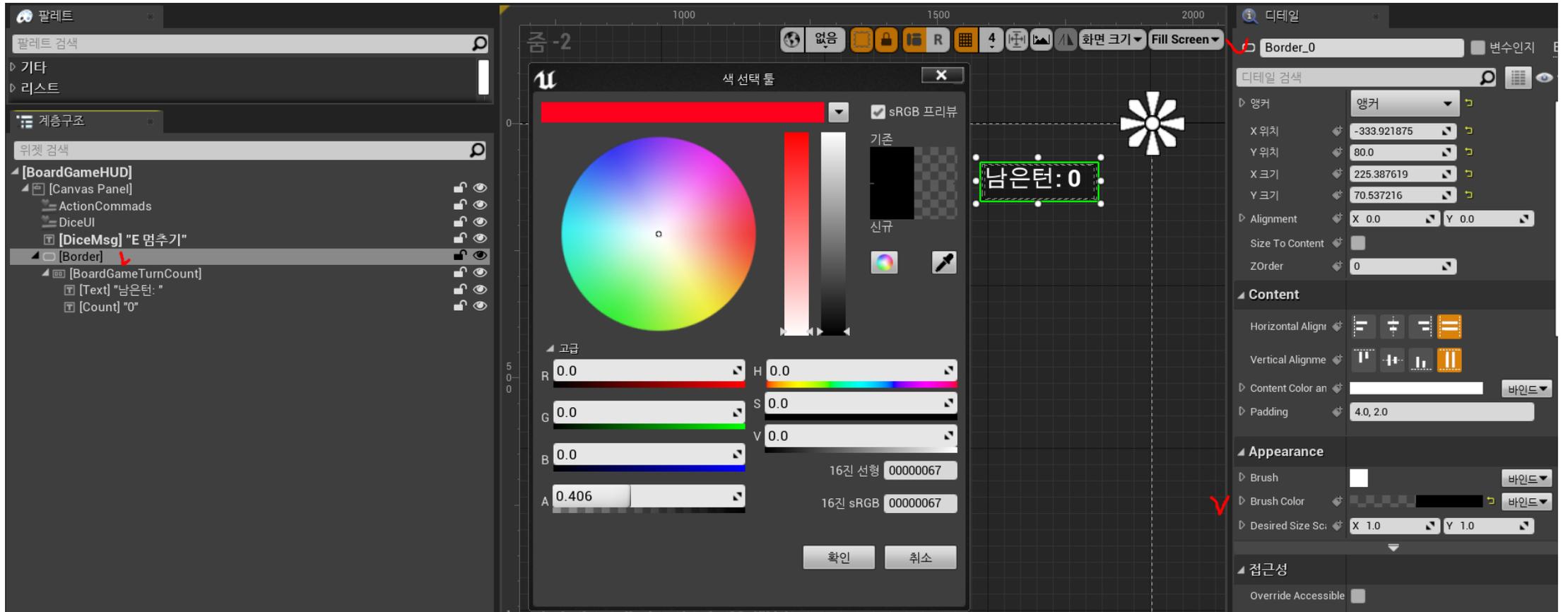
5.1 Border의 색상을 변경한다.



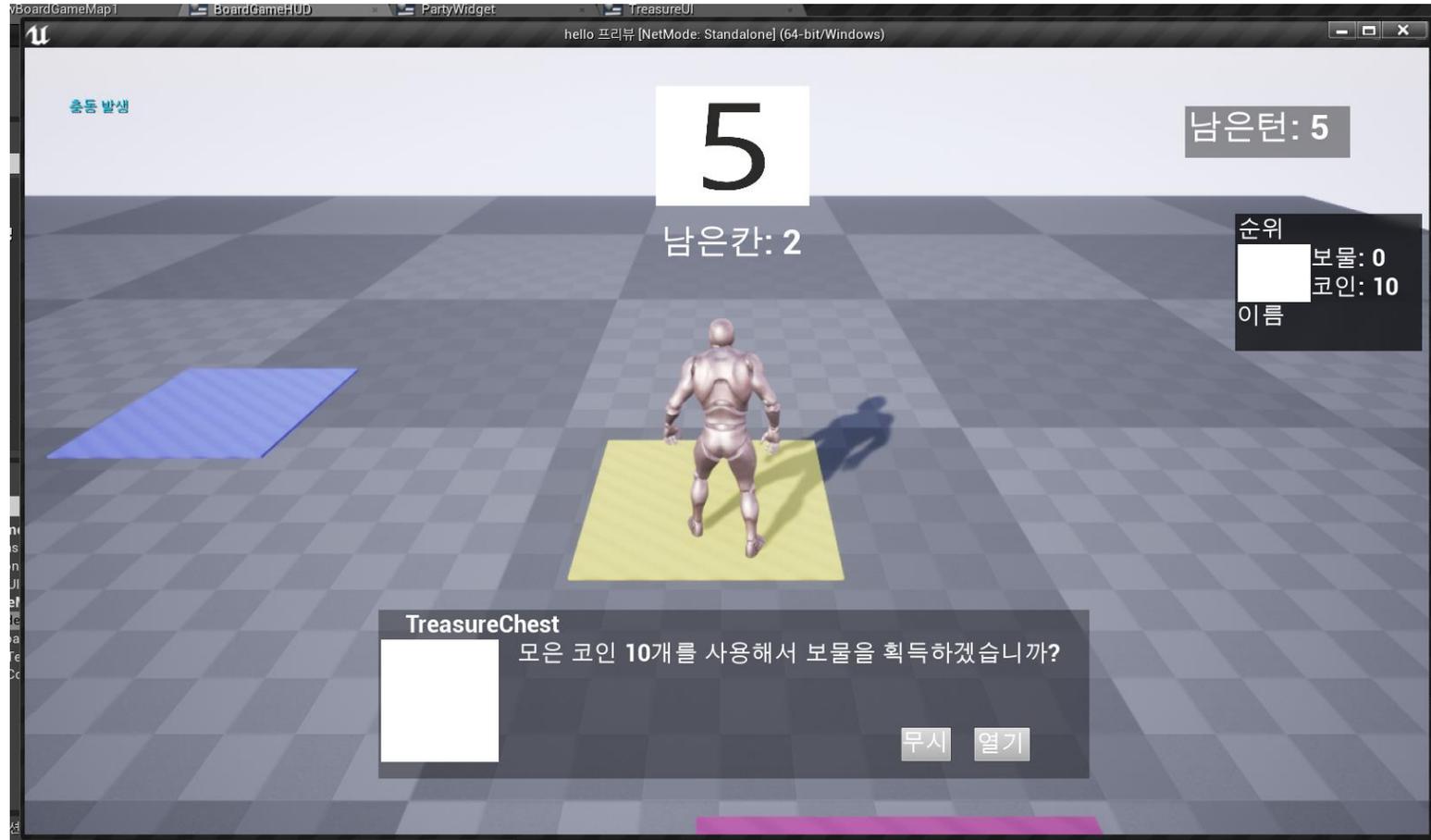
5.2 실행결과



6. BoardGameHUD에 들어가서 BoardGameTurnCount에 Border로 래핑한다.



6.1 Border의 색상을 변경한다.



6.2 실행 결과