

# Week 4, Video 2: Ball Reset

A Truly Unreal Curriculum

## Overview

Lecture: **Week04\_Video02\_BallReset**

The objective of this lecture is to continue with the scripting process from the previous lecture in order to reset the pong ball when it reaches a certain point.

## Outcome

Students will be scripting their pong ball to reset its location to the middle of the arena.

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## Nodes Used in Lecture

Node	Description
SetWorldLocation	Puts the component at the specified location in world space.



## Configuring Reset Mechanics

- Select the left and right walls of your pong arena and in the Details Panel, make sure that Generate Overlap Events is ticked and Collision Presets are set to Trigger under Collisions
- Go to the Blueprint Editor and open the Event Graph for your left and right walls
- Add the following two nodes: “Cast To arenaWall\_Right\_Blueprint” and “Cast To arenaWall\_Left\_Blueprint”
- Connect the Cast Failed output of the existing Cast To arenaWall\_Top\_Blueprint node to the main input of the Cast To arenaWall\_Right\_Blueprint node and connect the Cast Failed output of the Cast To arenaWall\_Right\_Blueprint node to the main input of the Cast To arenaWall\_Left\_Blueprint node
- Also, connect the blue Other Actor output pin of the Event Actor BeginOverlap node to both the blue input corresponding to Object of the arenaWall\_Right\_Blueprint and arenaWall\_Left\_Blueprint nodes
- Drag and drop a Static Mesh Component the Components panel and using its output pin, connect it to a new “SetWorldLocation” node
- Connect the main output pin of the Cast To arenaWall\_Right\_Blueprint and the Cast To arenaWall\_Left\_Blueprint nodes to the main input pin of the SetWorldLocation node
- Drag out another output pin of the Static Mesh Component and connect it to a new Set Physics Linear Velocity node. The main output of the SetWorldLocation node should also be connected to the input of the Set Physics Linear Velocity node you just added

## Homework Assignment

Complete **A4: Start Boost** in Homework Assignment Week 4-6 before continuing with the course.

