

```
1 //KeepMowingALawnGameMode.cpp
2
3 // Copyright 1998-2018 Epic Games, Inc. All Rights Reserved.
4
5 #include "KeepMowingALawnGameMode.h"
6 #include "KeepMowingALawnCharacter.h"
7 #include "Kismet/GameplayStatics.h"
8 #include "Blueprint/UserWidget.h"
9 #include "UObject/ConstructorHelpers.h"
10
11 AKeepMowingALawnGameMode::AKeepMowingALawnGameMode()
12 {
13     // set default pawn class to our Blueprinted character
14     static ConstructorHelpers::FClassFinder<APawn>
15     PlayerPawnBPClass(TEXT("/Game/ThirdPersonCPP/Blueprints/ThirdPersonCharacter"));
16     if (PlayerPawnBPClass.Class != NULL)
17     {
18         DefaultPawnClass = PlayerPawnBPClass.Class;
19     }
20
21 void AKeepMowingALawnGameMode::BeginPlay()
22 {
23     Super::BeginPlay();
24
25     /** The following code checks to see which HUD we placed onto the game mode within
26     the engine
27     * It will proceed to add that HUD after checking if one was properly selected
28     **/
29     AKeepMowingALawnCharacter *MyMower =
30     Cast<AKeepMowingALawnCharacter>(UGameplayStatics::GetPlayerCharacter(this, 0));
31
32     if (MowerHUDClass != nullptr)
33     {
34         CurrentWidget = CreateWidget<UUserWidget>(GetWorld(), MowerHUDClass);
35
36         if (CurrentWidget != nullptr)
37         {
38             CurrentWidget->AddToViewport();
39         }
40     }
```