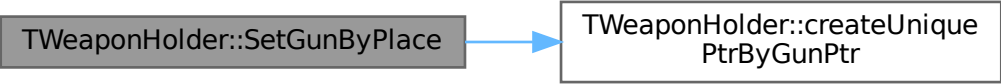


TWeaponHolder::SetGunByPlace



```
graph LR; A[TWeaponHolder::SetGunByPlace] --> B[TWeaponHolder::createUniquePtrByGunPtr]
```

TWeaponHolder::createUnique
PtrByGunPtr