Begin Object Class=/Script/BlueprintGraph.K2Node\_ComponentBoundEvent Name="K2Node\_ComponentBoundEvent\_4" ExportPath=/Script/BlueprintGraph.K2Node\_ComponentBoundEvent'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_ComponentBoundEvent\_4"'

DelegatePropertyName="OnClicked"

DelegateOwnerClass=/Script/CoreUObject.Class'"/Script/UMG.Button"'

ComponentPropertyName="QuitProgram"

EventReference=(MemberParent=/Script/CoreUObject.Package'"/Script/UMG"',MemberName="OnButtonClickedEvent\_\_DelegateSignature")

bInternalEvent=True

CustomFunctionName="BndEvt\_\_MainTask\_UI\_QuitProgram\_K2Node\_ComponentBoundEvent\_4\_OnButtonClickedEvent\_\_DelegateSignature"

NodePosY=3584

NodeGuid=FB6A125948683AAA3F7C18ADD19E119A

CustomProperties Pin (PinId=366FA0A04915C5AE9BEDE28659945F2E,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',MemberName="BndEvt\_\_MainTask\_UI\_QuitProgram\_K2Node\_ComponentBoundEvent\_4\_OnButtonClickedEvent\_\_DelegateSignature"),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=5EEC498C41003F98E5FC62A2B0DF15E3,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CallFunction\_65 D524DB7F4ED738B7E55F779BBB4E1DF6,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallFunction Name="K2Node\_CallFunction\_65" ExportPath=/Script/BlueprintGraph.K2Node\_CallFunction'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_CallFunction\_65"'

FunctionReference=(MemberParent=/Script/CoreUObject.Class'"/Script/Engine.KismetSystemLibrary"',MemberName="QuitGame")

NodePosX=256

NodePosY=3584

NodeGuid=AAEDBAC9471D8BDD3508CC8E1F41B9F8

CustomProperties Pin (PinId=D524DB7F4ED738B7E55F779BBB4E1DF6,PinName="execute",PinToolTip="\nExec",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_ComponentBoundEvent\_4 5EEC498C41003F98E5FC62A2B0DF15E3,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=96C8B3A149BE60D4D8B5089DE916BAF8,PinName="then",PinToolTip="\nExec",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=29923C8A4B5414F1E2664C93EEC83C73,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinToolTip="Target\nKismet System Library Object Reference",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/Engine.KismetSystemLibrary"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultObject="/Script/Engine.Default\_\_KismetSystemLibrary",PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=F6B51ED34D0814D75789A082666AD062,PinName="WorldContextObject",PinToolTip="World Context Object\nObject Reference",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/CoreUObject.Object"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=True,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=39B6BCE0453F1FCB1E58FE8CD484546F,PinName="SpecificPlayer",PinToolTip="Specific Player\nPlayer Controller Object Reference\n\nThe specific player to quit the game. If not specified, player 0 will quit.",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/Engine.PlayerController"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=09A96F1A4A1ABC810A7F7E92D7B6C94D,PinName="QuitPreference",PinToolTip="Quit Preference\nEQuitPreference Enum\n\nForm of quitting.",PinType.PinCategory="byte",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Enum'"/Script/Engine.EQuitPreference"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="Quit",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=7F090D1749622726A0E2858BA6985A87,PinName="bIgnorePlatformRestrictions",PinToolTip="Ignore Platform Restrictions\nBoolean\n\nIgnores and best-practices based on platform (e.g on some consoles, games should never quit). Non-shipping only",PinType.PinCategory="bool",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="false",AutogeneratedDefaultValue="false",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_ComponentBoundEvent Name="K2Node\_ComponentBoundEvent\_3" ExportPath=/Script/BlueprintGraph.K2Node\_ComponentBoundEvent'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_ComponentBoundEvent\_3"'

DelegatePropertyName="OnClicked"

DelegateOwnerClass=/Script/CoreUObject.Class'"/Script/UMG.Button"'

ComponentPropertyName="NextTask"

EventReference=(MemberParent=/Script/CoreUObject.Package'"/Script/UMG"',MemberName="OnButtonClickedEvent\_\_DelegateSignature")

bInternalEvent=True

CustomFunctionName="BndEvt\_\_MainTask\_UI\_NextTask\_K2Node\_ComponentBoundEvent\_3\_OnButtonClickedEvent\_\_DelegateSignature"

NodePosX=-128

NodePosY=3072

NodeGuid=B027F795455D5A4C49924E958EFE1F04

CustomProperties Pin (PinId=CC681F5643903A59C661318A5ECA806F,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',MemberName="BndEvt\_\_MainTask\_UI\_NextTask\_K2Node\_ComponentBoundEvent\_3\_OnButtonClickedEvent\_\_DelegateSignature"),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=76F0495647B916362E3A4FBD7D72ACDA,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_IfThenElse\_1 075CEFEE4EA151C8600C25AE12CD7F26,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableGet Name="K2Node\_VariableGet\_48" ExportPath=/Script/BlueprintGraph.K2Node\_VariableGet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableGet\_48"'

VariableReference=(MemberName="CurrentTask",MemberGuid=6C2BB96940D7749B0FE7F681BEB94F7D,bSelfContext=True)

NodePosX=-80

NodePosY=3136

NodeGuid=802448054E92F4AD83FD2CADE517106C

CustomProperties Pin (PinId=743E56924B90815AAFDCA0AE7B625170,PinName="CurrentTask",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",LinkedTo=(K2Node\_PromotableOperator\_0 92357FA1452C8C9C5A205EAEE140208D,K2Node\_MacroInstance\_0 C2D38CA74CE615ACBD8C3A9931226E28,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=F923B568498CCF7F925016A52868037D,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableGet Name="K2Node\_VariableGet\_49" ExportPath=/Script/BlueprintGraph.K2Node\_VariableGet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableGet\_49"'

VariableReference=(MemberName="CurrentPart",MemberGuid=E613D9B54DD88E4EA3BF34AF2E146C58,bSelfContext=True)

NodePosX=384

NodePosY=2992

NodeGuid=E927CD7A4030E5F58D4AC89CC3C1682D

CustomProperties Pin (PinId=1B39409B4C55A690FB74DCA1DDF13D60,PinName="CurrentPart",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",LinkedTo=(K2Node\_PromotableOperator\_1 C0C4C7BB4F5F8FE2DC01DBAACA775C2B,K2Node\_MacroInstance\_1 B4AA1173454157CF31CAFBAAE1357130,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=4883B1664710AC1652D0BEB0379C2C1E,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_PromotableOperator Name="K2Node\_PromotableOperator\_0" ExportPath=/Script/BlueprintGraph.K2Node\_PromotableOperator'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_PromotableOperator\_0"'

bIsPureFunc=True

FunctionReference=(MemberParent=/Script/CoreUObject.Class'"/Script/Engine.KismetMathLibrary"',MemberName="EqualEqual\_DoubleDouble")

NodePosX=64

NodePosY=3168

NodeGuid=F1FFDF5245A389ED083A07869B7DADB1

CustomProperties Pin (PinId=92357FA1452C8C9C5A205EAEE140208D,PinName="A",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableGet\_48 743E56924B90815AAFDCA0AE7B625170,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=3E2ABF854FF4A5C2EEAF7882D091A26A,PinName="B",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="5.000000",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=2890E22F433F47C19EF2138BBD461A2E,PinName="ReturnValue",Direction="EGPD\_Output",PinType.PinCategory="bool",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_IfThenElse\_1 7D2C50BF4AB90D5F761969A425BCB02A,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=DD8497234F63499BD2F1058E6D64C3CC,PinName="ErrorTolerance",PinType.PinCategory="",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_IfThenElse Name="K2Node\_IfThenElse\_1" ExportPath=/Script/BlueprintGraph.K2Node\_IfThenElse'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_IfThenElse\_1"'

NodePosX=256

NodePosY=3072

NodeGuid=A0C868C049309F3A7D348E8A93E02D00

CustomProperties Pin (PinId=075CEFEE4EA151C8600C25AE12CD7F26,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_ComponentBoundEvent\_3 76F0495647B916362E3A4FBD7D72ACDA,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=7D2C50BF4AB90D5F761969A425BCB02A,PinName="Condition",PinType.PinCategory="bool",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="true",AutogeneratedDefaultValue="true",LinkedTo=(K2Node\_PromotableOperator\_0 2890E22F433F47C19EF2138BBD461A2E,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=1452E5D846B2208725AC19B7983BC65E,PinName="then",PinFriendlyName=NSLOCTEXT("K2Node", "true", "true"),Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_IfThenElse\_2 3A0D75B440F5715FAA4A5D884B8AF347,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=6191F4A3455C0B47C2C564BA455F09D0,PinName="else",PinFriendlyName=NSLOCTEXT("K2Node", "false", "false"),Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_MacroInstance\_0 0C6AC2AF4D371C27A5948E9D5FC07D1D,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_PromotableOperator Name="K2Node\_PromotableOperator\_1" ExportPath=/Script/BlueprintGraph.K2Node\_PromotableOperator'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_PromotableOperator\_1"'

bIsPureFunc=True

FunctionReference=(MemberParent=/Script/CoreUObject.Class'"/Script/Engine.KismetMathLibrary"',MemberName="EqualEqual\_DoubleDouble")

NodePosX=512

NodePosY=2992

NodeGuid=35B3756E45CA813034A9EBA986D46132

CustomProperties Pin (PinId=C0C4C7BB4F5F8FE2DC01DBAACA775C2B,PinName="A",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableGet\_49 1B39409B4C55A690FB74DCA1DDF13D60,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=20F105E34C1688D0C8BC4DA27E07A06E,PinName="B",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="4.000000",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=D19331D248A35234D23561896D9BDC7A,PinName="ReturnValue",Direction="EGPD\_Output",PinType.PinCategory="bool",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_IfThenElse\_2 2006F81245273E596BC71C9FC0DAB68A,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=79923F9C4F0A93B21CB71980AC2CE443,PinName="ErrorTolerance",PinType.PinCategory="",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_IfThenElse Name="K2Node\_IfThenElse\_2" ExportPath=/Script/BlueprintGraph.K2Node\_IfThenElse'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_IfThenElse\_2"'

NodePosX=688

NodePosY=2960

NodeGuid=00578BE9452D709F576DEF836251C58F

CustomProperties Pin (PinId=3A0D75B440F5715FAA4A5D884B8AF347,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_IfThenElse\_1 1452E5D846B2208725AC19B7983BC65E,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=2006F81245273E596BC71C9FC0DAB68A,PinName="Condition",PinType.PinCategory="bool",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="true",AutogeneratedDefaultValue="true",LinkedTo=(K2Node\_PromotableOperator\_1 D19331D248A35234D23561896D9BDC7A,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=C4F8FFE74B0286BFA6F63FA5E09B8CB1,PinName="then",PinFriendlyName=NSLOCTEXT("K2Node", "true", "true"),Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CallFunction\_64 25BBC0874BC27D617DD5BDAD72DAC0E2,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=98C73AC845930E40F935AFB576ACC4C2,PinName="else",PinFriendlyName=NSLOCTEXT("K2Node", "false", "false"),Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_MacroInstance\_1 154625ED4A70E02F485007B2955A0EB0,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_MacroInstance Name="K2Node\_MacroInstance\_0" ExportPath=/Script/BlueprintGraph.K2Node\_MacroInstance'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_MacroInstance\_0"'

MacroGraphReference=(MacroGraph=/Script/Engine.EdGraph'"/Engine/EditorBlueprintResources/StandardMacros.StandardMacros:IncrementFloat"',GraphBlueprint=/Script/Engine.Blueprint'"/Engine/EditorBlueprintResources/StandardMacros.StandardMacros"',GraphGuid=70854B89453748898717A58553B9112D)

NodePosX=464

NodePosY=3136

NodeGuid=47F6A11C49B14D5E7CD5EAA7B8A8026C

CustomProperties Pin (PinId=0C6AC2AF4D371C27A5948E9D5FC07D1D,PinName=" ",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_IfThenElse\_1 6191F4A3455C0B47C2C564BA455F09D0,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=C2D38CA74CE615ACBD8C3A9931226E28,PinName="Value",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=True,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableGet\_48 743E56924B90815AAFDCA0AE7B625170,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=FC6DA2BE46DB5EB16F568F8B2D7FB908,PinName=" ",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_6 DCD50CFB444B5CF818DE6280386717BE,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=EFD027EA44203B0A896B2F867F8CCFFD,PinName="Result",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_6 705AFB30419156773D40B2972B79E932,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableSet Name="K2Node\_VariableSet\_6" ExportPath=/Script/BlueprintGraph.K2Node\_VariableSet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableSet\_6"'

VariableReference=(MemberName="CurrentTask",MemberGuid=6C2BB96940D7749B0FE7F681BEB94F7D,bSelfContext=True)

NodePosX=640

NodePosY=3136

NodeGuid=84F7CFBD4992B14F688F089772A64044

CustomProperties Pin (PinId=DCD50CFB444B5CF818DE6280386717BE,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_MacroInstance\_0 FC6DA2BE46DB5EB16F568F8B2D7FB908,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=B1BB6250459412E5DEF7299B821B43D5,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CallFunction\_68 640892CB4DC34519F6A2A99763964FBA,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=705AFB30419156773D40B2972B79E932,PinName="CurrentTask",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",LinkedTo=(K2Node\_MacroInstance\_0 EFD027EA44203B0A896B2F867F8CCFFD,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=C97C92064E6EF043031AEAAB449220FA,PinName="Output\_Get",PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=F4C666D74CAC581FC097548CC6783470,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_MacroInstance Name="K2Node\_MacroInstance\_1" ExportPath=/Script/BlueprintGraph.K2Node\_MacroInstance'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_MacroInstance\_1"'

MacroGraphReference=(MacroGraph=/Script/Engine.EdGraph'"/Engine/EditorBlueprintResources/StandardMacros.StandardMacros:IncrementFloat"',GraphBlueprint=/Script/Engine.Blueprint'"/Engine/EditorBlueprintResources/StandardMacros.StandardMacros"',GraphGuid=70854B89453748898717A58553B9112D)

NodePosX=896

NodePosY=3008

NodeGuid=7BCF9E9246AAE1A59BE5B3A65519AC42

CustomProperties Pin (PinId=154625ED4A70E02F485007B2955A0EB0,PinName=" ",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_IfThenElse\_2 98C73AC845930E40F935AFB576ACC4C2,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=B4AA1173454157CF31CAFBAAE1357130,PinName="Value",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=True,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableGet\_49 1B39409B4C55A690FB74DCA1DDF13D60,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=0D5271D24B28083BC346039DBF216783,PinName=" ",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_7 55F4E12444D726B944E2B7B661147D78,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=4E9917CC4E646E66484F11A6F84CB3C9,PinName="Result",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_7 FDC3C5984C658C1401A06B82CDCE0E24,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableSet Name="K2Node\_VariableSet\_7" ExportPath=/Script/BlueprintGraph.K2Node\_VariableSet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableSet\_7"'

VariableReference=(MemberName="CurrentPart",MemberGuid=E613D9B54DD88E4EA3BF34AF2E146C58,bSelfContext=True)

NodePosX=1024

NodePosY=3008

NodeGuid=007B3B354F4ACCB020AF1E859ED59EA4

CustomProperties Pin (PinId=55F4E12444D726B944E2B7B661147D78,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_MacroInstance\_1 0D5271D24B28083BC346039DBF216783,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=F28A35CE4C5D5B8D14B676A1ABC52AEE,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CallFunction\_68 640892CB4DC34519F6A2A99763964FBA,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=FDC3C5984C658C1401A06B82CDCE0E24,PinName="CurrentPart",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",LinkedTo=(K2Node\_MacroInstance\_1 4E9917CC4E646E66484F11A6F84CB3C9,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=5F35C16F4FA1ED33A11DEEACF4BCC69B,PinName="Output\_Get",PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=D4D995FD4D7FAB98DBF83EBF95003803,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableGet Name="K2Node\_VariableGet\_50" ExportPath=/Script/BlueprintGraph.K2Node\_VariableGet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableGet\_50"'

VariableReference=(MemberName="WidgetSwitcher\_0",bSelfContext=True)

NodePosX=720

NodePosY=2928

NodeGuid=97D475C44DB59391CE78AE98601DC175

CustomProperties Pin (PinId=5778D4CF44395AE18EFC5E9870168973,PinName="WidgetSwitcher\_0",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/UMG.WidgetSwitcher"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CallFunction\_64 C46350284E94AC7AEC373FBD5A836B3D,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=F32A335B4DD21C36D82F0B975F9C27BB,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallFunction Name="K2Node\_CallFunction\_64" ExportPath=/Script/BlueprintGraph.K2Node\_CallFunction'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_CallFunction\_64"'

FunctionReference=(MemberParent=/Script/CoreUObject.Class'"/Script/UMG.WidgetSwitcher"',MemberName="SetActiveWidgetIndex")

NodePosX=896

NodePosY=2864

NodeGuid=4EE904FD49ECD8C90B75AEABA6527A3C

CustomProperties Pin (PinId=25BBC0874BC27D617DD5BDAD72DAC0E2,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_IfThenElse\_2 C4F8FFE74B0286BFA6F63FA5E09B8CB1,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=6BE8F9F94B588BA41BC353BD6316305C,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=C46350284E94AC7AEC373FBD5A836B3D,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/UMG.WidgetSwitcher"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableGet\_50 5778D4CF44395AE18EFC5E9870168973,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=A80B1063405C2AC554C582B931F2BFCE,PinName="Index",PinType.PinCategory="int",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="1",AutogeneratedDefaultValue="0",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallFunction Name="K2Node\_CallFunction\_68" ExportPath=/Script/BlueprintGraph.K2Node\_CallFunction'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_CallFunction\_68"'

FunctionReference=(MemberName="LoadTask",MemberGuid=F628FBA34653CBA40AFFF1ACB1FBB2D9,bSelfContext=True)

NodePosX=1440

NodePosY=2976

NodeGuid=98C3D2464C982A7D324A67BA8DF49E68

CustomProperties Pin (PinId=640892CB4DC34519F6A2A99763964FBA,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_7 F28A35CE4C5D5B8D14B676A1ABC52AEE,K2Node\_VariableSet\_6 B1BB6250459412E5DEF7299B821B43D5,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=BE6E26E14D4D4378C2A5D1BBD0D7BF78,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=D6B1E8164F511956FE51B0AE8F4E42BA,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="self",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_ComponentBoundEvent Name="K2Node\_ComponentBoundEvent\_0" ExportPath=/Script/BlueprintGraph.K2Node\_ComponentBoundEvent'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_ComponentBoundEvent\_0"'

DelegatePropertyName="OnTextChanged"

DelegateOwnerClass=/Script/CoreUObject.Class'"/Script/UMG.EditableTextBox"'

ComponentPropertyName="SymbolsBox"

EventReference=(MemberParent=/Script/CoreUObject.Class'"/Script/UMG.EditableTextBox"',MemberName="OnEditableTextBoxChangedEvent\_\_DelegateSignature")

bInternalEvent=True

CustomFunctionName="BndEvt\_\_MainTask\_UI\_SymbolsBox\_K2Node\_ComponentBoundEvent\_0\_OnEditableTextBoxChangedEvent\_\_DelegateSignature"

NodePosY=2688

NodeGuid=B77C9055493E4A35D36B128E736394BC

CustomProperties Pin (PinId=2D2D678E46268A313B4078BBF4281C44,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',MemberName="BndEvt\_\_MainTask\_UI\_SymbolsBox\_K2Node\_ComponentBoundEvent\_0\_OnEditableTextBoxChangedEvent\_\_DelegateSignature"),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=C3D927204FB0B91F636DEC8FFA406549,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_4 4C653BE24D1E21CF3F7F6AB40C16DBA1,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=3B77BE5A499F87CB488BCDBDFA6055BE,PinName="Text",PinToolTip="Text\nText (by ref)",Direction="EGPD\_Output",PinType.PinCategory="text",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=True,PinType.bIsConst=True,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableGet Name="K2Node\_VariableGet\_20" ExportPath=/Script/BlueprintGraph.K2Node\_VariableGet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableGet\_20"'

VariableReference=(MemberName="SymbolsBox",bSelfContext=True)

NodePosX=112

NodePosY=2784

NodeGuid=5EF1DC72466F5012234EC8B4DC329CC1

CustomProperties Pin (PinId=069275D4423BCE7ABDEAE5AEDEBCB9F4,PinName="SymbolsBox",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/UMG.EditableTextBox"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_4 2D72D6A14EA9C1F6EDFD81A93AED87FA,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=B385173A4458CDF019F2AFB5849E6600,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableSet Name="K2Node\_VariableSet\_4" ExportPath=/Script/BlueprintGraph.K2Node\_VariableSet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableSet\_4"'

VariableReference=(MemberParent=/Script/CoreUObject.Class'"/Script/UMG.EditableTextBox"',MemberName="Text")

SelfContextInfo=NotSelfContext

NodePosX=256

NodePosY=2704

NodeGuid=60BFF6894C7E32AE158383858DEE2733

CustomProperties Pin (PinId=4C653BE24D1E21CF3F7F6AB40C16DBA1,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_ComponentBoundEvent\_0 C3D927204FB0B91F636DEC8FFA406549,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=7A4E78F34C66926DEE4D11B0AE9C0820,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=E65A52F9488B9505FF5DF0B895E7D10A,PinName="Text",PinFriendlyName=NSLOCTEXT("UObjectDisplayNames", "EditableTextBox:Text", "Text"),PinType.PinCategory="text",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultTextValue=NSLOCTEXT("[9A98C45FB65528A2210405EF57DD9053]", "3E7583D74B7E8F5E053738930F29F046", "↑↓"),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=DE011D7042A6A895D5F1238482B4FC19,PinName="Output\_Get",PinFriendlyName=NSLOCTEXT("UObjectDisplayNames", "EditableTextBox:Text", "Text"),PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node",Direction="EGPD\_Output",PinType.PinCategory="text",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=2D72D6A14EA9C1F6EDFD81A93AED87FA,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/UMG.EditableTextBox"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableGet\_20 069275D4423BCE7ABDEAE5AEDEBCB9F4,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_Event Name="K2Node\_Event\_0" ExportPath=/Script/BlueprintGraph.K2Node\_Event'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_Event\_0"'

EventReference=(MemberParent=/Script/CoreUObject.Class'"/Script/UMG.UserWidget"',MemberName="Construct")

bOverrideFunction=True

NodePosX=384

NodePosY=256

NodeGuid=378A4B7A4394049AD20EF7B3BD430EAB

CustomProperties Pin (PinId=A825C7DE453AA1D956EFD48326F2AB78,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent=/Script/CoreUObject.Class'"/Script/UMG.UserWidget"',MemberName="Construct"),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=13D73FF54781F430A6FFF388FFDB6848,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_ExecutionSequence\_0 B71F77DE4953A09790828BB5507D57B7,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_ExecutionSequence Name="K2Node\_ExecutionSequence\_0" ExportPath=/Script/BlueprintGraph.K2Node\_ExecutionSequence'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_ExecutionSequence\_0"'

NodePosX=640

NodePosY=256

NodeGuid=3BF5A8CB4149A90EFF3AD3BBFDA0EFDD

CustomProperties Pin (PinId=B71F77DE4953A09790828BB5507D57B7,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_Event\_0 13D73FF54781F430A6FFF388FFDB6848,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=510ADCB54D5FAF7C29A28F8F89A371BB,PinName="then\_0",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_1 4DE6AB414956CD230323849C7FE9CD15,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=7F21000C4DCE6881FAB1969077D4B43A,PinName="then\_1",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_IfThenElse\_3 B80AFFBA4BE007CB1770FDA64922E75B,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableSet Name="K2Node\_VariableSet\_1" ExportPath=/Script/BlueprintGraph.K2Node\_VariableSet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableSet\_1"'

VariableReference=(MemberName="CurrentTask",MemberGuid=6C2BB96940D7749B0FE7F681BEB94F7D,bSelfContext=True)

NodePosX=784

NodePosY=272

NodeGuid=3AA8FD3149AB3C85DFD250986DCC48B1

CustomProperties Pin (PinId=4DE6AB414956CD230323849C7FE9CD15,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_ExecutionSequence\_0 510ADCB54D5FAF7C29A28F8F89A371BB,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=46097FF348296232534737986FD9300B,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_0 719ED2544C15CD12CC75A5B805350B3C,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=40EF9D6A4D7BE59F324636931EB98FC5,PinName="CurrentTask",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="1.000000",AutogeneratedDefaultValue="0.0",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=F653604E4C0A4E1CE2276480C52D3AA3,PinName="Output\_Get",PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=8E14A9EB412B24BA9013DC818F274FA3,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableSet Name="K2Node\_VariableSet\_0" ExportPath=/Script/BlueprintGraph.K2Node\_VariableSet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableSet\_0"'

VariableReference=(MemberName="CurrentPart",MemberGuid=E613D9B54DD88E4EA3BF34AF2E146C58,bSelfContext=True)

NodePosX=1008

NodePosY=272

NodeGuid=CE56DF75474434C8297DC9A8C364F9E8

CustomProperties Pin (PinId=719ED2544C15CD12CC75A5B805350B3C,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_1 46097FF348296232534737986FD9300B,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=FFA4BC3944296DBC367E4099632685F2,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CallFunction\_58 37A4F0664CCB108672C42B879C41A572,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=4476CD1B4AE012335EBD35AD43A77BEF,PinName="CurrentPart",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="1.000000",AutogeneratedDefaultValue="0.0",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=ABE47E0B4BA0BE574C94FAB779FDC8B8,PinName="Output\_Get",PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=B5092A474157D097E1CBE9A8FD6EDE17,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallFunction Name="K2Node\_CallFunction\_58" ExportPath=/Script/BlueprintGraph.K2Node\_CallFunction'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_CallFunction\_58"'

FunctionReference=(MemberName="LoadTask",MemberGuid=F628FBA34653CBA40AFFF1ACB1FBB2D9,bSelfContext=True)

NodePosX=1232

NodePosY=240

NodeGuid=8D144A13446FB849B02930B137282208

CustomProperties Pin (PinId=37A4F0664CCB108672C42B879C41A572,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_0 FFA4BC3944296DBC367E4099632685F2,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=8305D3D84E692A7B85D9E69DE1FD9E0B,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=24FC723546F114E959E1C99967106A69,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="self",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallFunction Name="K2Node\_CallFunction\_67" ExportPath=/Script/BlueprintGraph.K2Node\_CallFunction'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_CallFunction\_67"'

bIsPureFunc=True

FunctionReference=(MemberParent=/Script/CoreUObject.Class'"/Script/Engine.GameplayStatics"',MemberName="HasLaunchOption")

NodePosX=464

NodePosY=384

NodeGuid=8FCF20D34F525E040403348E50425364

CustomProperties Pin (PinId=C80DE60A42934B725496DBB0E31BE58D,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinToolTip="Target\nGameplay Statics Object Reference",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/Engine.GameplayStatics"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultObject="/Script/Engine.Default\_\_GameplayStatics",PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=DA06468C42AAEC1B388993AF4AEFF80A,PinName="OptionToCheck",PinToolTip="Option to Check\nString",PinType.PinCategory="string",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="debug",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=2B1325384B9903E1B78F76B707DE5E54,PinName="ReturnValue",PinToolTip="Return Value\nBoolean\n\nTrue if the launch option was specified on the commandline, false otherwise",Direction="EGPD\_Output",PinType.PinCategory="bool",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="false",AutogeneratedDefaultValue="false",LinkedTo=(K2Node\_IfThenElse\_3 B4FDB8EE44067FB751B3E7A1ECF346D8,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_IfThenElse Name="K2Node\_IfThenElse\_3" ExportPath=/Script/BlueprintGraph.K2Node\_IfThenElse'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_IfThenElse\_3"'

NodePosX=784

NodePosY=352

NodeGuid=1DD3547A4115E26518E437AD457C6CF2

CustomProperties Pin (PinId=B80AFFBA4BE007CB1770FDA64922E75B,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_ExecutionSequence\_0 7F21000C4DCE6881FAB1969077D4B43A,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=B4FDB8EE44067FB751B3E7A1ECF346D8,PinName="Condition",PinType.PinCategory="bool",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="true",AutogeneratedDefaultValue="true",LinkedTo=(K2Node\_CallFunction\_67 2B1325384B9903E1B78F76B707DE5E54,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=1430C8894B9D1622452655A4363C26B9,PinName="then",PinFriendlyName=NSLOCTEXT("K2Node", "true", "true"),Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CallFunction\_71 21547738449D0DBA50C419B4DCCFDD2B,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=313031114B975A97EB13A39620E84D22,PinName="else",PinFriendlyName=NSLOCTEXT("K2Node", "false", "false"),Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CallFunction\_69 21547738449D0DBA50C419B4DCCFDD2B,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableGet Name="K2Node\_VariableGet\_51" ExportPath=/Script/BlueprintGraph.K2Node\_VariableGet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableGet\_51"'

VariableReference=(MemberName="TaskSwitcher",bSelfContext=True)

NodePosX=832

NodePosY=448

NodeGuid=7C1385644B4802DF9179C59323E642AD

CustomProperties Pin (PinId=4D5546EB4A9F2F54CE08ED9C498DEC93,PinName="TaskSwitcher",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/UMG.VerticalBox"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CallFunction\_71 CA2C6C8F41F3E55FAC89A3A9D9A4C59A,K2Node\_CallFunction\_69 CA2C6C8F41F3E55FAC89A3A9D9A4C59A,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=FE13843449D440FC56BA5199AE13E388,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallFunction Name="K2Node\_CallFunction\_71" ExportPath=/Script/BlueprintGraph.K2Node\_CallFunction'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_CallFunction\_71"'

FunctionReference=(MemberName="SetVisibility",bSelfContext=True)

NodePosX=1008

NodePosY=352

NodeGuid=BEEBFA424F4BD3AF8EC73885FFB5AE71

CustomProperties Pin (PinId=21547738449D0DBA50C419B4DCCFDD2B,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_IfThenElse\_3 1430C8894B9D1622452655A4363C26B9,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=3CFCA6C144F1F661D2C459BFC0D82EE9,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=CA2C6C8F41F3E55FAC89A3A9D9A4C59A,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/UMG.Widget"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableGet\_51 4D5546EB4A9F2F54CE08ED9C498DEC93,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=8B948CE54C1131FEBE15F0B92D02746A,PinName="InVisibility",PinType.PinCategory="byte",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Enum'"/Script/UMG.ESlateVisibility"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="Visible",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallFunction Name="K2Node\_CallFunction\_69" ExportPath=/Script/BlueprintGraph.K2Node\_CallFunction'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_CallFunction\_69"'

FunctionReference=(MemberName="SetVisibility",bSelfContext=True)

NodePosX=1008

NodePosY=512

NodeGuid=065B82EC4E56CD1E6A317A91A08459FE

CustomProperties Pin (PinId=21547738449D0DBA50C419B4DCCFDD2B,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_IfThenElse\_3 313031114B975A97EB13A39620E84D22,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=3CFCA6C144F1F661D2C459BFC0D82EE9,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=CA2C6C8F41F3E55FAC89A3A9D9A4C59A,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/UMG.Widget"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableGet\_51 4D5546EB4A9F2F54CE08ED9C498DEC93,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=8B948CE54C1131FEBE15F0B92D02746A,PinName="InVisibility",PinType.PinCategory="byte",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Enum'"/Script/UMG.ESlateVisibility"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="Collapsed",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_ComponentBoundEvent Name="K2Node\_ComponentBoundEvent\_1" ExportPath=/Script/BlueprintGraph.K2Node\_ComponentBoundEvent'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_ComponentBoundEvent\_1"'

DelegatePropertyName="OnClicked"

DelegateOwnerClass=/Script/CoreUObject.Class'"/Script/UMG.Button"'

ComponentPropertyName="ApplyTaskPartNum"

EventReference=(MemberParent=/Script/CoreUObject.Package'"/Script/UMG"',MemberName="OnButtonClickedEvent\_\_DelegateSignature")

bInternalEvent=True

CustomFunctionName="BndEvt\_\_MainTask\_UI\_ApplyTaskPartNum\_K2Node\_ComponentBoundEvent\_1\_OnButtonClickedEvent\_\_DelegateSignature"

NodePosX=256

NodePosY=768

NodeGuid=8E505DA146BBD80E29C4A4B61F980B2D

CustomProperties Pin (PinId=EF0E28D64F4A0FE05E14DEA419ECEF08,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',MemberName="BndEvt\_\_MainTask\_UI\_ApplyTaskPartNum\_K2Node\_ComponentBoundEvent\_1\_OnButtonClickedEvent\_\_DelegateSignature"),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=C8B3D49047344899B3E96297A79F89B8,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_2 4DE6AB414956CD230323849C7FE9CD15,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableGet Name="K2Node\_VariableGet\_0" ExportPath=/Script/BlueprintGraph.K2Node\_VariableGet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableGet\_0"'

VariableReference=(MemberName="PartNum",bSelfContext=True)

NodePosX=256

NodePosY=640

NodeGuid=875799EC4D4DC863E60CF7B3C6789BF7

CustomProperties Pin (PinId=B87B9D4C4EEAFB954F89BDA73FC4DAA7,PinName="PartNum",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/UMG.SpinBox"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CallFunction\_1 F6E166A04D62412C2563E0A45E9FFBF0,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=72F13AE447AFCA32DDCEABA3C87BB611,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableGet Name="K2Node\_VariableGet\_1" ExportPath=/Script/BlueprintGraph.K2Node\_VariableGet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableGet\_1"'

VariableReference=(MemberName="TaskNum",bSelfContext=True)

NodePosX=256

NodePosY=672

NodeGuid=F8C99990431A1310FCEF639BCDFD58FF

CustomProperties Pin (PinId=9FD8628C4B2636C0ED8807A43445AABE,PinName="TaskNum",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/UMG.SpinBox"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CallFunction\_0 F6E166A04D62412C2563E0A45E9FFBF0,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=DFF11A7F4B80F612458C139C330994DF,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallFunction Name="K2Node\_CallFunction\_1" ExportPath=/Script/BlueprintGraph.K2Node\_CallFunction'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_CallFunction\_1"'

bIsPureFunc=True

bIsConstFunc=True

FunctionReference=(MemberParent=/Script/CoreUObject.Class'"/Script/UMG.SpinBox"',MemberName="GetValue")

NodePosX=464

NodePosY=608

NodeGuid=0E1BF76B4507135042CBBB8874DF8C44

CustomProperties Pin (PinId=F6E166A04D62412C2563E0A45E9FFBF0,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinToolTip="Target\nSpin Box Object Reference",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/UMG.SpinBox"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableGet\_0 B87B9D4C4EEAFB954F89BDA73FC4DAA7,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=8E7C53304F2E349554B623B7E3AEDA38,PinName="ReturnValue",PinToolTip="Return Value\nFloat (single-precision)\n\nGet the current value of the spin box.",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="float",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",LinkedTo=(K2Node\_VariableSet\_3 4476CD1B4AE012335EBD35AD43A77BEF,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallFunction Name="K2Node\_CallFunction\_0" ExportPath=/Script/BlueprintGraph.K2Node\_CallFunction'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_CallFunction\_0"'

bIsPureFunc=True

bIsConstFunc=True

FunctionReference=(MemberParent=/Script/CoreUObject.Class'"/Script/UMG.SpinBox"',MemberName="GetValue")

NodePosX=464

NodePosY=688

NodeGuid=25487DA343E6AEA9DD40658A6691A1FF

CustomProperties Pin (PinId=F6E166A04D62412C2563E0A45E9FFBF0,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinToolTip="Target\nSpin Box Object Reference",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/CoreUObject.Class'"/Script/UMG.SpinBox"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableGet\_1 9FD8628C4B2636C0ED8807A43445AABE,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=8E7C53304F2E349554B623B7E3AEDA38,PinName="ReturnValue",PinToolTip="Return Value\nFloat (single-precision)\n\nGet the current value of the spin box.",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="float",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",LinkedTo=(K2Node\_VariableSet\_2 40EF9D6A4D7BE59F324636931EB98FC5,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableSet Name="K2Node\_VariableSet\_3" ExportPath=/Script/BlueprintGraph.K2Node\_VariableSet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableSet\_3"'

VariableReference=(MemberName="CurrentPart",MemberGuid=E613D9B54DD88E4EA3BF34AF2E146C58,bSelfContext=True)

NodePosX=896

NodePosY=784

NodeGuid=F73039B544F34FC6FD55269C2868804C

CustomProperties Pin (PinId=719ED2544C15CD12CC75A5B805350B3C,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_2 46097FF348296232534737986FD9300B,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=FFA4BC3944296DBC367E4099632685F2,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CallFunction\_2 01B024A043A9E135B993F48206D1B190,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=4476CD1B4AE012335EBD35AD43A77BEF,PinName="CurrentPart",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",LinkedTo=(K2Node\_CallFunction\_1 8E7C53304F2E349554B623B7E3AEDA38,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=ABE47E0B4BA0BE574C94FAB779FDC8B8,PinName="Output\_Get",PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=B5092A474157D097E1CBE9A8FD6EDE17,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_VariableSet Name="K2Node\_VariableSet\_2" ExportPath=/Script/BlueprintGraph.K2Node\_VariableSet'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_VariableSet\_2"'

VariableReference=(MemberName="CurrentTask",MemberGuid=6C2BB96940D7749B0FE7F681BEB94F7D,bSelfContext=True)

NodePosX=640

NodePosY=784

NodeGuid=9EC5EE214A4BC4AD35148A8E0DDED41D

CustomProperties Pin (PinId=4DE6AB414956CD230323849C7FE9CD15,PinName="execute",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_ComponentBoundEvent\_1 C8B3D49047344899B3E96297A79F89B8,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=46097FF348296232534737986FD9300B,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_3 719ED2544C15CD12CC75A5B805350B3C,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=40EF9D6A4D7BE59F324636931EB98FC5,PinName="CurrentTask",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",LinkedTo=(K2Node\_CallFunction\_0 8E7C53304F2E349554B623B7E3AEDA38,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=F653604E4C0A4E1CE2276480C52D3AA3,PinName="Output\_Get",PinToolTip="Retrieves the value of the variable, can use instead of a separate Get node",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="double",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,DefaultValue="0.0",AutogeneratedDefaultValue="0.0",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=8E14A9EB412B24BA9013DC818F274FA3,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallFunction Name="K2Node\_CallFunction\_2" ExportPath=/Script/BlueprintGraph.K2Node\_CallFunction'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_CallFunction\_2"'

FunctionReference=(MemberName="LoadTask",MemberGuid=F628FBA34653CBA40AFFF1ACB1FBB2D9,bSelfContext=True)

NodePosX=1104

NodePosY=752

NodeGuid=73B9DBA9486262AFA22528978053A342

CustomProperties Pin (PinId=01B024A043A9E135B993F48206D1B190,PinName="execute",PinToolTip="\nExec",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_VariableSet\_3 FFA4BC3944296DBC367E4099632685F2,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=18DDA54646CA8C74E5A6E2BC7FF4BA91,PinName="then",PinToolTip="\nExec",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=0778832845711C0D4414EA843DF9063C,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinToolTip="Target\nSelf Object Reference",PinType.PinCategory="object",PinType.PinSubCategory="self",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CustomEvent Name="K2Node\_CustomEvent\_1" ExportPath=/Script/BlueprintGraph.K2Node\_CustomEvent'"/Game/Tasks/MainTask\_UI.MainTask\_UI:EventGraph.K2Node\_CustomEvent\_1"'

CustomFunctionName="OnTaskCorrect"

NodePosX=256

NodePosY=3968

NodeGuid=CAB5012546F398804D4D13B705BC73B6

CustomProperties Pin (PinId=6DC29DC74AC27AB162AD0E81A91FF982,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent=/Script/UMG.WidgetBlueprintGeneratedClass'"/Game/Tasks/MainTask\_UI.MainTask\_UI\_C"',MemberName="OnTaskCorrect",MemberGuid=CAB5012546F398804D4D13B705BC73B6),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=77A81FC74462099123984C87C7EE542E,PinName="then",Direction="EGPD\_Output",PinType.PinCategory="exec",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object