

**Create the base Weapon BP from the weapon class.**

**Choose what components you want (you can find all compatible components under the weapon folder).**

**Unless you want to override something, this is a example of how it should look**

**PS, the one exception to this is the Scope component, which does need to be hooked up via a node.**

**All components have a main function you can use to override the standards input. If you want to override one of the components however, then you will need to override all of the components. This is to make certain that no component will be called twice.**