

<<AWeaponMelee>> ABaseballBat

UPROPERTY() chargehightlightColor: UMaterialInstance*

UPROPERTY() originalhightlightColor: UMaterialInterface*

<virtual override> TriggerBasicAttack(bool): void

<virtual override> TriggerSpecialAttack(bool): void

UFUNCTION() Server_SpecialAttack(bool): void

<virtual override> ThrowWeapon(FVector): void

UFUNCTION() Server_DropBaseballBat(): void

UFUNCTION() MC_DropBaseballBat(): void

UFUNCTION() Server_ThrowBaseballBat(FVector): void # UFUNCTION() MC_ThrowBaseballBat(FVector): void

UFUNCTION() MC_SpecialAttack(bool): void

UFUNCTION() Server_BasicAttack(bool): void # UFUNCTION() MC_BasicAttack(bool): void

chargeAttackTimer: float

+ <virtual override>Thick(float):void

chargeAttackColorLogic(float): void

<virtual override> DropWeapon(): void

maxChargeFlash: bool

maxCharge: float

+ ABaseballBat()