

Actor Component

AGunAttempt

- USceneComponent\* GunFrame;
- UStaticMeshComponent\* GunBaseStaticMesh
- UStaticMeshComponent\* GunBarrelStaticMesh
- UStaticMeshComponent\* GunStockStaticMesh
- UStaticMeshComponent\* GunSightStaticMesh
- UTestDataAsset\* GunBaseStaticMeshPool;
- UTestDataAsset\* GunBarrelStaticMeshPool;
- UTestDataAsset\* GunStockStaticMeshPool;
- UTestDataAsset\* GunSightStaticMeshPool;

UPrimaryDataAsset

UTestDataAsset

+TArray<UStaticMesh\*> MeshPoolTest