Documentation on Gun Generator

This system takes a list of static meshes from a Data Asset and applies it to an empty static mesh component. You will have to create 4 Data lists from "UTestDataAsset" and Place your own meshes into them for the four gun parts this system accommodates:

- Base (includes grip and mag)
- Barrel
- Stock
- Sight

Once these lists are filled, create a blueprint from the C++ class "GunAttempt" and place the blueprint anywhere in the scene. Apply your data lists in the corresponding mesh pools, and on game start, the guns will be generated.

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