Begin Object Class=/Script/BlueprintGraph.K2Node\_Event Name="K2Node\_Event\_0" ExportPath="/Script/BlueprintGraph.K2Node\_Event'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_Event\_0'"

EventReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="ReceiveBeginPlay")

bOverrideFunction=True

EnabledState=Disabled

bCommentBubblePinned=True

NodeComment="This node is disabled and will not be called.\nDrag off pins to build functionality."

NodeGuid=C830C44A43877B728E5609931BC864F0

CustomProperties Pin (PinId=A40976EB481191C2E4D5AB93B4E2C1FF,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="ReceiveBeginPlay"),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=9581451E432139A43BB476B5F8C70BAF,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

Begin Object Class=/Script/BlueprintGraph.K2Node\_Event Name="K2Node\_Event\_1" ExportPath="/Script/BlueprintGraph.K2Node\_Event'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_Event\_1'"

EventReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="ReceiveActorBeginOverlap")

bOverrideFunction=True

NodePosY=208

EnabledState=Disabled

bCommentBubblePinned=True

NodeComment="This node is disabled and will not be called.\nDrag off pins to build functionality."

NodeGuid=4C25D05A4E0E7805228C9BBBAD528FBC

CustomProperties Pin (PinId=B2BB901046EC9241654E88BBA32F9D86,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="ReceiveActorBeginOverlap"),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=ED59292443F47CB14E64A19A0AEF3D8F,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=9347CA50432BEAB75CE905857307D619,PinName="OtherActor",PinToolTip="Other Actor\nActor Object Reference",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'",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\_Event Name="K2Node\_Event\_2" ExportPath="/Script/BlueprintGraph.K2Node\_Event'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_Event\_2'"

EventReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="ReceiveTick")

bOverrideFunction=True

NodePosX=-96

NodePosY=336

bCommentBubblePinned=True

NodeGuid=FE63544E4CA3CAAA5AE268AE0665B0EA

CustomProperties Pin (PinId=AAA2AF9A43C48609E3D7C59B87E8C512,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="ReceiveTick"),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=B4DF5CCC4421AB786A81689FD0E73372,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\_3 A2789E784DA0DCFC0D103D92E606C68F,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=F943396642E0CC64EDF41B8715CBEA01,PinName="DeltaSeconds",PinToolTip="Delta Seconds\nFloat (single-precision)",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\_CallFunction\_4 2952AFD043CC1F6AC4A3A1994AF9716C,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_AddDelegate Name="K2Node\_AddDelegate\_0" ExportPath="/Script/BlueprintGraph.K2Node\_AddDelegate'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_AddDelegate\_0'"

DelegateReference=(MemberName="OnTakeAnyDamage",bSelfContext=True)

NodePosY=720

NodeGuid=4A4CD24C48CAE77F8D72A0BF40D85733

CustomProperties Pin (PinId=0165819A4F60202F358FDCBBF9009B75,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,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=7B058D074FA1B7314E2AD99197E4377E,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=6C17D134467FF13DD24D8496C7DB4209,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "BaseMCDelegateSelfPinName", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/Engine.BlueprintGeneratedClass'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple\_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=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=485D8E124F9F0BC38B6CCC96F72C8473,PinName="Delegate",PinFriendlyName=NSLOCTEXT("K2Node", "PinFriendlyDelegatetName", "Event"),PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent="/Script/CoreUObject.Package'/Script/Engine'",MemberName="TakeAnyDamageSignature\_\_DelegateSignature"),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=True,PinType.bIsConst=True,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_CustomEvent\_0 6026205545427933A3E328AAF34013DC,),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\_0" ExportPath="/Script/BlueprintGraph.K2Node\_CustomEvent'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_CustomEvent\_0'"

CustomFunctionName="OnTakeAnyDamage\_Event"

NodePosX=-368

NodePosY=768

NodeGuid=C63A495F4368DC314279FEA905B5D529

CustomProperties Pin (PinId=6026205545427933A3E328AAF34013DC,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent="/Script/Engine.BlueprintGeneratedClass'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple\_C'",MemberName="OnTakeAnyDamage\_Event",MemberGuid=C63A495F4368DC314279FEA905B5D529),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_AddDelegate\_0 485D8E124F9F0BC38B6CCC96F72C8473,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=DB20C9224CF5AE99718FB593945D68ED,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\_CallDelegate\_0 B225B30542AB0A777865DD8CB98E306C,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=CE991C5749F11094F93842A490F5B15A,PinName="DamagedActor",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'",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=C44709694C64DAA3D6C2FC9FF8BE1E68,PinName="Damage",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,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=9EBE63B84E2C9C4A0A9F72B20235F03C,PinName="DamageType",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.DamageType'",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=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=D80A10B6493CB67C242F57AA3564A7A3,PinName="InstigatedBy",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Controller'",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=0EC73F99494F9A694E5A89848AB18D87,PinName="DamageCauser",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'",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 UserDefinedPin (PinName="DamagedActor",PinType=(PinCategory="object",PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'"),DesiredPinDirection=EGPD\_Output)

CustomProperties UserDefinedPin (PinName="Damage",PinType=(PinCategory="real",PinSubCategory="float"),DesiredPinDirection=EGPD\_Output)

CustomProperties UserDefinedPin (PinName="DamageType",PinType=(PinCategory="object",PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.DamageType'",bIsConst=True),DesiredPinDirection=EGPD\_Output)

CustomProperties UserDefinedPin (PinName="InstigatedBy",PinType=(PinCategory="object",PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Controller'"),DesiredPinDirection=EGPD\_Output)

CustomProperties UserDefinedPin (PinName="DamageCauser",PinType=(PinCategory="object",PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'"),DesiredPinDirection=EGPD\_Output)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CustomEvent Name="K2Node\_CustomEvent\_1" ExportPath="/Script/BlueprintGraph.K2Node\_CustomEvent'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_CustomEvent\_1'"

CustomFunctionName="OnTakePointDamage\_Event"

NodePosX=-384

NodePosY=1200

NodeGuid=042BB20747919608E58F7BA0844AED8A

CustomProperties Pin (PinId=18112E32415596DD6D6AA7A9A4B05C1A,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent="/Script/Engine.BlueprintGeneratedClass'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple\_C'",MemberName="OnTakePointDamage\_Event",MemberGuid=042BB20747919608E58F7BA0844AED8A),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_MakeMap\_0 42826AEF4682776DA037B1AB9BFD4734,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=B8C676BD4CA1C812158440B0FE3E4017,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=0C4387374109A69BACDCD88EAFF66E62,PinName="DamagedActor",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'",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=FE41B548432C34B346F6DFA9D20B5E50,PinName="Damage",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,PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=E8CBF9144E8489B22ECF5CA2DA00F61D,PinName="InstigatedBy",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Controller'",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=F5FBD25E48F9B50BC8BDD093C81F26FC,PinName="HitLocation",Direction="EGPD\_Output",PinType.PinCategory="struct",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.ScriptStruct'/Script/CoreUObject.Vector'",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=9AEB53FC4CBB06F63C3F1C94BDCF2773,PinName="FHitComponent",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.PrimitiveComponent'",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=9B24753046FCD542F9782E901BBE1FE0,PinName="BoneName",Direction="EGPD\_Output",PinType.PinCategory="name",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=1D6ABBF245EF6D251610599434DE5F2C,PinName="ShotFromDirection",Direction="EGPD\_Output",PinType.PinCategory="struct",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.ScriptStruct'/Script/CoreUObject.Vector'",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=2B754CAC4836B82BAEC74D9B4EBB0AD4,PinName="DamageType",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.DamageType'",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=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=B811CBF44C01CAFF6E10A68239C3D203,PinName="DamageCauser",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'",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 UserDefinedPin (PinName="DamagedActor",PinType=(PinCategory="object",PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'"),DesiredPinDirection=EGPD\_Output)

CustomProperties UserDefinedPin (PinName="Damage",PinType=(PinCategory="real",PinSubCategory="float"),DesiredPinDirection=EGPD\_Output)

CustomProperties UserDefinedPin (PinName="InstigatedBy",PinType=(PinCategory="object",PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Controller'"),DesiredPinDirection=EGPD\_Output)

CustomProperties UserDefinedPin (PinName="HitLocation",PinType=(PinCategory="struct",PinSubCategoryObject="/Script/CoreUObject.ScriptStruct'/Script/CoreUObject.Vector'"),DesiredPinDirection=EGPD\_Output)

CustomProperties UserDefinedPin (PinName="FHitComponent",PinType=(PinCategory="object",PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.PrimitiveComponent'"),DesiredPinDirection=EGPD\_Output)

CustomProperties UserDefinedPin (PinName="BoneName",PinType=(PinCategory="name"),DesiredPinDirection=EGPD\_Output)

CustomProperties UserDefinedPin (PinName="ShotFromDirection",PinType=(PinCategory="struct",PinSubCategoryObject="/Script/CoreUObject.ScriptStruct'/Script/CoreUObject.Vector'"),DesiredPinDirection=EGPD\_Output)

CustomProperties UserDefinedPin (PinName="DamageType",PinType=(PinCategory="object",PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.DamageType'",bIsConst=True),DesiredPinDirection=EGPD\_Output)

CustomProperties UserDefinedPin (PinName="DamageCauser",PinType=(PinCategory="object",PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'"),DesiredPinDirection=EGPD\_Output)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallDelegate Name="K2Node\_CallDelegate\_0" ExportPath="/Script/BlueprintGraph.K2Node\_CallDelegate'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_CallDelegate\_0'"

DelegateReference=(MemberName="receive it ",MemberGuid=19B3BA5E447902CEAED0CD97EBF30CDC,bSelfContext=True)

NodePosX=16

NodePosY=896

NodeGuid=4B6B82DF455C2FF4D8A49C93248FF996

CustomProperties Pin (PinId=B225B30542AB0A777865DD8CB98E306C,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\_CustomEvent\_0 DB20C9224CF5AE99718FB593945D68ED,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=41C8DFE54A2A2F75E67BD28F04938E56,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=AF2091434B7BAB7082DFC5B28C6722C6,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "BaseMCDelegateSelfPinName", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/Engine.BlueprintGeneratedClass'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple\_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=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_Event Name="K2Node\_Event\_3" ExportPath="/Script/BlueprintGraph.K2Node\_Event'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_Event\_3'"

EventReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="ReceiveAnyDamage")

bOverrideFunction=True

NodePosX=-512

NodePosY=480

NodeGuid=525527BF47187BEE33FCAF88D8E9F4F2

CustomProperties Pin (PinId=F64E03DE4B71329DCEB9C3AE6C086701,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="ReceiveAnyDamage"),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_Knot\_0 7E4BC7644496F04FA3A0B0AE4292E1BF,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=4D5667834B54E02142BC999AA2A0BA49,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\_0 D4C9EBAE4EB839A79DE1D695B114B25C,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=A22FFA7643C1E06113B9F892B0CAC268,PinName="Damage",PinToolTip="Damage\nFloat (single-precision)",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",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=784960CC4A9AE612609BB4B7D17D3D10,PinName="DamageType",PinToolTip="Damage Type\nDamage Type Object Reference",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.DamageType'",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=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=4C5BB37247A4A21F0F5C6DA5AA0C4DD8,PinName="InstigatedBy",PinToolTip="Instigated By\nController Object Reference",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Controller'",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 318B8AF440C0C52E89C3BEAEB2F943C4,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=3A22AA3746CC3B04570319A11C78DAB1,PinName="DamageCauser",PinToolTip="Damage Causer\nActor Object Reference",Direction="EGPD\_Output",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'",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\_0" ExportPath="/Script/BlueprintGraph.K2Node\_CallFunction'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_CallFunction\_0'"

FunctionReference=(MemberName="OnTakeAnyDamage\_Event",MemberGuid=C63A495F4368DC314279FEA905B5D529,bSelfContext=True)

NodePosX=368

NodePosY=480

NodeGuid=9F2E849E4679E04BF4C40DBBCF1360E8

CustomProperties Pin (PinId=D4C9EBAE4EB839A79DE1D695B114B25C,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\_3 4D5667834B54E02142BC999AA2A0BA49,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=23F1C974405B448D3A77E793D8938474,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=6025FABD43859EC999984AB921B6C952,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,)

CustomProperties Pin (PinId=C82408F64EBD82FB14B082A4CFF5EDB4,PinName="DamagedActor",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'",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=9B24F0B047FA65B3D27FE9A3B1BE7393,PinName="Damage",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="100.000000",AutogeneratedDefaultValue="0.0",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=3136C06346888F255E35E3BB94989186,PinName="DamageType",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.DamageType'",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=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=318B8AF440C0C52E89C3BEAEB2F943C4,PinName="InstigatedBy",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Controller'",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\_3 4C5BB37247A4A21F0F5C6DA5AA0C4DD8,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=52C976E745B73A7F4C65D08C6E19EE05,PinName="DamageCauser",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'",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\_Knot Name="K2Node\_Knot\_0" ExportPath="/Script/BlueprintGraph.K2Node\_Knot'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_Knot\_0'"

NodePosX=-496

NodePosY=272

NodeGuid=F38A9CDE49E1609729AA1EB8C4D0F154

CustomProperties Pin (PinId=7E4BC7644496F04FA3A0B0AE4292E1BF,PinName="InputPin",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="ReceiveAnyDamage"),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=False,PinType.bIsWeakPointer=False,PinType.bIsUObjectWrapper=False,PinType.bSerializeAsSinglePrecisionFloat=False,LinkedTo=(K2Node\_Event\_3 F64E03DE4B71329DCEB9C3AE6C086701,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=True,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=89ECCA4144E9B46B9E7D7899DB4D075C,PinName="OutputPin",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="ReceiveAnyDamage"),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\_1" ExportPath="/Script/BlueprintGraph.K2Node\_CallFunction'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_CallFunction\_1'"

bIsPureFunc=True

bIsConstFunc=True

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

NodePosX=-608

NodePosY=336

NodeGuid=7CD60FEF4706A30EC1D2B195711F476C

CustomProperties Pin (PinId=EF7C3AE9415A7110F0AD71844DCD62FE,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinToolTip="Target\nActor Object Reference",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'",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=17E8CCBE4E4F96C9297EAFBC033C1940,PinName="Tag",PinToolTip="Tag\nName",PinType.PinCategory="name",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="None",AutogeneratedDefaultValue="None",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=F3FEC5384F21FAF35F9A4B8E15067778,PinName="ReturnValue",PinToolTip="Return Value\nBoolean\n\nSee if this actor\'s Tags array contains the supplied name tag",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",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\_4" ExportPath="/Script/BlueprintGraph.K2Node\_Event'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_Event\_4'"

EventReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="K2\_OnReset")

bOverrideFunction=True

NodePosX=-848

NodePosY=336

NodeGuid=1CCE66EC4842D9001DD078828943FC93

CustomProperties Pin (PinId=839C7FB14AA1782CA453E4AC9A3461DD,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="K2\_OnReset"),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=C8CEF9A24DDAE4A60CADF794BDDEE9B5,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 E84D93544B9801DB38E7939271A3B217,),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\_2" ExportPath="/Script/BlueprintGraph.K2Node\_CallFunction'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_CallFunction\_2'"

FunctionReference=(MemberName="K2\_DestroyActor",bSelfContext=True)

NodePosX=-624

NodePosY=160

NodeGuid=7DE5A2924E2C436BB23C3897A443F1D0

CustomProperties Pin (PinId=E84D93544B9801DB38E7939271A3B217,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\_Event\_4 C8CEF9A24DDAE4A60CADF794BDDEE9B5,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=EB1D6B414F93BE5D41BEBF8840DF1E96,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=C31AE55545D9717896395D85F7DD395F,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinToolTip="Target\nActor Object Reference",PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'",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\_3" ExportPath="/Script/BlueprintGraph.K2Node\_CallFunction'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_CallFunction\_3'"

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

NodePosX=336

NodePosY=208

NodeGuid=DC9E6FC74E896BA851F121B311AAED8A

CustomProperties Pin (PinId=A2789E784DA0DCFC0D103D92E606C68F,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\_2 B4DF5CCC4421AB786A81689FD0E73372,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=E88024644E7FB59703E2AB946575FB3A,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=3433255E4A5DF3E25E6EE1895860A2E8,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.Actor'",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=0B7689124A73DBA30B9629AAE27EF82B,PinName="InLifespan",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="100.000000",AutogeneratedDefaultValue="0.0",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\_4" ExportPath="/Script/BlueprintGraph.K2Node\_CallFunction'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_CallFunction\_4'"

bIsPureFunc=True

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

NodePosX=128

NodePosY=400

NodeGuid=B8617EA045428C64F11C1C90BF6E279F

CustomProperties Pin (PinId=2BB5D4AF4ABDDA8BFCD218833ABC8DC1,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "Target", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/CoreUObject.Class'/Script/Engine.KismetMathLibrary'",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\_\_KismetMathLibrary",PersistentGuid=00000000000000000000000000000000,bHidden=True,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=2952AFD043CC1F6AC4A3A1994AF9716C,PinName="InCurrent",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\_Event\_2 F943396642E0CC64EDF41B8715CBEA01,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=A8CA10114D180E761FFD8A9BC5695D7B,PinName="InDesired",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="200.000000",AutogeneratedDefaultValue="0.0",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=0750360B431BB8738B7D558C2A7B886D,PinName="InDeltaRate",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="300.000000",AutogeneratedDefaultValue="0.0",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=3BCB388A4415C95969E23FAA6C0F96FC,PinName="ReturnValue",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",PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_MakeMap Name="K2Node\_MakeMap\_0" ExportPath="/Script/BlueprintGraph.K2Node\_MakeMap'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_MakeMap\_0'"

NodePosX=16

NodePosY=1200

NodeGuid=4B21A3B84591526A6C72DAB5F9EE9506

CustomProperties Pin (PinId=79EC466D49B831CEF19C2485CF2219C5,PinName="Map",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent="/Script/Engine.BlueprintGeneratedClass'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple\_C'",MemberName="OnTakePointDamage\_Event",MemberGuid=042BB20747919608E58F7BA0844AED8A),PinType.PinValueType=(TerminalCategory="wildcard"),PinType.ContainerType=Map,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=42826AEF4682776DA037B1AB9BFD4734,PinName="Key 0",PinType.PinCategory="delegate",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\_CustomEvent\_1 18112E32415596DD6D6AA7A9A4B05C1A,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=324509A34744A20CA550D8BB7A6093FF,PinName="Value 0",PinType.PinCategory="wildcard",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

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallDelegate Name="K2Node\_CallDelegate\_1" ExportPath="/Script/BlueprintGraph.K2Node\_CallDelegate'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_CallDelegate\_1'"

DelegateReference=(MemberName="receive it ",MemberGuid=19B3BA5E447902CEAED0CD97EBF30CDC,bSelfContext=True)

NodePosX=48

NodePosY=1024

NodeGuid=839552D2424FBA57D9323AA696322514

CustomProperties Pin (PinId=966ADDA24F0F86ADC6A537A0315FEB77,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\_5 CFDFE2D040F2BF833EFEB392ECAFA51F,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=C04FC3EC40D04D2F84FD57943F9D7814,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\_5 5F77D85041C93D0042E99CB1EAADC658,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=426A644D427286D26166B5AE4FB4DC9F,PinName="self",PinFriendlyName=NSLOCTEXT("K2Node", "BaseMCDelegateSelfPinName", "Target"),PinType.PinCategory="object",PinType.PinSubCategory="",PinType.PinSubCategoryObject="/Script/Engine.BlueprintGeneratedClass'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple\_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=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

End Object

Begin Object Class=/Script/BlueprintGraph.K2Node\_CallFunction Name="K2Node\_CallFunction\_5" ExportPath="/Script/BlueprintGraph.K2Node\_CallFunction'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_CallFunction\_5'"

FunctionReference=(MemberName="Makefunc 1",MemberGuid=A9422E0C439C8375DA9AAF9F5C1CB056,bSelfContext=True)

NodePosX=320

NodePosY=1008

NodeGuid=9862D3B948059EF72D1380B557713183

CustomProperties Pin (PinId=5F77D85041C93D0042E99CB1EAADC658,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\_CallDelegate\_1 C04FC3EC40D04D2F84FD57943F9D7814,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=FCCE565D43ADFC04B51030815F2CC136,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=7E4E3E2E4D866AC4AC543BAB272077AC,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\_Event Name="K2Node\_Event\_5" ExportPath="/Script/BlueprintGraph.K2Node\_Event'/Game/StarterContent/Blueprints/Assets/BP\_Actor\_Simple.BP\_Actor\_Simple:EventGraph.K2Node\_Event\_5'"

EventReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="ReceiveAsyncPhysicsTick")

bOverrideFunction=True

NodePosX=-352

NodePosY=1024

NodeGuid=E0103B3F4B6B43692FE3B69D79458A78

CustomProperties Pin (PinId=C76779E743F43E8844628A9F1636FBB2,PinName="OutputDelegate",Direction="EGPD\_Output",PinType.PinCategory="delegate",PinType.PinSubCategory="",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(MemberParent="/Script/CoreUObject.Class'/Script/Engine.Actor'",MemberName="ReceiveAsyncPhysicsTick"),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=CFDFE2D040F2BF833EFEB392ECAFA51F,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\_CallDelegate\_1 966ADDA24F0F86ADC6A537A0315FEB77,),PersistentGuid=00000000000000000000000000000000,bHidden=False,bNotConnectable=False,bDefaultValueIsReadOnly=False,bDefaultValueIsIgnored=False,bAdvancedView=False,bOrphanedPin=False,)

CustomProperties Pin (PinId=79C5635C46986A3E37FFB6B9EF9CFD74,PinName="DeltaSeconds",PinToolTip="Delta Seconds\nFloat (single-precision)",Direction="EGPD\_Output",PinType.PinCategory="real",PinType.PinSubCategory="float",PinType.PinSubCategoryObject=None,PinType.PinSubCategoryMemberReference=(),PinType.PinValueType=(),PinType.ContainerType=None,PinType.bIsReference=False,PinType.bIsConst=Fal