

IWeaponInterface

- + virtual void DetachFromActor
(const FDetachmentTransformRules
&DetachmentTransformRules)=0
- + virtual void Destroy()=0
- + virtual void SetActorEnable
Collision(bool bNewActorEnableCollision)=0
- + virtual void AttachToComponent
(USceneComponent *Parent,
const FAttachmentTransformRules
&AttachmentRules, FName SocketName
=NAME_None)=0