

UWeaponMenuWidget::
EditWeaponUnitProperties



```
graph LR; A[UWeaponMenuWidget::EditWeaponUnitProperties] --> B[UWeaponMenuWidget::HandleSelectedRowWidget]; B --> C[UWeaponDataWidget::SetButtonEnabledColor];
```

UWeaponMenuWidget::
HandleSelectedRowWidget

UWeaponDataWidget::
SetButtonEnabledColor