

UWeaponDataWidget

- + FOnRowClickedEvent OnRowClicked
- # UTextBlock * ModelText
- # UTextBlock * MainTypeText
- # UTextBlock * SubtypeText
- # UTextBlock * CapacityText
- # UTextBlock * ManufacturerText
- # UTextBlock * CaliberText
- # UTextBlock * LengthText
- # UTextBlock * WeightText
- # UTextBlock * PriceText
- # UButton * SelectionButton
- + void InitWithData(const FWeaponUnit &WeaponUnit)
- + void StartAnimation()
- + float GetCaliber()
- + FString GetModelName()
- + FString GetMainTypeName()
- + FString GetSubtypeName()
- + FString GetManufacturerName()
- + TArray< FText > GetAllProperties()
- + void RowSelected()
- + void SetButtonDisabledColor()
- + void SetButtonEnabledColor()
- # virtual void NativeConstruct () override

UWeaponEditWidget

- + FAcceptedDelegate OnAccepted **Event**
- # UEditableTextBox * ModelEditBox
- # UEditableTextBox * MainTypeEditBox
- # UEditableTextBox * SubtypeEditBox
- # UEditableTextBox * CapacityEditBox
- # UEditableTextBox * ManufacturerEditBox
- # UEditableTextBox * CaliberEditBox # UEditableTextBox *
- LengthEditBox
- # UEditableTextBox * WeightEditBox # UEditableTextBox *
- **PriceEditBox** # UButton * ProceedButton
- # UButton * CancelButton
- # FString PreviousModelName
- + void SetupInputBoxes (const TArray< FText > &PropertiesArray)
- + void Proceed() noexcept
- + void Cancel() noexcept
- # virtual void NativeConstruct () override

#SelectedWidget

#EditWidget

UWeaponMenuWidget

- # UVerticalBox * WeaponContent
- # UButton * SortButton
- # UButton * EditButton
- # UComboBoxString * Filter ComboBox
- # UEditableTextBox * **FilterTextBox**
- # TSubclassOf< UWeaponData Widget > WeaponDataWidgetClass
- # TSubclassOf< UWeaponEdit Widget > WeaponEditWidgetClass
- # TArray< UWeaponDataWidget * > ChildRowWidgets
- # TArray< AWeaponClass > ActorPickedWeapons
- # bool bSortFlipFlop
- + virtual void RemoveFromParent () override
- + void SortByCaliber()
- + void CreatePropertiesEditor()
- + void EditWeaponUnitProperties gedValues, ı Amay< const FString & Original Model Name)
- + void HandleSelectedRowWidget (const FString & ModelName)
- + void FilterFunc(const FText &TypedText)
- + void ShellSort(TArray < UWeaponDataWidget *
 - > &Children, bool &bAscending)
- + void SetActorPickedWeapons
- (const TArray< AWeaponClass > & Picked Weapons)
- + void FilterByModel
- (const FText &NewModelName) + void FilterByMainType
- (const FText &NewMainTypeName) + void FilterBySubtype
- (const FText &NewSubtypeName) + void FilterByManufacturer (const FText &NewManufacturerName)
- + UWeaponDataWidget * GetSelectedWidget()
- # virtual void NativeConstruct () override