

AAbstractItem

- + virtual void PostRegister AllComponents() override
- + virtual bool GetReferenced ContentObjects(TArray
 UObject * > &Objects) const override
- + virtual AAbstractItem* CreatePocketCopy()

AArmorItem

- # USphereComponent * SphereComp
- + AArmorItem()
- + virtual void PostRegister AllComponents() override
- virtual bool GetReferenced ContentObjects(TArray
 UObject * > &Objects) const override

const &SpawnParameters)

- + virtual AAbstractItem
 * CreatePocketCopy()
- override + static AArmorItem *
- CreateInstance(UWorld
 *World, TSubclassOf<
 AArmorItem > DerivedClass,
 FVector2D MapSize, FActorSpawnParameters