

AAbstractItem

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



AHealthItem

- # USphereComponent * SphereComp
- + AHealthItem()
- + virtual void PostRegister AllComponents() override
- + virtual bool GetReferenced
 ContentObjects(TArray
 UObject * > &Objects) const
 override
- + virtual AAbstractItem
 - * CreatePocketCopy() override
- + static AHealthItem
 - * CreateInstance(UWorld
 - *World, TSubclassOf< AHealthItem
 - > DerivedClass, FVector2D MapSize, FActorSpawnParameters const &SpawnParameters)