UUserWidget

UPasswordWidget

- + UButton * W Commit
- + UEditableText * W Password
- + FOnPasswordCommit OnPassword Commit
- + virtual void NativeConstruct () override
- + void CommitPassword()

+PasswordWidget

UServerPannelWidget

- + UTextBlock * W ServerName
- + UTextBlock * W_Privacy
- + UButton * W SelectServer
- + FBlueprintSessionResult SessionResult
- + bool IsPrivateServer
- + FOnSessionJoin OnSessionJoin
- + TSubclassOf< UPasswordWidget > PasswordWidgetClass
- + virtual void NativeConstruct
 () override
- + void Set(const FString &ServerName, bool IsPrivate, const FBlueprintSessionResult &BPSessionResult)
- + void SendPassword(const FString &Password)
- + void SelectServer()