

UAdminManagerWidget + FOnAdminCloseButtonClicked

OnAdminCloseButtonClicked # UEditableText * ESearchBar

UButton * BSort # UButton * BEditBehavior

UButton * BClose

UScrollBox * SListOfPlayers

UComboBoxString * OSearch Option

TSubclassOf< UPlayerPanel

Widget > PlayerPanelWidgetClass

TSubclassOf< UPlayerEditor

Widget > PlayerEditorWidgetClass # UPlayerEditorWidget

* PlayerEditorWidget # TMap< int, UPlayerPanelWidget

* > MapOfPlayers

int PlayerIndex # int ActiveWidgetIndex

TArray< UPlayerPanelWidget * > SortArray

+ virtual void NativeConstruct () override

+ void SetPlayers() + void Search(const FText &Value)

+ void SortByCity() + void EditPlayerBehavior()

+ void SetActiveWidget (int Index) + void QuickSortA(TArray

< UPlayerPanelWidget > &Array, int Begin, int End) + int PartitionA(TArray

* > &Array, int Begin, int End)

+ void ClosePlayerEditor()

< UPlayerPanelWidget

+ void SavePlayerStats (bool CanMove, bool CanJump, bool CanFire) + void CloseAdminWidget()