

AActor

ATree

- # UStaticMeshComponent
 * MeshComponent
- # FVector Position
- + ATree()
- + static ATree * CreateTree (FVector WorldPosition, UTreeType *Type, UWorld *World)
- + static ATree * CreateTree
 (float X, float Y, float
 Z, UTreeType *Type, UWorld
 *World)
- # void Initialize(FVector
 WorldPosition, UTreeType
 *Type)