IWeaponInterface

- + virtual void DetachFromActor (const FDetachmentTransformRules &DetachmentTransformRules)=0
- + virtual void Destroy()=0
- + virtual void SetActorEnableCollision(bool bNewActorEnableCollision)=0
- + virtual void AttachToComponent (USceneComponent *Parent, const FAttachmentTransformRules &AttachmentRules, FName SocketName =NAME_None)=0

AActor

AMediumWeapon

- # UStaticMeshComponent
 * StaticMeshComponent
- # float Damage
- # uint8 Capacity
- + AMediumWeapon()
- + virtual auto DetachFromActor (const FDetachmentTransformRules &DetachmentTransformRules) -> void override
- + virtual void Destroy
 () override
- + virtual void SetActorEnable Collision(bool bNewActorEnableCollision) override
- + virtual void AttachToComponent (USceneComponent *Parent, const FAttachmentTransformRules &AttachmentRules, FName SocketName) override
- # virtual void BeginPlay() override