

## **UWeaponDataWidget**

+ FOnRowClickedEvent OnRowClicked

# UTextBlock \* ModelText

# UTextBlock \* MainTypeText

# UTextBlock \* SubtypeText
# UTextBlock \* CapacityText

# UTextBlock \* ManufacturerText

# UTextBlock \* CaliberText
# UTextBlock \* LengthText

# UTextBlock \* WeightText

# UTextBlock \* PriceText
# UButton \* SelectionButton

+ void InitWithData(const

FWeaponUnit &WeaponUnit)
+ void StartAnimation()

+ float GetCaliber()
+ FString GetModelName()

+ FString GetMainTypeName()

+ FString GetSubtypeName()

+ FString GetManufacturerName()+ TArray< FText > GetAllProperties()

+ void RowSelected()

+ void SetButtonDisabledColor()+ void SetButtonEnabledColor()

# virtual void NativeConstruct () override