

UWeaponEditWidget

+ FAcceptedDelegate OnAccepted Event

UEditableTextBox * ModelEditBox

UEditableTextBox *
MainTypeEditBox

UEditableTextBox * SubtypeEditBox

UEditableTextBox *
CapacityEditBox

UEditableTextBox *
ManufacturerEditBox
UEditableTextBox *

CaliberEditBox
UEditableTextBox *

LengthEditBox

UFditableTextBox

WeightEditBox

UEditableTextBox *
PriceEditBox

UButton * ProceedButton

UButton * CancelButton # FString PreviousModelName

+ void SetupInputBoxes (const TArray< FText > &PropertiesArray)

+ void Proceed() noexcept+ void Cancel() noexcept

virtual void NativeConstruct
() override