

## UTreeType

# FString TreeTypeName # TSubclassOf< UObject

- > TreeClass
  - + UTreeType()
  - + void Initialize(const
  - FString &Name, TSubclassOf < UObject > Class)
  - + TSubclassOf< UObject > GetTreeClass()
- + FString GetName() + static UTreeType \* CreateTreeType(const FString &Name, TSubclassOf < UObject > Class)