


UWeaponMenuWidget::
SetActorPickedWeapons



```
graph LR; A[UWeaponMenuWidget::SetActorPickedWeapons] --> B[UWeaponMenuWidget::HandleSelectedRowWidget]; B --> C[UWeaponDataWidget::SetButtonEnabledColor];
```

UWeaponMenuWidget::
HandleSelectedRowWidget

UWeaponDataWidget::
SetButtonEnabledColor