IWeaponInterface

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

AActor

AEasyWeapon

UStaticMeshComponent
  * StaticMeshComponent

float Damage

uint8 Capacity

+ AEasyWeapon()

+ virtual void DetachFromActor
  (const FDetachmentTransformRules
  &DetachmentTransformRules) 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