UUserWidget

UWeaponMenuWidget

UVerticalBox * WeaponContent

UButton * SortButton

UButton * EditButton

UComboBoxString * Filter ComboBox

UEditableTextBox * FilterTextBox

TSubclassOf< UWeaponData Widget > WeaponDataWidgetClass

TSubclassOf< UWeaponEdit Widget > WeaponEditWidgetClass

TArray< UWeaponDataWidget * > ChildRowWidgets

UWeaponDataWidget * SelectedWidget

UWeaponEditWidget * EditWidget

TArray< AWeaponClass * > ActorPickedWeapons

bool bSortFlipFlop

+ virtual void RemoveFromParent () override

+ void SortByCaliber()

+ void CreatePropertiesEditor()

+ void EditWeaponUnitProperties (const TArray< FText > &ChangedValues, const FString &OriginalModelName)

+ void HandleSelectedRowWidget (const FString &ModelName)

+ void FilterFunc(const FText &TypedText)

+ void ShellSort(TArray < UWeaponDataWidget * > &Children, bool &bAscending)

+ void SetActorPickedWeapons (const TArray< AWeaponClass * > &PickedWeapons)

+ void FilterByModel (const FText &NewModelName)

+ void FilterByMainType (const FText &NewMainTypeName)

+ void FilterBySubtype (const FText &NewSubtypeName)

+ void FilterByManufacturer (const FText &NewManufacturerName)

+ UWeaponDataWidget * GetSelectedWidget()

virtual void NativeConstruct () override