UUserWidget

+ UEditableText * W_Name + UEditableText * W Password

+ UButton * CreateServer

+ UButton * ConnectToServer + UButton * BackToGame

+ FSendSettingsToPlayer SetServerSettings

Session

+ FOnFindSession OnFindSession + FOnJoinToSession OnJoinTo

+ FString SDifficulty

+ int dNumberOfPlayers

+ FString SMap

UServerWidget

+ UTextBlock * W ErrorMessage

+ UCheckBox * IsPrivate + UScrollBox * SessionsList + TSubclassOf< UServerPannel Widget > ServerPanelWidgetClass + TArray< UServerPannelWidget * > ServerPanelWidgets + UButton * BManageServer + TSubclassOf< UAdminManager Widget > AdminManagerWidgetClass + UAdminManagerWidget * AdminManagerWidget

+ virtual void NativeConstruct override + void ShowErrorMessage

+ void Create() + void Find() + void Join(FBlueprintSession Result SessionResult, const FString &Password) + void SetSessions(TArray

(FString Message) + void CloseWidget()

< FBlueprintSessionResult

> BlueprintSessionResults) + void OpenAdminMenu() + void CloseAdminMenu()