

UCommandWidget

+ FPositiveRotationDelegate PositiveRotationDelegate

+ FNegativeRotationDelegate NegativeRotationDelegate+ FWidgetClosed WidgetClosed

UButton * PosRotationButton # UButton * NegRotationButton

AActor * Actor + void PositiveRotation()

+ void NegativeRotation()+ void CloseWidget()+ void PassActor(AActor

*HitActor)
virtual void NativeConstruct
() override