BP_MotionController

+ UObject* grabbedObject

3D_UI_BP

+ reference to DataFinder
FString MUIDisplayString

3D_UI_Actor

+ 3D_UI_BP

DataFinder

+ UObject* grabbedObject

+ FString MUIDisplayString

+ int ChildIndex

+ int ComponentIndex

+ UObject* currentlyGrabbedObjectReference

+ void SetReflectedData(UObject* grabbedObject)

+ FString GetUIDisplayString()

+ FString ConvertFString(UProperty* prop, UObject* grabbedObject, FString type)

+ FString LogReflectedData(AActor* actor, int propertyIndex)

Object Grabbed (diamond) → **DataFinder Logs and Sets the FString for Display** (box) → **Player Hits Controller Button** (diamond)

Player Hits Controller Button → **X Pos on Pad > Y Pos** (circle) → **DataFinder ComponentIndex updated based on X Pos sign** (box)

Player Hits Controller Button → **Y Pos on Pad > X Pos** (circle) → **DataFinder ChildIndex updated based on Y Pos sign** (box)