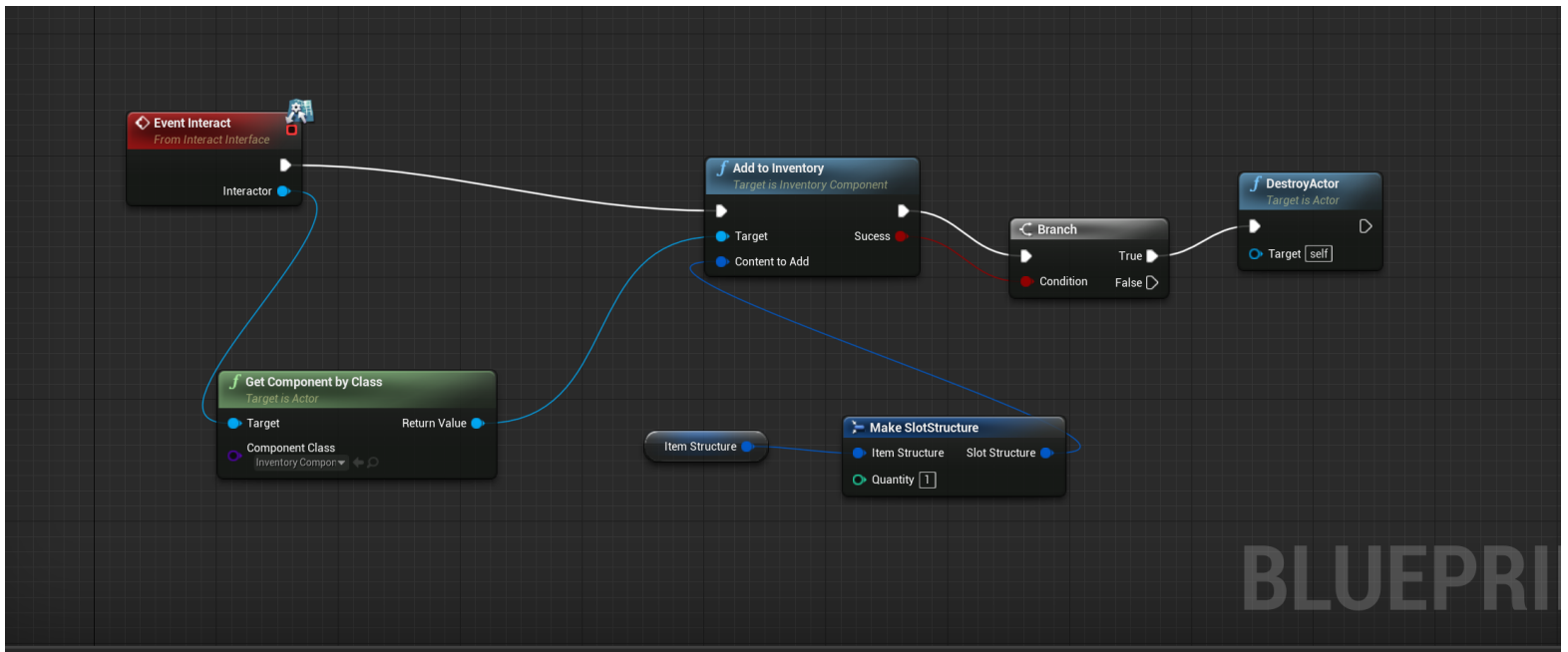
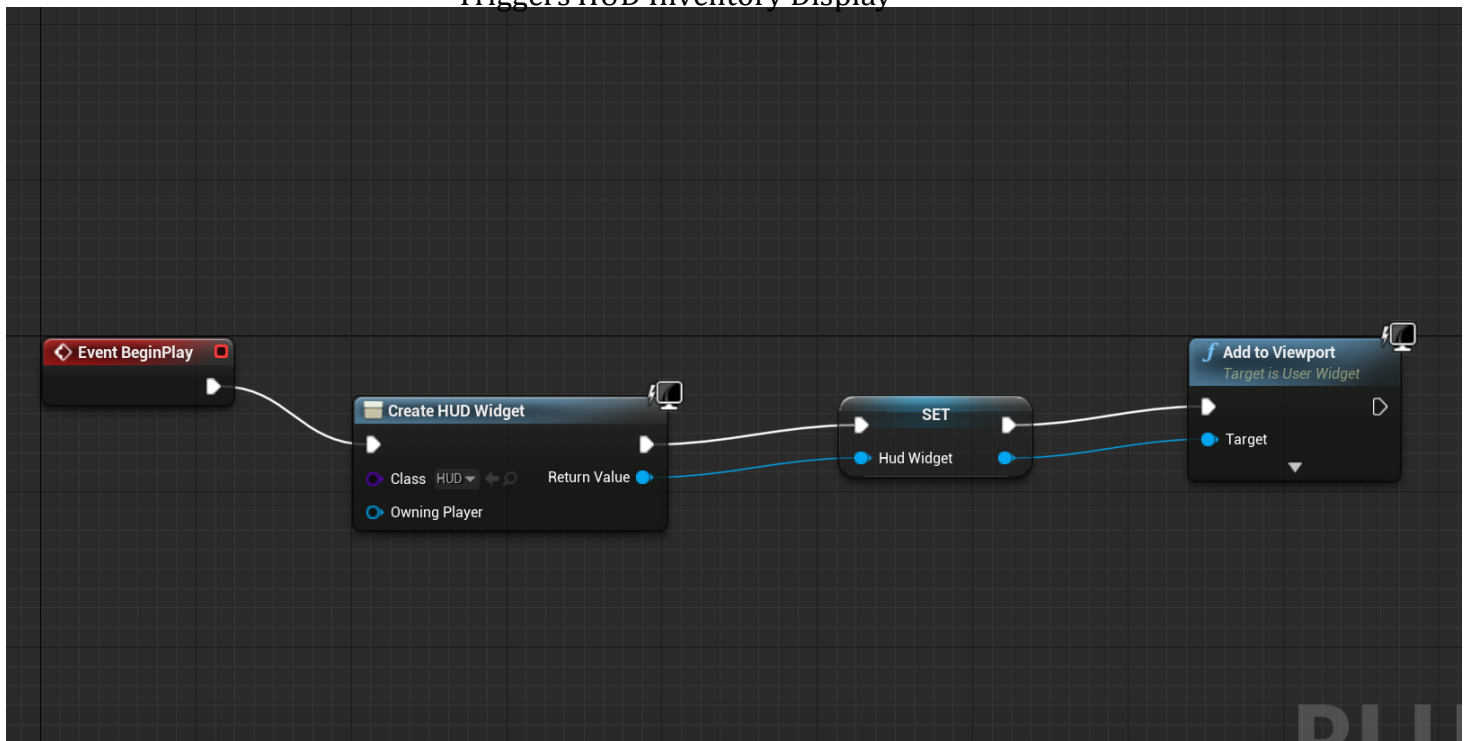




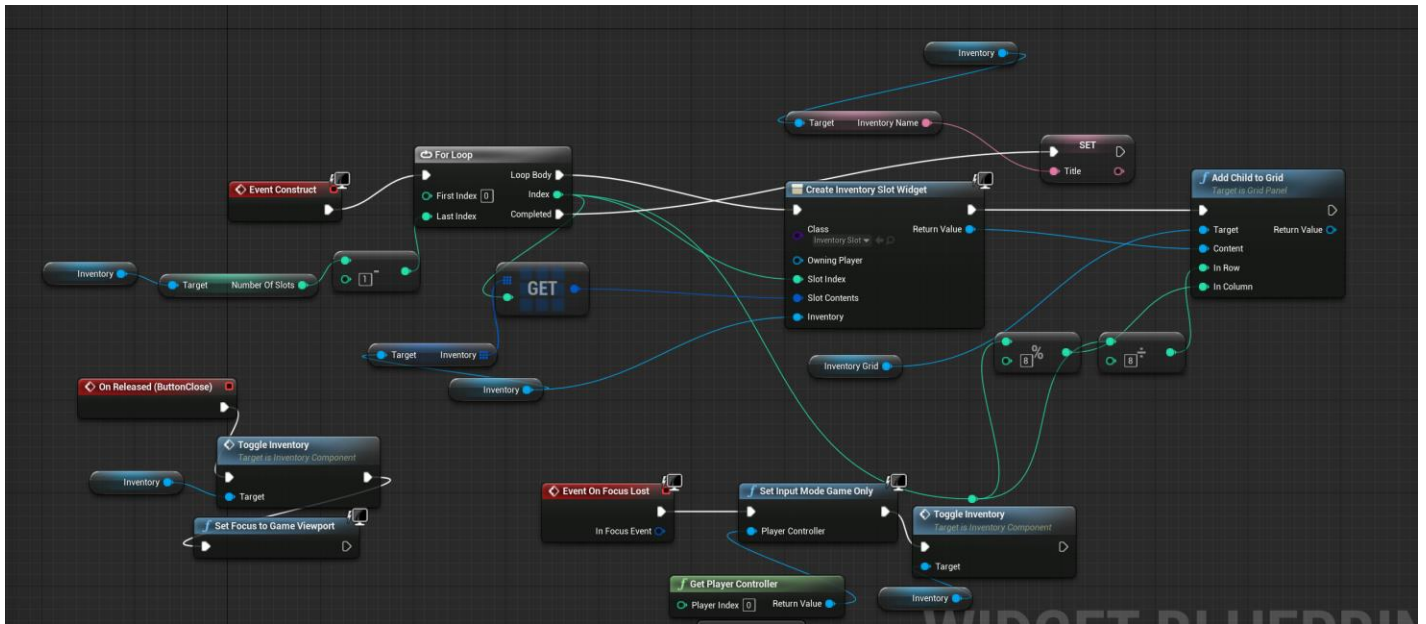
## Item Class Interact Event



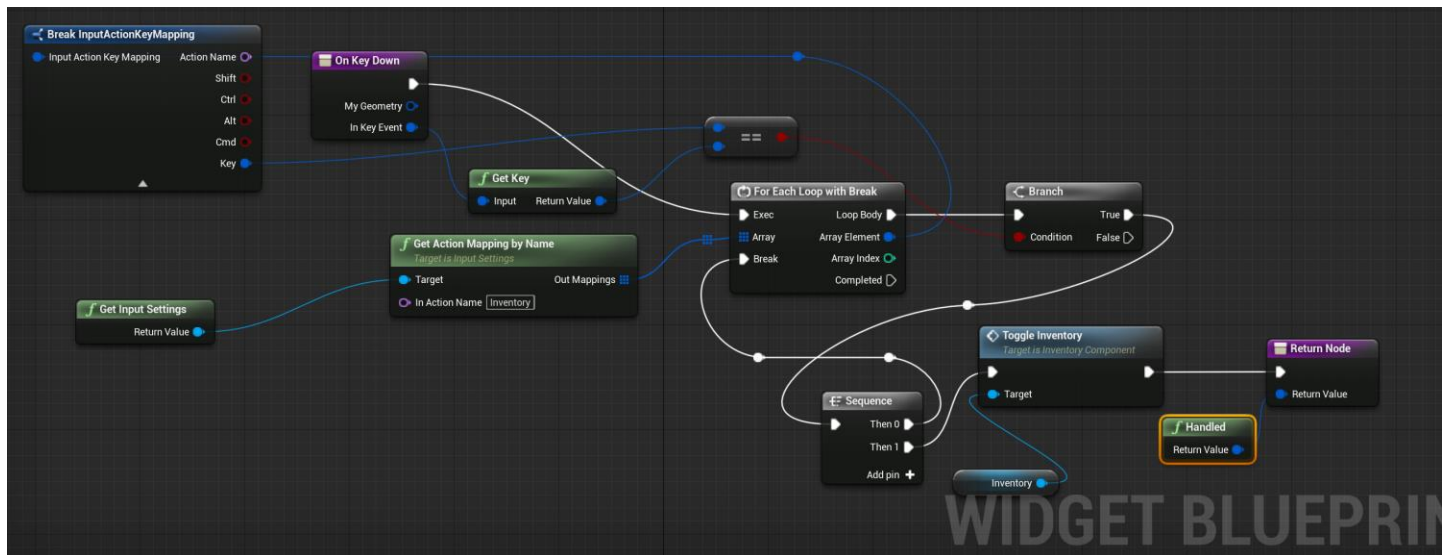
## MyPlayerController Class, Triggers HUD Inventory Display



## Inventory Window Events, Construct, OnClick, and FocusLost



## Inventory Window, On Key Down



## Constructing the Slot Structure, getting the quantity Text

