```cpp
/*
################################################################################
######################
# Rocket League (220224.66435.3685966/5/2024) SDK
# Generated with the UE3SDKGenerator v2.2.7
#
================================================================================
=========== #
# File: Engine_structs.hpp
#
================================================================================
=========== #
# Credits: TheFeckless, ItsBranK
# Links: www.github.com/itsbrank/UE3SDKGenerator, www.twitter.com/itsbrank
################################################################################
#######################
*/
#pragma once

#ifdef _MSC_VER
#pragma pack(push, 0x8)
#endif

/*
#
================================================================================
=========== #
# Script Structs
#
================================================================================
=========== #
*/

// ScriptStruct Engine._Types_Engine.GameClipsMaskArea
// 0x0018
struct FGameClipsMaskArea
{
uint64_t                        MaskId;                    // 0x0000 (0x0008)
[0x0000000000000000]
float                           TopLeftX;                  // 0x0008 (0x0004)
[0x0000000000000000]
float                           TopLeftY;                  // 0x000C (0x0004)
[0x0000000000000000]
float                           BottomRightX;              // 0x0010 (0x0004)
[0x0000000000000000]
float                           BottomRightY;              // 0x0014 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.Actor.AnimSlotDesc
// 0x000C
struct FAnimSlotDesc
{
struct FName                    SlotName;                  // 0x0000 (0x0008)
```

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                                                            [0x0000000000100000]
int32_t                         NumChannels;                    // 0x0008 (0x0004)
                                                            [0x000000000100000]
};

// ScriptStruct Engine.Actor.RigidBodyState
// 0x0039
struct FRigidBodyState
{
struct FVector                  Position;                       // 0x0000 (0x000C)
                                                            [0x0000000000000000]
struct FQuat                    Quaternion;                     // 0x0010 (0x0010)
                                                            [0x0000000000000000]
struct FVector                  LinVel;                         // 0x0020 (0x000C)
                                                            [0x0000000000000000]
struct FVector                  AngVel;                         // 0x002C (0x000C)
                                                            [0x0000000000000000]
uint8_t                         bNewData;                       // 0x0038 (0x0001)
                                                            [0x0000000000000000]
};

// ScriptStruct Engine.Actor.RigidBodyContactInfo
// 0x0048
struct FRigidBodyContactInfo
{
struct FVector                  ContactPosition;                // 0x0000 (0x000C)
                                                            [0x0000000000000000]
struct FVector                  ContactNormal;                  // 0x000C (0x000C)
                                                            [0x0000000000000000]
float                           ContactPenetration;             // 0x0018 (0x0004)
                                                            [0x0000000000000000]
struct FVector                  ContactVelocity[0x2];           // 0x001C (0x0018)
                                                            [0x0000000000000000]
class UPhysicalMaterial*        PhysMaterial[0x2];              // 0x0038 (0x0010)
                                                            [0x0000000000000000]
};

// ScriptStruct Engine.Actor.CollisionImpactData
// 0x0028
struct FCollisionImpactData
{
TArray<struct FRigidBodyContactInfo>        ContactInfos;       // 0x0000
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
struct FVector                  TotalNormalForceVector;         // 0x0010 (0x000C)
                                                            [0x0000000000000000]
struct FVector                  TotalFrictionForceVector;       // 0x001C (0x000C)
                                                            [0x0000000000000000]
};

// ScriptStruct Engine.Actor.PhysEffectInfo
// 0x0018
struct FPhysEffectInfo
{
float                           Threshold;                      // 0x0000 (0x0004)
```

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                                      [0x0000000000000001] (CPF_Edit)
float                                 ReFireDelay;                    // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
class UParticleSystem*                Effect;                         // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
class USoundCue*                      Sound;                          // 0x0010 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.Actor.ActorReference
// 0x0018
struct FActorReference
{
class AActor*                         Actor;                          // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FGuid                          Guid;                           // 0x0008 (0x0010)
[0x0000000000020003] (CPF_Edit | CPF_Const | CPF_EditConst)
};

// ScriptStruct Engine.Actor.NavReference
// 0x0018
struct FNavReference
{
class ANavigationPoint*               Nav;                            // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FGuid                          Guid;                           // 0x0008 (0x0010)
[0x0000000000020003] (CPF_Edit | CPF_Const | CPF_EditConst)
};

// ScriptStruct Engine.Actor.BasedPosition
// 0x0038
struct FBasedPosition
{
class AActor*                         Base;                           // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FVector                        Position;                       // 0x0008 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FVector                        CachedBaseLocation;             // 0x0014 (0x000C)
[0x0000000000000000]
struct FRotator                       CachedBaseRotation;             // 0x0020 (0x000C)
[0x0000000000000000]
struct FVector                        CachedTransPosition;            // 0x002C (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.Actor.TraceHitInfo
// 0x0028
struct FTraceHitInfo
{
class UMaterial*                      Material;                       // 0x0000 (0x0008)
[0x0000000000100000]
class UPhysicalMaterial*              PhysMaterial;                   // 0x0008 (0x0008)
[0x0000000000100000]
int32_t                               Item;                           // 0x0010 (0x0004)
```

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                                      [0x0000000000100000]
int32_t                   LevelIndex;              // 0x0014 (0x0004)
[0x000000000100000]
struct FName              BoneName;                    // 0x0018 (0x0008)
[0x000000000100000]
class UPrimitiveComponent*        HitComponent;             // 0x0020 (0x0008)
[0x000000004180008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
};

// ScriptStruct Engine.Actor.ImpactInfo
// 0x0060
struct FImpactInfo
{
class AActor*             HitActor;              // 0x0000 (0x0008)
[0x000000000100000]
struct FVector           HitLocation;            // 0x0008 (0x000C)
[0x000000000100000]
struct FVector           HitNormal;              // 0x0014 (0x000C)
[0x000000000100000]
struct FVector           RayDir;              // 0x0020 (0x000C)
[0x000000000100000]
struct FVector           StartTrace;            // 0x002C (0x000C)
[0x000000000100000]
struct FTraceHitInfo         HitInfo;            // 0x0038 (0x0028)
[0x000000000180000] (CPF_Component)
};

// ScriptStruct Engine.SequenceOp.SeqOpInputLink
// 0x003C
struct FSeqOpInputLink
{
class FString            LinkDesc;              // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long             bHasImpulse : 1;           // 0x0010 (0x0004)
[0x0000000000000000] [0x00000001]
int32_t                  QueuedActivations;         // 0x0014 (0x0004)
[0x0000000000000000]
unsigned long             bDisabled : 1;           // 0x0018 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long             bDisabledPIE : 1;          // 0x0018 (0x0004)
[0x0000000000000000] [0x00000002]
class USequenceOp*          LinkedOp;              // 0x0020 (0x0008)
[0x0000000000000000]
int32_t                  DrawY;              // 0x0028 (0x0004)
[0x0000000000000000]
unsigned long             bHidden : 1;            // 0x002C (0x0004)
[0x0000000000000000] [0x00000001]
float                    ActivateDelay;           // 0x0030 (0x0004)
[0x0000000000000000]
unsigned long            bMoving : 1;            // 0x0034 (0x0004)
[0x0000000800002000] [0x00000001] (CPF_Transient)
unsigned long            bClampedMax : 1;           // 0x0034 (0x0004)
[0x0000000800000000] [0x00000002]
unsigned long            bClampedMin : 1;           // 0x0034 (0x0004)
```

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[0x0000000800000000] [0x00000004]
int32_t                        OverrideDelta;                // 0x0038 (0x0004)
[0x0000000800000000]
};

// ScriptStruct Engine.Actor.AnimSlotInfo
// 0x0018
struct FAnimSlotInfo
{
struct FName                   SlotName;                     // 0x0000 (0x0008)
[0x0000000000100000]
TArray<float>                  ChannelWeights;               // 0x0008 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.Actor.TimerData
// 0x0024
struct FTimerData
{
unsigned long                  bLoop : 1;                    // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                  bPaused : 1;                  // 0x0000 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                  bStateTimer : 1;              // 0x0000 (0x0004)
[0x0000000000000000] [0x00000004]
struct FName                   FuncName;                     // 0x0004 (0x0008)
[0x0000000000000000]
float                          Rate;                         // 0x000C (0x0004)
[0x0000000000000000]
float                          Count;                        // 0x0010 (0x0004)
[0x0000000000000000]
float                          TimerTimeDilation;            // 0x0014 (0x0004)
[0x0000000000000000]
class UObject*                 TimerObj;                     // 0x0018 (0x0008)
[0x0000000000000000]
int32_t                        StateGeneration;              // 0x0020 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.PrimitiveComponent.RBCollisionChannelContainer
// 0x0004
struct FRBCollisionChannelContainer
{
unsigned long                  Default : 1;                  // 0x0000 (0x0004)
[0x0000000000000003] [0x00000001] (CPF_Edit | CPF_Const)
unsigned long                  Nothing : 1;                  // 0x0000 (0x0004)
[0x0000000000000002] [0x00000002] (CPF_Const)
unsigned long                  Pawn : 1;                     // 0x0000 (0x0004)
[0x0000000000000003] [0x00000004] (CPF_Edit | CPF_Const)
unsigned long                  Vehicle : 1;                  // 0x0000 (0x0004)
[0x0000000000000003] [0x00000008] (CPF_Edit | CPF_Const)
unsigned long                  Water : 1;                    // 0x0000 (0x0004)
[0x0000000000000003] [0x00000010] (CPF_Edit | CPF_Const)
unsigned long                  GameplayPhysics : 1;          // 0x0000 (0x0004)
```

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                                [0x0000000000000003] [0x00000020] (CPF_Edit | CPF_Const)
unsigned long                   EffectPhysics : 1;              // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00000040] (CPF_Edit | CPF_Const)
unsigned long                   Ball : 1;                       // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00000080] (CPF_Edit | CPF_Const)
unsigned long                   VehicleBlocker : 1;             // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00000100] (CPF_Edit | CPF_Const)
unsigned long                   BallBlocker : 1;                // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00000200] (CPF_Edit | CPF_Const)
unsigned long                   Untitled4 : 1;                  // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00000400] (CPF_Edit | CPF_Const)
unsigned long                   Cloth : 1;                      // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00000800] (CPF_Edit | CPF_Const)
unsigned long                   FluidDrain : 1;                 // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00001000] (CPF_Edit | CPF_Const)
unsigned long                   SoftBody : 1;                   // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00002000] (CPF_Edit | CPF_Const)
unsigned long                   FracturedMeshPart : 1;          // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00004000] (CPF_Edit | CPF_Const)
unsigned long                   BlockingVolume : 1;             // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00008000] (CPF_Edit | CPF_Const)
unsigned long                   DeadPawn : 1;                   // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00010000] (CPF_Edit | CPF_Const)
unsigned long                   Clothing : 1;                   // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00020000] (CPF_Edit | CPF_Const)
unsigned long                   ClothingCollision : 1;          // 0x0000 (0x0004)
                                [0x0000000000000003] [0x00040000] (CPF_Edit | CPF_Const)
};

// ScriptStruct Engine.LightComponent.LightingChannelContainer
// 0x0004
struct FLightingChannelContainer
{
unsigned long                   bInitialized : 1;               // 0x0000 (0x0004)
                                [0x0000000000000000] [0x00000001]
unsigned long                   BSP : 1;                        // 0x0000 (0x0004)
                                [0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                   Static : 1;                     // 0x0000 (0x0004)
                                [0x0000000000000001] [0x00000004] (CPF_Edit)
unsigned long                   Dynamic : 1;                    // 0x0000 (0x0004)
                                [0x0000000000000001] [0x00000008] (CPF_Edit)
unsigned long                   CompositeDynamic : 1;           // 0x0000 (0x0004)
                                [0x0000000000000001] [0x00000010] (CPF_Edit)
unsigned long                   Skybox : 1;                     // 0x0000 (0x0004)
                                [0x0000000000000001] [0x00000020] (CPF_Edit)
unsigned long                   Unnamed : 1;                    // 0x0000 (0x0004)
                                [0x0000000000000001] [0x00000040] (CPF_Edit)
unsigned long                   Unnamed01 : 1;                  // 0x0000 (0x0004)
                                [0x0000000000000001] [0x00000080] (CPF_Edit)
unsigned long                   Unnamed02 : 1;                  // 0x0000 (0x0004)
                                [0x0000000000000001] [0x00000100] (CPF_Edit)
unsigned long                   Unnamed03 : 1;                  // 0x0000 (0x0004)
                                [0x0000000000000001] [0x00000200] (CPF_Edit)
unsigned long                   Unnamed04 : 1;                  // 0x0000 (0x0004)
```

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[0x0000000000000001] [0x00000400] (CPF_Edit)
unsigned long                          Unnamed05 : 1;                    // 0x0000 (0x0004)
[0x0000000000000001] [0x00000800] (CPF_Edit)
unsigned long                          Cinematic : 1;                    // 0x0000 (0x0004)
[0x0000000000000001] [0x00001000] (CPF_Edit)
unsigned long                          Cinematic01 : 1;                  // 0x0000 (0x0004)
[0x0000000000000001] [0x00002000] (CPF_Edit)
unsigned long                          Cinematic02 : 1;                  // 0x0000 (0x0004)
[0x0000000000000001] [0x00004000] (CPF_Edit)
unsigned long                          Cinematic03 : 1;                  // 0x0000 (0x0004)
[0x0000000000000001] [0x00008000] (CPF_Edit)
unsigned long                          Cinematic04 : 1;                  // 0x0000 (0x0004)
[0x0000000000000001] [0x00010000] (CPF_Edit)
unsigned long                          Cinematic05 : 1;                  // 0x0000 (0x0004)
[0x0000000000000001] [0x00020000] (CPF_Edit)
unsigned long                          Cinematic06 : 1;                  // 0x0000 (0x0004)
[0x0000000000000001] [0x00040000] (CPF_Edit)
unsigned long                          Cinematic07 : 1;                  // 0x0000 (0x0004)
[0x0000000000000001] [0x00080000] (CPF_Edit)
unsigned long                          Cinematic08 : 1;                  // 0x0000 (0x0004)
[0x0000000000000001] [0x00100000] (CPF_Edit)
unsigned long                          Cinematic09 : 1;                  // 0x0000 (0x0004)
[0x0000000000000001] [0x00200000] (CPF_Edit)
unsigned long                          Gameplay : 1;                     // 0x0000 (0x0004)
[0x0000000000000001] [0x00400000] (CPF_Edit)
unsigned long                          Gameplay01 : 1;                   // 0x0000 (0x0004)
[0x0000000000000001] [0x00800000] (CPF_Edit)
unsigned long                          Gameplay02 : 1;                   // 0x0000 (0x0004)
[0x0000000000000001] [0x01000000] (CPF_Edit)
unsigned long                          Gameplay03 : 1;                   // 0x0000 (0x0004)
[0x0000000000000001] [0x02000000] (CPF_Edit)
unsigned long                          Crowd : 1;                        // 0x0000 (0x0004)
[0x0000000000000001] [0x04000000] (CPF_Edit)
};

// ScriptStruct Engine.PrimitiveComponent.MaterialViewRelevance
// 0x0004
struct FMaterialViewRelevance
{
unsigned long                          bOpaque : 1;                      // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                          bTranslucent : 1;                 // 0x0000 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                          bDistortion : 1;                  // 0x0000 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                          bOneLayerDistortionRelevance : 1;       // 0x0000 (0x0004)
[0x0000000000000000] [0x00000008]
unsigned long                          bLit : 1;                         // 0x0000 (0x0004)
[0x0000000000000000] [0x00000010]
unsigned long                          bUsesSceneColor : 1;              // 0x0000 (0x0004)
[0x0000000000000000] [0x00000020]
};

// ScriptStruct Engine.GroupComponent_ORS.ComponentTemplate
```

```cpp
// 0x0020
struct FComponentTemplate
{
struct FScriptDelegate                  Condition;                      // 0x0000 (0x0018)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
class UObject*                          Object;                 // 0x0018 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.Controller.VisiblePortalInfo
// 0x0010
struct FVisiblePortalInfo
{
class AActor*                           Source;                 // 0x0000 (0x0008)
[0x0000000000000000]
class AActor*                           Destination;            // 0x0008 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.NavigationPoint.DebugNavCost
// 0x0014
struct FDebugNavCost
{
class FString                           Desc;                   // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                                Cost;                   // 0x0010 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.NavigationPoint.NavigationOctreeObject
// 0x0039
struct FNavigationOctreeObject
{
struct FBox                            BoundingBox;             // 0x0000 (0x001C)
[0x0000000000000000]
struct FVector                         BoxCenter;               // 0x001C (0x000C)
[0x0000000000000000]
struct FPointer                        OctreeNode;              // 0x0028 (0x0008)
[0x0000000000003002] (CPF_Const | CPF_Native | CPF_Transient)
class UObject*                         Owner;                   // 0x0030 (0x0008)
[0x0000000000800002] (CPF_Const | CPF_NoExport)
uint8_t                                OwnerType;               // 0x0038 (0x0001)
[0x0000000000800002] (CPF_Const | CPF_NoExport)
};

// ScriptStruct Engine.NavigationPoint.CheckpointRecord
// 0x0004
struct ANavigationPoint_FCheckpointRecord
{
unsigned long                          bDisabled : 1;           // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                          bBlocked : 1;            // 0x0000 (0x0004)
[0x0000000000000000] [0x00000002]
};
```

```
// ScriptStruct Engine.KMeshProps.KSphereElem
// 0x0048
struct FKSphereElem
{
struct FMatrix                    TM;                        // 0x0000 (0x0040)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
float                            Radius;                    // 0x0040 (0x0004)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
unsigned long                    bNoRBCollision : 1;        // 0x0044 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                    bPerPolyShape : 1;         // 0x0044 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
};

// ScriptStruct Engine.KMeshProps.KBoxElem
// 0x0050
struct FKBoxElem
{
struct FMatrix                    TM;                        // 0x0000 (0x0040)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
float                            X;                         // 0x0040 (0x0004)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
float                            Y;                         // 0x0044 (0x0004)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
float                            Z;                         // 0x0048 (0x0004)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
unsigned long                    bNoRBCollision : 1;        // 0x004C (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                    bPerPolyShape : 1;         // 0x004C (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
};

// ScriptStruct Engine.KMeshProps.KSphylElem
// 0x004C
struct FKSphylElem
{
struct FMatrix                    TM;                        // 0x0000 (0x0040)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
float                            Radius;                    // 0x0040 (0x0004)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
float                            Length;                    // 0x0044 (0x0004)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
unsigned long                    bNoRBCollision : 1;        // 0x0048 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                    bPerPolyShape : 1;         // 0x0048 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
};

// ScriptStruct Engine.KMeshProps.KConvexElem
// 0x007C
struct FKConvexElem
{
TArray<struct FVector>            VertexData;                // 0x0000 (0x0010)
```

```
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FPlane>                    PermutedVertexData;              // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<int32_t>                          FaceTriData;                    // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FVector>                   EdgeDirections;                 // 0x0030 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FVector>                   FaceNormalDirections;           // 0x0040 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FPlane>                    FacePlaneData;                  // 0x0050 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FBox                              ElemBox;                        // 0x0060 (0x001C)
[0x0000000000000000]
};

// ScriptStruct Engine.KMeshProps.KAggregateGeom
// 0x004C
struct FKAggregateGeom
{
TArray<struct FKSphereElem>              SphereElems;                    // 0x0000 (0x0010)
[0x0000000000400041] (CPF_Edit | CPF_EditConstArray | CPF_NeedCtorLink)
TArray<struct FKBoxElem>                 BoxElems;                       // 0x0010 (0x0010)
[0x0000000000400041] (CPF_Edit | CPF_EditConstArray | CPF_NeedCtorLink)
TArray<struct FKSphylElem>               SphylElems;                     // 0x0020 (0x0010)
[0x0000000000400041] (CPF_Edit | CPF_EditConstArray | CPF_NeedCtorLink)
TArray<struct FKConvexElem>              ConvexElems;                    // 0x0030 (0x0010)
[0x0000000000400041] (CPF_Edit | CPF_EditConstArray | CPF_NeedCtorLink)
struct FPointer                          RenderInfo;                     // 0x0040 (0x0008)
[0x0000000401001000] (CPF_Native)
unsigned long                            bSkipCloseAndParallelChecks : 1; // 0x0048 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                            bSimpleCollisionPlane : 1;      // 0x0048 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
};

// ScriptStruct Engine.Pylon.PolyReference
// 0x0028
struct FPolyReference
{
struct FActorReference                   OwningPylon;                    // 0x0000 (0x0018)
[0x0000000000000000]
int32_t                                  PolyId;                         // 0x0018 (0x0004)
[0x0000000000000000]
struct FPointer                          CachedPoly;                     // 0x0020 (0x0008)
[0x0000000000001000] (CPF_Native)
};

// ScriptStruct Engine.Scout.PathSizeInfo
// 0x0015
struct FPathSizeInfo
{
struct FName                             Desc;                           // 0x0000 (0x0008)
[0x0000000000000000]
float                                    Radius;                         // 0x0008 (0x0004)
```

```cpp
[0x0000000000000000]
float                           Height;                  // 0x000C (0x0004)
[0x0000000000000000]
float                           CrouchHeight;            // 0x0010 (0x0004)
[0x0000000000000000]
uint8_t                         PathColor;               // 0x0014 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.AkBank.BankLoadState
// 0x000C
struct FBankLoadState
{
uint8_t                         Status;                  // 0x0000 (0x0001)
[0x0000000000000000]
float                           AsyncLoadBegin;          // 0x0004 (0x0004)
[0x0000000000000000]
float                           AsyncLoadTimeout;        // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.BrushComponent.KCachedConvexData_Mirror
// 0x0010
struct FKCachedConvexData_Mirror
{
TArray<int32_t>                 CachedConvexElements;    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.Brush.GeomSelection
// 0x000C
struct FGeomSelection
{
int32_t                         Type;                    // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                         Index;                   // 0x0004 (0x0004)
[0x0000000000000000]
int32_t                         SelectionIndex;          // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.ReverbVolume.InteriorSettings
// 0x0024
struct FInteriorSettings
{
unsigned long                   bIsWorldInfo : 1;        // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
float                           ExteriorVolume;          // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           ExteriorTime;            // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           ExteriorLPF;             // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           ExteriorLPFTime;         // 0x0010 (0x0004)
```

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                                                                 [0x0000000000000001] (CPF_Edit)
float                              InteriorVolume;                // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              InteriorTime;                  // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              InteriorLPF;                   // 0x001C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              InteriorLPFTime;               // 0x0020 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.ReverbVolume.ReverbSettings
// 0x0010
struct FReverbSettings
{
unsigned long                      bApplyReverb : 1;              // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
uint8_t                            ReverbType;                    // 0x0004 (0x0001)
[0x0000000000000001] (CPF_Edit)
float                              Volume;                        // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              FadeTime;                      // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.AudioComponent.AudioComponentParam
// 0x0018
struct FAudioComponentParam
{
struct FName                       ParamName;                     // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                              FloatParam;                    // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
class USoundNodeWave*              WaveParam;                     // 0x0010 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.EngineTypes.SubtitleCue
// 0x0014
struct FSubtitleCue
{
class FString                      Text;                          // 0x0000 (0x0010)
[0x0000000000408003] (CPF_Edit | CPF_Const | CPF_Localized | CPF_NeedCtorLink)
float                              Time;                          // 0x0010 (0x0004)
[0x0000000000008003] (CPF_Edit | CPF_Const | CPF_Localized)
};

// ScriptStruct Engine.AudioDevice.Listener
// 0x0044
struct FListener
{
class APortalVolume*               PortalVolume;                  // 0x0000 (0x0008)
[0x0000000000000002] (CPF_Const)
struct FVector                     Location;                      // 0x0008 (0x000C)
```

```
[0x0000000000000000]
struct FVector                     Up;                    // 0x0014 (0x000C)
[0x0000000000000000]
struct FVector                     Right;                 // 0x0020 (0x000C)
[0x0000000000000000]
struct FVector                     Front;                 // 0x002C (0x000C)
[0x0000000000000000]
struct FVector                     Velocity;              // 0x0038 (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.AudioDevice.AudioClassInfo
// 0x0010
struct FAudioClassInfo
{
int32_t                            NumResident;           // 0x0000 (0x0004)
[0x0000000000000002] (CPF_Const)
int32_t                            SizeResident;          // 0x0004 (0x0004)
[0x0000000000000002] (CPF_Const)
int32_t                            NumRealTime;           // 0x0008 (0x0004)
[0x0000000000000002] (CPF_Const)
int32_t                            SizeRealTime;          // 0x000C (0x0004)
[0x0000000000000002] (CPF_Const)
};

// ScriptStruct Engine.SoundCue.SoundNodeEditorData
// 0x0008
struct FSoundNodeEditorData
{
int32_t                            NodePosX;              // 0x0000 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                            NodePosY;              // 0x0004 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.SoundNodeAmbient.AmbientSoundSlot
// 0x0014
struct FAmbientSoundSlot
{
class USoundNodeWave*              Wave;                  // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                              PitchScale;            // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              VolumeScale;           // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              Weight;                // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.AmbientSoundSimpleToggleable.CheckpointRecord
// 0x0004
struct AAmbientSoundSimpleToggleable_FCheckpointRecord
{
unsigned long                      bCurrentlyPlaying : 1;     // 0x0000 (0x0004)
```

[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.SplineAudioComponent.InterpPointOnSpline
// 0x0014
struct FInterpPointOnSpline
{
struct FVector   Position;   // 0x0000 (0x000C)
[0x0000000000000001] (CPF_Edit)
float   InVal;   // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float   Length;   // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SimpleSplineAudioComponent.SplineSoundSlot
// 0x0038
struct FSplineSoundSlot
{
class USoundNodeWave*   Wave;   // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float   PitchScale;   // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float   VolumeScale;   // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t   StartPoint;   // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t   EndPoint;   // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
float   Weight;   // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FDouble   LastUpdateTime;   // 0x0020 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
float   SourceInteriorVolume;   // 0x0028 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
float   SourceInteriorLPF;   // 0x002C (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
float   CurrentInteriorVolume;   // 0x0030 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
float   CurrentInteriorLPF;   // 0x0034 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.MultiCueSplineAudioComponent.MultiCueSplineSoundSlot
// 0x0034
struct FMultiCueSplineSoundSlot
{
class USoundCue*   SoundCue;   // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float   PitchScale;   // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float   VolumeScale;   // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t   StartPoint;   // 0x0010 (0x0004)

```
[0x0000000000000001] (CPF_Edit)
int32_t                         EndPoint;                    // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FDouble                  LastUpdateTime;              // 0x0018 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
float                           SourceInteriorVolume;        // 0x0020 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
float                           SourceInteriorLPF;           // 0x0024 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
float                           CurrentInteriorVolume;       // 0x0028 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
float                           CurrentInteriorLPF;          // 0x002C (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
unsigned long                   bPlaying : 1;                // 0x0030 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.PlatformInterfaceBase.DelegateArray
// 0x0010
struct FDelegateArray
{
TArray<struct FScriptDelegate>  Delegates;                   // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.PlatformInterfaceBase.PlatformInterfaceData
// 0x0040
struct FPlatformInterfaceData
{
struct FName                    DataName;                    // 0x0000 (0x0008)
[0x0000000000000000]
uint8_t                         Type;                        // 0x0008 (0x0001)
[0x0000000000000000]
int32_t                         IntValue;                    // 0x000C (0x0004)
[0x0000000000000000]
float                           FloatValue;                  // 0x0010 (0x0004)
[0x0000000000000000]
class FString                   StringValue;                 // 0x0018 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
class FString                   StringValue2;                // 0x0028 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
class UObject*                  ObjectValue;                 // 0x0038 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.PlatformInterfaceBase.PlatformInterfaceDelegateResult
// 0x0048
struct FPlatformInterfaceDelegateResult
{
unsigned long                   bSuccessful : 1;             // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
struct FPlatformInterfaceData   Data;                        // 0x0008 (0x0040)
[0x0000000000400000] (CPF_NeedCtorLink)
};
```

```cpp
// ScriptStruct Engine.AnalyticEventsBase.EventStringParam
// 0x0020
struct FEventStringParam
{
class FString                          ParamName;                   // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          ParamValue;                  // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.AnimSequence.CompressedTrack
// 0x0038
struct FCompressedTrack
{
TArray<uint8_t>                       ByteStream;                  // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<float>                         Times;                       // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
float                                 Mins[0x3];                   // 0x0020 (0x000C)
[0x0000000000000000]
float                                 Ranges[0x3];                 // 0x002C (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.AnimSequence.CurveTrack
// 0x0018
struct FCurveTrack
{
struct FName                          CurveName;                   // 0x0000 (0x0008)
[0x0000000000000000]
TArray<float>                         CurveWeights;                // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.AnimSequence.RotationTrack
// 0x0020
struct FRotationTrack
{
TArray<struct FQuat>                  RotKeys;                     // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<float>                         Times;                       // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.AnimSequence.TranslationTrack
// 0x0020
struct FTranslationTrack
{
TArray<struct FVector>                PosKeys;                     // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<float>                         Times;                       // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};
```

```cpp
// ScriptStruct Engine.AnimSequence.TimeModifier
// 0x0008
struct FTimeModifier
{
float                              Time;                    // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              TargetStrength;          // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.AnimSequence.SkelControlModifier
// 0x0018
struct FSkelControlModifier
{
struct FName                       SkelControlName;         // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
TArray<struct FTimeModifier>       Modifiers;               // 0x0008 (0x0010)
[0x0000000004400001] (CPF_Edit | CPF_NeedCtorLink | CPF_EditInline)
};

// ScriptStruct Engine.AnimSequence.AnimNotifyEvent
// 0x001C
struct FAnimNotifyEvent
{
float                              Time;                    // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
class UAnimNotify*                 Notify;                  // 0x0008 (0x0008)
[0x0000000004400009] (CPF_Edit | CPF_ExportObject | CPF_NeedCtorLink | CPF_EditInline)
struct FName                       Comment;                 // 0x0010 (0x0008)
[0x0000000800000001] (CPF_Edit)
float                              Duration;                // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.AnimSequence.RawAnimSequenceTrack
// 0x0020
struct FRawAnimSequenceTrack
{
TArray<struct FVector>             PosKeys;                 // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FQuat>               RotKeys;                 // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.AnimNode.CurveKey
// 0x000C
struct FCurveKey
{
struct FName                       CurveName;               // 0x0000 (0x0008)
[0x0000000000000000]
float                              Weight;                  // 0x0008 (0x0004)
[0x0000000000000000]
};
```

```cpp
// ScriptStruct Engine.AnimNodeBlendBase.AnimBlendChild
// 0x0020
struct FAnimBlendChild
{
struct FName                        Name;                       // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UAnimNode*                    Anim;                       // 0x0008 (0x0008)
[0x000000004400008] (CPF_ExportObject | CPF_NeedCtorLink | CPF_EditInline)
float                              Weight;                      // 0x0010 (0x0004)
[0x0000000000000000]
float                              BlendWeight;                 // 0x0014 (0x0004)
[0x0000000000002002] (CPF_Const | CPF_Transient)
unsigned long                      bMirrorSkeleton : 1;         // 0x0018 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                      bIsAdditive : 1;             // 0x0018 (0x0004)
[0x0000000000000000] [0x00000002]
int32_t                           DrawY;                        // 0x001C (0x0004)
[0x0000000800000000]
};

// ScriptStruct Engine.AnimNode_MultiBlendPerBone.WeightNodeRule
// 0x0020
struct FWeightNodeRule
{
struct FName                        NodeName;                   // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UAnimNodeBlendBase*          CachedNode;                  // 0x0008 (0x0008)
[0x0000000000000000]
class UAnimNodeSlot*               CachedSlotNode;              // 0x0010 (0x0008)
[0x0000000000000000]
uint8_t                           WeightCheck;                  // 0x0018 (0x0001)
[0x0000000000000001] (CPF_Edit)
int32_t                           ChildIndex;                   // 0x001C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.AnimNode_MultiBlendPerBone.WeightRule
// 0x0040
struct FWeightRule
{
struct FWeightNodeRule             FirstNode;                   // 0x0000 (0x0020)
[0x0000000000000001] (CPF_Edit)
struct FWeightNodeRule             SecondNode;                  // 0x0020 (0x0020)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.AnimNode_MultiBlendPerBone.BranchInfo
// 0x000C
struct FBranchInfo
{
struct FName                        BoneName;                   // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                             PerBoneWeightIncrease;        // 0x0008 (0x0004)
```

```
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.AnimNode_MultiBlendPerBone.PerBoneMaskInfo
// 0x0054
struct FPerBoneMaskInfo
{
TArray<struct FBranchInfo>           BranchList;                    // 0x0000 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
float                                DesiredWeight;                // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                BlendTimeToGo;                // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
TArray<struct FWeightRule>           WeightRuleList;               // 0x0018 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
unsigned long                        bWeightBasedOnNodeRules : 1;  // 0x0028 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                        bDisableForNonLocalHumanPlayers : 1;  // 0x0028
(0x0004) [0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                        bPendingBlend : 1;            // 0x0028 (0x0004)
[0x0000000000002000] [0x00000004] (CPF_Transient)
TArray<float>                        PerBoneWeights;               // 0x0030 (0x0010)
[0x0000000000402000] (CPF_Transient | CPF_NeedCtorLink)
TArray<uint8_t>                      TransformReqBone;             // 0x0040 (0x0010)
[0x0000000000402000] (CPF_Transient | CPF_NeedCtorLink)
int32_t                              TransformReqBoneIndex;        // 0x0050 (0x0004)
[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct Engine.AnimNodeAimOffset.AimTransform
// 0x001C
struct FAimTransform
{
struct FQuat                         Quaternion;                   // 0x0000 (0x0010)
[0x0000000000000001] (CPF_Edit)
struct FVector                       Translation;                  // 0x0010 (0x000C)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.AnimNodeAimOffset.AimComponent
// 0x0130
struct FAimComponent
{
struct FName                         BoneName;                     // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
uint8_t                              UnknownData00[0x8];           // 0x0008 (0x0008)
MISSED OFFSET
struct FAimTransform                 LU;                           // 0x0010 (0x0020)
[0x0000000000000001] (CPF_Edit)
struct FAimTransform                 LC;                           // 0x0030 (0x0020)
[0x0000000000000001] (CPF_Edit)
struct FAimTransform                 LD;                           // 0x0050 (0x0020)
[0x0000000000000001] (CPF_Edit)
struct FAimTransform                 CU;                           // 0x0070 (0x0020)
```

```
                    [0x0000000000000001] (CPF_Edit)
struct FAimTransform                    CC;                          // 0x0090 (0x0020)
                    [0x0000000000000001] (CPF_Edit)
struct FAimTransform                    CD;                          // 0x00B0 (0x0020)
                    [0x0000000000000001] (CPF_Edit)
struct FAimTransform                    RU;                          // 0x00D0 (0x0020)
                    [0x0000000000000001] (CPF_Edit)
struct FAimTransform                    RC;                          // 0x00F0 (0x0020)
                    [0x0000000000000001] (CPF_Edit)
struct FAimTransform                    RD;                          // 0x0110 (0x0020)
                    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.AnimNodeAimOffset.AimOffsetProfile
// 0x0070
struct FAimOffsetProfile
{
struct FName                        ProfileName;                    // 0x0000 (0x0008)
                    [0x0000000000020003] (CPF_Edit | CPF_Const | CPF_EditConst)
struct FVector2D                    HorizontalRange;                // 0x0008 (0x0008)
                    [0x0000000000000001] (CPF_Edit)
struct FVector2D                    VerticalRange;                  // 0x0010 (0x0008)
                    [0x0000000000000001] (CPF_Edit)
TArray<struct FAimComponent>        AimComponents;                  // 0x0018
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
struct FName                        AnimName_LU;                    // 0x0028 (0x0008)
                    [0x0000000000000001] (CPF_Edit)
struct FName                        AnimName_LC;                    // 0x0030 (0x0008)
                    [0x0000000000000001] (CPF_Edit)
struct FName                        AnimName_LD;                    // 0x0038 (0x0008)
                    [0x0000000000000001] (CPF_Edit)
struct FName                        AnimName_CU;                    // 0x0040 (0x0008)
                    [0x0000000000000001] (CPF_Edit)
struct FName                        AnimName_CC;                    // 0x0048 (0x0008)
                    [0x0000000000000001] (CPF_Edit)
struct FName                        AnimName_CD;                    // 0x0050 (0x0008)
                    [0x0000000000000001] (CPF_Edit)
struct FName                        AnimName_RU;                    // 0x0058 (0x0008)
                    [0x0000000000000001] (CPF_Edit)
struct FName                        AnimName_RC;                    // 0x0060 (0x0008)
                    [0x0000000000000001] (CPF_Edit)
struct FName                        AnimName_RD;                    // 0x0068 (0x0008)
                    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.AnimNodeBlendMultiBone.ChildBoneBlendInfo
// 0x0038
struct FChildBoneBlendInfo
{
TArray<float>                       TargetPerBoneWeight;            // 0x0000 (0x0010)
                    [0x0000000000400000] (CPF_NeedCtorLink)
struct FName                        InitTargetStartBone;            // 0x0010 (0x0008)
                    [0x0000000000000001] (CPF_Edit)
float                               InitPerBoneIncrease;            // 0x0018 (0x0004)
```

```
[0x0000000000000001] (CPF_Edit)
struct FName                          OldStartBone;                  // 0x001C (0x0008)
[0x0000000000000002] (CPF_Const)
float                                 OldBoneIncrease;               // 0x0024 (0x0004)
[0x0000000000000002] (CPF_Const)
TArray<uint8_t>                       TargetRequiredBones;           // 0x0028 (0x0010)
[0x0000000000402000] (CPF_Transient | CPF_NeedCtorLink)
};


// ScriptStruct Engine.AnimNodeRandom.RandomAnimInfo
// 0x0020
struct FRandomAnimInfo
{
float                                 Chance;                        // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
uint8_t                               LoopCountMin;                  // 0x0004 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                               LoopCountMax;                  // 0x0005 (0x0001)
[0x0000000000000001] (CPF_Edit)
float                                 BlendInTime;                   // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FVector2D                      PlayRateRange;                 // 0x000C (0x0008)
[0x0000000000000001] (CPF_Edit)
unsigned long                         bStillFrame : 1;               // 0x0014 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
uint8_t                               LoopCount;                     // 0x0018 (0x0001)
[0x0000000000002000] (CPF_Transient)
float                                 LastPosition;                  // 0x001C (0x0004)
[0x0000000000002000] (CPF_Transient)
};


// ScriptStruct Engine.AnimNodeSequenceBlendBase.AnimInfo
// 0x0014
struct FAnimInfo
{
struct FName                          AnimSeqName;                   // 0x0000 (0x0008)
[0x0000000000000002] (CPF_Const)
class UAnimSequence*                  AnimSeq;                       // 0x0008 (0x0008)
[0x0000000000002002] (CPF_Const | CPF_Transient)
int32_t                               AnimLinkupIndex;               // 0x0010 (0x0004)
[0x0000000000002002] (CPF_Const | CPF_Transient)
};


// ScriptStruct Engine.AnimNodeSequenceBlendBase.AnimBlendInfo
// 0x0024
struct FAnimBlendInfo
{
struct FName                          AnimName;                      // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FAnimInfo                      AnimInfo;                      // 0x0008 (0x0018)
[0x0000000000000000]
float                                 Weight;                        // 0x0020 (0x0004)
[0x0000000000002000] (CPF_Transient)
};
```

```cpp
// ScriptStruct Engine.AnimNodeSynch.SynchGroup
// 0x0028
struct FSynchGroup
{
TArray<class UAnimNodeSequence*>        SeqNodes;                    // 0x0000
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
class UAnimNodeSequence*               MasterNode;                  // 0x0010 (0x0008)
[0x0000000000002000] (CPF_Transient)
struct FName                           GroupName;                   // 0x0018 (0x0008)
[0x0000000000000001] (CPF_Edit)
unsigned long                          bFireSlaveNotifies : 1;      // 0x0020 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
float                                  RateScale;                   // 0x0024 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SkeletalMeshComponent.BonePair
// 0x0010
struct FBonePair
{
struct FName                           Bones[0x2];                  // 0x0000 (0x0010)
[0x0000000000000000]
};

// ScriptStruct Engine.SkeletalMeshComponent.SkelMeshComponentLODInfo
// 0x001C
struct FSkelMeshComponentLODInfo
{
TArray<unsigned long>                  HiddenMaterials;             // 0x0000 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
unsigned long                          bNeedsInstanceWeightUpdate : 1;  // 0x0010
(0x0004) [0x0000000000000002] [0x00000001] (CPF_Const)
unsigned long                          bAlwaysUseInstanceWeights : 1;   // 0x0010 (0x0004)
[0x0000000000000002] [0x00000002] (CPF_Const)
uint8_t                                InstanceWeightUsage;         // 0x0014 (0x0001)
[0x0000000000002002] (CPF_Const | CPF_Transient)
int32_t                                InstanceWeightIdx;           // 0x0018 (0x0004)
[0x0000000000002002] (CPF_Const | CPF_Transient)
};

// ScriptStruct Engine.SkeletalMeshComponent.Attachment
// 0x0034
struct FAttachment
{
class UActorComponent*                 Component;                   // 0x0000 (0x0008)
[0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
struct FName                           BoneName;                    // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FVector                         RelativeLocation;            // 0x0010 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FRotator                        RelativeRotation;            // 0x001C (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FVector                         RelativeScale;               // 0x0028 (0x000C)
```

```
	[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SkeletalMeshComponent.ActiveMorph
// 0x000C
struct FActiveMorph
{
class UMorphTarget*                 Target;                    // 0x0000 (0x0008)
[0x0000000000000000]
float                               Weight;                    // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.EngineTypes.LocalizedSubtitle
// 0x0024
struct FLocalizedSubtitle
{
class FString                       LanguageExt;               // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FSubtitleCue>         Subtitles;                 // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                       bMature : 1;               // 0x0020 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                       bManualWordWrap : 1;       // 0x0020 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                       bSingleLine : 1;           // 0x0020 (0x0004)
[0x0000000000000000] [0x00000004]
};

// ScriptStruct Engine.EngineTypes.LightMapRef
// 0x0008
struct FLightMapRef
{
struct FPointer                     Reference;                 // 0x0000 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.EngineTypes.DominantShadowInfo
// 0x00A4
struct FDominantShadowInfo
{
struct FMatrix                      WorldToLight;              // 0x0000 (0x0040)
[0x0000000000000000]
struct FMatrix                      LightToWorld;              // 0x0040 (0x0040)
[0x0000000000000000]
struct FBox                         LightSpaceImportanceBounds;   // 0x0080 (0x001C)
[0x0000000000000000]
int32_t                             ShadowMapSizeX;            // 0x009C (0x0004)
[0x0000000000000000]
int32_t                             ShadowMapSizeY;            // 0x00A0 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.EngineTypes.LightmassLightSettings
```

```
// 0x000C
struct FLightmassLightSettings
{
float                              IndirectLightingScale;              // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              IndirectLightingSaturation;         // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              ShadowExponent;              // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.Pawn.ScalarParameterInterpStruct
// 0x0014
struct FScalarParameterInterpStruct
{
struct FName                      ParameterName;              // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                              ParameterValue;              // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              InterpTime;              // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              WarmupTime;              // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.EngineTypes.LightmassPointLightSettings
// 0x0004 (0x000C - 0x0010)
struct FLightmassPointLightSettings : FLightmassLightSettings
{
float                              LightSourceRadius;              // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.EngineTypes.LightmassDirectionalLightSettings
// 0x0004 (0x000C - 0x0010)
struct FLightmassDirectionalLightSettings : FLightmassLightSettings
{
float                              LightSourceAngle;              // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.EngineTypes.LightmassPrimitiveSettings
// 0x001C
struct FLightmassPrimitiveSettings
{
unsigned long                    bUseTwoSidedLighting : 1;              // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                    bShadowIndirectOnly : 1;              // 0x0000 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                    bUseEmissiveForStaticLighting : 1;        // 0x0000 (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
float                              EmissiveLightFalloffExponent;          // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              EmissiveLightExplicitInfluenceRadius;        // 0x0008 (0x0004)
```

```cpp
[0x0000000000000001] (CPF_Edit)
float                              EmissiveBoost;                    // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              DiffuseBoost;                     // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              SpecularBoost;                    // 0x0014 (0x0004)
[0x0000000000000000]
float                              FullyOccludedSamplesFraction;     // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.EngineTypes.LightmassDebugOptions
// 0x0014
struct FLightmassDebugOptions
{
unsigned long                     bDebugMode : 1;                   // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                     bStatsEnabled : 1;                // 0x0000 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                     bGatherBSPSurfacesAcrossComponents : 1;     // 0x0000
(0x0004) [0x0000000000000001] [0x00000004] (CPF_Edit)
float                             CoplanarTolerance;                // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                     bUseDeterministicLighting : 1;    // 0x0008 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                     bUseImmediateImport : 1;          // 0x0008 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                     bImmediateProcessMappings : 1;    // 0x0008
(0x0004) [0x0000000000000001] [0x00000004] (CPF_Edit)
unsigned long                     bSortMappings : 1;                // 0x0008 (0x0004)
[0x0000000000000001] [0x00000008] (CPF_Edit)
unsigned long                     bDumpBinaryFiles : 1;             // 0x0008 (0x0004)
[0x0000000000000001] [0x00000010] (CPF_Edit)
unsigned long                     bDebugMaterials : 1;              // 0x0008 (0x0004)
[0x0000000000000001] [0x00000020] (CPF_Edit)
unsigned long                     bPadMappings : 1;                 // 0x0008 (0x0004)
[0x0000000000000001] [0x00000040] (CPF_Edit)
unsigned long                     bDebugPaddings : 1;               // 0x0008 (0x0004)
[0x0000000000000001] [0x00000080] (CPF_Edit)
unsigned long                     bOnlyCalcDebugTexelMappings : 1;  // 0x0008
(0x0004) [0x0000000000000001] [0x00000100] (CPF_Edit)
unsigned long                     bUseRandomColors : 1;             // 0x0008 (0x0004)
[0x0000000000000001] [0x00000200] (CPF_Edit)
unsigned long                     bColorBordersGreen : 1;           // 0x0008 (0x0004)
[0x0000000000000001] [0x00000400] (CPF_Edit)
unsigned long                     bColorByExecutionTime : 1;        // 0x0008 (0x0004)
[0x0000000000000001] [0x00000800] (CPF_Edit)
float                             ExecutionTimeDivisor;             // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                     bInitialized : 1;                 // 0x0010 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.EngineTypes.SwarmDebugOptions
```

```
// 0x0004
struct FSwarmDebugOptions
{
unsigned long                        bDistributionEnabled : 1;        // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                        bForceContentExport : 1;         // 0x0000 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                        bInitialized : 1;                // 0x0000 (0x0004)
[0x0000000000000000] [0x00000004]
};

// ScriptStruct Engine.EngineTypes.RootMotionCurve
// 0x0024
struct FRootMotionCurve
{
struct FName                         AnimName;                        // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FInterpCurveVector            Curve;                           // 0x0008 (0x0018)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
float                                MaxCurveTime;                    // 0x0020 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.AnimNotify_Trails.TrailSocketSamplePoint
// 0x0018
struct FTrailSocketSamplePoint
{
struct FVector                       Position;                        // 0x0000 (0x000C)
[0x0000000000000000]
struct FVector                       Velocity;                        // 0x000C (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.AnimNotify_Trails.TrailSamplePoint
// 0x004C
struct FTrailSamplePoint
{
float                                RelativeTime;                    // 0x0000 (0x0004)
[0x0000000000000000]
struct FTrailSocketSamplePoint       FirstEdgeSample;                 // 0x0004
(0x0018) [0x0000000000000000]
struct FTrailSocketSamplePoint       ControlPointSample;              // 0x001C
(0x0018) [0x0000000000000000]
struct FTrailSocketSamplePoint       SecondEdgeSample;                // 0x0034
(0x0018) [0x0000000000000000]
};

// ScriptStruct Engine.AnimNotify_Trails.TrailSample
// 0x0028
struct FTrailSample
{
float                                RelativeTime;                    // 0x0000 (0x0004)
[0x0000000000000000]
struct FVector                       FirstEdgeSample;                 // 0x0004 (0x000C)
```

```cpp
[0x0000000000000000]
struct FVector                          ControlPointSample;              // 0x0010 (0x000C)
[0x0000000000000000]
struct FVector                          SecondEdgeSample;                // 0x001C (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.AnimSet.AnimSetMeshLinkup
// 0x0010
struct FAnimSetMeshLinkup
{
TArray<int32_t>                         BoneToTrackTable;                // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.AnimTree.AnimGroup
// 0x0030
struct FAnimGroup
{
TArray<class UAnimNodeSequence*>        SeqNodes;                        // 0x0000
(0x0010) [0x0000000000402002] (CPF_Const | CPF_Transient | CPF_NeedCtorLink)
class UAnimNodeSequence*                SynchMaster;                     // 0x0010 (0x0008)
[0x0000000000002002] (CPF_Const | CPF_Transient)
class UAnimNodeSequence*                NotifyMaster;                    // 0x0018 (0x0008)
[0x0000000000002002] (CPF_Const | CPF_Transient)
struct FName                            GroupName;                       // 0x0020 (0x0008)
[0x0000000000000003] (CPF_Edit | CPF_Const)
float                                   RateScale;                       // 0x0028 (0x0004)
[0x0000000000000003] (CPF_Edit | CPF_Const)
float                                   SynchPctPosition;                // 0x002C (0x0004)
[0x0000000000000002] (CPF_Const)
};

// ScriptStruct Engine.AnimTree.SkelControlListHead
// 0x0014
struct FSkelControlListHead
{
struct FName                            BoneName;                        // 0x0000 (0x0008)
[0x0000000000000000]
class USkelControlBase*                 ControlHead;                     // 0x0008 (0x0008)
[0x0000000004400008] (CPF_ExportObject | CPF_NeedCtorLink | CPF_EditInline)
int32_t                                 DrawY;                           // 0x0010 (0x0004)
[0x0000000800000000]
};

// ScriptStruct Engine.AnimTree.PreviewSkelMeshStruct
// 0x0020
struct FPreviewSkelMeshStruct
{
struct FName                            DisplayName;                     // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
class USkeletalMesh*                    PreviewSkelMesh;                 // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
TArray<class UMorphTargetSet*>          PreviewMorphSets;                // 0x0010
```

(0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

```
// ScriptStruct Engine.AnimTree.PreviewSocketStruct
// 0x0020
struct FPreviewSocketStruct
{
struct FName                      DisplayName;              // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FName                      SocketName;               // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
class USkeletalMesh*              PreviewSkelMesh;          // 0x0010 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStaticMesh*               PreviewStaticMesh;         // 0x0018 (0x0008)
[0x0000000000000001] (CPF_Edit)
};
```

```
// ScriptStruct Engine.AnimTree.PreviewAnimSetsStruct
// 0x0018
struct FPreviewAnimSetsStruct
{
struct FName                      DisplayName;              // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
TArray<class UAnimSet*>           PreviewAnimSets;          // 0x0008 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};
```

```
// ScriptStruct Engine.ApexClothingAsset.ClothingLodInfo
// 0x0010
struct FClothingLodInfo
{
TArray<int32_t>                  LODMaterialMap;            // 0x0000 (0x0010)
[0x0000000000500043] (CPF_Edit | CPF_Const | CPF_EditConstArray | CPF_NeedCtorLink)
};
```

```
// ScriptStruct Engine.ApexDestructibleAsset.NxDestructibleDamageParameters
// 0x0014
struct FNxDestructibleDamageParameters
{
float                            DamageThreshold;           // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                            DamageSpread;              // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                            ImpactDamage;              // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                            ImpactResistance;          // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                          DefaultImpactDamageDepth;  // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
};
```

```
// ScriptStruct Engine.ApexDestructibleAsset.NxDestructibleDebrisParameters
// 0x002C
struct FNxDestructibleDebrisParameters
```

```c
{
float                         DebrisLifetimeMin;                // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                         DebrisLifetimeMax;                // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                         DebrisMaxSeparationMin;           // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                         DebrisMaxSeparationMax;           // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FBox                   ValidBounds;                      // 0x0010 (0x001C)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.ApexDestructibleAsset.NxDestructibleAdvancedParameters
// 0x0018
struct FNxDestructibleAdvancedParameters
{
float                         DamageCap;                        // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                         ImpactVelocityThreshold;          // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                         MaxChunkSpeed;                    // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                         MassScaleExponent;                // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                         MassScale;                        // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                         FractureImpulseScale;             // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.ApexDestructibleAsset.NxDestructibleParametersFlag
// 0x0004
struct FNxDestructibleParametersFlag
{
unsigned long                 ACCUMULATE_DAMAGE : 1;            // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                 ASSET_DEFINED_SUPPORT : 1;        // 0x0000
(0x0004) [0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                 WORLD_SUPPORT : 1;                // 0x0000 (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
unsigned long                 DEBRIS_TIMEOUT : 1;               // 0x0000 (0x0004)
[0x0000000000000001] [0x00000008] (CPF_Edit)
unsigned long                 DEBRIS_MAX_SEPARATION : 1;        // 0x0000
(0x0004) [0x0000000000000001] [0x00000010] (CPF_Edit)
unsigned long                 CRUMBLE_SMALLEST_CHUNKS : 1;      // 0x0000
(0x0004) [0x0000000000000001] [0x00000020] (CPF_Edit)
unsigned long                 ACCURATE_RAYCASTS : 1;            // 0x0000 (0x0004)
[0x0000000000000001] [0x00000040] (CPF_Edit)
unsigned long                 USE_VALID_BOUNDS : 1;             // 0x0000 (0x0004)
[0x0000000000000001] [0x00000080] (CPF_Edit)
unsigned long                 FORM_EXTENDED_STRUCTURES : 1;     // 0x0000
(0x0004) [0x0000000000000001] [0x00000100] (CPF_Edit)
};
```

```cpp
// ScriptStruct Engine.ApexDestructibleAsset.NxDestructibleDepthParameters
// 0x0005
struct FNxDestructibleDepthParameters
{
unsigned long                          TAKE_IMPACT_DAMAGE : 1;              // 0x0000 (0x0004)
[0x0000000020000000] [0x00000001]  CPF_Deprecated)
unsigned long                          IGNORE_POSE_UPDATES : 1;            // 0x0000 (0x0004)
[0x0000000020000000] [0x00000002]  CPF_Deprecated)
unsigned long                          IGNORE_RAYCAST_CALLBACKS : 1;       // 0x0000
(0x0004) [0x0000000020000000] [0x00000004]  CPF_Deprecated)
unsigned long                          IGNORE_CONTACT_CALLBACKS : 1;       // 0x0000
(0x0004) [0x0000000020000000] [0x00000008]  CPF_Deprecated)
unsigned long                          USER_FLAG : 1;                      // 0x0000 (0x0004)
[0x0000000020000000] [0x00000010]  CPF_Deprecated)
unsigned long                          USER_FLAG01 : 1;                    // 0x0000 (0x0004)
[0x0000000020000000] [0x00000020]  CPF_Deprecated)
unsigned long                          USER_FLAG02 : 1;                    // 0x0000 (0x0004)
[0x0000000020000000] [0x00000040]  CPF_Deprecated)
unsigned long                          USER_FLAG03 : 1;                    // 0x0000 (0x0004)
[0x0000000020000000] [0x00000080]  CPF_Deprecated)
uint8_t                                ImpactDamageOverride;               // 0x0004 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.ApexDestructibleAsset.NxDestructibleParameters
// 0x00F0
struct FNxDestructibleParameters
{
struct FNxDestructibleDamageParameters        DamageParameters;            // 0x0000
(0x0014) [0x0000000000000001] (CPF_Edit)
struct FNxDestructibleDebrisParameters        DebrisParameters;            // 0x0014
(0x002C) [0x0000000000000001] (CPF_Edit)
struct FNxDestructibleAdvancedParameters      AdvancedParameters;          //
0x0040 (0x0018) [0x0000000000000001] (CPF_Edit)
float                                  DamageThreshold;                    // 0x0058 (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                                  DamageToRadius;                     // 0x005C (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                                  DamageCap;                          // 0x0060 (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                                  ForceToDamage;                      // 0x0064 (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                                  ImpactVelocityThreshold;            // 0x0068 (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                                  MaterialStrength;                   // 0x006C (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                                  DamageToPercentDeformation;         // 0x0070 (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                                  DeformationPercentLimit;            // 0x0074 (0x0004)
[0x0000000020000000]  CPF_Deprecated)
unsigned long                          bFormExtendedStructures : 1;        // 0x0078 (0x0004)
[0x0000000020000000] [0x00000001]  CPF_Deprecated)
int32_t                                SupportDepth;                       // 0x007C (0x0004)
```

```cpp
                                                        [0x0000000000000001] (CPF_Edit)
int32_t                            MinimumFractureDepth;              // 0x0080 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                            DebrisDepth;                  // 0x0084 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                            EssentialDepth;               // 0x0088 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              DebrisLifetimeMin;            // 0x008C (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                              DebrisLifetimeMax;            // 0x0090 (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                              DebrisMaxSeparationMin;       // 0x0094 (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                              DebrisMaxSeparationMax;       // 0x0098 (0x0004)
[0x0000000020000000]  CPF_Deprecated)
struct FBox                        ValidBounds;                  // 0x009C (0x001C)
[0x0000000020000000]  CPF_Deprecated)
float                              MaxChunkSpeed;                // 0x00B8 (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                              MassScaleExponent;            // 0x00BC (0x0004)
[0x0000000020000000]  CPF_Deprecated)
struct FNxDestructibleParametersFlag        Flags;                        // 0x00C0 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              GrbVolumeLimit;               // 0x00C4 (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                              GrbParticleSpacing;           // 0x00C8 (0x0004)
[0x0000000020000000]  CPF_Deprecated)
float                              FractureImpulseScale;         // 0x00CC (0x0004)
[0x0000000020000000]  CPF_Deprecated)
TArray<struct FNxDestructibleDepthParameters>    DepthParameters;                    //
0x00D0 (0x0010) [0x0000000000400041] (CPF_Edit | CPF_EditConstArray | CPF_NeedCtorLink)
int32_t                            DynamicChunksDominanceGroup;       // 0x00E0 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                      UseDynamicChunksGroupsMask : 1;       // 0x00E4
(0x0004) [0x0000000000000001] [0x00000001] (CPF_Edit)
uint8_t                            DynamicChunksChannel;             // 0x00E8 (0x0001)
[0x0000000000000003] (CPF_Edit | CPF_Const)
struct FRBCollisionChannelContainer         DynamicChunksCollideWithChannels;          //
0x00EC (0x0004) [0x0000000000000003] (CPF_Edit | CPF_Const)
};

// ScriptStruct Engine.ApexDestructibleDamageParameters.DamageParameters
// 0x0010
struct FDamageParameters
{
uint8_t                            OverrideMode;                 // 0x0000 (0x0001)
[0x0000000000000001] (CPF_Edit)
float                              BaseDamage;                   // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              Radius;                       // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              Momentum;                     // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
};
```

```cpp
// ScriptStruct Engine.ApexDestructibleDamageParameters.DamagePair
// 0x0018
struct FDamagePair
{
struct FName                        DamageCauserName;            // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FDamageParameters            Params;                      // 0x0008 (0x0010)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.AppNotificationsBase.NotificationMessageInfo
// 0x0020
struct FNotificationMessageInfo
{
class FString                       Key;                         // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                       Value;                       // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.AppNotificationsBase.NotificationInfo
// 0x0030
struct FNotificationInfo
{
unsigned long                       bIsLocal : 1;                // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
class FString                       MessageBody;                 // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                             BadgeNumber;                 // 0x0018 (0x0004)
[0x0000000000000000]
TArray<struct FNotificationMessageInfo>   MessageInfo;           // 0x0020
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.AppNotificationsBase.LaunchNotificationInfo
// 0x0038
struct FLaunchNotificationInfo
{
unsigned long                       bWasLaunchedViaNotification : 1;    // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
struct FNotificationInfo            Notification;                // 0x0008 (0x0030)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.Info.KeyValuePair
// 0x0020
struct FKeyValuePair
{
class FString                       Key;                         // 0x0000 (0x0010)
[0x0000000000500001] (CPF_Edit | CPF_NeedCtorLink)
class FString                       Value;                       // 0x0010 (0x0010)
[0x0000000000500001] (CPF_Edit | CPF_NeedCtorLink)
};
```

```cpp
// ScriptStruct Engine.Info.PlayerResponseLine
// 0x0038
struct FPlayerResponseLine
{
int32_t                          PlayerNum;                  // 0x0000 (0x0004)
[0x0000000000100001] (CPF_Edit)
int32_t                          PlayerID;                   // 0x0004 (0x0004)
[0x0000000000100001] (CPF_Edit)
class FString                     PlayerName;                 // 0x0008 (0x0010)
[0x0000000000500001] (CPF_Edit | CPF_NeedCtorLink)
int32_t                          Ping;                       // 0x0018 (0x0004)
[0x0000000000100001] (CPF_Edit)
int32_t                          Score;                      // 0x001C (0x0004)
[0x0000000000100001] (CPF_Edit)
int32_t                          StatsID;                    // 0x0020 (0x0004)
[0x0000000000100001] (CPF_Edit)
TArray<struct FKeyValuePair>     PlayerInfo;                 // 0x0028 (0x0010)
[0x0000000000500001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.Info.ServerResponseLine
// 0x0080
struct FServerResponseLine
{
int32_t                          ServerId;                   // 0x0000 (0x0004)
[0x0000000000100001] (CPF_Edit)
class FString                     IP;                         // 0x0008 (0x0010)
[0x0000000000500001] (CPF_Edit | CPF_NeedCtorLink)
int32_t                          Port;                       // 0x0018 (0x0004)
[0x0000000000100001] (CPF_Edit)
int32_t                          QueryPort;                  // 0x001C (0x0004)
[0x0000000000100001] (CPF_Edit)
class FString                     ServerName;                 // 0x0020 (0x0010)
[0x0000000000500001] (CPF_Edit | CPF_NeedCtorLink)
class FString                     MapName;                    // 0x0030 (0x0010)
[0x0000000000500001] (CPF_Edit | CPF_NeedCtorLink)
class FString                     GameType;                   // 0x0040 (0x0010)
[0x0000000000500001] (CPF_Edit | CPF_NeedCtorLink)
int32_t                          CurrentPlayers;             // 0x0050 (0x0004)
[0x0000000000100001] (CPF_Edit)
int32_t                          MaxPlayers;                 // 0x0054 (0x0004)
[0x0000000000100001] (CPF_Edit)
int32_t                          Ping;                       // 0x0058 (0x0004)
[0x0000000000100001] (CPF_Edit)
TArray<struct FKeyValuePair>     ServerInfo;                 // 0x0060 (0x0010)
[0x0000000000500001] (CPF_Edit | CPF_NeedCtorLink)
TArray<struct FPlayerResponseLine>  PlayerInfo;              // 0x0070 (0x0010)
[0x0000000000500001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.PlayerReplicationInfo.AutomatedTestingDatum
// 0x0008
struct FAutomatedTestingDatum
```

```
{
int32_t                          NumberOfMatchesPlayed;          // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                          NumMapListCyclesDone;           // 0x0004 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.Camera.ViewTargetTransitionParams
// 0x0010
struct FViewTargetTransitionParams
{
float                            BlendTime;                      // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
uint8_t                          BlendFunction;                  // 0x0004 (0x0001)
[0x0000000000000001] (CPF_Edit)
float                            BlendExp;                       // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                    bLockOutgoing : 1;              // 0x000C (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
};

// ScriptStruct Engine.Camera.TCameraCache
// 0x0020
struct FTCameraCache
{
float                            TimeStamp;                      // 0x0000 (0x0004)
[0x0000000000000000]
struct FTPOV                     POV;                            // 0x0004 (0x001C)
[0x0000000000000000]
};

// ScriptStruct Engine.Camera.TViewTarget
// 0x0038
struct FTViewTarget
{
class AActor*                    Target;                         // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
class AController*               Controller;                     // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FTPOV                     POV;                            // 0x0010 (0x001C)
[0x0000000000000001] (CPF_Edit)
float                            AspectRatio;                    // 0x002C (0x0004)
[0x0000000000000001] (CPF_Edit)
class APlayerReplicationInfo*    PRI;                            // 0x0030 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.PostProcessVolume.LUTBlender
// 0x0024
struct FLUTBlender
{
TArray<class UTexture*>          LUTTextures;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<float>                    LUTWeights;                     // 0x0010 (0x0010)
```

```
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                        bHasChanged : 1;                   // 0x0020 (0x0004)
[0x0000000000003002] [0x00000001] (CPF_Const | CPF_Native | CPF_Transient)
};

// ScriptStruct Engine.PostProcessVolume.MobileColorGradingParams
// 0x003C
struct FMobileColorGradingParams
{
float                                TransitionTime;                   // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                Blend;                            // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                Desaturation;                     // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FLinearColor                  HighLights;                       // 0x000C (0x0010)
[0x0000000000000001] (CPF_Edit)
struct FLinearColor                  MidTones;                         // 0x001C (0x0010)
[0x0000000000000001] (CPF_Edit)
struct FLinearColor                  Shadows;                          // 0x002C (0x0010)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.PostProcessVolume.MobilePostProcessSettings
// 0x0034
struct FMobilePostProcessSettings
{
unsigned long                        bOverride_Mobile_BlurAmount : 1;        // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                        bOverride_Mobile_TransitionTime : 1;    // 0x0000
(0x0004) [0x0000000000000000] [0x00000002]
unsigned long                        bOverride_Mobile_Bloom_Scale : 1;       // 0x0000
(0x0004) [0x0000000000000000] [0x00000004]
unsigned long                        bOverride_Mobile_Bloom_Threshold : 1;   // 0x0000
(0x0004) [0x0000000000000000] [0x00000008]
unsigned long                        bOverride_Mobile_Bloom_Tint : 1;        // 0x0000 (0x0004)
[0x0000000000000000] [0x00000010]
unsigned long                        bOverride_Mobile_DOF_Distance : 1;      // 0x0000
(0x0004) [0x0000000000000000] [0x00000020]
unsigned long                        bOverride_Mobile_DOF_MinRange : 1;      // 0x0000
(0x0004) [0x0000000000000000] [0x00000040]
unsigned long                        bOverride_Mobile_DOF_MaxRange : 1;      // 0x0000
(0x0004) [0x0000000000000000] [0x00000080]
unsigned long                        bOverride_Mobile_DOF_FarBlurFactor : 1; // 0x0000
(0x0004) [0x0000000000000000] [0x00000100]
float                                Mobile_BlurAmount;                // 0x0004 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                                Mobile_TransitionTime;            // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                Mobile_Bloom_Scale;               // 0x000C (0x0004)
[0x0000000200000001] (CPF_Edit)
float                                Mobile_Bloom_Threshold;           // 0x0010 (0x0004)
[0x0000000200000001] (CPF_Edit)
struct FLinearColor                  Mobile_Bloom_Tint;                // 0x0014 (0x0010)
```

```
                                                        [0x0000000200000001] (CPF_Edit)
float                           Mobile_DOF_Distance;                    // 0x0024 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                           Mobile_DOF_MinRange;                    // 0x0028 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                           Mobile_DOF_MaxRange;                    // 0x002C (0x0004)
[0x0000000200000001] (CPF_Edit)
float                           Mobile_DOF_FarBlurFactor;               // 0x0030 (0x0004)
[0x0000000200000001] (CPF_Edit)
};

// ScriptStruct Engine.PostProcessVolume.PostProcessSettings
// 0x0168
struct FPostProcessSettings
{
unsigned long                   bOverride_EnableBloom : 1;              // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                   bOverride_EnableDOF : 1;               // 0x0000 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                   bOverride_EnableMotionBlur : 1;        // 0x0000 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                   bOverride_EnableSceneEffect : 1;       // 0x0000 (0x0004)
[0x0000000000000000] [0x00000008]
unsigned long                   bOverride_AllowAmbientOcclusion : 1;    // 0x0000
(0x0004) [0x0000000000000000] [0x00000010]
unsigned long                   bOverride_OverrideRimShaderColor : 1;   // 0x0000
(0x0004) [0x0000000000000000] [0x00000020]
unsigned long                   bOverride_Bloom_Scale : 1;             // 0x0000 (0x0004)
[0x0000000000000000] [0x00000040]
unsigned long                   bOverride_Bloom_Threshold : 1;         // 0x0000 (0x0004)
[0x0000000000000000] [0x00000080]
unsigned long                   bOverride_Bloom_Tint : 1;              // 0x0000 (0x0004)
[0x0000000000000000] [0x00000100]
unsigned long                   bOverride_Bloom_ScreenBlendThreshold : 1;    // 0x0000
(0x0004) [0x0000000000000000] [0x00000200]
unsigned long                   bOverride_Bloom_InterpolationDuration : 1;    // 0x0000
(0x0004) [0x0000000000000000] [0x00000400]
unsigned long                   bOverride_DOF_FalloffExponent : 1;      // 0x0000
(0x0004) [0x0000000000000000] [0x00000800]
unsigned long                   bOverride_DOF_BlurKernelSize : 1;       // 0x0000 (0x0004)
[0x0000000000000000] [0x00001000]
unsigned long                   bOverride_DOF_BlurBloomKernelSize : 1;   // 0x0000
(0x0004) [0x0000000000000000] [0x00002000]
unsigned long                   bOverride_DOF_MaxNearBlurAmount : 1;     // 0x0000
(0x0004) [0x0000000000000000] [0x00004000]
unsigned long                   bOverride_DOF_MinBlurAmount : 1;        // 0x0000
(0x0004) [0x0000000000000000] [0x00008000]
unsigned long                   bOverride_DOF_MaxFarBlurAmount : 1;      // 0x0000
(0x0004) [0x0000000000000000] [0x00010000]
unsigned long                   bOverride_DOF_FocusType : 1;           // 0x0000 (0x0004)
[0x0000000000000000] [0x00020000]
unsigned long                   bOverride_DOF_FocusInnerRadius : 1;     // 0x0000
(0x0004) [0x0000000000000000] [0x00040000]
unsigned long                   bOverride_DOF_FocusDistance : 1;        // 0x0000
```

```
                                                     (0x0004) [0x0000000000000000] [0x00080000]
unsigned long                    bOverride_DOF_FocusPosition : 1;          // 0x0000 (0x0004)
[0x0000000000000000] [0x00100000]
unsigned long                    bOverride_DOF_InterpolationDuration : 1;     // 0x0000
(0x0004) [0x0000000000000000] [0x00200000]
unsigned long                    bOverride_DOF_BokehTexture : 1;          // 0x0000 (0x0004)
[0x0000000000000000] [0x00400000]
unsigned long                    bOverride_MotionBlur_MaxVelocity : 1;      // 0x0000
(0x0004) [0x0000000000000000] [0x00800000]
unsigned long                    bOverride_MotionBlur_Amount : 1;          // 0x0000
(0x0004) [0x0000000000000000] [0x01000000]
unsigned long                    bOverride_MotionBlur_FullMotionBlur : 1;     // 0x0000
(0x0004) [0x0000000000000000] [0x02000000]
unsigned long                    bOverride_MotionBlur_CameraRotationThreshold : 1;//
0x0000 (0x0004) [0x0000000000000000] [0x04000000]
unsigned long                    bOverride_MotionBlur_CameraTranslationThreshold : 1;//
0x0000 (0x0004) [0x0000000000000000] [0x08000000]
unsigned long                    bOverride_MotionBlur_InterpolationDuration : 1;// 0x0000
(0x0004) [0x0000000000000000] [0x10000000]
unsigned long                    bOverride_Scene_Desaturation : 1;          // 0x0000 (0x0004)
[0x0000000000000000] [0x20000000]
unsigned long                    bOverride_Scene_Colorize : 1;           // 0x0000 (0x0004)
[0x0000000000000000] [0x40000000]
unsigned long                    bOverride_Scene_TonemapperScale : 1;       // 0x0000
(0x0004) [0x0000000000000000] [0x80000000]
unsigned long                    bOverride_Scene_ImageGrainScale : 1;       // 0x0004
(0x0004) [0x0000000000000000] [0x00000001]
unsigned long                    bOverride_Scene_HighLights : 1;          // 0x0004 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                    bOverride_Scene_MidTones : 1;           // 0x0004 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                    bOverride_Scene_Shadows : 1;           // 0x0004 (0x0004)
[0x0000000000000000] [0x00000008]
unsigned long                    bOverride_Scene_InterpolationDuration : 1;    // 0x0004
(0x0004) [0x0000000000000000] [0x00000010]
unsigned long                    bOverride_Scene_ColorGradingLUT : 1;       // 0x0004
(0x0004) [0x0000000000000000] [0x00000020]
unsigned long                    bOverride_RimShader_Color : 1;          // 0x0004 (0x0004)
[0x0000000000000000] [0x00000040]
unsigned long                    bOverride_RimShader_InterpolationDuration : 1; // 0x0004
(0x0004) [0x0000000000000000] [0x00000080]
unsigned long                    bOverride_MobileColorGrading : 1;        // 0x0004 (0x0004)
[0x0000000000000000] [0x00000100]
unsigned long                    bEnableBloom : 1;             // 0x0004 (0x0004)
[0x0000000000000001] [0x00000200] (CPF_Edit)
unsigned long                    bEnableDOF : 1;             // 0x0004 (0x0004)
[0x0000000000000001] [0x00000400] (CPF_Edit)
unsigned long                    bEnableMotionBlur : 1;          // 0x0004 (0x0004)
[0x0000000000000001] [0x00000800] (CPF_Edit)
unsigned long                    bEnableSceneEffect : 1;          // 0x0004 (0x0004)
[0x0000000000000001] [0x00001000] (CPF_Edit)
unsigned long                    bAllowAmbientOcclusion : 1;        // 0x0004 (0x0004)
[0x0000000000000001] [0x00002000] (CPF_Edit)
unsigned long                    bOverrideRimShaderColor : 1;        // 0x0004 (0x0004)
```

```
[0x0000000000000001] [0x00004000] (CPF_Edit)
float                      Bloom_Scale;                        // 0x0008 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      Bloom_Threshold;                    // 0x000C (0x0004)
[0x0000000200000001] (CPF_Edit)
struct FColor              Bloom_Tint;                         // 0x0010 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      Bloom_ScreenBlendThreshold;         // 0x0014 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      Bloom_InterpolationDuration;        // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                      DOF_BlurBloomKernelSize;            // 0x001C (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      DOF_FalloffExponent;                // 0x0020 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      DOF_BlurKernelSize;                 // 0x0024 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      DOF_MaxNearBlurAmount;              // 0x0028 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      DOF_MinBlurAmount;                  // 0x002C (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      DOF_MaxFarBlurAmount;               // 0x0030 (0x0004)
[0x0000000200000001] (CPF_Edit)
uint8_t                    DOF_FocusType;                      // 0x0034 (0x0001)
[0x0000000000000001] (CPF_Edit)
float                      DOF_FocusInnerRadius;               // 0x0038 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      DOF_FocusDistance;                  // 0x003C (0x0004)
[0x0000000200000001] (CPF_Edit)
struct FVector             DOF_FocusPosition;                  // 0x0040 (0x000C)
[0x0000000200000001] (CPF_Edit)
float                      DOF_InterpolationDuration;          // 0x004C (0x0004)
[0x0000000000000001] (CPF_Edit)
class UTexture2D*          DOF_BokehTexture;                   // 0x0050 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                      MotionBlur_MaxVelocity;             // 0x0058 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      MotionBlur_Amount;                  // 0x005C (0x0004)
[0x0000000200000001] (CPF_Edit)
unsigned long              MotionBlur_FullMotionBlur : 1;      // 0x0060 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
float                      MotionBlur_CameraRotationThreshold; // 0x0064 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      MotionBlur_CameraTranslationThreshold; // 0x0068 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      MotionBlur_InterpolationDuration;   // 0x006C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                      Scene_Desaturation;                 // 0x0070 (0x0004)
[0x0000000200000001] (CPF_Edit)
struct FVector             Scene_Colorize;                     // 0x0074 (0x000C)
[0x0000000200000001] (CPF_Edit)
float                      Scene_TonemapperScale;              // 0x0080 (0x0004)
[0x0000000200000001] (CPF_Edit)
float                      Scene_ImageGrainScale;              // 0x0084 (0x0004)
```

```
                                              [0x0000000200000001] (CPF_Edit)
struct FVector                    Scene_HighLights;              // 0x0088 (0x000C)
[0x0000000200000001] (CPF_Edit)
struct FVector                    Scene_MidTones;                // 0x0094 (0x000C)
[0x0000000200000001] (CPF_Edit)
struct FVector                    Scene_Shadows;                 // 0x00A0 (0x000C)
[0x0000000200000001] (CPF_Edit)
float                             Scene_InterpolationDuration;   // 0x00AC (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FLinearColor               RimShader_Color;               // 0x00B0 (0x0010)
[0x0000000000000001] (CPF_Edit)
float                             RimShader_InterpolationDuration; // 0x00C0 (0x0004)
[0x0000000000000001] (CPF_Edit)
class UTexture*                   ColorGrading_LookupTable;      // 0x00C8 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FLUTBlender                ColorGradingLUT;               // 0x00D0 (0x0028)
[0x0000000000402002] (CPF_Const | CPF_Transient | CPF_NeedCtorLink)
struct FMobileColorGradingParams      MobileColorGrading;            // 0x00F8
(0x003C) [0x0000000000000001] (CPF_Edit)
struct FMobilePostProcessSettings     MobilePostProcess;             // 0x0134
(0x0034) [0x0000000200000001] (CPF_Edit)
};

// ScriptStruct Engine.EngineBaseTypes.RenderingPerformanceOverrides
// 0x0004
struct FRenderingPerformanceOverrides
{
unsigned long                     bAllowAmbientOcclusion : 1;        // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                     bAllowDominantWholeSceneDynamicShadows : 1;   //
0x0000 (0x0004) [0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                     bAllowMotionBlurSkinning : 1;      // 0x0000 (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
unsigned long                     bAllowTemporalAA : 1;              // 0x0000 (0x0004)
[0x0000000000000001] [0x00000008] (CPF_Edit)
unsigned long                     bAllowLightShafts : 1;             // 0x0000 (0x0004)
[0x0000000000000001] [0x00000010] (CPF_Edit)
};

// ScriptStruct Engine.CameraShake.FOscillator
// 0x0009
struct FFOscillator
{
float                             Amplitude;                         // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                             Frequency;                         // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
uint8_t                           InitialOffset;                     // 0x0008 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.CameraShake.VOscillator
// 0x0024
struct FVOscillator
```

```
{
struct FFOscillator                    X;                      // 0x0000 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FFOscillator                    Y;                      // 0x000C (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FFOscillator                    Z;                      // 0x0018 (0x000C)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.CameraShake.ROscillator
// 0x0024
struct FROscillator
{
struct FFOscillator                    Pitch;                  // 0x0000 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FFOscillator                    Yaw;                    // 0x000C (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FFOscillator                    Roll;                   // 0x0018 (0x000C)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.CameraModifier_CameraShake.CameraShakeInstance
// 0x00A0
struct FCameraShakeInstance
{
class UCameraShake*                     SourceShake;            // 0x0000 (0x0008)
[0x0000000000000000]
struct FName                           SourceShakeName;        // 0x0008 (0x0008)
[0x0000000000000000]
float                                  OscillatorTimeRemaining; // 0x0010 (0x0004)
[0x0000000000000000]
unsigned long                          bBlendingIn : 1;        // 0x0014 (0x0004)
[0x0000000000000000] [0x00000001]
float                                  CurrentBlendInTime;     // 0x0018 (0x0004)
[0x0000000000000000]
unsigned long                          bBlendingOut : 1;       // 0x001C (0x0004)
[0x0000000000000000] [0x00000001]
float                                  CurrentBlendOutTime;    // 0x0020 (0x0004)
[0x0000000000000000]
struct FVector                         LocSinOffset;           // 0x0024 (0x000C)
[0x0000000000000000]
struct FVector                         RotSinOffset;           // 0x0030 (0x000C)
[0x0000000000000000]
float                                  FOVSinOffset;           // 0x003C (0x0004)
[0x0000000000000000]
float                                  Scale;                  // 0x0040 (0x0004)
[0x0000000000000000]
class UCameraAnimInst*                  AnimInst;               // 0x0048 (0x0008)
[0x0000000000000000]
uint8_t                                PlaySpace;              // 0x0050 (0x0001)
[0x0000000000000000]
uint8_t                                UnknownData00[0xF];     // 0x0051 (0x000F)
MISSED OFFSET
struct FMatrix                         UserPlaySpaceMatrix;    // 0x0060 (0x0040)
```

```
[0x0000000000000000]
};

// ScriptStruct Engine.Canvas.CanvasIcon
// 0x0018
struct FCanvasIcon
{
class UTexture*                    Texture;                    // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                             U;                          // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                             V;                          // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                             UL;                         // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                             VL;                         // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.Texture.TextureGroupContainer
// 0x0004
struct FTextureGroupContainer
{
unsigned long                     TEXTUREGROUP_World : 1;              // 0x0000 (0x0004)
[0x0000000000000003] [0x00000001] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_WorldNormalMap : 1;          // 0x0000
(0x0004) [0x0000000000000003] [0x00000002] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_WorldSpecular : 1;          // 0x0000
(0x0004) [0x0000000000000003] [0x00000004] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_Character : 1;          // 0x0000 (0x0004)
[0x0000000000000003] [0x00000008] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_CharacterNormalMap : 1;        // 0x0000
(0x0004) [0x0000000000000003] [0x00000010] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_CharacterSpecular : 1;        // 0x0000
(0x0004) [0x0000000000000003] [0x00000020] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_Weapon : 1;              // 0x0000
(0x0004) [0x0000000000000003] [0x00000040] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_WeaponNormalMap : 1;        // 0x0000
(0x0004) [0x0000000000000003] [0x00000080] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_WeaponSpecular : 1;        // 0x0000
(0x0004) [0x0000000000000003] [0x00000100] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_Vehicle : 1;            // 0x0000 (0x0004)
[0x0000000000000003] [0x00000200] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_VehicleNormalMap : 1;        // 0x0000
(0x0004) [0x0000000000000003] [0x00000400] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_VehicleSpecular : 1;        // 0x0000
(0x0004) [0x0000000000000003] [0x00000800] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_Cinematic : 1;          // 0x0000
(0x0004) [0x0000000000000003] [0x00001000] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_Effects : 1;            // 0x0000 (0x0004)
[0x0000000000000003] [0x00002000] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_EffectsNotFiltered : 1;        // 0x0000
(0x0004) [0x0000000000000003] [0x00004000] (CPF_Edit | CPF_Const)
unsigned long                     TEXTUREGROUP_Skybox : 1;              // 0x0000 (0x0004)
```

```
[0x0000000000000003] [0x00008000] (CPF_Edit | CPF_Const)
unsigned long                       TEXTUREGROUP_UI : 1;                 // 0x0000 (0x0004)
[0x0000000000000003] [0x00010000] (CPF_Edit | CPF_Const)
unsigned long                       TEXTUREGROUP_Lightmap : 1;           // 0x0000
(0x0004) [0x0000000000000003] [0x00020000] (CPF_Edit | CPF_Const)
unsigned long                       TEXTUREGROUP_RenderTarget : 1;       // 0x0000
(0x0004) [0x0000000000000003] [0x00040000] (CPF_Edit | CPF_Const)
unsigned long                       TEXTUREGROUP_MobileFlattened : 1;    // 0x0000
(0x0004) [0x0000000000000003] [0x00080000] (CPF_Edit | CPF_Const)
unsigned long                       TEXTUREGROUP_ProcBuilding_Face : 1;  // 0x0000
(0x0004) [0x0000000000000003] [0x00100000] (CPF_Edit | CPF_Const)
unsigned long                       TEXTUREGROUP_ProcBuilding_LightMap : 1;  // 0x0000
(0x0004) [0x0000000000000003] [0x00200000] (CPF_Edit | CPF_Const)
unsigned long                       TEXTUREGROUP_Shadowmap : 1;          // 0x0000
(0x0004) [0x0000000000000003] [0x00400000] (CPF_Edit | CPF_Const)
unsigned long                       TEXTUREGROUP_ColorLookupTable : 1;   // 0x0000
(0x0004) [0x0000000000000003] [0x00800000] (CPF_Edit | CPF_Const)
unsigned long                       TEXTUREGROUP_Terrain_Heightmap : 1;  // 0x0000
(0x0004) [0x0000000000000003] [0x01000000] (CPF_Edit | CPF_Const)
unsigned long                       TEXTUREGROUP_Terrain_Weightmap : 1;  // 0x0000
(0x0004) [0x0000000000000003] [0x02000000] (CPF_Edit | CPF_Const)
unsigned long                       TEXTUREGROUP_ImageBasedReflection : 1;   // 0x0000
(0x0004) [0x0000000000000003] [0x04000000] (CPF_Edit | CPF_Const)
unsigned long                       TEXTUREGROUP_Bokeh : 1;              // 0x0000 (0x0004)
[0x0000000000000003] [0x08000000] (CPF_Edit | CPF_Const)
};

// ScriptStruct Engine.Texture2D.Texture2DMipMap
// 0x0060
struct FTexture2DMipMap
{
struct FUntypedBulkData_Mirror        Data;                            // 0x0000 (0x0058)
[0x0000000000001000] (CPF_Native)
int32_t                               SizeX;                           // 0x0058 (0x0004)
[0x0000000000001000] (CPF_Native)
int32_t                               SizeY;                           // 0x005C (0x0004)
[0x0000000000001000] (CPF_Native)
};

// ScriptStruct Engine.Texture2D.TextureLinkedListMirror
// 0x0018
struct FTextureLinkedListMirror
{
struct FPointer                       Element;                         // 0x0000 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
struct FPointer                       Next;                            // 0x0008 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
struct FPointer                       PrevLink;                        // 0x0010 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.Canvas.DepthFieldGlowInfo
// 0x0024
struct FDepthFieldGlowInfo
```

```
{
unsigned long                    bEnableGlow : 1;              // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
struct FLinearColor              GlowColor;                    // 0x0004 (0x0010)
[0x0000000000000000]
struct FVector2D                 GlowOuterRadius;              // 0x0014 (0x0008)
[0x0000000000000000]
struct FVector2D                 GlowInnerRadius;              // 0x001C (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.Canvas.MobileDistanceFieldParams
// 0x0054
struct FMobileDistanceFieldParams
{
float                            Gamma;                        // 0x0000 (0x0004)
[0x0000000000000000]
float                            AlphaRefVal;                  // 0x0004 (0x0004)
[0x0000000000000000]
float                            SmoothWidth;                  // 0x0008 (0x0004)
[0x0000000000000000]
unsigned long                    EnableShadow : 1;             // 0x000C (0x0004)
[0x0000000000000000] [0x00000001]
struct FVector2D                 ShadowDirection;              // 0x0010 (0x0008)
[0x0000000000000000]
struct FLinearColor              ShadowColor;                  // 0x0018 (0x0010)
[0x0000000000000000]
float                            ShadowSmoothWidth;            // 0x0028 (0x0004)
[0x0000000000000000]
struct FDepthFieldGlowInfo       GlowInfo;                     // 0x002C (0x0024)
[0x0000000000001000] (CPF_Native)
int32_t                          BlendMode;                    // 0x0050 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.Canvas.FontRenderInfo
// 0x0028
struct FFontRenderInfo
{
unsigned long                    bClipText : 1;                // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                    bEnableShadow : 1;            // 0x0000 (0x0004)
[0x0000000000000000] [0x00000002]
struct FDepthFieldGlowInfo       GlowInfo;                     // 0x0004 (0x0024)
[0x0000000000000000]
};

// ScriptStruct Engine.Canvas.CanvasUVTri
// 0x0030
struct FCanvasUVTri
{
struct FVector2D                 V0_Pos;                       // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FVector2D                 V0_UV;                        // 0x0008 (0x0008)
```

```
[0x0000000000000001] (CPF_Edit)
struct FVector2D                    V1_Pos;                    // 0x0010 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FVector2D                    V1_UV;                     // 0x0018 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FVector2D                    V2_Pos;                    // 0x0020 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FVector2D                    V2_UV;                     // 0x0028 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.Canvas.TextSizingParameters
// 0x002C
struct FTextSizingParameters
{
float                              DrawX;                     // 0x0000 (0x0004)
[0x0000000000100000]
float                              DrawY;                     // 0x0004 (0x0004)
[0x0000000000100000]
float                              DrawXL;                    // 0x0008 (0x0004)
[0x0000000000100000]
float                              DrawYL;                    // 0x000C (0x0004)
[0x0000000000100000]
struct FVector2D                   Scaling;                   // 0x0010 (0x0008)
[0x0000000000100000]
class UFont*                       DrawFont;                  // 0x0018 (0x0008)
[0x0000000000100000]
struct FVector2D                   SpacingAdjust;             // 0x0020 (0x0008)
[0x0000000000100000]
float                              ViewportHeight;            // 0x0028 (0x0004)
[0x0000000000100000]
};

// ScriptStruct Engine.Canvas.WrappedStringElement
// 0x0018
struct FWrappedStringElement
{
class FString                      Value;                     // 0x0000 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
struct FVector2D                   LineExtent;                // 0x0010 (0x0008)
[0x0000000000100000]
};

// ScriptStruct Engine.CloudSaveSystem.SetSaveDataCallbackStruct
// 0x0020
struct FSetSaveDataCallbackStruct
{
int32_t                           SlotIndex;                 // 0x0000 (0x0004)
[0x0000000000000000]
struct FScriptDelegate            Callback;                  // 0x0008 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.CloudSaveSystem.SaveSlotOperation
```

```cpp
// 0x0005
struct FSaveSlotOperation
{
int32_t                         SlotIndex;              // 0x0000 (0x0004)
[0x0000000000000000]
uint8_t                         SlotOperation;          // 0x0004 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.CloudSaveSystem.GetSaveDataCallbackStruct
// 0x0020
struct FGetSaveDataCallbackStruct
{
int32_t                         SlotIndex;              // 0x0000 (0x0004)
[0x0000000000000000]
struct FScriptDelegate          Callback;               // 0x0008 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.UIRoot.UIRangeData
// 0x0014
struct FUIRangeData
{
float                           CurrentValue;           // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           MinValue;               // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           MaxValue;               // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           NudgeValue;             // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                   bIntRange : 1;          // 0x0010 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
};

// ScriptStruct Engine.UIRoot.TextureCoordinates
// 0x0010
struct FTextureCoordinates
{
float                           U;                      // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           V;                      // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           UL;                     // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           VL;                     // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SequenceOp.SeqOpOutputInputLink
// 0x000C
struct FSeqOpOutputInputLink
{
class USequenceOp*              LinkedOp;               // 0x0000 (0x0008)
```

```
[0x0000000000000000]
int32_t                          InputLinkIdx;                 // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.SequenceOp.SeqOpOutputLink
// 0x0048
struct FSeqOpOutputLink
{
TArray<struct FSeqOpOutputInputLink>        Links;                     // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                     LinkDesc;                  // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                    bHasImpulse : 1;           // 0x0020 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                    bDisabled : 1;             // 0x0020 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                    bDisabledPIE : 1;          // 0x0020 (0x0004)
[0x0000000000000000] [0x00000004]
class USequenceOp*               LinkedOp;                  // 0x0028 (0x0008)
[0x0000000000000000]
float                            ActivateDelay;             // 0x0030 (0x0004)
[0x0000000000000000]
int32_t                          DrawY;                     // 0x0034 (0x0004)
[0x0000000000000000]
unsigned long                    bHidden : 1;               // 0x0038 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                    bMoving : 1;               // 0x0038 (0x0004)
[0x0000000800002000] [0x00000002] (CPF_Transient)
unsigned long                    bClampedMax : 1;           // 0x0038 (0x0004)
[0x0000000800000000] [0x00000004]
unsigned long                    bClampedMin : 1;           // 0x0038 (0x0004)
[0x0000000800000000] [0x00000008]
int32_t                          OverrideDelta;             // 0x003C (0x0004)
[0x0000000800000000]
float                            PIEActivationTime;         // 0x0040 (0x0004)
[0x0000000800002000] (CPF_Transient)
unsigned long                    bIsActivated : 1;          // 0x0044 (0x0004)
[0x0000000C01002000] [0x00000001] (CPF_Transient)
};

// ScriptStruct Engine.SequenceOp.SeqVarLink
// 0x0058
struct FSeqVarLink
{
class UClass*                    ExpectedType;              // 0x0000 (0x0008)
[0x0000000000000000]
TArray<class USequenceVariable*>        LinkedVariables;               // 0x0008
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
class FString                    LinkDesc;                  // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FName                     LinkVar;                   // 0x0028 (0x0008)
[0x0000000000000000]
struct FName                     PropertyName;              // 0x0030 (0x0008)
```

```
                                                  [0x0000000000000000]
unsigned long                      bWriteable : 1;                    // 0x0038 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                      bSequenceNeverReadsOnlyWritesToThisVar : 1;   // 0x0038
(0x0004) [0x0000000000000000] [0x00000002]
unsigned long                      bModifiesLinkedObject : 1;         // 0x0038 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                      bHidden : 1;                       // 0x0038 (0x0004)
[0x0000000000000000] [0x00000008]
int32_t                            MinVars;                           // 0x003C (0x0004)
[0x0000000000000000]
int32_t                            MaxVars;                           // 0x0040 (0x0004)
[0x0000000000000000]
int32_t                            DrawX;                             // 0x0044 (0x0004)
[0x0000000000000000]
class UProperty*                   CachedProperty;                    // 0x0048 (0x0008)
[0x0000000000002002] (CPF_Const | CPF_Transient)
unsigned long                      bAllowAnyType : 1;                 // 0x0050 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                      bMoving : 1;                       // 0x0050 (0x0004)
[0x0000000800002000] [0x00000002] (CPF_Transient)
unsigned long                      bClampedMax : 1;                   // 0x0050 (0x0004)
[0x0000000800000000] [0x00000004]
unsigned long                      bClampedMin : 1;                   // 0x0050 (0x0004)
[0x0000000800000000] [0x00000008]
int32_t                            OverrideDelta;                     // 0x0054 (0x0004)
[0x0000000800000000]
};

// ScriptStruct Engine.SequenceOp.SeqEventLink
// 0x0034
struct FSeqEventLink
{
class UClass*                      ExpectedType;                      // 0x0000 (0x0008)
[0x0000000000000000]
TArray<class USequenceEvent*>      LinkedEvents;                      // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                      LinkDesc;                          // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                            DrawX;                             // 0x0028 (0x0004)
[0x0000000000000000]
unsigned long                      bHidden : 1;                       // 0x002C (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                      bMoving : 1;                       // 0x002C (0x0004)
[0x0000000800002000] [0x00000002] (CPF_Transient)
unsigned long                      bClampedMax : 1;                   // 0x002C (0x0004)
[0x0000000800000000] [0x00000004]
unsigned long                      bClampedMin : 1;                   // 0x002C (0x0004)
[0x0000000800000000] [0x00000008]
int32_t                            OverrideDelta;                     // 0x0030 (0x0004)
[0x0000000800000000]
};

// ScriptStruct Engine.UIRoot.InputKeyAction
```

```cpp
// 0x0030
struct FInputKeyAction
{
struct FName                        InputKeyName;                   // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
uint8_t                             InputKeyState;          // 0x0008 (0x0001)
[0x0000000000000001] (CPF_Edit)
TArray<struct FSeqOpOutputInputLink>        TriggeredOps;               // 0x0010
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
TArray<class USequenceOp*>              ActionsToExecute;           // 0x0020
(0x0010) [0x0000000020400000] (CPF_NeedCtorLink | CPF_Deprecated)
};

// ScriptStruct Engine.UIRoot.InputEventParameters
// 0x0020
struct FInputEventParameters
{
int32_t                         PlayerIndex;            // 0x0000 (0x0004)
[0x0000000000102002] (CPF_Const | CPF_Transient)
int32_t                         ControllerId;           // 0x0004 (0x0004)
[0x0000000000102002] (CPF_Const | CPF_Transient)
struct FName                        InputKeyName;               // 0x0008 (0x0008)
[0x0000000000102002] (CPF_Const | CPF_Transient)
uint8_t                         EventType;          // 0x0010 (0x0001)
[0x0000000000102002] (CPF_Const | CPF_Transient)
float                           InputDelta;         // 0x0014 (0x0004)
[0x0000000000102002] (CPF_Const | CPF_Transient)
float                           DeltaTime;          // 0x0018 (0x0004)
[0x0000000000102002] (CPF_Const | CPF_Transient)
unsigned long                   bAltPressed : 1;            // 0x001C (0x0004)
[0x0000000000102002] [0x00000001] (CPF_Const | CPF_Transient)
unsigned long                   bCtrlPressed : 1;           // 0x001C (0x0004)
[0x0000000000102002] [0x00000002] (CPF_Const | CPF_Transient)
unsigned long                   bShiftPressed : 1;          // 0x001C (0x0004)
[0x0000000000102002] [0x00000004] (CPF_Const | CPF_Transient)
};

// ScriptStruct Engine.UIRoot.SubscribedInputEventParameters
// 0x0008 (0x0020 - 0x0028)
struct FSubscribedInputEventParameters : FInputEventParameters
{
struct FName                        InputAliasName;             // 0x0020 (0x0008)
[0x0000000000102002] (CPF_Const | CPF_Transient)
};

// ScriptStruct Engine.UIRoot.UIAxisEmulationDefinition
// 0x0024
struct FUIAxisEmulationDefinition
{
struct FName                    AxisInputKey;           // 0x0000 (0x0008)
[0x0000000000000000]
struct FName                    AdjacentAxisInputKey;       // 0x0008 (0x0008)
[0x0000000000000000]
unsigned long                   bEmulateButtonPress : 1;        // 0x0010 (0x0004)
```

```
[0x0000000000000000] [0x00000001]
struct FName                        InputKeyToEmulate[0x2];              // 0x0014 (0x0010)
[0x0000000000000000]
};

// ScriptStruct Engine.UIRoot.RawInputKeyEventData
// 0x0009
struct FRawInputKeyEventData
{
struct FName                        InputKeyName;                // 0x0000 (0x0008)
[0x0000000000000000]
uint8_t                             ModifierKeyFlags;            // 0x0008 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.Console.AutoCompleteCommand
// 0x0020
struct FAutoCompleteCommand
{
class FString                       Command;                // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                       Desc;               // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.Console.AutoCompleteNode
// 0x0028
struct FAutoCompleteNode
{
int32_t                            IndexChar;                // 0x0000 (0x0004)
[0x0000000000000000]
TArray<int32_t>                    AutoCompleteListIndices;          // 0x0008 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
TArray<struct FPointer>            ChildNodes;              // 0x0018 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.ControllerLayoutStack.ControllerLayout
// 0x000C
struct FControllerLayout
{
struct FName                       Name;                // 0x0000 (0x0008)
[0x0001000000000000]
int32_t                            Priority;             // 0x0008 (0x0004)
[0x0001000000000000]
};

// ScriptStruct Engine.CoverLink.CovPosInfo
// 0x0038
struct FCovPosInfo
{
class ACoverLink*                  Link;                // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                            LtSlotIdx;              // 0x0008 (0x0004)
```

```
                                                        [0x0000000000000000]
int32_t                        RtSlotIdx;              // 0x000C (0x0004)
[0x0000000000000000]
float                          LtToRtPct;              // 0x0010 (0x0004)
[0x0000000000000000]
struct FVector                 Location;                  // 0x0014 (0x000C)
[0x0000000000000000]
struct FVector                 Normal;                 // 0x0020 (0x000C)
[0x0000000000000000]
struct FVector                 Tangent;                // 0x002C (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.CoverLink.FireLinkItem
// 0x0004
struct FFireLinkItem
{
uint8_t                        SrcType;                // 0x0000 (0x0001)
[0x0000000000000000]
uint8_t                        SrcAction;              // 0x0001 (0x0001)
[0x0000000000000000]
uint8_t                        DestType;               // 0x0002 (0x0001)
[0x0000000000000000]
uint8_t                        DestAction;              // 0x0003 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.CoverLink.FireLink
// 0x0018
struct FFireLink
{
TArray<uint8_t>                Interactions;           // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                        PackedProperties_CoverPairRefAndDynamicInfo;  // 0x0010
(0x0004) [0x0000000000000002] (CPF_Const)
unsigned long                  bFallbackLink : 1;          // 0x0014 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                  bDynamicIndexInited : 1;        // 0x0014 (0x0004)
[0x0000000000000000] [0x00000002]
};

// ScriptStruct Engine.CoverLink.DynamicLinkInfo
// 0x0018
struct FDynamicLinkInfo
{
struct FVector                 LastTargetLocation;          // 0x0000 (0x000C)
[0x0000000000000000]
struct FVector                 LastSrcLocation;            // 0x000C (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.CoverLink.CoverReference
// 0x0004 (0x0018 - 0x001C)
struct FCoverReference : FActorReference
```

```
{
int32_t                          SlotIdx;                      // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.CoverLink.ExposedLink
// 0x0021
struct FExposedLink
{
struct FCoverReference           TargetActor;                  // 0x0000 (0x0020)
[0x0000000000020003] (CPF_Edit | CPF_Const | CPF_EditConst)
uint8_t                          ExposedScale;                 // 0x0020 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.CoverLink.SlotMoveRef
// 0x0064
struct FSlotMoveRef
{
struct FPolyReference            Poly;                         // 0x0000 (0x0028)
[0x0000000000000001] (CPF_Edit)
struct FBasedPosition            Dest;                         // 0x0028 (0x0038)
[0x0000000000000001] (CPF_Edit)
int32_t                          Direction;                    // 0x0060 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.CoverLink.CoverInfo
// 0x000C
struct FCoverInfo
{
class ACoverLink*                Link;                         // 0x0000 (0x0008)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
int32_t                          SlotIdx;                      // 0x0008 (0x0004)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
};

// ScriptStruct Engine.CoverLink.CoverSlot
// 0x0094
struct FCoverSlot
{
class APawn*                     SlotOwner;                    // 0x0000 (0x0008)
[0x0000000000000000]
float                           SlotValidAfterTime;           // 0x0008 (0x0004)
[0x0000000000002000] (CPF_Transient)
uint8_t                          ForceCoverType;               // 0x000C (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                          CoverType;                    // 0x000D (0x0001)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
uint8_t                          LocationDescription;          // 0x000E (0x0001)
[0x0000000000000001] (CPF_Edit)
struct FVector                   LocationOffset;               // 0x0010 (0x000C)
[0x0000000000000000]
struct FRotator                  RotationOffset;               // 0x001C (0x000C)
```

```
[0x0000000000000000]
TArray<uint8_t>                    Actions;                        // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FFireLink>           FireLinks;                      // 0x0038 (0x0010)
[0x0000000000420001] (CPF_Edit | CPF_EditConst | CPF_NeedCtorLink)
TArray<struct FFireLink>           RejectedFireLinks;             // 0x0048 (0x0010)
[0x0000000000422001] (CPF_Edit | CPF_Transient | CPF_EditConst | CPF_NeedCtorLink)
TArray<int32_t>                    ExposedCoverPackedProperties;  // 0x0058
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
int32_t                           TurnTargetPackedProperties;    // 0x0068 (0x0004)
[0x0000000000000000]
TArray<struct FSlotMoveRef>        SlipRefs;                       // 0x0070 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FCoverInfo>          OverlapClaimsList;             // 0x0080 (0x0010)
[0x0000000000420001] (CPF_Edit | CPF_EditConst | CPF_NeedCtorLink)
unsigned long                     bLeanLeft : 1;                 // 0x0090 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                     bLeanRight : 1;                // 0x0090 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                     bForceCanPopUp : 1;            // 0x0090 (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
unsigned long                     bCanPopUp : 1;                 // 0x0090 (0x0004)
[0x0000000000020001] [0x00000008] (CPF_Edit | CPF_EditConst)
unsigned long                     bCanMantle : 1;                // 0x0090 (0x0004)
[0x0000000000020001] [0x00000010] (CPF_Edit | CPF_EditConst)
unsigned long                     bCanClimbUp : 1;               // 0x0090 (0x0004)
[0x0000000000020001] [0x00000020] (CPF_Edit | CPF_EditConst)
unsigned long                     bForceCanCoverSlip_Left : 1;   // 0x0090 (0x0004)
[0x0000000000000001] [0x00000040] (CPF_Edit)
unsigned long                     bForceCanCoverSlip_Right : 1;  // 0x0090 (0x0004)
[0x0000000000000001] [0x00000080] (CPF_Edit)
unsigned long                     bCanCoverSlip_Left : 1;        // 0x0090 (0x0004)
[0x0000000000020001] [0x00000100] (CPF_Edit | CPF_EditConst)
unsigned long                     bCanCoverSlip_Right : 1;       // 0x0090 (0x0004)
[0x0000000000020001] [0x00000200] (CPF_Edit | CPF_EditConst)
unsigned long                     bCanSwatTurn_Left : 1;         // 0x0090 (0x0004)
[0x0000000000020001] [0x00000400] (CPF_Edit | CPF_EditConst)
unsigned long                     bCanSwatTurn_Right : 1;        // 0x0090 (0x0004)
[0x0000000000020001] [0x00000800] (CPF_Edit | CPF_EditConst)
unsigned long                     bEnabled : 1;                  // 0x0090 (0x0004)
[0x0000000000000001] [0x00001000] (CPF_Edit)
unsigned long                     bAllowPopup : 1;               // 0x0090 (0x0004)
[0x0000000000000001] [0x00002000] (CPF_Edit)
unsigned long                     bAllowMantle : 1;              // 0x0090 (0x0004)
[0x0000000000000001] [0x00004000] (CPF_Edit)
unsigned long                     bAllowCoverSlip : 1;           // 0x0090 (0x0004)
[0x0000000000000001] [0x00008000] (CPF_Edit)
unsigned long                     bAllowClimbUp : 1;             // 0x0090 (0x0004)
[0x0000000000000001] [0x00010000] (CPF_Edit)
unsigned long                     bAllowSwatTurn : 1;            // 0x0090 (0x0004)
[0x0000000000000001] [0x00020000] (CPF_Edit)
unsigned long                     bForceNoGroundAdjust : 1;      // 0x0090 (0x0004)
[0x0000000000000001] [0x00040000] (CPF_Edit)
unsigned long                     bPlayerOnly : 1;               // 0x0090 (0x0004)
```

```
                                                [0x0000000000000001] [0x00080000] (CPF_Edit)
unsigned long                                   bPreferLeanOverPopup : 1;            // 0x0090 (0x0004)
                                                [0x0000000000000001] [0x00100000] (CPF_Edit)
unsigned long                                   bDestructible : 1;                   // 0x0090 (0x0004)
                                                [0x0000000000002000] [0x00200000] (CPF_Transient)
unsigned long                                   bSelected : 1;                       // 0x0090 (0x0004)
                                                [0x0000000000002000] [0x00400000] (CPF_Transient)
unsigned long                                   bFailedToFindSurface : 1;            // 0x0090 (0x0004)
                                                [0x0000000000022001] [0x00800000] (CPF_Edit | CPF_Transient | CPF_EditConst)
};

// ScriptStruct Engine.StaticMeshComponent.PaintedVertex
// 0x0014
struct FPaintedVertex
{
struct FVector                  Position;                    // 0x0000 (0x000C)
[0x0000000000000000]
struct FPackedNormal            Normal;                      // 0x000C (0x0004)
[0x0000000000000000]
struct FColor                   Color;                       // 0x0010 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.StaticMeshComponent.StaticMeshComponentLODInfo
// 0x0040
struct FStaticMeshComponentLODInfo
{
TArray<class UShadowMap2D*>             ShadowMaps;                   // 0x0000
(0x0010) [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
TArray<class UObject*>                  ShadowVertexBuffers;          // 0x0010 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
struct FPointer                        LightMap;                     // 0x0020 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
struct FPointer                        OverrideVertexColors;         // 0x0028 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
TArray<struct FPaintedVertex>          PaintedVertices;              // 0x0030 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.CoverMeshComponent.CoverMeshes
// 0x0068
struct FCoverMeshes
{
class UStaticMesh*              Base;                        // 0x0000 (0x0008)
[0x0000000000000000]
class UStaticMesh*              LeanLeft;                    // 0x0008 (0x0008)
[0x0000000000000000]
class UStaticMesh*              LeanRight;                   // 0x0010 (0x0008)
[0x0000000000000000]
class UStaticMesh*              LeanLeftPref;                // 0x0018 (0x0008)
[0x0000000000000000]
class UStaticMesh*              LeanRightPref;               // 0x0020 (0x0008)
[0x0000000000000000]
class UStaticMesh*              Climb;                       // 0x0028 (0x0008)
```

```
                                                            [0x0000000000000000]
class UStaticMesh*                  Mantle;                       // 0x0030 (0x0008)
[0x0000000000000000]
class UStaticMesh*                  SlipLeft;                     // 0x0038 (0x0008)
[0x0000000000000000]
class UStaticMesh*                  SlipRight;                    // 0x0040 (0x0008)
[0x0000000000000000]
class UStaticMesh*                  SwatLeft;                     // 0x0048 (0x0008)
[0x0000000000000000]
class UStaticMesh*                  SwatRight;                    // 0x0050 (0x0008)
[0x0000000000000000]
class UStaticMesh*                  PopUp;                        // 0x0058 (0x0008)
[0x0000000000000000]
class UStaticMesh*                  PlayerOnly;                   // 0x0060 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.CoverReplicator.ManualCoverTypeInfo
// 0x0002
struct FManualCoverTypeInfo
{
uint8_t                             SlotIndex;                    // 0x0000 (0x0001)
[0x0000000000000000]
uint8_t                             ManualCoverType;              // 0x0001 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.CoverReplicator.CoverReplicationInfo
// 0x0048
struct FCoverReplicationInfo
{
class ACoverLink*                   Link;                         // 0x0000 (0x0008)
[0x0000000000000000]
TArray<uint8_t>                     SlotsEnabled;                 // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<uint8_t>                     SlotsDisabled;                // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<uint8_t>                     SlotsAdjusted;                // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FManualCoverTypeInfo>     SlotsCoverTypeChanged;        // 0x0038
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.CullDistanceVolume.CullDistanceSizePair
// 0x0008
struct FCullDistanceSizePair
{
float                               Size;                         // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                               CullDistance;                 // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.CurveEdPresetCurve.PresetGeneratedPoint
```

```cpp
// 0x0015
struct FPresetGeneratedPoint
{
float                          KeyIn;                    // 0x0000 (0x0004)
[0x000000000000000]
float                          KeyOut;                   // 0x0004 (0x0004)
[0x000000000000000]
unsigned long                  TangentsValid : 1;        // 0x0008 (0x0004)
[0x000000000000000] [0x00000001]
float                          TangentIn;                // 0x000C (0x0004)
[0x000000000000000]
float                          TangentOut;               // 0x0010 (0x0004)
[0x000000000000000]
uint8_t                        IntepMode;                // 0x0014 (0x0001)
[0x000000000000000]
};

// ScriptStruct Engine.DataStoreClient.PlayerDataStoreGroup
// 0x0018
struct FPlayerDataStoreGroup
{
class ULocalPlayer*            PlayerOwner;              // 0x0000 (0x0008)
[0x000000000102002] (CPF_Const | CPF_Transient)
TArray<class UUIDataStore*>    DataStores;               // 0x0008 (0x0010)
[0x000000000502002] (CPF_Const | CPF_Transient | CPF_NeedCtorLink)
};

// ScriptStruct Engine.DateTime.DateTimeStruct
// 0x001D
struct FDateTimeStruct
{
int32_t                        Year;                     // 0x0000 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                        Month;                    // 0x0004 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                        Day;                      // 0x0008 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                        WeekDay;                  // 0x000C (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                        Hour;                     // 0x0010 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                        Minute;                   // 0x0014 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                        Second;                   // 0x0018 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
uint8_t                        TimeZone;                 // 0x001C (0x0001)
[0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct Engine.DecalComponent.DecalReceiver
// 0x0010
struct FDecalReceiver
{
class UPrimitiveComponent*     Component;                // 0x0000 (0x0008)
```

```
                                        [0x000000000408000A] (CPF_Const | CPF_ExportObject | CPF_Component | CPF_EditInline)
struct FPointer                         RenderData;                             // 0x0008 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.DecalManager.ActiveDecalInfo
// 0x000C
struct FActiveDecalInfo
{
class UDecalComponent*                  Decal;                                  // 0x0000 (0x0008)
[0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
float                                   LifetimeRemaining;                      // 0x0008 (0x0004)
[0x0000000000000000]
};


// ScriptStruct Engine.MaterialInterface.LightmassMaterialInterfaceSettings
// 0x001C
struct FLightmassMaterialInterfaceSettings
{
unsigned long                           bCastShadowAsMasked : 1;                // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
float                                   EmissiveBoost;                          // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                   DiffuseBoost;                           // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                   SpecularBoost;                          // 0x000C (0x0004)
[0x0000000000000000]
float                                   ExportResolutionScale;                  // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                   DistanceFieldPenumbraScale;             // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                           bOverrideCastShadowAsMasked : 1;        // 0x0018
(0x0004) [0x0000000000000000] [0x00000001]
unsigned long                           bOverrideEmissiveBoost : 1;             // 0x0018 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                           bOverrideDiffuseBoost : 1;              // 0x0018 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                           bOverrideSpecularBoost : 1;             // 0x0018 (0x0004)
[0x0000000000000000] [0x00000008]
unsigned long                           bOverrideExportResolutionScale : 1;     // 0x0018
(0x0004) [0x0000000000000000] [0x00000010]
unsigned long                           bOverrideDistanceFieldPenumbraScale : 1;  // 0x0018
(0x0004) [0x0000000000000000] [0x00000020]
};


// ScriptStruct Engine.Material.MaterialInput
// 0x0038
struct FMaterialInput
{
class UMaterialExpression*              Expression;                             // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                                 OutputIndex;                            // 0x0008 (0x0004)
[0x0000000000000000]
class FString                           InputName;                              // 0x0010 (0x0010)
```

```
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                        Mask;                      // 0x0020 (0x0004)
[0x0000000000000000]
int32_t                        MaskR;                      // 0x0024 (0x0004)
[0x0000000000000000]
int32_t                        MaskG;                      // 0x0028 (0x0004)
[0x0000000000000000]
int32_t                        MaskB;                      // 0x002C (0x0004)
[0x0000000000000000]
int32_t                        MaskA;                      // 0x0030 (0x0004)
[0x0000000000000000]
int32_t                        GCC64_Padding;               // 0x0034 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.Material.MaterialFunctionInfo
// 0x0018
struct FMaterialFunctionInfo
{
struct FGuid                   StateId;                    // 0x0000 (0x0010)
[0x0000000000000000]
class UMaterialFunction*       Function;                   // 0x0010 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.Material.ColorMaterialInput
// 0x0008 (0x0038 - 0x0040)
struct FColorMaterialInput : FMaterialInput
{
unsigned long                  UseConstant : 1;             // 0x0038 (0x0004)
[0x0000000000000000] [0x00000001]
struct FColor                  Constant;                   // 0x003C (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.Material.ScalarMaterialInput
// 0x0008 (0x0038 - 0x0040)
struct FScalarMaterialInput : FMaterialInput
{
unsigned long                  UseConstant : 1;             // 0x0038 (0x0004)
[0x0000000000000000] [0x00000001]
float                          Constant;                   // 0x003C (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.Material.VectorMaterialInput
// 0x0010 (0x0038 - 0x0048)
struct FVectorMaterialInput : FMaterialInput
{
unsigned long                  UseConstant : 1;             // 0x0038 (0x0004)
[0x0000000000000000] [0x00000001]
struct FVector                 Constant;                   // 0x003C (0x000C)
[0x0000000000000000]
};
```

```cpp
// ScriptStruct Engine.Material.Vector2MaterialInput
// 0x000C (0x0038 - 0x0044)
struct FVector2MaterialInput : FMaterialInput
{
unsigned long                          UseConstant : 1;              // 0x0038 (0x0004)
[0x0000000000000000] [0x00000001]
float                          ConstantX;              // 0x003C (0x0004)
[0x0000000000000000]
float                          ConstantY;              // 0x0040 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.PhysicsVolume.CheckpointRecord
// 0x0004
struct APhysicsVolume_FCheckpointRecord
{
unsigned long                          bActive : 1;              // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.DistributionVectorConstantCurveParticleParameter.CurveParameterPoint
// 0x0031
struct FCurveParameterPoint
{
struct FName                          ParameterName;              // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                          InVal;              // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FVector                          OutVal;              // 0x000C (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FVector                          LeaveTangent;              // 0x0018 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FVector                          ArriveTangent;              // 0x0024 (0x000C)
[0x0000000000000001] (CPF_Edit)
uint8_t                          InterpMode;              // 0x0030 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.OnlineSubsystem.OnlineProfile
// 0x0078
struct FOnlineProfile
{
class FString                          UserId;              // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
uint8_t                          AccountTier;              // 0x0010 (0x0001)
[0x0000000000000000]
int32_t                          Gamerscore;              // 0x0014 (0x0004)
[0x0000000000000000]
class FString                          ApplicationDisplayName;              // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          GameDisplayName;              // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          DisplayPictureURL;              // 0x0038 (0x0010)
```

```
                                  [0x0000000000400000] (CPF_NeedCtorLink)
class FString                     ApplicationDisplayPictureResizeURL;      // 0x0048
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
class FString                     PublicGamerPictureURL;           // 0x0058 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                     GameDisplayPictureResizeURL;         // 0x0068 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.UniqueLobbyId
// 0x0009
struct FUniqueLobbyId
{
uint64_t                          Uid;                    // 0x0000 (0x0008)
[0x0000000000000000]
uint8_t                           Platform;               // 0x0008 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineSubsystem.OnlineRegistrant
// 0x0048
struct FOnlineRegistrant
{
struct FUniqueNetId               PlayerNetId;                // 0x0000 (0x0048)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.OnlineArbitrationRegistrant
// 0x000C (0x0048 - 0x0054)
struct FOnlineArbitrationRegistrant : FOnlineRegistrant
{
uint64_t                          MachineId;                // 0x0048 (0x0008)
[0x0000000000000002] (CPF_Const)
int32_t                           Trustworthiness;          // 0x0050 (0x0004)
[0x0000000000000002] (CPF_Const)
};

// ScriptStruct Engine.OnlineSubsystem.NamedSession
// 0x0038
struct FNamedSession
{
struct FName                      SessionName;              // 0x0000 (0x0008)
[0x0000000000000000]
struct FPointer                   SessionInfo;              // 0x0008 (0x0008)
[0x0000000000003002] (CPF_Const | CPF_Native | CPF_Transient)
class UOnlineGameSettings*        GameSettings;             // 0x0010 (0x0008)
[0x0000000000000000]
TArray<struct FOnlineRegistrant>  Registrants;              // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FOnlineArbitrationRegistrant>    ArbitrationRegistrants;       // 0x0028
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.FriendHistoryKey
```

```cpp
// 0x0020
struct FFriendHistoryKey
{
TArray<uint8_t>                       Key;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                         Name;                   // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.NamedInterface
// 0x0010
struct FNamedInterface
{
struct FName                         InterfaceName;          // 0x0000 (0x0008)
[0x0000000000000000]
class UObject*                       InterfaceObject;        // 0x0008 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineSubsystem.SocialPostImageFlags
// 0x0004
struct FSocialPostImageFlags
{
unsigned long                        bIsUserGeneratedImage : 1;   // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                        bIsGameGeneratedImage : 1;   // 0x0000 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                        bIsAchievementImage : 1;     // 0x0000 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                        bIsMediaImage : 1;           // 0x0000 (0x0004)
[0x0000000000000000] [0x00000008]
};

// ScriptStruct Engine.OnlineSubsystem.SocialPostImageInfo
// 0x0048
struct FSocialPostImageInfo
{
struct FSocialPostImageFlags         Flags;                  // 0x0000 (0x0004)
[0x0000000000000000]
class FString                        MessageText;            // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                        TitleText;              // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                        PictureCaption;         // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                        PictureDescription;     // 0x0038 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.SocialPostLinkInfo
// 0x0020 (0x0048 - 0x0068)
struct FSocialPostLinkInfo : FSocialPostImageInfo
{
class FString                        TitleURL;               // 0x0048 (0x0010)
```

```cpp
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                        PictureURL;                     // 0x0058 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.DownloadedWorkshopData
// 0x00D0
struct FDownloadedWorkshopData
{
uint64_t                            ItemID;                         // 0x0000 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
class FString                        Title;                          // 0x0008 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                        AuthorName;                     // 0x0018 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
struct FUniqueNetId                  AuthorNetID;                    // 0x0028 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
class UTexture2DDynamic*             Preview;                        // 0x0070 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
class UTexture*                      Avatar;                         // 0x0078 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
class FString                        Description;                    // 0x0080 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                        PreviewURL;                     // 0x0090 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                        ItemPath;                       // 0x00A0 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                        Filename;                       // 0x00B0 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                        FullPath;                       // 0x00C0 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct Engine.OnlineSubsystem.SocialPostPrivileges
// 0x0004
struct FSocialPostPrivileges
{
unsigned long                       bCanPostImage : 1;              // 0x0000 (0x0004)
[0x0000000000000002] [0x00000001] (CPF_Const)
unsigned long                       bCanPostLink : 1;               // 0x0000 (0x0004)
[0x0000000000000002] [0x00000002] (CPF_Const)
};

// ScriptStruct Engine.OnlineSubsystem.OnlinePartyMember
// 0x0080
struct FOnlinePartyMember
{
struct FUniqueNetId                  UniqueId;                       // 0x0000 (0x0048)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                        NickName;                       // 0x0048 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
uint8_t                             LocalUserNum;                   // 0x0058 (0x0001)
[0x0000000000000002] (CPF_Const)
uint8_t                             NatType;                        // 0x0059 (0x0001)
```

```
[0x000000000000002] (CPF_Const)
int32_t                        TitleId;                    // 0x005C (0x0004)
[0x000000000000002] (CPF_Const)
unsigned long                  bIsLocal : 1;               // 0x0060 (0x0004)
[0x000000000000002] [0x00000001] (CPF_Const)
unsigned long                  bIsInPartyVoice : 1;        // 0x0060 (0x0004)
[0x000000000000002] [0x00000002] (CPF_Const)
unsigned long                  bIsTalking : 1;             // 0x0060 (0x0004)
[0x000000000000002] [0x00000004] (CPF_Const)
unsigned long                  bIsInGameSession : 1;       // 0x0060 (0x0004)
[0x000000000000002] [0x00000008] (CPF_Const)
unsigned long                  bIsPlayingThisGame : 1;     // 0x0060 (0x0004)
[0x000000000000002] [0x00000010] (CPF_Const)
uint64_t                       SessionId;                  // 0x0068 (0x0008)
[0x000000000000002] (CPF_Const)
int32_t                        Data1;                      // 0x0070 (0x0004)
[0x000000000000002] (CPF_Const)
int32_t                        Data2;                      // 0x0074 (0x0004)
[0x000000000000002] (CPF_Const)
int32_t                        Data3;                      // 0x0078 (0x0004)
[0x000000000000002] (CPF_Const)
int32_t                        Data4;                      // 0x007C (0x0004)
[0x000000000000002] (CPF_Const)
};

// ScriptStruct Engine.OnlineSubsystem.SessionMemberInfo
// 0x0049
struct FSessionMemberInfo
{
struct FUniqueNetId            PlayerNetId;                // 0x0000 (0x0048)
[0x000000000400000] (CPF_NeedCtorLink)
uint8_t                        MemberStatus;               // 0x0048 (0x0001)
[0x000000000000000]
};

// ScriptStruct Engine.OnlineSubsystem.MarketplaceInventoryItem
// 0x0068
struct FMarketplaceInventoryItem
{
class FString                  ProductID;                  // 0x0000 (0x0010)
[0x000000000400002] (CPF_Const | CPF_NeedCtorLink)
uint8_t                        MediaItemType;              // 0x0010 (0x0001)
[0x000000000000002] (CPF_Const)
uint8_t                        ItemState;                  // 0x0011 (0x0001)
[0x000000000000002] (CPF_Const)
int32_t                        ConsumableBalance;          // 0x0014 (0x0004)
[0x000000000000002] (CPF_Const)
int32_t                        TitleId;                    // 0x0018 (0x0004)
[0x000000000000002] (CPF_Const)
TArray<class FString>          ContainerIds;               // 0x0020 (0x0010)
[0x000000000400002] (CPF_Const | CPF_NeedCtorLink)
uint64_t                       StartDate;                  // 0x0030 (0x0008)
[0x000000000000002] (CPF_Const)
uint64_t                       EndDate;                    // 0x0038 (0x0008)
```

```
                                 [0x0000000000000002] (CPF_Const)
uint64_t                         RightsObtainedDate;                // 0x0040 (0x0008)
[0x0000000000000002] (CPF_Const)
class FString                    URL;                    // 0x0048 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                    ConsumableUrl;                 // 0x0058 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.MarketplaceProductImage
// 0x0048
struct FMarketplaceProductImage
{
class FString                    Id;                       // 0x0000 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
int32_t                         Height;                  // 0x0010 (0x0004)
[0x0000000000000002] (CPF_Const)
int32_t                         Width;                   // 0x0014 (0x0004)
[0x0000000000000002] (CPF_Const)
class FString                    Purpose;                  // 0x0018 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
TArray<class FString>           Purposes;                 // 0x0028 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                    ResizeURL;                // 0x0038 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.MarketplaceProductAvailability
// 0x00A0
struct FMarketplaceProductAvailability
{
TArray<class FString>           AcceptablePaymentInstrumentTypes;       // 0x0000
(0x0010) [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                    Description;                // 0x0010 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                    ContentId;                // 0x0020 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                    CurrencyCode;              // 0x0030 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                    DisplayListPrice;          // 0x0040 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                    DisplayPrice;              // 0x0050 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                    DistributionType;          // 0x0060 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
unsigned long                   bIsPurchasable : 1;          // 0x0070 (0x0004)
[0x0000000000000002] [0x00000001] (CPF_Const)
float                           ListPrice;                 // 0x0074 (0x0004)
[0x0000000000000002] (CPF_Const)
float                           Price;                    // 0x0078 (0x0004)
[0x0000000000000002] (CPF_Const)
class FString                    PromotionalText;            // 0x0080 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                    SignedOffer;               // 0x0090 (0x0010)
```

```
                           [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.MarketplaceProductDetails
// 0x0090
struct FMarketplaceProductDetails
{
class FString                      StandardId;                    // 0x0000 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
uint8_t                           MediaItemType;                 // 0x0010 (0x0001)
[0x0000000000000002] (CPF_Const)
class FString                      ProductName;                   // 0x0018 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                      ProductID;                     // 0x0028 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
uint64_t                          ReleaseDate;                   // 0x0038 (0x0008)
[0x0000000000000002] (CPF_Const)
class FString                      SandboxId;                     // 0x0040 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
int32_t                           TitleId;                       // 0x0050 (0x0004)
[0x0000000000000002] (CPF_Const)
TArray<struct FMarketplaceProductImage>       Images;                        // 0x0058
(0x0010) [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
uint8_t                           DetailsReadState;              // 0x0068 (0x0001)
[0x0000000000000000]
TArray<struct FMarketplaceProductAvailability>    Availabilities;            // 0x0070
(0x0010) [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                      ProductDescription;            // 0x0080 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.AchievementReward
// 0x0031
struct FAchievementReward
{
class FString                      RewardName;                    // 0x0000 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                      Description;                   // 0x0010 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                      Data;                          // 0x0020 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
uint8_t                           RewardType;                    // 0x0030 (0x0001)
[0x0000000000000002] (CPF_Const)
};

// ScriptStruct Engine.OnlineSubsystem.AchievementMediaAsset
// 0x0028
struct FAchievementMediaAsset
{
class FString                      AssetName;                     // 0x0000 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
uint8_t                           AssetType;                     // 0x0010 (0x0001)
[0x0000000000000002] (CPF_Const)
class FString                      AssetURL;                      // 0x0018 (0x0010)
```

```cpp
    [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.AchievementTitleAssociation
// 0x0014
struct FAchievementTitleAssociation
{
class FString                        LocalizedTitleName;                // 0x0000 (0x0010)
    [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
int32_t                             TitleId;                    // 0x0010 (0x0004)
    [0x0000000000000002] (CPF_Const)
};

// ScriptStruct Engine.OnlineSubsystem.AchievementDetails
// 0x00F8
struct FAchievementDetails
{
int32_t                             Id;                         // 0x0000 (0x0004)
    [0x0000000000000002] (CPF_Const)
class FString                        StringId;                  // 0x0008 (0x0010)
    [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                        AchievementName;           // 0x0018 (0x0010)
    [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                        Description;               // 0x0028 (0x0010)
    [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                        HowTo;                     // 0x0038 (0x0010)
    [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class USurface*                      Image;                     // 0x0048 (0x0008)
    [0x0000000000000000]
uint8_t                             MonthEarned;               // 0x0050 (0x0001)
    [0x0000000000000002] (CPF_Const)
uint8_t                             DayEarned;                 // 0x0051 (0x0001)
    [0x0000000000000002] (CPF_Const)
uint8_t                             YearEarned;                // 0x0052 (0x0001)
    [0x0000000000000002] (CPF_Const)
uint8_t                             DayOfWeekEarned;           // 0x0053 (0x0001)
    [0x0000000000000002] (CPF_Const)
int32_t                             GamerPoints;               // 0x0054 (0x0004)
    [0x0000000000000002] (CPF_Const)
unsigned long                       bIsSecret : 1;             // 0x0058 (0x0004)
    [0x0000000000000002] [0x00000001] (CPF_Const)
unsigned long                       bWasAchievedOnline : 1;    // 0x0058 (0x0004)
    [0x0000000000000002] [0x00000002] (CPF_Const)
unsigned long                       bWasAchievedOffline : 1;   // 0x0058 (0x0004)
    [0x0000000000000002] [0x00000004] (CPF_Const)
uint8_t                             UnlockType;                // 0x005C (0x0001)
    [0x0000000000000002] (CPF_Const)
uint64_t                            ChallengeWindowBegin;      // 0x0060 (0x0008)
    [0x0000000000000002] (CPF_Const)
uint64_t                            ChallengeWindowEnd;        // 0x0068 (0x0008)
    [0x0000000000000002] (CPF_Const)
class FString                        DeepLink;                  // 0x0070 (0x0010)
    [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
uint64_t                            EstimatedUnlockTime;       // 0x0080 (0x0008)
```

```
                                                       [0x0000000000000002] (CPF_Const)
unsigned long                          bIsRevoked : 1;                    // 0x0088 (0x0004)
[0x0000000000000002] [0x00000001] (CPF_Const)
uint8_t                                ParticipationType;                 // 0x008C (0x0001)
[0x0000000000000002] (CPF_Const)
TArray<class FString>                  PlatformsAvailableOn;              // 0x0090 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
uint8_t                                ProgressState;                     // 0x00A0 (0x0001)
[0x0000000000000002] (CPF_Const)
TArray<struct FAchievementReward>      Rewards;                           // 0x00A8
(0x0010) [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
TArray<struct FAchievementMediaAsset>  MediaAssets;                       // 0x00B8
(0x0010) [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                          ProductID;                         // 0x00C8 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                          ServiceConfigurationID;            // 0x00D8 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
TArray<struct FAchievementTitleAssociation>  TitleAssociations;          // 0x00E8
(0x0010) [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.Settings.SettingsData
// 0x0010
struct FSettingsData
{
uint8_t                                Type;                              // 0x0000 (0x0001)
[0x0000000000000002] (CPF_Const)
int32_t                                Value1;                            // 0x0004 (0x0004)
[0x0000000000000002] (CPF_Const)
struct FPointer                        Value2;                            // 0x0008 (0x0008)
[0x0000000000003002] (CPF_Const | CPF_Native | CPF_Transient)
};

// ScriptStruct Engine.Settings.SettingsProperty
// 0x0019
struct FSettingsProperty
{
int32_t                                PropertyId;                        // 0x0000 (0x0004)
[0x0000000000000000]
struct FSettingsData                   Data;                              // 0x0008 (0x0010)
[0x0000000000000000]
uint8_t                                AdvertisementType;                 // 0x0018 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineSubsystem.CommunityContentMetadata
// 0x0038
struct FCommunityContentMetadata
{
int32_t                                ContentType;                       // 0x0000 (0x0004)
[0x0000000000000000]
TArray<struct FSettingsProperty>       MetadataItems;                     // 0x0008
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
class FString                          RemotePath;                        // 0x0018 (0x0010)
```

```
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                     DisplayName;                    // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.CommunityContentFile
// 0x0090
struct FCommunityContentFile
{
int32_t                          ContentId;                      // 0x0000 (0x0004)
[0x0000000000000000]
class FString                     RemoteContentPath;              // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                          FileId;                         // 0x0018 (0x0004)
[0x0000000000000000]
int32_t                          ContentType;                    // 0x001C (0x0004)
[0x0000000000000000]
int32_t                          FileSize;                       // 0x0020 (0x0004)
[0x0000000000000000]
struct FUniqueNetId              Owner;                          // 0x0028 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                          DownloadCount;                  // 0x0070 (0x0004)
[0x0000000000000000]
float                            AverageRating;                  // 0x0074 (0x0004)
[0x0000000000000000]
int32_t                          RatingCount;                    // 0x0078 (0x0004)
[0x0000000000000000]
int32_t                          LastRatingGiven;                // 0x007C (0x0004)
[0x0000000000000000]
class FString                     LocalFilePath;                  // 0x0080 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.Settings.LocalizedStringSetting
// 0x0009
struct FLocalizedStringSetting
{
int32_t                          Id;                             // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                          ValueIndex;                     // 0x0004 (0x0004)
[0x0000000000000000]
uint8_t                          AdvertisementType;              // 0x0008 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineSubsystem.TitleFile
// 0x0028
struct FTitleFile
{
class FString                     Filename;                       // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
uint8_t                          AsyncState;                     // 0x0010 (0x0001)
[0x0000000000000000]
TArray<uint8_t>                  Data;                           // 0x0018 (0x0010)
```

```
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.EmsFile
// 0x0034
struct FEmsFile
{
class FString                    Hash;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    DLName;                  // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    Filename;                // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                         FileSize;                // 0x0030 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineSubsystem.NamedInterfaceDef
// 0x0018
struct FNamedInterfaceDef
{
struct FName                     InterfaceName;           // 0x0000 (0x0008)
[0x0000000000000000]
class FString                    InterfaceClassName;      // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.OnlineFriendMessage
// 0x0070
struct FOnlineFriendMessage
{
struct FUniqueNetId              SendingPlayerId;         // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    SendingPlayerNick;       // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                    bIsFriendInvite : 1;     // 0x0058 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                    bIsGameInvite : 1;       // 0x0058 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                    bWasAccepted : 1;        // 0x0058 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                    bWasDenied : 1;          // 0x0058 (0x0004)
[0x0000000000000000] [0x00000008]
class FString                    Message;                 // 0x0060 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.RemoteTalker
// 0x0050
struct FRemoteTalker
{
struct FUniqueNetId              TalkerId;                // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
float                           LastNotificationTime;    // 0x0048 (0x0004)
```

```
[0x0000000000000000]
unsigned long                        bWasTalking : 1;              // 0x004C (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                        bIsTalking : 1;               // 0x004C (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                        bIsRegistered : 1;            // 0x004C (0x0004)
[0x0000000000000000] [0x00000004]
};

// ScriptStruct Engine.OnlineSubsystem.LocalTalker
// 0x004C
struct FLocalTalker
{
struct FUniqueNetId                  TalkerId;                     // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                        bHasVoice : 1;                // 0x0048 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                        bHasNetworkedVoice : 1;       // 0x0048 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                        bIsRecognizingSpeech : 1;     // 0x0048 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                        bWasTalking : 1;              // 0x0048 (0x0004)
[0x0000000000000000] [0x00000008]
unsigned long                        bIsTalking : 1;               // 0x0048 (0x0004)
[0x0000000000000000] [0x00000010]
unsigned long                        bIsRegistered : 1;            // 0x0048 (0x0004)
[0x0000000000000000] [0x00000020]
};

// ScriptStruct Engine.OnlineSubsystem.OnlinePlayerScore
// 0x0050
struct FOnlinePlayerScore
{
struct FUniqueNetId                  PlayerID;                     // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                              TeamID;                       // 0x0048 (0x0004)
[0x0000000000000000]
int32_t                              Score;                        // 0x004C (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineSubsystem.SpeechRecognizedWord
// 0x001C
struct FSpeechRecognizedWord
{
int32_t                              WordId;                       // 0x0000 (0x0004)
[0x0000000000000000]
class FString                        WordText;                     // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
float                                Confidence;                   // 0x0018 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineSubsystem.OnlineContent
```

```
// 0x0060
struct FOnlineContent
{
uint8_t                        ContentType;                    // 0x0000 (0x0001)
[0x0000000000000000]
uint8_t                        UserIndex;                      // 0x0001 (0x0001)
[0x0000000000000000]
unsigned long                  bIsCorrupt : 1;                 // 0x0004 (0x0004)
[0x0000000000000000] [0x00000001]
int32_t                        DeviceID;                       // 0x0008 (0x0004)
[0x0000000000000000]
int32_t                        LicenseMask;                    // 0x000C (0x0004)
[0x0000000000000000]
class FString                  FriendlyName;                   // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                  Filename;                       // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                  ContentPath;                    // 0x0030 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<class FString>          ContentPackages;                // 0x0040 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<class FString>          ContentFiles;                   // 0x0050 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.OnlineCrossTitleContent
// 0x0004 (0x0060 - 0x0064)
struct FOnlineCrossTitleContent : FOnlineContent
{
int32_t                        TitleId;                        // 0x0060 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineSubsystem.OnlineUser
// 0x0078
struct FOnlineUser
{
struct FUniqueNetId            UniqueId;                       // 0x0000 (0x0048)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                  NickName;                       // 0x0048 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
TArray<class FString>          AttrName;                       // 0x0058 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<class FString>          AttrValue;                      // 0x0068 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineSubsystem.OnlineFriend
// 0x009C (0x0078 - 0x0114)
struct FOnlineFriend : FOnlineUser
{
struct FUniqueNetId            PlayerID;                       // 0x0078 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
uint64_t                       SessionId;                      // 0x00C0 (0x0008)
```

```
[0x0000000000000000]
uint8_t                        PlatformOverride;              // 0x00C8 (0x0001)
[0x0000000000000000]
class FString                  PlayerName;                    // 0x00D0 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                  SecondaryPlayerName;           // 0x00E0 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
uint8_t                        SecondaryPlatform;             // 0x00F0 (0x0001)
[0x0000000000000000]
class FString                  PresenceInfo;                  // 0x00F8 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
uint8_t                        FriendState;                   // 0x0108 (0x0001)
[0x0000000000000000]
unsigned long                  bIsOnline : 1;                 // 0x010C (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                  bIsPlaying : 1;                // 0x010C (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                  bIsPlayingThisGame : 1;        // 0x010C (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                  bIsJoinable : 1;               // 0x010C (0x0004)
[0x0000000000000000] [0x00000008]
unsigned long                  bHasVoiceSupport : 1;          // 0x010C (0x0004)
[0x0000000000000000] [0x00000010]
unsigned long                  bHaveInvited : 1;              // 0x010C (0x0004)
[0x0000000000000000] [0x00000020]
unsigned long                  bHasInvitedYou : 1;            // 0x010C (0x0004)
[0x0000000000000000] [0x00000040]
int32_t                        GroupId;                       // 0x0110 (0x0004)
[0x0000000000000002] (CPF_Const)
};

// ScriptStruct Engine.OnlineSubsystem.FriendsQuery
// 0x004C
struct FFriendsQuery
{
struct FUniqueNetId            UniqueId;                      // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                  bIsFriend : 1;                 // 0x0048 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.OnlineSubsystem.WordFilterResult
// 0x0038
struct FWordFilterResult
{
uint8_t                        Censorship;                    // 0x0000 (0x0001)
[0x0000000000000000]
class FString                  Original;                      // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                  Sanitized;                     // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                  ErrorMessage;                  // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};
```

```cpp
// ScriptStruct Engine.OnlineSubsystem.EpicDLCInfo
// 0x0018
struct FEpicDLCInfo
{
class FString                         Key;                // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FName                          Value;              // 0x0010 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineSubsystem.SwitchDLCInfo
// 0x0018
struct FSwitchDLCInfo
{
class FString                         Key;                // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FName                          Value;              // 0x0010 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineSubsystem.XboxOneDLCInfo
// 0x001C
struct FXboxOneDLCInfo
{
class FString                         Key;                // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FName                          Value;              // 0x0010 (0x0008)
[0x0000000000000000]
unsigned long                         bDiscUnlock : 1;    // 0x0018 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.OnlineSubsystem.PS4DLCInfo
// 0x0018
struct FPS4DLCInfo
{
class FString                         Key;                // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FName                          Value;              // 0x0010 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineSubsystem.SteamDLCInfo
// 0x0010
struct FSteamDLCInfo
{
uint64_t                              AppID;              // 0x0000 (0x0008)
[0x0000000000000000]
struct FName                          Value;              // 0x0008 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.DynamicBlockingVolume.CheckpointRecord
```

```cpp
// 0x001C
struct ADynamicBlockingVolume_FCheckpointRecord
{
struct FVector                      Location;                       // 0x0000 (0x000C)
[0x0000000000000000]
struct FRotator                     Rotation;                       // 0x000C (0x000C)
[0x0000000000000000]
unsigned long                       bCollideActors : 1;             // 0x0018 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                       bBlockActors : 1;               // 0x0018 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                       bNeedsReplication : 1;          // 0x0018 (0x0004)
[0x0000000000000000] [0x00000004]
};

// ScriptStruct Engine.ParticleSystemComponent.ViewParticleEmitterInstanceMotionBlurInfo
// 0x0050
struct FViewParticleEmitterInstanceMotionBlurInfo
{
struct FMap_Mirror                  EmitterInstanceMBInfoMap;           // 0x0000
(0x0050) [0x0000000000003002] (CPF_Const | CPF_Native | CPF_Transient)
};

// ScriptStruct Engine.ParticleSystemComponent.ParticleSysParam
// 0x0048
struct FParticleSysParam
{
struct FName                        Name;                           // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
uint8_t                             ParamType;                      // 0x0008 (0x0001)
[0x0000000000000001] (CPF_Edit)
float                               Scalar;                         // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                               Scalar_Low;                     // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FVector                      Vector;                         // 0x0014 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FVector                      Vector_Low;                     // 0x0020 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FColor                       Color;                          // 0x002C (0x0004)
[0x0000000000000001] (CPF_Edit)
class AActor*                       Actor;                          // 0x0030 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UMaterialInterface*           Material;                       // 0x0038 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStaticMesh*                  Mesh;                           // 0x0040 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.ParticleSystemComponent.ParticleEventData
// 0x0034
struct FParticleEventData
{
int32_t                             Type;                           // 0x0000 (0x0004)
```

```
[0x0000000000000000]
struct FName                    EventName;              // 0x0004 (0x0008)
[0x0000000000000000]
float                           EmitterTime;            // 0x000C (0x0004)
[0x0000000000000000]
struct FVector                  Location;               // 0x0010 (0x000C)
[0x0000000000000000]
struct FVector                  Direction;              // 0x001C (0x000C)
[0x0000000000000000]
struct FVector                  Velocity;               // 0x0028 (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.ParticleSystemComponent.ParticleEventSpawnData
// 0x0000 (0x0034 - 0x0034)
struct FParticleEventSpawnData : FParticleEventData
{
};

// ScriptStruct Engine.ParticleSystemComponent.ParticleEventDeathData
// 0x0004 (0x0034 - 0x0038)
struct FParticleEventDeathData : FParticleEventData
{
float                           ParticleTime;           // 0x0034 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.ParticleSystemComponent.ParticleEventCollideData
// 0x0020 (0x0034 - 0x0054)
struct FParticleEventCollideData : FParticleEventData
{
float                           ParticleTime;           // 0x0034 (0x0004)
[0x0000000000000000]
struct FVector                  Normal;                 // 0x0038 (0x000C)
[0x0000000000000000]
float                           Time;                   // 0x0044 (0x0004)
[0x0000000000000000]
int32_t                         Item;                   // 0x0048 (0x0004)
[0x0000000000000000]
struct FName                    BoneName;               // 0x004C (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.ParticleSystemComponent.ParticleEventAttractorCollideData
// 0x0000 (0x0054 - 0x0054)
struct FParticleEventAttractorCollideData : FParticleEventCollideData
{
};

// ScriptStruct Engine.ParticleSystemComponent.ParticleEventKismetData
// 0x0010 (0x0034 - 0x0044)
struct FParticleEventKismetData : FParticleEventData
{
unsigned long                   UsePSysCompLocation : 1;         // 0x0034 (0x0004)
```

```
[0x0000000000000000] [0x00000001]
struct FVector                        Normal;                        // 0x0038 (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.ParticleSystemComponent.ParticleEmitterInstanceMotionBlurInfo
// 0x0050
struct FParticleEmitterInstanceMotionBlurInfo
{
struct FMap_Mirror                    ParticleMBInfoMap;             // 0x0000 (0x0050)
[0x0000000000003002] (CPF_Const | CPF_Native | CPF_Transient)
};

// ScriptStruct Engine.ParticleSystemComponent.ParticleEmitterInstance
// 0x0000
struct FParticleEmitterInstance
{
};

// ScriptStruct Engine.Emitter.CheckpointRecord
// 0x0004
struct AEmitter_FCheckpointRecord
{
unsigned long                         bIsActive : 1;                 // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.EmitterPool.EmitterBaseInfo
// 0x002C
struct FEmitterBaseInfo
{
class UParticleSystemComponent*       PSC;                           // 0x0000 (0x0008)
[0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
class AActor*                         Base;                          // 0x0008 (0x0008)
[0x0000000000000000]
struct FVector                        RelativeLocation;              // 0x0010 (0x000C)
[0x0000000000000000]
struct FRotator                       RelativeRotation;              // 0x001C (0x000C)
[0x0000000000000000]
unsigned long                         bInheritBaseScale : 1;         // 0x0028 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.Engine.StatColorMapEntry
// 0x0008
struct FStatColorMapEntry
{
float                                 In;                            // 0x0000 (0x0004)
[0x0000000000044000] (CPF_Config | CPF_GlobalConfig)
struct FColor                         Out;                           // 0x0004 (0x0004)
[0x0000000000044000] (CPF_Config | CPF_GlobalConfig)
};

// ScriptStruct Engine.Engine.StatColorMapping
```

```cpp
// 0x0024
struct FStatColorMapping
{
class FString                       StatName;                       // 0x0000 (0x0010)
[0x000000000444000] (CPF_Config | CPF_GlobalConfig | CPF_NeedCtorLink)
TArray<struct FStatColorMapEntry>   ColorMap;                       // 0x0010 (0x0010)
[0x000000000444000] (CPF_Config | CPF_GlobalConfig | CPF_NeedCtorLink)
unsigned long                       DisableBlend : 1;               // 0x0020 (0x0004)
[0x000000000044000] [0x00000001] (CPF_Config | CPF_GlobalConfig)
};

// ScriptStruct Engine.Engine.DropNoteInfo
// 0x0028
struct FDropNoteInfo
{
struct FVector                      Location;                       // 0x0000 (0x000C)
[0x0000000000000000]
struct FRotator                     Rotation;                       // 0x000C (0x000C)
[0x0000000000000000]
class FString                       Comment;                        // 0x0018 (0x0010)
[0x000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.EngineTypes.PrimitiveMaterialRef
// 0x000C
struct FPrimitiveMaterialRef
{
class UPrimitiveComponent*          Primitive;                      // 0x0000 (0x0008)
[0x000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
int32_t                             MaterialIndex;                  // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.EngineTypes.PostProcessMaterialRef
// 0x0008
struct FPostProcessMaterialRef
{
class UMaterialEffect*              Effect;                         // 0x0000 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.EngineTypes.MaterialReferenceList
// 0x0028
struct FMaterialReferenceList
{
class UMaterialInterface*           TargetMaterial;                 // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
TArray<struct FPrimitiveMaterialRef>    AffectedMaterialRefs;       // 0x0008
(0x0010) [0x0000020000480000] (CPF_Component | CPF_NeedCtorLink)
TArray<struct FPostProcessMaterialRef>  AffectedPPChainMaterialRefs;    //
0x0018 (0x0010) [0x0000020000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.EngineTypes.VelocityObstacleStat
```

```cpp
// 0x0020
struct FVelocityObstacleStat
{
struct FVector                    Position;                    // 0x0000 (0x000C)
[0x0000000000000000]
struct FVector                    Velocity;                    // 0x000C (0x000C)
[0x0000000000000000]
float                             Radius;                      // 0x0018 (0x0004)
[0x0000000000000000]
int32_t                           Priority;                    // 0x001C (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.FacebookIntegration.FacebookFriend
// 0x0020
struct FFacebookFriend
{
class FString                     Name;                        // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                     Id;                          // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.FogVolumeDensityInfo.CheckpointRecord
// 0x0004
struct AFogVolumeDensityInfo_FCheckpointRecord
{
unsigned long                     bEnabled : 1;                // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.FontImportOptions.FontImportOptionsData
// 0x00AC
struct FFontImportOptionsData
{
class FString                     FontName;                    // 0x0000 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
float                             Height;                      // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                     bEnableAntialiasing : 1;     // 0x0014 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                     bEnableBold : 1;             // 0x0014 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                     bEnableItalic : 1;           // 0x0014 (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
unsigned long                     bEnableUnderline : 1;        // 0x0014 (0x0004)
[0x0000000000000001] [0x00000008] (CPF_Edit)
unsigned long                     bAlphaOnly : 1;              // 0x0014 (0x0004)
[0x0000000000000001] [0x00000010] (CPF_Edit)
uint8_t                           CharacterSet;                // 0x0018 (0x0001)
[0x0000000000000001] (CPF_Edit)
class FString                     Chars;                       // 0x0020 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
class FString                     UnicodeRange;                // 0x0030 (0x0010)
```

```
                                          [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
class FString                 CharsFilePath;                   // 0x0040 (0x0010)
                                          [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
class FString                 CharsFileWildcard;               // 0x0050 (0x0010)
                                          [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
unsigned long                 bCreatePrintableOnly : 1;        // 0x0060 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                 bIncludeASCIIRange : 1;          // 0x0060 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
struct FLinearColor           ForegroundColor;                 // 0x0064 (0x0010)
[0x0000000000000001] (CPF_Edit)
unsigned long                 bEnableDropShadow : 1;           // 0x0074 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
int32_t                       TexturePageWidth;                // 0x0078 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                       TexturePageMaxHeight;            // 0x007C (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                       XPadding;                        // 0x0080 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                       YPadding;                        // 0x0084 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                       ExtendBoxTop;                    // 0x0088 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                       ExtendBoxBottom;                 // 0x008C (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                       ExtendBoxRight;                  // 0x0090 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                       ExtendBoxLeft;                   // 0x0094 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                 bEnableLegacyMode : 1;           // 0x0098 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
int32_t                       Kerning;                         // 0x009C (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                 bUseDistanceFieldAlpha : 1;      // 0x00A0 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
int32_t                       DistanceFieldScaleFactor;        // 0x00A4 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                         DistanceFieldScanRadiusScale;    // 0x00A8 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.Font.FontCharacter
// 0x0018
struct FFontCharacter
{
int32_t                       StartU;                          // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                       StartV;                          // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                       USize;                           // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                       VSize;                           // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
uint8_t                       TextureIndex;                    // 0x0010 (0x0001)
```

```
                                                    [0x0000000000000001] (CPF_Edit)
int32_t                         VerticalOffset;              // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.ForceFeedbackWaveform.WaveformSample
// 0x000C
struct FWaveformSample
{
uint8_t                         LeftAmplitude;               // 0x0000 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                         RightAmplitude;              // 0x0001 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                         LeftTriggerAmplitude;        // 0x0002 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                         RightTriggerAmplitude;       // 0x0003 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                         LeftFunction;                // 0x0004 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                         RightFunction;               // 0x0005 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                         LeftTriggerFunction;         // 0x0006 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                         RightTriggerFunction;        // 0x0007 (0x0001)
[0x0000000000000001] (CPF_Edit)
float                           Duration;                    // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.FracturedStaticMeshComponent.FragmentGroup
// 0x0014
struct FFragmentGroup
{
TArray<int32_t>                 FragmentIndices;             // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                   bGroupIsRooted : 1;          // 0x0010 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.FracturedStaticMeshActor.DeferredPartToSpawn
// 0x0024
struct FDeferredPartToSpawn
{
int32_t                         ChunkIndex;                  // 0x0000 (0x0004)
[0x0000000000000000]
struct FVector                  InitialVel;                  // 0x0004 (0x000C)
[0x0000000000000000]
struct FVector                  InitialAngVel;               // 0x0010 (0x000C)
[0x0000000000000000]
float                           RelativeScale;               // 0x001C (0x0004)
[0x0000000000000000]
unsigned long                   bExplosion : 1;              // 0x0020 (0x0004)
[0x0000000000000000] [0x00000001]
};
```

```cpp
// ScriptStruct Engine.FracturedStaticMeshActor.CheckpointRecord
// 0x0018
struct AFracturedStaticMeshActor_FCheckpointRecord
{
unsigned long                          bIsShutdown : 1;              // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
TArray<uint8_t>                        FragmentVis;              // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.GameEngine.LevelStreamingStatus
// 0x000C
struct FLevelStreamingStatus
{
struct FName                           PackageName;              // 0x0000 (0x0008)
[0x0000000000000000]
unsigned long                          bShouldBeLoaded : 1;          // 0x0008 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                          bShouldBeVisible : 1;         // 0x0008 (0x0004)
[0x0000000000000000] [0x00000002]
};

// ScriptStruct Engine.GameEngine.FullyLoadedPackagesInfo
// 0x0038
struct FFullyLoadedPackagesInfo
{
uint8_t                                FullyLoadType;            // 0x0000 (0x0001)
[0x0000000000000000]
class FString                          Tag;                      // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FName>                   PackagesToLoad;               // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<class UObject*>                 LoadedObjects;                // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.GameEngine.NamedNetDriver
// 0x0010
struct FNamedNetDriver
{
struct FName                           NetDriverName;                // 0x0000 (0x0008)
[0x0000000000000000]
struct FPointer                        NetDriver;                // 0x0008 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.GameEngine.AnimTag
// 0x0020
struct FAnimTag
{
class FString                          Tag;                      // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<class FString>                  Contains;                 // 0x0010 (0x0010)
```

```cpp
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.GameEngine.URL
// 0x005C
struct FURL
{
class FString                    Protocol;              // 0x0000 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
class FString                    Host;                  // 0x0010 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
int32_t                         Port;                  // 0x0020 (0x0004)
[0x0000000000100000]
class FString                    Map;                   // 0x0028 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
TArray<class FString>           Op;                    // 0x0038 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
class FString                    Portal;                // 0x0048 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
int32_t                         Valid;                 // 0x0058 (0x0004)
[0x0000000000100000]
};

// ScriptStruct Engine.GameInfo.GameClassShortName
// 0x0020
struct FGameClassShortName
{
class FString                    ShortName;             // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    GameClassName;         // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.GameInfo.GameTypePrefix
// 0x0048
struct FGameTypePrefix
{
class FString                    Prefix;                // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                   bUsesCommonPackage : 1;  // 0x0010 (0x0004)
[0x0000000000000000] [0x00000001]
class FString                    GameType;              // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<class FString>           AdditionalGameTypes;   // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<class FString>           ForcedObjects;         // 0x0038 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.GameplayEvents.PlayerInformation
// 0x0064
struct FPlayerInformation
{
struct FName                     ControllerName;        // 0x0000 (0x0008)
```

```cpp
[0x0000000000000000]
class FString                       PlayerName;                  // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FUniqueNetId                 UniqueId;                    // 0x0018 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                       bIsBot : 1;                  // 0x0060 (0x0004)
[0x0000000000000000] [0x00000001]
};


// ScriptStruct Engine.GameplayEvents.TeamInformation
// 0x0020
struct FTeamInformation
{
int32_t                             TeamIndex;                   // 0x0000 (0x0004)
[0x0000000000000000]
class FString                       TeamName;                    // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FColor                       TeamColor;                   // 0x0018 (0x0004)
[0x0000000000000000]
int32_t                             MaxSize;                     // 0x001C (0x0004)
[0x0000000000000000]
};


// ScriptStruct Engine.GameplayEvents.GameStatGroup
// 0x0008
struct FGameStatGroup
{
uint8_t                             Group;                       // 0x0000 (0x0001)
[0x0000000000000000]
int32_t                             Level;                       // 0x0004 (0x0004)
[0x0000000000000000]
};


// ScriptStruct Engine.GameplayEvents.GameplayEventMetaData
// 0x0018
struct FGameplayEventMetaData
{
int32_t                             EventID;                     // 0x0000 (0x0004)
[0x0000000000000002] (CPF_Const)
struct FName                        EventName;                   // 0x0004 (0x0008)
[0x0000000000000002] (CPF_Const)
struct FGameStatGroup               StatGroup;                   // 0x000C (0x0008)
[0x0000000000000002] (CPF_Const)
int32_t                             EventDataType;               // 0x0014 (0x0004)
[0x0000000000000002] (CPF_Const)
};


// ScriptStruct Engine.GameplayEvents.WeaponClassEventData
// 0x0008
struct FWeaponClassEventData
{
struct FName                        WeaponClassName;             // 0x0000 (0x0008)
[0x0000000000000000]
};
```

```cpp
// ScriptStruct Engine.GameplayEvents.DamageClassEventData
// 0x0008
struct FDamageClassEventData
{
struct FName                          DamageClassName;                    // 0x0000 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.GameplayEvents.ProjectileClassEventData
// 0x0008
struct FProjectileClassEventData
{
struct FName                          ProjectileClassName;                // 0x0000 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.GameplayEvents.PawnClassEventData
// 0x0008
struct FPawnClassEventData
{
struct FName                          PawnClassName;                      // 0x0000 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.GameplayEvents.GameplayEventsHeader
// 0x0034
struct FGameplayEventsHeader
{
int32_t                               EngineVersion;                      // 0x0000 (0x0004)
[0x0000000000000002] (CPF_Const)
int32_t                               StatsWriterVersion;                 // 0x0004 (0x0004)
[0x0000000000000002] (CPF_Const)
int32_t                               StreamOffset;                       // 0x0008 (0x0004)
[0x0000000000000002] (CPF_Const)
int32_t                               AggregateOffset;                    // 0x000C (0x0004)
[0x0000000000000002] (CPF_Const)
int32_t                               FooterOffset;                       // 0x0010 (0x0004)
[0x0000000000000002] (CPF_Const)
int32_t                               TotalStreamSize;                    // 0x0014 (0x0004)
[0x0000000000000002] (CPF_Const)
int32_t                               FileSize;                           // 0x0018 (0x0004)
[0x0000000000000002] (CPF_Const)
class FString                         FilterClass;                        // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                               Flags;                              // 0x0030 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.GameplayEvents.GameSessionInformation
// 0x00CC
struct FGameSessionInformation
{
int32_t                               AppTitleID;                         // 0x0000 (0x0004)
```

```
[0x0000000000000000]
int32_t                         PlatformType;                      // 0x0004 (0x0004)
[0x000000000000000]
class FString                   Language;                          // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                   GameplaySessionTimestamp;          // 0x0018 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
float                           GameplaySessionStartTime;          // 0x0028 (0x0004)
[0x0000000000000002] (CPF_Const)
float                           GameplaySessionEndTime;            // 0x002C (0x0004)
[0x0000000000000002] (CPF_Const)
unsigned long                   bGameplaySessionInProgress : 1;    // 0x0030
(0x0004) [0x0000000000000002] [0x00000001] (CPF_Const)
class FString                   GameplaySessionID;                 // 0x0038 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                   GameClassName;                     // 0x0048 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                   MapName;                           // 0x0058 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                   MapURL;                            // 0x0068 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
int32_t                         SessionInstance;                   // 0x0078 (0x0004)
[0x0000000000000002] (CPF_Const)
int32_t                         GameTypeId;                        // 0x007C (0x0004)
[0x0000000000000002] (CPF_Const)
struct FUniqueNetId             OwningNetId;                       // 0x0080 (0x0048)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
int32_t                         PlaylistId;                        // 0x00C8 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.WorldInfo.NavMeshPathGoalEvaluatorCacheDatum
// 0x0030
struct FNavMeshPathGoalEvaluatorCacheDatum
{
int32_t                         ListIdx;                           // 0x0000 (0x0004)
[0x0000000000000000]
class UNavMeshPathGoalEvaluator*        List[0x5];                 // 0x0008 (0x0028)
[0x0000000000000000]
};

// ScriptStruct Engine.WorldInfo.PhysXEmitterVerticalProperties
// 0x0018
struct FPhysXEmitterVerticalProperties
{
unsigned long                   bDisableLod : 1;                   // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
int32_t                         ParticlesLodMin;                   // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                         ParticlesLodMax;                   // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                         PacketsPerPhysXParticleSystemMax;  // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                   bApplyCylindricalPacketCulling : 1; // 0x0010 (0x0004)
```

```
                                        [0x0000000000000001] [0x00000001] (CPF_Edit)
float                           SpawnLodVsFifoBias;                    // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.WorldInfo.PhysXVerticalProperties
// 0x0018
struct FPhysXVerticalProperties
{
struct FPhysXEmitterVerticalProperties        Emitters;                      // 0x0000 (0x0018)
[0x0000000004000001] (CPF_Edit | CPF_EditInline)
};


// ScriptStruct Engine.WorldInfo.HostMigrationState
// 0x0024
struct FHostMigrationState
{
uint8_t                         HostMigrationProgress;            // 0x0000 (0x0001)
[0x0000000000000000]
float                           HostMigrationElapsedTime;         // 0x0004 (0x0004)
[0x0000000000000000]
float                           HostMigrationTravelCountdown;     // 0x0008 (0x0004)
[0x0000000000000000]
class FString                   HostMigrationTravelURL;           // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                   bHostMigrationEnabled : 1;        // 0x0020 (0x0004)
[0x0000000000000000] [0x00000001]
};


// ScriptStruct Engine.MusicTrackDataStructures.MusicTrackStruct
// 0x0030
struct FMusicTrackStruct
{
class USoundCue*                TheSoundCue;                      // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
unsigned long                   bAutoPlay : 1;                    // 0x0008 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                   bPersistentAcrossLevels : 1;      // 0x0008 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
float                           FadeInTime;                       // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           FadeInVolumeLevel;                // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           FadeOutTime;                      // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           FadeOutVolumeLevel;               // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
class FString                   MP3Filename;                      // 0x0020 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.WorldInfo.WorldFractureSettings
// 0x001C
struct FWorldFractureSettings
```

```cpp
{
float                           ChanceOfPhysicsChunkOverride;          // 0x0000 (0x0004)
[0x0000000000000000]
unsigned long                   bEnableChanceOfPhysicsChunkOverride : 1;    // 0x0004
(0x0004) [0x0000000000000000] [0x00000001]
unsigned long                   bLimitExplosionChunkSize : 1;         // 0x0004 (0x0004)
[0x0000000000000000] [0x00000002]
float                           MaxExplosionChunkSize;               // 0x0008 (0x0004)
[0x0000000000000000]
unsigned long                   bLimitDamageChunkSize : 1;           // 0x000C (0x0004)
[0x0000000000000000] [0x00000001]
float                           MaxDamageChunkSize;                  // 0x0010 (0x0004)
[0x0000000000000000]
int32_t                         MaxNumFacturedChunksToSpawnInAFrame;     // 0x0014
(0x0004) [0x0000000000000000]
float                           FractureExplosionVelScale;           // 0x0018 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.WorldInfo.NavMeshPathConstraintCacheDatum
// 0x0030
struct FNavMeshPathConstraintCacheDatum
{
int32_t                         ListIdx;                             // 0x0000 (0x0004)
[0x0000000000000000]
class UNavMeshPathConstraint*   List[0x5];                           // 0x0008 (0x0028)
[0x0000000000000000]
};

// ScriptStruct Engine.WorldInfo.LightmassWorldInfoSettings
// 0x0058
struct FLightmassWorldInfoSettings
{
float                           StaticLightingLevelScale;            // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                         NumIndirectLightingBounces;          // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FColor                   EnvironmentColor;                    // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           EnvironmentIntensity;                // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                   bEnableAdvancedEnvironmentColor : 1;     // 0x0010
(0x0004) [0x0000000000000001] [0x00000001] (CPF_Edit)
struct FColor                   EnvironmentSunColor;                 // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           EnvironmentSunIntensity;             // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           EnvironmentLightTerminatorAngle;     // 0x001C (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FVector                  EnvironmentLightDirection;           // 0x0020 (0x000C)
[0x0000000000000001] (CPF_Edit)
float                           EmissiveBoost;                       // 0x002C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           DiffuseBoost;                        // 0x0030 (0x0004)
```

```
                                              [0x0000000000000001] (CPF_Edit)
float                           SpecularBoost;                    // 0x0034 (0x0004)
[0x0000000000000000]
float                           IndirectNormalInfluenceBoost;          // 0x0038 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                   bUseAmbientOcclusion : 1;          // 0x003C (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                   bEnableImageReflectionShadowing : 1;      // 0x003C
(0x0004) [0x0000000000000001] [0x00000002] (CPF_Edit)
float                           DirectIlluminationOcclusionFraction;      // 0x0040 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           IndirectIlluminationOcclusionFraction;     // 0x0044 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           OcclusionExponent;                // 0x0048 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           FullyOccludedSamplesFraction;          // 0x004C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           MaxOcclusionDistance;             // 0x0050 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                   bVisualizeMaterialDiffuse : 1;        // 0x0054 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                   bVisualizeAmbientOcclusion : 1;       // 0x0054 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                   bCompressShadowmap : 1;           // 0x0054 (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
};

// ScriptStruct Engine.WorldInfo.ScreenMessageString
// 0x0024
struct FScreenMessageString
{
uint64_t                        Key;                        // 0x0000 (0x0008)
[0x0000000000102000] (CPF_Transient)
class FString                   ScreenMessage;              // 0x0008 (0x0010)
[0x0000000000502000] (CPF_Transient | CPF_NeedCtorLink)
struct FColor                   DisplayColor;               // 0x0018 (0x0004)
[0x0000000000102000] (CPF_Transient)
float                           TimeToDisplay;              // 0x001C (0x0004)
[0x0000000000102000] (CPF_Transient)
float                           CurrentTimeDisplayed;       // 0x0020 (0x0004)
[0x0000000000102000] (CPF_Transient)
};

// ScriptStruct Engine.WorldInfo.ApexModuleDestructibleSettings
// 0x0014
struct FApexModuleDestructibleSettings
{
int32_t                         MaxChunkIslandCount;          // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                         MaxShapeCount;                // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                         MaxRrbActorCount;             // 0x0008 (0x0004)
[0x0000000000000000]
float                           MaxChunkSeparationLOD;        // 0x000C (0x0004)
```

```
[0x0000000000000001] (CPF_Edit)
unsigned long                           bOverrideMaxChunkSeparationLOD : 1;         // 0x0010
(0x0004) [0x0000000000000001] [0x00000001] (CPF_Edit)
};

// ScriptStruct Engine.WorldInfo.PhysXSimulationProperties
// 0x000C
struct FPhysXSimulationProperties
{
unsigned long                           bUseHardware : 1;                  // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                           bFixedTimeStep : 1;                // 0x0000 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
float                                   TimeStep;                  // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                                 MaxSubSteps;               // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.WorldInfo.PhysXSceneProperties
// 0x003C
struct FPhysXSceneProperties
{
struct FPhysXSimulationProperties       PrimaryScene;                 // 0x0000
(0x000C) [0x0000000004000001] (CPF_Edit | CPF_EditInline)
struct FPhysXSimulationProperties       CompartmentRigidBody;             // 0x000C
(0x000C) [0x0000000004000001] (CPF_Edit | CPF_EditInline)
struct FPhysXSimulationProperties       CompartmentFluid;             // 0x0018
(0x000C) [0x0000000004000001] (CPF_Edit | CPF_EditInline)
struct FPhysXSimulationProperties       CompartmentCloth;             // 0x0024
(0x000C) [0x0000000004000001] (CPF_Edit | CPF_EditInline)
struct FPhysXSimulationProperties       CompartmentSoftBody;              // 0x0030
(0x000C) [0x0000000004000001] (CPF_Edit | CPF_EditInline)
};

// ScriptStruct Engine.WorldInfo.CompartmentRunList
// 0x0004
struct FCompartmentRunList
{
unsigned long                           RigidBody : 1;                 // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                           Fluid : 1;                 // 0x0000 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                           Cloth : 1;                 // 0x0000 (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
unsigned long                           SoftBody : 1;                  // 0x0000 (0x0004)
[0x0000000000000001] [0x00000008] (CPF_Edit)
};

// ScriptStruct Engine.WorldInfo.NetViewer
// 0x0028
struct FNetViewer
{
class APlayerController*                 InViewer;                  // 0x0000 (0x0008)
```

```
                        [0x0000000000000000]
class AActor*                       Viewer;                        // 0x0008 (0x0008)
                        [0x0000000000000000]
struct FVector                      ViewLocation;                  // 0x0010 (0x000C)
                        [0x0000000000000000]
struct FVector                      ViewDir;                       // 0x001C (0x000C)
                        [0x0000000000000000]
};

// ScriptStruct Engine.Settings.IdToStringMapping
// 0x000C
struct FIdToStringMapping
{
int32_t                             Id;                            // 0x0000 (0x0004)
                        [0x0000000000000002] (CPF_Const)
struct FName                        Name;                          // 0x0004 (0x0008)
                        [0x0000000000008002] (CPF_Const | CPF_Localized)
};

// ScriptStruct Engine.Settings.StringIdToStringMapping
// 0x0010
struct FStringIdToStringMapping
{
int32_t                             Id;                            // 0x0000 (0x0004)
                        [0x0000000000000002] (CPF_Const)
struct FName                        Name;                          // 0x0004 (0x0008)
                        [0x0000000000008002] (CPF_Const | CPF_Localized)
unsigned long                       bIsWildcard : 1;               // 0x000C (0x0004)
                        [0x0000000000000002] [0x00000001] (CPF_Const)
};

// ScriptStruct Engine.Settings.LocalizedStringSettingMetaData
// 0x0030
struct FLocalizedStringSettingMetaData
{
int32_t                             Id;                            // 0x0000 (0x0004)
                        [0x0000000000000002] (CPF_Const)
struct FName                        Name;                          // 0x0004 (0x0008)
                        [0x0000000000000002] (CPF_Const)
class FString                       ColumnHeaderText;              // 0x0010 (0x0010)
                        [0x0000000000408002] (CPF_Const | CPF_Localized | CPF_NeedCtorLink)
TArray<struct FStringIdToStringMapping>    ValueMappings;          // 0x0020
(0x0010) [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.Settings.SettingsPropertyPropertyMetaData
// 0x0054
struct FSettingsPropertyPropertyMetaData
{
int32_t                             Id;                            // 0x0000 (0x0004)
                        [0x0000000000000002] (CPF_Const)
struct FName                        Name;                          // 0x0004 (0x0008)
                        [0x0000000000000002] (CPF_Const)
class FString                       ColumnHeaderText;              // 0x0010 (0x0010)
```

```
                            [0x0000000000408002] (CPF_Const | CPF_Localized | CPF_NeedCtorLink)
uint8_t                          MappingType;                  // 0x0020 (0x0001)
[0x0000000000000002] (CPF_Const)
TArray<struct FIdToStringMapping>     ValueMappings;              // 0x0028
(0x0010) [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
TArray<struct FSettingsData>          PredefinedValues;           // 0x0038 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
float                            MinVal;                // 0x0048 (0x0004)
[0x0000000000000002] (CPF_Const)
float                            MaxVal;                // 0x004C (0x0004)
[0x0000000000000002] (CPF_Const)
float                            RangeIncrement;           // 0x0050 (0x0004)
[0x0000000000000002] (CPF_Const)
};

// ScriptStruct Engine.OnlineGameSearch.OnlineGameSearchParameter
// 0x000E
struct FOnlineGameSearchParameter
{
int32_t                          EntryId;               // 0x0000 (0x0004)
[0x0000000000000000]
struct FName                     ObjectPropertyName;        // 0x0004 (0x0008)
[0x0000000000000000]
uint8_t                          EntryType;             // 0x000C (0x0001)
[0x0000000000000000]
uint8_t                          ComparisonType;          // 0x000D (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineGameSearch.OnlineGameSearchORClause
// 0x0010
struct FOnlineGameSearchORClause
{
TArray<struct FOnlineGameSearchParameter>    OrParams;            // 0x0000
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineGameSearch.OnlineGameSearchSortClause
// 0x000E
struct FOnlineGameSearchSortClause
{
int32_t                          EntryId;               // 0x0000 (0x0004)
[0x0000000000000000]
struct FName                     ObjectPropertyName;        // 0x0004 (0x0008)
[0x0000000000000000]
uint8_t                          EntryType;             // 0x000C (0x0001)
[0x0000000000000000]
uint8_t                          SortType;              // 0x000D (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineGameSearch.OnlineGameSearchQuery
// 0x0020
struct FOnlineGameSearchQuery
```

```
{
TArray<struct FOnlineGameSearchORClause>        OrClauses;                    // 0x0000
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FOnlineGameSearchSortClause>      SortClauses;                  // 0x0010
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineGameSearch.OverrideSkill
// 0x0038
struct FOverrideSkill
{
int32_t                         LeaderboardId;            // 0x0000 (0x0004)
[0x0000000000000000]
TArray<struct FUniqueNetId>            Players;            // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FDouble>                Mus;              // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FDouble>                Sigmas;            // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineGameSearch.NamedObjectProperty
// 0x0018
struct FNamedObjectProperty
{
struct FName                    ObjectPropertyName;          // 0x0000 (0x0008)
[0x0000000000000000]
class FString                   ObjectPropertyValue;         // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineGameSearch.OnlineGameSearchResult
// 0x0010
struct FOnlineGameSearchResult
{
class UOnlineGameSettings*            GameSettings;            // 0x0000 (0x0008)
[0x0000000000000002] (CPF_Const)
struct FPointer                 PlatformData;            // 0x0008 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.PlayerController.ConnectedPeerInfo
// 0x0050
struct FConnectedPeerInfo
{
struct FUniqueNetId                PlayerID;              // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
uint8_t                      NatType;              // 0x0048 (0x0001)
[0x0000000000000000]
unsigned long                  bLostConnectionToHost : 1;      // 0x004C (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.PlayerController.ClientAdjustment
```

```
// 0x0035
struct FClientAdjustment
{
float                              TimeStamp;                      // 0x0000 (0x0004)
[0x0000000000000000]
uint8_t                           newPhysics;                     // 0x0004 (0x0001)
[0x0000000000000000]
struct FVector                    NewLoc;                         // 0x0008 (0x000C)
[0x0000000000000000]
struct FVector                    NewVel;                         // 0x0014 (0x000C)
[0x0000000000000000]
class AActor*                     NewBase;                        // 0x0020 (0x0008)
[0x0000000000000000]
struct FVector                    NewFloor;                       // 0x0028 (0x000C)
[0x0000000000000000]
uint8_t                           bAckGoodMove;                   // 0x0034 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.PlayerReplicationInfo.ClientConnectionStats
// 0x0058
struct FClientConnectionStats
{
int32_t                           ConnectionCount;                // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                           PingTotal;                      // 0x0004 (0x0004)
[0x0000000000000000]
int32_t                           PingMin;                        // 0x0008 (0x0004)
[0x0000000000000000]
int32_t                           PingMax;                        // 0x000C (0x0004)
[0x0000000000000000]
float                             CurrentAckTime;                 // 0x0010 (0x0004)
[0x0000000000000000]
float                             TotalAckTime;                   // 0x0014 (0x0004)
[0x0000000000000000]
float                             CurrentReceiveTime;             // 0x0018 (0x0004)
[0x0000000000000000]
float                             TotalReceiveTime;               // 0x001C (0x0004)
[0x0000000000000000]
int32_t                           TotalPacketsLost;               // 0x0020 (0x0004)
[0x0000000000000000]
int32_t                           TotalPacketsInOut;              // 0x0024 (0x0004)
[0x0000000000000000]
float                             InPacketLossPerSecMin;          // 0x0028 (0x0004)
[0x0000000000000000]
float                             InPacketLossPerSecMax;          // 0x002C (0x0004)
[0x0000000000000000]
float                             OutPacketLossPerSecMin;         // 0x0030 (0x0004)
[0x0000000000000000]
float                             OutPacketLossPerSecMax;         // 0x0034 (0x0004)
[0x0000000000000000]
int32_t                           MaxInBPS;                       // 0x0038 (0x0004)
[0x0000000000000000]
int32_t                           TotalInBPS;                     // 0x003C (0x0004)
```

```
                            [0x0000000000000000]
int32_t                     TotalInBytes;                    // 0x0040 (0x0004)
                            [0x0000000000000000]
int32_t                     MaxOutBPS;                       // 0x0044 (0x0004)
                            [0x0000000000000000]
int32_t                     TotalOutBPS;                     // 0x0048 (0x0004)
                            [0x0000000000000000]
int32_t                     TotalOutBytes;                   // 0x004C (0x0004)
                            [0x0000000000000000]
float                       CurrentLatency;                  // 0x0050 (0x0004)
                            [0x0000000000000000]
float                       CurrentJitter;                   // 0x0054 (0x0004)
                            [0x0000000000000000]
};

// ScriptStruct Engine.PlayerController.DebugTextInfo
// 0x0060
struct FDebugTextInfo
{
class AActor*               SrcActor;                        // 0x0000 (0x0008)
                            [0x0000000000000000]
struct FVector              SrcActorOffset;                  // 0x0008 (0x000C)
                            [0x0000000000000000]
struct FVector              SrcActorDesiredOffset;           // 0x0014 (0x000C)
                            [0x0000000000000000]
class FString               DebugText;                       // 0x0020 (0x0010)
                            [0x0000000000400000] (CPF_NeedCtorLink)
float                       TimeRemaining;                   // 0x0030 (0x0004)
                            [0x0000000000002000] (CPF_Transient)
float                       Duration;                        // 0x0034 (0x0004)
                            [0x0000000000000000]
struct FColor               TextColor;                       // 0x0038 (0x0004)
                            [0x0000000000000000]
unsigned long               bAbsoluteLocation : 1;           // 0x003C (0x0004)
                            [0x0000000000000000] [0x00000001]
unsigned long               bKeepAttachedToActor : 1;        // 0x003C (0x0004)
                            [0x0000000000000000] [0x00000002]
struct FVector              OrigActorLocation;               // 0x0040 (0x000C)
                            [0x0000000000000000]
class UFont*                Font;                            // 0x0050 (0x0008)
                            [0x0000000000000000]
struct FVector2D            TextScale;                       // 0x0058 (0x0008)
                            [0x0000000000000000]
};

// ScriptStruct Engine.HUD.KismetDrawTextInfo
// 0x0040
struct FKismetDrawTextInfo
{
class FString               MessageText;                     // 0x0000 (0x0010)
                            [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
class FString               AppendedText;                    // 0x0010 (0x0010)
                            [0x0000000000400000] (CPF_NeedCtorLink)
class UFont*                MessageFont;                     // 0x0020 (0x0008)
```

```
[0x0000000000000001] (CPF_Edit)
struct FVector2D                  MessageFontScale;              // 0x0028 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FVector2D                  MessageOffset;                 // 0x0030 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FColor                     MessageColor;                  // 0x0038 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                             MessageEndTime;                // 0x003C (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.HUD.ConsoleMessage
// 0x0020
struct FConsoleMessage
{
class FString                     Text;                          // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FColor                     TextColor;                     // 0x0010 (0x0004)
[0x0000000000000000]
float                             MessageLife;                   // 0x0014 (0x0004)
[0x0000000000000000]
class APlayerReplicationInfo*     PRI;                           // 0x0018 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.PlayerController.InputEntry
// 0x000D
struct FInputEntry
{
uint8_t                           Type;                          // 0x0000 (0x0001)
[0x0000000000000000]
float                             Value;                         // 0x0004 (0x0004)
[0x0000000000000000]
float                             TimeDelta;                     // 0x0008 (0x0004)
[0x0000000000000000]
uint8_t                           Action;                        // 0x000C (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.PlayerController.InputMatchRequest
// 0x0050
struct FInputMatchRequest
{
TArray<struct FInputEntry>        Inputs;                        // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class AActor*                     MatchActor;                    // 0x0010 (0x0008)
[0x0000000000000000]
struct FName                      MatchFuncName;                 // 0x0018 (0x0008)
[0x0000000000000000]
struct FScriptDelegate            MatchDelegate;                 // 0x0020 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FName                      FailedFuncName;                // 0x0038 (0x0008)
[0x0000000000000000]
struct FName                      RequestName;                   // 0x0040 (0x0008)
```

```
                                                                [0x0000000000000000]
int32_t                          MatchIdx;                 // 0x0048 (0x0004)
[0x0000000000002000] (CPF_Transient)
float                            LastMatchTime;            // 0x004C (0x0004)
[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct Engine.GameViewportClient.GamepadInfo
// 0x0008
struct FGamepadInfo
{
uint8_t                          InputAPI;                 // 0x0000 (0x0001)
[0x0000000000000000]
unsigned long                    bConnected : 1;           // 0x0004 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.GameViewportClient.PerPlayerSplitscreenData
// 0x0010
struct FPerPlayerSplitscreenData
{
float                            SizeX;                    // 0x0000 (0x0004)
[0x0000000000000000]
float                            SizeY;                    // 0x0004 (0x0004)
[0x0000000000000000]
float                            OriginX;                  // 0x0008 (0x0004)
[0x0000000000000000]
float                            OriginY;                  // 0x000C (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.GameViewportClient.SplitscreenData
// 0x0010
struct FSplitscreenData
{
TArray<struct FPerPlayerSplitscreenData>    PlayerData;                // 0x0000
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.GameViewportClient.DebugDisplayProperty
// 0x0014
struct FDebugDisplayProperty
{
class UObject*                   Obj;                      // 0x0000 (0x0008)
[0x0000000000000000]
struct FName                     PropertyName;             // 0x0008 (0x0008)
[0x0000000000000000]
unsigned long                    bSpecialProperty : 1;     // 0x0010 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.GameViewportClient.TitleSafeZoneArea
// 0x0010
struct FTitleSafeZoneArea
```

```
{
float                        MaxPercentX;                    // 0x0000 (0x0004)
[0x0000000000000000]
float                        MaxPercentY;                    // 0x0004 (0x0004)
[0x0000000000000000]
float                        RecommendedPercentX;            // 0x0008 (0x0004)
[0x0000000000000000]
float                        RecommendedPercentY;            // 0x000C (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.GameViewportClient.ShowFlags_Mirror
// 0x0010
struct FShowFlags_Mirror
{
uint64_t                     flags0;                         // 0x0000 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
uint64_t                     flags1;                         // 0x0008 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.GameViewportClient.ExportShowFlags_Mirror
// 0x0000 (0x0010 - 0x0010)
struct FExportShowFlags_Mirror : FShowFlags_Mirror
{
};

// ScriptStruct Engine.HeadTrackingComponent.ActorToLookAt
// 0x001C
struct FActorToLookAt
{
class AActor*                Actor;                          // 0x0000 (0x0008)
[0x0000000000000000]
float                        Rating;                         // 0x0008 (0x0004)
[0x0000000000000000]
float                        EnteredTime;                    // 0x000C (0x0004)
[0x0000000000000000]
float                        LastKnownDistance;              // 0x0010 (0x0004)
[0x0000000000000000]
float                        StartTimeBeingLookedAt;         // 0x0014 (0x0004)
[0x0000000000000000]
unsigned long                CurrentlyBeingLookedAt : 1;     // 0x0018 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.IniLocPatcher.IniLocFileEntry
// 0x0035
struct FIniLocFileEntry
{
class FString                Filename;                       // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                DLName;                         // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                HashCode;                       // 0x0020 (0x0010)
```

```
                                                 [0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                    bIsUnicode : 1;            // 0x0030 (0x0004)
[0x0000000000000000] [0x00000001]
uint8_t                          ReadState;                 // 0x0034 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.Input.KeyBind
// 0x001C
struct FKeyBind
{
struct FName                     Name;                      // 0x0000 (0x0008)
[0x0000000000000000]
class FString                    Command;                   // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                    Control : 1;               // 0x0018 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                    Shift : 1;                 // 0x0018 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                    Alt : 1;                   // 0x0018 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                    bIgnoreCtrl : 1;           // 0x0018 (0x0004)
[0x0000000000000000] [0x00000008]
unsigned long                    bIgnoreShift : 1;          // 0x0018 (0x0004)
[0x0000000000000000] [0x00000010]
unsigned long                    bIgnoreAlt : 1;            // 0x0018 (0x0004)
[0x0000000000000000] [0x00000020]
};

// ScriptStruct Engine.Input.TouchTracker
// 0x0018
struct FTouchTracker
{
int32_t                          Handle;                    // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                          TouchpadIndex;             // 0x0004 (0x0004)
[0x0000000000000000]
struct FVector2D                 Location;                  // 0x0008 (0x0008)
[0x0000000000000000]
uint8_t                          EventType;                 // 0x0010 (0x0001)
[0x0000000000000000]
unsigned long                    bTrapInput : 1;            // 0x0014 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.InstancedStaticMeshComponent.InstancedStaticMeshInstanceData
// 0x0050
struct FInstancedStaticMeshInstanceData
{
struct FMatrix                   Transform;                 // 0x0000 (0x0040)
[0x0000000000000000]
struct FVector2D                 LightmapUVBias;            // 0x0040 (0x0008)
[0x0000000000000000]
struct FVector2D                 ShadowmapUVBias;           // 0x0048 (0x0008)
```

```
        [0x0000000000000000]
};

// ScriptStruct Engine.InstancedStaticMeshComponent.InstancedStaticMeshMappingInfo
// 0x0020
struct FInstancedStaticMeshMappingInfo
{
struct FPointer                 Mapping;                // 0x0000 (0x0008)
[0x0000000000001000] (CPF_Native)
struct FPointer                 LightMap;               // 0x0008 (0x0008)
[0x0000000000001000] (CPF_Native)
class UTexture2D*               LightmapTexture;        // 0x0010 (0x0008)
[0x0000000000000000]
class UShadowMap2D*             ShadowmapTexture;       // 0x0018
(0x0008) [0x0000000000000000]
};

// ScriptStruct Engine.StaticMeshActor.PreCombinedStaticMeshActor
// 0x0048
struct FPreCombinedStaticMeshActor
{
class UStaticMesh*              Mesh;                   // 0x0000 (0x0008)
[0x0000000000000000]
struct FVector                 Location;               // 0x0008 (0x000C)
[0x0000000000000000]
struct FRotator                Rotation;               // 0x0014 (0x000C)
[0x0000000000000000]
struct FVector                 PrePivot;               // 0x0020 (0x000C)
[0x0000000000000000]
float                          DrawScale;              // 0x002C (0x0004)
[0x0000000000000000]
struct FVector                 DrawScale3D;            // 0x0030 (0x000C)
[0x0000000000000000]
struct FVector                 ComponentScale3D;       // 0x003C (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.InterpActor.CheckpointRecord
// 0x0020
struct AInterpActor_FCheckpointRecord
{
struct FVector                 Location;               // 0x0000 (0x000C)
[0x0000000000000000]
struct FRotator                Rotation;               // 0x000C (0x000C)
[0x0000000000000000]
uint8_t                        CollisionType;          // 0x0018 (0x0001)
[0x0000000000000000]
unsigned long                  bHidden : 1;            // 0x001C (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                  bIsShutdown : 1;        // 0x001C (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                  bNeedsPositionReplication : 1;   // 0x001C (0x0004)
[0x0000000000000000] [0x00000004]
};
```

```cpp
// ScriptStruct Engine.InterpCurveEdSetup.CurveEdEntry
// 0x0038
struct FCurveEdEntry
{
class UObject*                   CurveObject;                    // 0x0000 (0x0008)
[0x0000000000000000]
struct FColor                    CurveColor;                     // 0x0008 (0x0004)
[0x0000000000000000]
class FString                    CurveName;                      // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                          bHideCurve;                     // 0x0020 (0x0004)
[0x0000000000000000]
int32_t                          bColorCurve;                    // 0x0024 (0x0004)
[0x0000000000000000]
int32_t                          bFloatingPointColorCurve;       // 0x0028 (0x0004)
[0x0000000000000000]
int32_t                          bClamp;                         // 0x002C (0x0004)
[0x0000000000000000]
float                            ClampLow;                       // 0x0030 (0x0004)
[0x0000000000000000]
float                            ClampHigh;                      // 0x0034 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.InterpCurveEdSetup.CurveEdTab
// 0x0030
struct FCurveEdTab
{
class FString                    TabName;                        // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FCurveEdEntry>     Curves;                         // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
float                            ViewStartInput;                 // 0x0020 (0x0004)
[0x0000000000000000]
float                            ViewEndInput;                   // 0x0024 (0x0004)
[0x0000000000000000]
float                            ViewStartOutput;                // 0x0028 (0x0004)
[0x0000000000000000]
float                            ViewEndOutput;                  // 0x002C (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.InterpData.AnimSetBakeAndPruneStatus
// 0x0014
struct FAnimSetBakeAndPruneStatus
{
class FString                    AnimSetName;                    // 0x0000 (0x0010)
[0x0000000000420001] (CPF_Edit | CPF_EditConst | CPF_NeedCtorLink)
unsigned long                    bReferencedButUnused : 1;       // 0x0010 (0x0004)
[0x0000000000020001] [0x00000001] (CPF_Edit | CPF_EditConst)
unsigned long                    bSkipBakeAndPrune : 1;          // 0x0010 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                    bSkipCooking : 1;               // 0x0010 (0x0004)
```

```
[0x0000000000000001] [0x00000004] (CPF_Edit)
};

// ScriptStruct Engine.InterpGroup.InterpEdSelKey
// 0x0018
struct FInterpEdSelKey
{
class UInterpGroup*                  Group;                      // 0x0000 (0x0008)
[0x0000000000000000]
class UInterpTrack*                  Track;                      // 0x0008 (0x0008)
[0x0000000000000000]
int32_t                         KeyIndex;                   // 0x0010 (0x0004)
[0x0000000000000000]
float                           UnsnappedPosition;          // 0x0014 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.InterpGroupCamera.CameraPreviewInfo
// 0x0040
struct FCameraPreviewInfo
{
class UClass*                        PawnClass;                  // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
TArray<class UAnimSet*>              PreviewAnimSets;            // 0x0008 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
struct FName                         AnimSeqName;                // 0x0018 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FVector                       Location;                   // 0x0020 (0x000C)
[0x0000000000020000] (CPF_EditConst)
struct FRotator                      Rotation;                   // 0x002C (0x000C)
[0x0000000000020000] (CPF_EditConst)
class APawn*                         PawnInst;                   // 0x0038 (0x0008)
[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct Engine.InterpTrack.SubTrackGroup
// 0x0024
struct FSubTrackGroup
{
class FString                        GroupName;                  // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<int32_t>                      TrackIndices;               // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                        bIsCollapsed : 1;           // 0x0020 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                        bIsSelected : 1;            // 0x0020 (0x0004)
[0x0000000000002000] [0x00000002] (CPF_Transient)
};

// ScriptStruct Engine.InterpTrack.SupportedSubTrackInfo
// 0x001C
struct FSupportedSubTrackInfo
{
class UClass*                        SupportedClass;             // 0x0000 (0x0008)
```

```
[0x0000000000000000]
class FString                      SubTrackName;                  // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                           GroupIndex;                    // 0x0018 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.InterpTrackAnimControl.AnimControlTrackKey
// 0x001C
struct FAnimControlTrackKey
{
float                             StartTime;                     // 0x0000 (0x0004)
[0x0000000000000000]
struct FName                      AnimSeqName;                   // 0x0004 (0x0008)
[0x0000000000000000]
float                             AnimStartOffset;               // 0x000C (0x0004)
[0x0000000000000000]
float                             AnimEndOffset;                 // 0x0010 (0x0004)
[0x0000000000000000]
float                             AnimPlayRate;                  // 0x0014 (0x0004)
[0x0000000000000000]
unsigned long                     bLooping : 1;                  // 0x0018 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                     bReverse : 1;                  // 0x0018 (0x0004)
[0x0000000000000000] [0x00000002]
};

// ScriptStruct Engine.InterpTrackBoolProp.BoolTrackKey
// 0x0008
struct FBoolTrackKey
{
float                             Time;                          // 0x0000 (0x0004)
[0x0000000000000000]
unsigned long                     Value : 1;                     // 0x0004 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
};

// ScriptStruct Engine.InterpTrackDirector.DirectorTrackCut
// 0x0014
struct FDirectorTrackCut
{
float                             Time;                          // 0x0000 (0x0004)
[0x0000000000000000]
float                             TransitionTime;                // 0x0004 (0x0004)
[0x0000000000000000]
struct FName                      TargetCamGroup;                // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
int32_t                           ShotNumber;                    // 0x0010 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.InterpTrackEvent.EventTrackKey
// 0x000C
struct FEventTrackKey
```

```
{
float                              Time;                    // 0x0000 (0x0004)
[0x0000000000000000]
struct FName                       EventName;               // 0x0004 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.InterpTrackFaceFX.FaceFXTrackKey
// 0x0028
struct FFaceFXTrackKey
{
float                              StartTime;               // 0x0000 (0x0004)
[0x0000000000000000]
class FString                      FaceFXGroupName;         // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                      FaceFXSeqName;           // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.InterpTrackFaceFX.FaceFXSoundCueKey
// 0x0010
struct FFaceFXSoundCueKey
{
class USoundCue*                   FaceFXSoundCue;          // 0x0000 (0x0008)
[0x0000000000000002] (CPF_Const)
class UAkEvent*                    FaceFXAkEvent;           // 0x0008 (0x0008)
[0x0000000000000002] (CPF_Const)
};

// ScriptStruct Engine.InterpTrackHeadTracking.HeadTrackingKey
// 0x0005
struct FHeadTrackingKey
{
float                              Time;                    // 0x0000 (0x0004)
[0x0000000000000000]
uint8_t                           Action;                  // 0x0004 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.InterpTrackInstFloatMaterialParam.FloatMaterialParamMICData
// 0x0020
struct FFloatMaterialParamMICData
{
TArray<class UMaterialInstanceConstant*>     MICs;                     // 0x0000
(0x0010) [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
TArray<float>                      MICResetFloats;          // 0x0010 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.InterpTrackToggle.ToggleTrackKey
// 0x0005
struct FToggleTrackKey
{
float                              Time;                    // 0x0000 (0x0004)
```

```
[0x0000000000000000]
uint8_t                         ToggleAction;              // 0x0004 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.InterpTrackInstVectorMaterialParam.VectorMaterialParamMICData
// 0x0020
struct FVectorMaterialParamMICData
{
TArray<class UMaterialInstanceConstant*>     MICs;                         // 0x0000
(0x0010) [0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
TArray<struct FVector>          MICResetVectors;           // 0x0010 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.InterpTrackVisibility.VisibilityTrackKey
// 0x0006
struct FVisibilityTrackKey
{
float                           Time;                      // 0x0000 (0x0004)
[0x0000000000000000]
uint8_t                         Action;                    // 0x0004 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                         ActiveCondition;           // 0x0005 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.InterpTrackMove.InterpLookupPoint
// 0x000C
struct FInterpLookupPoint
{
struct FName                    GroupName;                 // 0x0000 (0x0008)
[0x0000000000000000]
float                           Time;                      // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.InterpTrackMove.InterpLookupTrack
// 0x0010
struct FInterpLookupTrack
{
TArray<struct FInterpLookupPoint>     Points;              // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.InterpTrackNotify.NotifyTrackKey
// 0x0010
struct FNotifyTrackKey
{
float                           Time;                      // 0x0000 (0x0004)
[0x0000000000000000]
class UAnimNotify*              Notify;                    // 0x0008 (0x0008)
[0x0000000000000000]
};
```

```cpp
// ScriptStruct Engine.InterpTrackParticleReplay.ParticleReplayTrackKey
// 0x000C
struct FParticleReplayTrackKey
{
float                           Time;                   // 0x0000 (0x0004)
[0x0000000000000000]
float                           Duration;               // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                         ClipIDNumber;           // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
};


// ScriptStruct Engine.InterpTrackSound.SoundTrackKey
// 0x0018
struct FSoundTrackKey
{
float                           Time;                   // 0x0000 (0x0004)
[0x0000000000000000]
float                           Volume;                 // 0x0004 (0x0004)
[0x0000000000000000]
float                           Pitch;                  // 0x0008 (0x0004)
[0x0000000000000000]
class USoundCue*                Sound;                  // 0x0010 (0x0008)
[0x0000000000000001] (CPF_Edit)
};


// ScriptStruct Engine.LandscapeProxy.LandscapeLayerStruct
// 0x0030
struct FLandscapeLayerStruct
{
class ULandscapeLayerInfoObject*        LayerInfoObj;           // 0x0000
(0x0008) [0x0000000000000000]
class UMaterialInstanceConstant*        ThumbnailMIC;           // 0x0008
(0x0008) [0x0000000800000000]
class ALandscapeProxy*          Owner;                  // 0x0010 (0x0008)
[0x0000000800000000]
int32_t                         DebugColorChannel;      // 0x0018 (0x0004)
[0x0000000800002000] (CPF_Transient)
unsigned long                   bSelected : 1;          // 0x001C (0x0004)
[0x0000000800002000] [0x00000001] (CPF_Transient)
class FString                   SourceFilePath;         // 0x0020 (0x0010)
[0x0000000800400000] (CPF_NeedCtorLink)
};


// ScriptStruct Engine.LandscapeProxy.LandscapeWeightmapUsage
// 0x0020
struct FLandscapeWeightmapUsage
{
class ULandscapeComponent*              ChannelUsage[0x4];              // 0x0000
(0x0020) [0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
};


// ScriptStruct Engine.Landscape.LandscapeLayerInfo
```

```
// 0x0038
struct FLandscapeLayerInfo
{
struct FName                      LayerName;                    // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                             Hardness;                     // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                     bNoWeightBlend : 1;           // 0x000C (0x0004)
[0x0000000800000000] [0x00000001]
class UPhysicalMaterial*          PhysMaterial;                 // 0x0010 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UMaterialInstanceConstant*  ThumbnailMIC;                 // 0x0018
(0x0008) [0x0000000800000000]
unsigned long                     bSelected : 1;                // 0x0020 (0x0004)
[0x0000000800002000] [0x00000001] (CPF_Transient)
int32_t                          DebugColorChannel;            // 0x0024 (0x0004)
[0x0000000800002000] (CPF_Transient)
class FString                     LayerSourceFile;              // 0x0028 (0x0010)
[0x0000000800402000] (CPF_Transient | CPF_NeedCtorLink)
};

// ScriptStruct Engine.LandscapeComponent.WeightmapLayerAllocationInfo
// 0x000A
struct FWeightmapLayerAllocationInfo
{
struct FName                      LayerName;                    // 0x0000 (0x0008)
[0x0000000000000000]
uint8_t                          WeightmapTextureIndex;        // 0x0008 (0x0001)
[0x0000000000000000]
uint8_t                          WeightmapTextureChannel;      // 0x0009 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Engine.LandscapeGizmoActiveActor.GizmoSelectData
// 0x0058
struct FGizmoSelectData
{
float                            Ratio;                         // 0x0000 (0x0004)
[0x0000000800000000]
float                            HeightData;                    // 0x0004 (0x0004)
[0x0000000800000000]
uint8_t                          UnknownData00[0x50];           // 0x0008 (0x0050)
UNKNOWN PROPERTY: MapProperty
Engine.LandscapeGizmoActiveActor.GizmoSelectData.WeightDataMap
};

// ScriptStruct Engine.LandscapeInfo.LandscapeAddCollision
// 0x0030
struct FLandscapeAddCollision
{
struct FVector                   Corners[0x4];                  // 0x0000 (0x0030)
[0x0000000800000000]
};
```

```
// ScriptStruct Engine.MaterialInstance.FontParameterValue
// 0x0024
struct FFontParameterValue
{
struct FName                        ParameterName;              // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UFont*                        FontValue;            // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
int32_t                            FontPage;          // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FGuid                       ExpressionGUID;         // 0x0014 (0x0010)
[0x0000000000000000]
};

// ScriptStruct Engine.MaterialInstance.ScalarParameterValue
// 0x001C
struct FScalarParameterValue
{
struct FName                        ParameterName;              // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                              ParameterValue;       // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FGuid                       ExpressionGUID;        // 0x000C (0x0010)
[0x0000000000000000]
};

// ScriptStruct Engine.MaterialInstance.TextureParameterValue
// 0x0020
struct FTextureParameterValue
{
struct FName                        ParameterName;              // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UTexture*                    ParameterValue;          // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FGuid                       ExpressionGUID;        // 0x0010 (0x0010)
[0x0000000000000000]
};

// ScriptStruct Engine.MaterialInstance.VectorParameterValue
// 0x0028
struct FVectorParameterValue
{
struct FName                        ParameterName;              // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FLinearColor                ParameterValue;           // 0x0008 (0x0010)
[0x0000000000000001] (CPF_Edit)
struct FGuid                       ExpressionGUID;         // 0x0018 (0x0010)
[0x0000000000000000]
};

// ScriptStruct Engine.LensFlare.LensFlareElement
// 0x01C8
struct FLensFlareElement
{
```

```cpp
struct FName                            ElementName;                    // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                                   RayDistance;                    // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                           bIsEnabled : 1;                 // 0x000C (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                           bUseSourceDistance : 1;         // 0x000C (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                           bNormalizeRadialDistance : 1;   // 0x000C (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
unsigned long                           bModulateColorBySource : 1;     // 0x000C (0x0004)
[0x0000000000000001] [0x00000008] (CPF_Edit)
struct FVector                          Size;                           // 0x0010 (0x000C)
[0x0000000000000001] (CPF_Edit)
TArray<class UMaterialInterface*>       LFMaterials;                    // 0x0020 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
struct FRawDistributionFloat            LFMaterialIndex;                // 0x0030 (0x0028)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
struct FRawDistributionFloat            Scaling;                        // 0x0058 (0x0028)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
struct FRawDistributionVector           AxisScaling;                    // 0x0080 (0x0028)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
struct FRawDistributionFloat            Rotation;                       // 0x00A8 (0x0028)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
unsigned long                           bOrientTowardsSource : 1;       // 0x00D0 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
struct FRawDistributionVector           Color;                          // 0x00D8 (0x0028)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
struct FRawDistributionFloat            Alpha;                          // 0x0100 (0x0028)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
struct FRawDistributionVector           Offset;                         // 0x0128 (0x0028)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
struct FRawDistributionVector           DistMap_Scale;                  // 0x0150 (0x0028)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
struct FRawDistributionVector           DistMap_Color;                  // 0x0178 (0x0028)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
struct FRawDistributionFloat            DistMap_Alpha;                  // 0x01A0 (0x0028)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
};

// ScriptStruct Engine.LensFlare.LensFlareElementCurvePair
// 0x0018
struct FLensFlareElementCurvePair
{
class FString                           CurveName;                      // 0x0000 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
class UObject*                          CurveObject;                    // 0x0010 (0x0008)
[0x0000000000100000]
};

// ScriptStruct Engine.LensFlareComponent.LensFlareElementMaterials
// 0x0010
struct FLensFlareElementMaterials
{
```

```
TArray<class UMaterialInterface*>              ElementMaterials;                    // 0x0000
(0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.LensFlareComponent.LensFlareElementInstance
// 0x0000
struct FLensFlareElementInstance
{
};

// ScriptStruct Engine.LevelGridVolume.LevelGridCellCoordinate
// 0x000C
struct FLevelGridCellCoordinate
{
int32_t                         X;                      // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                         Y;                      // 0x0004 (0x0004)
[0x0000000000000000]
int32_t                         Z;                      // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.LevelStreamingVolume.CheckpointRecord
// 0x0004
struct ALevelStreamingVolume_FCheckpointRecord
{
unsigned long                   bDisabled : 1;          // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.LinkedAccountDetails.LinkedAccountData
// 0x00A8
struct FLinkedAccountData
{
unsigned long                   bSuccess : 1;           // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
struct FUniqueNetId             OriginalId;             // 0x0008 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FUniqueNetId             LinkedId;               // 0x0050 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                   LinkedDisplayName;      // 0x0098 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineAuthInterface.BaseAuthSession
// 0x0060
struct FBaseAuthSession
{
struct FIpAddr                  EndPointIP;             // 0x0000 (0x0014)
[0x0000000000000002] (CPF_Const)
int32_t                         EndPointPort;           // 0x0014 (0x0004)
[0x0000000000000002] (CPF_Const)
struct FUniqueNetId             EndPointUID;            // 0x0018 (0x0048)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
```

```
};

// ScriptStruct Engine.LocalPlayer.PostProcessSettingsOverride
// 0x0198
struct FPostProcessSettingsOverride
{
struct FPostProcessSettings          Settings;                    // 0x0000 (0x0168)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                        bBlendingIn : 1;             // 0x0168 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                        bBlendingOut : 1;            // 0x0168 (0x0004)
[0x0000000000000000] [0x00000002]
float                                CurrentBlendInTime;          // 0x016C (0x0004)
[0x0000000000000000]
float                                CurrentBlendOutTime;         // 0x0170 (0x0004)
[0x0000000000000000]
float                                BlendInDuration;             // 0x0174 (0x0004)
[0x0000000000000000]
float                                BlendOutDuration;            // 0x0178 (0x0004)
[0x0000000000000000]
float                                BlendStartTime;              // 0x017C (0x0004)
[0x0000000000000000]
struct FInterpCurveFloat             TimeAlphaCurve;              // 0x0180 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.LocalPlayer.CurrentPostProcessVolumeInfo
// 0x0178
struct FCurrentPostProcessVolumeInfo
{
struct FPostProcessSettings          LastSettings;                // 0x0000 (0x0168)
[0x0000000000400000] (CPF_NeedCtorLink)
class APostProcessVolume*            LastVolumeUsed;              // 0x0168
(0x0008) [0x0000000000000000]
float                                BlendStartTime;              // 0x0170 (0x0004)
[0x0000000000000000]
float                                LastBlendTime;               // 0x0174 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.LocalPlayer.SynchronizedActorVisibilityHistory
// 0x0010
struct FSynchronizedActorVisibilityHistory
{
struct FPointer                      State;                       // 0x0000 (0x0008)
[0x0000000000000000]
struct FPointer                      CriticalSection;             // 0x0008 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineAuthInterface.AuthSession
// 0x0008 (0x0060 - 0x0068)
struct FAuthSession : FBaseAuthSession
{
```

```cpp
uint8_t                     AuthStatus;                 // 0x0060 (0x0001)
[0x0000000000000002] (CPF_Const)
int32_t                     AuthTicketUID;              // 0x0064 (0x0004)
[0x0000000000000002] (CPF_Const)
};

// ScriptStruct Engine.OnlineAuthInterface.LocalAuthSession
// 0x0004 (0x0060 - 0x0064)
struct FLocalAuthSession : FBaseAuthSession
{
int32_t                     SessionUID;                 // 0x0060 (0x0004)
[0x0000000000000002] (CPF_Const)
};

// ScriptStruct Engine.MaterialExpression.ExpressionOutput
// 0x0024
struct FExpressionOutput
{
class FString               OutputName;                 // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                     Mask;                       // 0x0010 (0x0004)
[0x0000000000000000]
int32_t                     MaskR;                      // 0x0014 (0x0004)
[0x0000000000000000]
int32_t                     MaskG;                      // 0x0018 (0x0004)
[0x0000000000000000]
int32_t                     MaskB;                      // 0x001C (0x0004)
[0x0000000000000000]
int32_t                     MaskA;                      // 0x0020 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.MaterialExpression.ExpressionInput
// 0x0038
struct FExpressionInput
{
class UMaterialExpression*   Expression;                // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                     OutputIndex;                // 0x0008 (0x0004)
[0x0000000000000000]
class FString               InputName;                  // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                     Mask;                       // 0x0020 (0x0004)
[0x0000000000000000]
int32_t                     MaskR;                      // 0x0024 (0x0004)
[0x0000000000000000]
int32_t                     MaskG;                      // 0x0028 (0x0004)
[0x0000000000000000]
int32_t                     MaskB;                      // 0x002C (0x0004)
[0x0000000000000000]
int32_t                     MaskA;                      // 0x0030 (0x0004)
[0x0000000000000000]
int32_t                     GCC64_Padding;              // 0x0034 (0x0004)
[0x0000000000000000]
```

```cpp
};

// ScriptStruct Engine.MaterialExpressionCustom.CustomInput
// 0x0048
struct FCustomInput
{
class FString                          InputName;                    // 0x0000 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
struct FExpressionInput               Input;                        // 0x0010 (0x0038)
[0x0000020000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.MaterialExpressionLandscapeLayerBlend.LayerBlendInput
// 0x0090
struct FLayerBlendInput
{
struct FName                          LayerName;                    // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
uint8_t                               BlendType;                    // 0x0008 (0x0001)
[0x0000000000000001] (CPF_Edit)
struct FExpressionInput               LayerInput;                   // 0x0010 (0x0038)
[0x0000020000400000] (CPF_NeedCtorLink)
struct FExpressionInput               HeightInput;                  // 0x0048 (0x0038)
[0x0000020000400000] (CPF_NeedCtorLink)
float                                 PreviewWeight;                // 0x0080 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FPointer                       InstanceOverride;             // 0x0088 (0x0008)
[0x0000000000003002] (CPF_Const | CPF_Native | CPF_Transient)
};

// ScriptStruct Engine.MaterialExpressionMaterialFunctionCall.FunctionExpressionInput
// 0x0050
struct FFunctionExpressionInput
{
class UMaterialExpressionFunctionInput*        ExpressionInput;               // 0x0000
(0x0008) [0x0000000000002000] (CPF_Transient)
struct FGuid                          ExpressionInputId;            // 0x0008 (0x0010)
[0x0000000000000000]
struct FExpressionInput               Input;                        // 0x0018 (0x0038)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.MaterialExpressionMaterialFunctionCall.FunctionExpressionOutput
// 0x0040
struct FFunctionExpressionOutput
{
class UMaterialExpressionFunctionOutput*       ExpressionOutput;              // 0x0000
(0x0008) [0x0000000000002000] (CPF_Transient)
struct FGuid                          ExpressionOutputId;           // 0x0008 (0x0010)
[0x0000000000000000]
struct FExpressionOutput              Output;                       // 0x0018 (0x0028)
[0x0000000000400000] (CPF_NeedCtorLink)
};
```

```cpp
// ScriptStruct Engine.MaterialInstanceTimeVarying.ParameterValueOverTime
// 0x0030
struct FParameterValueOverTime
{
struct FGuid                        ExpressionGUID;              // 0x0000 (0x0010)
[0x0000000000000000]
float                               StartTime;                   // 0x0010 (0x0004)
[0x0000000000000000]
struct FName                        ParameterName;               // 0x0014 (0x0008)
[0x0000000000000001] (CPF_Edit)
unsigned long                       bLoop : 1;                   // 0x001C (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                       bAutoActivate : 1;           // 0x001C (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
float                               CycleTime;                   // 0x0020 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                       bNormalizeTime : 1;          // 0x0024 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
float                               OffsetTime;                  // 0x0028 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                       bOffsetFromEnd : 1;          // 0x002C (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
};

// ScriptStruct Engine.MaterialInstanceTimeVarying.FontParameterValueOverTime
// 0x000C (0x0030 - 0x003C)
struct FFontParameterValueOverTime : FParameterValueOverTime
{
class UFont*                        FontValue;                   // 0x0030 (0x0008)
[0x0000000000000001] (CPF_Edit)
int32_t                             FontPage;                    // 0x0038 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.MaterialInstanceTimeVarying.ScalarParameterValueOverTime
// 0x0020 (0x0030 - 0x0050)
struct FScalarParameterValueOverTime : FParameterValueOverTime
{
float                               ParameterValue;              // 0x0030 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FInterpCurveFloat            ParameterValueCurve;         // 0x0038 (0x0018)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.MaterialInstanceTimeVarying.TextureParameterValueOverTime
// 0x0008 (0x0030 - 0x0038)
struct FTextureParameterValueOverTime : FParameterValueOverTime
{
class UTexture*                     ParameterValue;              // 0x0030 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.MaterialInstanceTimeVarying.VectorParameterValueOverTime
// 0x0028 (0x0030 - 0x0058)
```

```cpp
struct FVectorParameterValueOverTime : FParameterValueOverTime
{
struct FLinearColor                    ParameterValue;                  // 0x0030 (0x0010)
[0x0000000000000001] (CPF_Edit)
struct FInterpCurveVector              ParameterValueCurve;             // 0x0040
(0x0018) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.MaterialInstanceTimeVarying.LinearColorParameterValueOverTime
// 0x0028 (0x0030 - 0x0058)
struct FLinearColorParameterValueOverTime : FParameterValueOverTime
{
struct FLinearColor                    ParameterValue;                  // 0x0030 (0x0010)
[0x0000000000000001] (CPF_Edit)
struct FInterpCurveLinearColor         ParameterValueCurve;             // 0x0040
(0x0018) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.MicroTransactionBase.PurchaseInfo
// 0x0050
struct FPurchaseInfo
{
class FString                          Identifier;                      // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          DisplayName;                     // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          DisplayDescription;              // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          DisplayPrice;                    // 0x0030 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          CurrencyType;                    // 0x0040 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.MorphNodeWeightBase.MorphNodeConn
// 0x001C
struct FMorphNodeConn
{
TArray<class UMorphNodeBase*>          ChildNodes;                      // 0x0000
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
struct FName                          ConnName;                        // 0x0010 (0x0008)
[0x0000000000000000]
int32_t                               DrawY;                           // 0x0018 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.MorphNodeWeightByBoneAngle.BoneAngleMorph
// 0x0008
struct FBoneAngleMorph
{
float                                 Angle;                           // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                 TargetWeight;                    // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
```

```
};

// ScriptStruct Engine.NavigationHandle.PolySegmentSpan
// 0x0020
struct FPolySegmentSpan
{
struct FPointer                      Poly;                        // 0x0000 (0x0008)
[0x0000000000001000] (CPF_Native)
struct FVector                       P1;                          // 0x0008 (0x000C)
[0x0000000000000000]
struct FVector                       P2;                          // 0x0014 (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.NavigationHandle.NavMeshPathParams
// 0x0034
struct FNavMeshPathParams
{
struct FPointer                      Interface;                   // 0x0000 (0x0008)
[0x0000000000001000] (CPF_Native)
unsigned long                        bCanMantle : 1;              // 0x0008 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                        bNeedsMantleValidityTest : 1;   // 0x0008 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                        bAbleToSearch : 1;           // 0x0008 (0x0004)
[0x0000000000000000] [0x00000004]
struct FVector                       SearchExtent;                // 0x000C (0x000C)
[0x0000000000000000]
float                                SearchLaneMultiplier;        // 0x0018 (0x0004)
[0x0000000000000000]
struct FVector                       SearchStart;                 // 0x001C (0x000C)
[0x0000000000000000]
float                                MaxDropHeight;               // 0x0028 (0x0004)
[0x0000000000000000]
float                                MinWalkableZ;                // 0x002C (0x0004)
[0x0000000000000000]
float                                MaxHoverDistance;            // 0x0030 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.NavigationHandle.EdgePointer
// 0x0008
struct FEdgePointer
{
struct FPointer                      Dummy;                       // 0x0000 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.NavigationHandle.PathStore
// 0x0010
struct FPathStore
{
TArray<struct FEdgePointer>          EdgeList;                    // 0x0000 (0x0010)
[0x0000000000001000] (CPF_Native)
```

```cpp
};

// ScriptStruct Engine.NavMeshPathGoalEvaluator.BiasedGoalActor
// 0x000C
struct FBiasedGoalActor
{
class AActor*                     Goal;                    // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                          ExtraCost;               // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.NavMeshObstacle.CheckpointRecord
// 0x0004
struct ANavMeshObstacle_FCheckpointRecord
{
unsigned long                    bEnabled : 1;            // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.OnlineLobbySettings.LobbyMetaData
// 0x0020
struct FLobbyMetaData
{
class FString                    Key;                     // 0x0000 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
class FString                    Value;                   // 0x0010 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineLobbySettings.BasicLobbyInfo
// 0x0020
struct FBasicLobbyInfo
{
struct FUniqueLobbyId            LobbyUID;                // 0x0000 (0x0010)
[0x0000000000000000]
TArray<struct FLobbyMetaData>    LobbySettings;           // 0x0010
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineLobbySettings.LobbyMember
// 0x0068
struct FLobbyMember
{
struct FUniqueNetId              PlayerUID;               // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FLobbyMetaData>    PlayerSettings;          // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    OnlineName;              // 0x0058 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineLobbySettings.ActiveLobbyInfo
// 0x0010 (0x0020 - 0x0030)
```

```cpp
struct FActiveLobbyInfo : FBasicLobbyInfo
{
TArray<struct FLobbyMember>              Members;                    // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineLobbySettings.LobbyFilter
// 0x0028
struct FLobbyFilter
{
class FString                    Key;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    Value;                  // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
uint8_t                         Operator;               // 0x0020 (0x0001)
[0x0000000000000000]
unsigned long                   bNumeric : 1;           // 0x0024 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.OnlineLobbySettings.LobbySortFilter
// 0x0014
struct FLobbySortFilter
{
class FString                    Key;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                         TargetValue;            // 0x0010 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineMatchmakingStats.MMStats_Timer
// 0x0010
struct FMMStats_Timer
{
unsigned long                   bInProgress : 1;        // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
struct FDouble                  MSecs;                  // 0x0008 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlinePlayerStorage.OnlineProfileSetting
// 0x0028
struct FOnlineProfileSetting
{
uint8_t                         Owner;                  // 0x0000 (0x0001)
[0x0000000000000000]
struct FSettingsProperty         ProfileSetting;        // 0x0008 (0x0020)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineRecentPlayersList.RecentParty
// 0x0058
struct FRecentParty
{
```

```cpp
struct FUniqueNetId                   PartyLeader;                    // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FUniqueNetId>           PartyMembers;                   // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineRecentPlayersList.CurrentPlayerMet
// 0x0050
struct FCurrentPlayerMet
{
int32_t                               TeamNum;                        // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                               Skill;                          // 0x0004 (0x0004)
[0x0000000000000000]
struct FUniqueNetId                   NetId;                          // 0x0008 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineStatsRead.OnlineStatsColumn
// 0x0018
struct FOnlineStatsColumn
{
int32_t                               ColumnNo;                       // 0x0000 (0x0004)
[0x0000000000000000]
struct FSettingsData                  StatValue;                      // 0x0008 (0x0010)
[0x0000000000000000]
};

// ScriptStruct Engine.OnlineStatsRead.OnlineStatsRow
// 0x0088
struct FOnlineStatsRow
{
struct FUniqueNetId                   PlayerID;                       // 0x0000 (0x0048)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
struct FSettingsData                  Rank;                           // 0x0048 (0x0010)
[0x0000000000000002] (CPF_Const)
class FString                         NickName;                       // 0x0058 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
TArray<struct FOnlineStatsColumn>     Columns;                        // 0x0068 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FSettingsData>          StatValues;                     // 0x0078 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.OnlineStatsRead.ColumnMetaData
// 0x0028
struct FColumnMetaData
{
int32_t                               Id;                             // 0x0000 (0x0004)
[0x0000000000000002] (CPF_Const)
class FString                         Name;                           // 0x0008 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
class FString                         ColumnName;                     // 0x0018 (0x0010)
[0x0000000000408002] (CPF_Const | CPF_Localized | CPF_NeedCtorLink)
```

```
};

// ScriptStruct Engine.ORS.TimerOptions
// 0x0004
struct FTimerOptions
{
unsigned long                    bLooping : 1;                // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.ParticleEmitter.ParticleBurst
// 0x000C
struct FParticleBurst
{
int32_t                    Count;                    // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                    CountLow;                 // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                      Time;                     // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.ParticleModule.ParticleCurvePair
// 0x0018
struct FParticleCurvePair
{
class FString              CurveName;                // 0x0000 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
class UObject*            CurveObject;               // 0x0010 (0x0008)
[0x0000000000100000]
};

// ScriptStruct Engine.ParticleModule.ParticleRandomSeedInfo
// 0x0020
struct FParticleRandomSeedInfo
{
struct FName               ParameterName;            // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
unsigned long             bGetSeedFromInstance : 1;  // 0x0008 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long             bInstanceSeedIsIndex : 1;  // 0x0008 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long             bResetSeedOnEmitterLooping : 1;    // 0x0008
(0x0004) [0x0000000000000001] [0x00000004] (CPF_Edit)
TArray<int32_t>           RandomSeeds;              // 0x0010 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.ParticleModuleAttractorBoneSocket.AttractLocationBoneSocketInfo
// 0x0014
struct FAttractLocationBoneSocketInfo
{
struct FName              BoneSocketName;            // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
```

```cpp
struct FVector                     Offset;                        // 0x0008 (0x000C)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.ParticleModuleBeamModifier.BeamModifierOptions
// 0x0004
struct FBeamModifierOptions
{
unsigned long                      bModify : 1;                   // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                      bScale : 1;                    // 0x0000 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                      bLock : 1;                     // 0x0000 (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
};

// ScriptStruct Engine.ParticleModuleCollision.ParticleAttractorCollisionAction
// 0x0018
struct FParticleAttractorCollisionAction
{
uint8_t                            Type;                          // 0x0000 (0x0001)
[0x0000000000000001] (CPF_Edit)
class FString                      EventName;                     // 0x0008 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.ParticleModuleEventGenerator.ParticleEvent_GenerateInfo
// 0x0030
struct FParticleEvent_GenerateInfo
{
uint8_t                            Type;                          // 0x0000 (0x0001)
[0x0000000000000001] (CPF_Edit)
int32_t                            Frequency;                     // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                            LowFreq;                       // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                            ParticleFrequency;             // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                      FirstTimeOnly : 1;             // 0x0010 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                      LastTimeOnly : 1;              // 0x0010 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                      UseReflectedImpactVector : 1;  // 0x0010 (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
struct FName                       CustomName;                    // 0x0014 (0x0008)
[0x0000000000000001] (CPF_Edit)
TArray<class UParticleModuleEventSendToGame*>
ParticleModuleEventsToSendToGame;        // 0x0020 (0x0010) [0x0000000004400001]
(CPF_Edit | CPF_NeedCtorLink | CPF_EditInline)
};

// ScriptStruct Engine.ParticleModuleLocationBoneSocket.LocationBoneSocketInfo
// 0x0014
struct FLocationBoneSocketInfo
```

```cpp
{
struct FName                          BoneSocketName;                    // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FVector                        Offset;                            // 0x0008 (0x000C)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.ParticleModuleOrbit.OrbitOptions
// 0x0004
struct FOrbitOptions
{
unsigned long                         bProcessDuringSpawn : 1;           // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                         bProcessDuringUpdate : 1;          // 0x0000 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                         bUseEmitterTime : 1;               // 0x0000 (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
};

// ScriptStruct Engine.ParticleModuleParameterDynamic.EmitterDynamicParameter
// 0x0040
struct FEmitterDynamicParameter
{
struct FName                          ParamName;                         // 0x0000 (0x0008)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
unsigned long                         bUseEmitterTime : 1;               // 0x0008 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                         bSpawnTimeOnly : 1;                // 0x0008 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
uint8_t                               ValueMethod;                       // 0x000C (0x0001)
[0x0000000000000001] (CPF_Edit)
unsigned long                         bScaleVelocityByParamValue : 1;    // 0x0010 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
struct FRawDistributionFloat          ParamValue;                        // 0x0018 (0x0028)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
};

// ScriptStruct Engine.ParticleModuleTypeDataBeam2.BeamTargetData
// 0x000C
struct FBeamTargetData
{
struct FName                          TargetName;                        // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                                 TargetPercentage;                  // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.ParticleModuleTypeDataPhysX.PhysXEmitterVerticalLodProperties
// 0x0010
struct FPhysXEmitterVerticalLodProperties
{
float                                 WeightForFifo;                     // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                 WeightForSpawnLod;                 // 0x0004 (0x0004)
```

```
                [0x0000000000000001] (CPF_Edit)
float                              SpawnLodRateVsLifeBias;              // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              RelativeFadeoutTime;              // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.ParticleSystem.ParticleSystemLOD
// 0x0004
struct FParticleSystemLOD
{
unsigned long                      bLit : 1;                        // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
};

// ScriptStruct Engine.ParticleSystem.LODSoloTrack
// 0x0010
struct FLODSoloTrack
{
TArray<uint8_t>                    SoloEnableSetting;               // 0x0000 (0x0010)
[0x0000000000402000] (CPF_Transient | CPF_NeedCtorLink)
};

// ScriptStruct Engine.ParticleSystemReplay.ParticleEmitterReplayFrame
// 0x0010
struct FParticleEmitterReplayFrame
{
int32_t                            EmitterType;                     // 0x0000 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                            OriginalEmitterIndex;            // 0x0004 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
struct FPointer                    FrameState;                      // 0x0008 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.ParticleSystemReplay.ParticleSystemReplayFrame
// 0x0010
struct FParticleSystemReplayFrame
{
TArray<struct FParticleEmitterReplayFrame>      Emitters;                        // 0x0000
(0x0010) [0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.PBRuleNodeBase.PBRuleLink
// 0x0014
struct FPBRuleLink
{
class UPBRuleNodeBase*             NextRule;                        // 0x0000 (0x0008)
[0x0000000004400009] (CPF_Edit | CPF_ExportObject | CPF_NeedCtorLink | CPF_EditInline)
struct FName                       LinkName;                        // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
int32_t                            DrawY;                           // 0x0010 (0x0004)
[0x0000000800000000]
};
```

```
// ScriptStruct Engine.ProcBuilding.PBMaterialParam
// 0x0018
struct FPBMaterialParam
{
struct FName                    ParamName;                // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FLinearColor             Color;                    // 0x0008 (0x0010)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.ProcBuildingRuleset.PBParamSwatch
// 0x0018
struct FPBParamSwatch
{
struct FName                    SwatchName;               // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
TArray<struct FPBMaterialParam>    Params;                // 0x0008 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.ProcBuildingRuleset.PBVariationInfo
// 0x000C
struct FPBVariationInfo
{
struct FName                    VariationName;            // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
unsigned long                   bMeshOnTopOfFacePoly : 1;   // 0x0008 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
};

// ScriptStruct Engine.ProcBuilding.PBFracMeshCompInfo
// 0x000C
struct FPBFracMeshCompInfo
{
class UFracturedStaticMeshComponent*    FracMeshComp;               // 0x0000
(0x0008) [0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
int32_t                         TopLevelScopeIndex;       // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.ProcBuilding.PBFaceUVInfo
// 0x0010
struct FPBFaceUVInfo
{
struct FVector2D                Offset;                   // 0x0000 (0x0008)
[0x0000000000000000]
struct FVector2D                Size;                     // 0x0008 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.ProcBuilding.PBMemUsageInfo
// 0x002C
struct FPBMemUsageInfo
```

```cpp
{
class AProcBuilding*                    Building;                         // 0x0000 (0x0008)
[0x0000000000000000]
class UProcBuildingRuleset*             Ruleset;                          // 0x0008 (0x0008)
[0x0000000000000000]
int32_t                       NumStaticMeshComponent;           // 0x0010 (0x0004)
[0x0000000000000000]
int32_t                       NumInstancedStaticMeshComponents;        // 0x0014
(0x0004) [0x0000000000000000]
int32_t                       NumInstancedTris;               // 0x0018 (0x0004)
[0x0000000000000000]
int32_t                       LightmapMemBytes;               // 0x001C (0x0004)
[0x0000000000000000]
int32_t                       ShadowmapMemBytes;              // 0x0020 (0x0004)
[0x0000000000000000]
int32_t                       LODDiffuseMemBytes;             // 0x0024 (0x0004)
[0x0000000000000000]
int32_t                       LODLightingMemBytes;            // 0x0028 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.ProcBuilding.PBMeshCompInfo
// 0x000C
struct FPBMeshCompInfo
{
class UStaticMeshComponent*            MeshComp;                         // 0x0000
(0x0008) [0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
int32_t                       TopLevelScopeIndex;             // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.ProcBuilding.PBScopeProcessInfo
// 0x001C
struct FPBScopeProcessInfo
{
class AProcBuilding*                   OwningBuilding;                   // 0x0000 (0x0008)
[0x0000000000000000]
class UProcBuildingRuleset*            Ruleset;                          // 0x0008 (0x0008)
[0x0000000000000000]
struct FName                  RulesetVariation;               // 0x0010 (0x0008)
[0x0000000000000000]
unsigned long                 bGenerateLODPoly : 1;           // 0x0018 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                 bPartOfNonRect : 1;             // 0x0018 (0x0004)
[0x0000000000000000] [0x00000002]
};

// ScriptStruct Engine.ProcBuilding.PBScope2D
// 0x0048
struct FPBScope2D
{
struct FMatrix                ScopeFrame;                     // 0x0000 (0x0040)
[0x0000000000000000]
float                         DimX;                           // 0x0040 (0x0004)
```

```
[0x0000000000000000]
float                          DimZ;                      // 0x0044 (0x0004)
[0x000000000000000]
};

// ScriptStruct Engine.ProcBuilding.PBEdgeInfo
// 0x002C
struct FPBEdgeInfo
{
struct FVector                 EdgeEnd;                   // 0x0000 (0x000C)
[0x0000000000000000]
struct FVector                 EdgeStart;                 // 0x000C (0x000C)
[0x0000000000000000]
int32_t                        ScopeAIndex;               // 0x0018 (0x0004)
[0x0000000000000000]
uint8_t                        ScopeAEdge;                // 0x001C (0x0001)
[0x0000000000000000]
int32_t                        ScopeBIndex;               // 0x0020 (0x0004)
[0x0000000000000000]
uint8_t                        ScopeBEdge;                // 0x0024 (0x0001)
[0x0000000000000000]
float                          EdgeAngle;                 // 0x0028 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.PBRuleNodeCorner.RBCornerAngleInfo
// 0x0008
struct FRBCornerAngleInfo
{
float                          Angle;                     // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                          CornerSize;                // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.PBRuleNodeEdgeAngle.RBEdgeAngleInfo
// 0x0004
struct FRBEdgeAngleInfo
{
float                          Angle;                     // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.PBRuleNodeMesh.BuildingMatOverrides
// 0x0010
struct FBuildingMatOverrides
{
TArray<class UMaterialInterface*>        MaterialOptions;            // 0x0000
(0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.PBRuleNodeMesh.BuildingMeshInfo
// 0x0050
struct FBuildingMeshInfo
```

```
{
class UStaticMesh*                    Mesh;                          // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                                 DimX;                          // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                 DimZ;                          // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                 Chance;                        // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
class UDistributionVector*            Translation;                   // 0x0018 (0x0008)
[0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
class UDistributionVector*            Rotation;                      // 0x0020 (0x0008)
[0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
unsigned long                         bMeshScaleTranslation : 1;     // 0x0028 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                         bOverrideMeshLightMapRes : 1;  // 0x0028 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
int32_t                               OverriddenMeshLightMapRes;     // 0x002C (0x0004)
[0x0000000000000001] (CPF_Edit)
TArray<class UMaterialInterface*>      MaterialOverrides;             // 0x0030
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FBuildingMatOverrides>  SectionOverrides;              // 0x0040
(0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.PBRuleNodeSplit.RBSplitInfo
// 0x0014
struct FRBSplitInfo
{
unsigned long                         bFixSize : 1;                  // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
float                                 FixedSize;                     // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                 ExpandRatio;                   // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FName                          SplitName;                     // 0x000C (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.PitchTekSettings.PitchTekTextureDecalSettings
// 0x0020
struct FPitchTekTextureDecalSettings
{
unsigned long                         bDrawColorDecal : 1;           // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
float                                 ColorTextureScale;             // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
class UTexture2D*                     ColorTexture;                  // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
unsigned long                         bDrawDataDecal : 1;            // 0x0010 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
float                                 DataTextureScale;              // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
class UTexture2D*                     DataTexture;                   // 0x0018 (0x0008)
```

[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.PitchTekSettings.PitchTekClearSettings
// 0x0010
struct FPitchTekClearSettings
{
unsigned long   bClearColorTargetEveryFrame : 1;   // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
struct FColor   ColorTargetClearColor;   // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long   bClearDataTargetEveryFrame : 1;   // 0x0008 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
struct FColor   DataTargetClearColor;   // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.PlayerReplicationInfo.PRIRemoteUserData
// 0x0010
struct FPRIRemoteUserData
{
class FString   UserId;   // 0x0000 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.PlayerReplicationInfo.NetPacketStats
// 0x001C
struct FNetPacketStats
{
int32_t   OutPackets;   // 0x0000 (0x0004)
[0x0000000000000000]
int32_t   InPackets;   // 0x0004 (0x0004)
[0x0000000000000000]
int32_t   OutPacketsLost;   // 0x0008 (0x0004)
[0x0000000000000000]
int32_t   InPacketsLost;   // 0x000C (0x0004)
[0x0000000000000000]
int32_t   OutOfOrderPackets;   // 0x0010 (0x0004)
[0x0000000000000000]
int32_t   OutBytes;   // 0x0014 (0x0004)
[0x0000000000000000]
int32_t   InBytes;   // 0x0018 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.PointLightToggleable.CheckpointRecord
// 0x0004
struct APointLightToggleable_FCheckpointRecord
{
unsigned long   bEnabled : 1;   // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.Sequence.ActivateOp

```
// 0x0018
struct FActivateOp
{
class USequenceOp*                    ActivatorOp;                    // 0x0000 (0x0008)
[0x0000000000000000]
class USequenceOp*                    Op;                    // 0x0008 (0x0008)
[0x0000000000000000]
int32_t                    InputIdx;                    // 0x0010 (0x0004)
[0x0000000000000000]
float                    RemainingDelay;                    // 0x0014 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.Sequence.QueuedActivationInfo
// 0x002C
struct FQueuedActivationInfo
{
class USequenceEvent*                    ActivatedEvent;                    // 0x0000 (0x0008)
[0x0000000000000000]
class AActor*                    InOriginator;                    // 0x0008 (0x0008)
[0x0000000000000000]
class AActor*                    InInstigator;                    // 0x0010 (0x0008)
[0x0000000000000000]
TArray<int32_t>                    ActivateIndices;                    // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                    bPushTop : 1;                    // 0x0028 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.RB_BodyInstance.BulletBodyData
// 0x0010
struct FBulletBodyData
{
int32_t                    SceneIndex;                    // 0x0000 (0x0004)
[0x0000000000000000]
struct FPointer                    Body;                    // 0x0008 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.RB_BodySetup.KCachedConvexDataElement
// 0x0010
struct FKCachedConvexDataElement
{
TArray<uint8_t>                    ConvexElementData;                    // 0x0000 (0x0010)
[0x0000000000001000] (CPF_Native)
};

// ScriptStruct Engine.RB_BodySetup.KCachedConvexData
// 0x0010
struct FKCachedConvexData
{
TArray<struct FKCachedConvexDataElement>         CachedConvexElements;                    //
0x0000 (0x0010) [0x0000000000001000] (CPF_Native)
};
```

```
// ScriptStruct Engine.RB_ConstraintSetup.LinearDOFSetup
// 0x0008
struct FLinearDOFSetup
{
uint8_t                          bLimited;                    // 0x0000 (0x0001)
[0x0000000000000001] (CPF_Edit)
float                            LimitSize;                   // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SeqAct_Interp.CameraCutInfo
// 0x0010
struct FCameraCutInfo
{
struct FVector                   Location;                    // 0x0000 (0x000C)
[0x0000000000000000]
float                            TimeStamp;                   // 0x000C (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.SeqAct_Interp.SavedTransform
// 0x0018
struct FSavedTransform
{
struct FVector                   Location;                    // 0x0000 (0x000C)
[0x0000000000000000]
struct FRotator                  Rotation;                    // 0x000C (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.SeqAct_MultiLevelStreaming.LevelStreamingNameCombo
// 0x0010
struct FLevelStreamingNameCombo
{
class ULevelStreaming*           Level;                       // 0x0000 (0x0008)
[0x0000000000000002] (CPF_Const)
struct FName                     LevelName;                   // 0x0008 (0x0008)
[0x0000000000000003] (CPF_Edit | CPF_Const)
};

// ScriptStruct Engine.SeqAct_RangeSwitch.SwitchRange
// 0x0008
struct FSwitchRange
{
int32_t                          Min;                         // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                          Max;                         // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.WorldAttractor.WorldAttractorData
// 0x0020
struct FWorldAttractorData
```

```
{
unsigned long                          bEnabled : 1;                      // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
struct FVector                         Location;                          // 0x0004 (0x000C)
[0x0000000000000000]
uint8_t                                FalloffType;                       // 0x0010 (0x0001)
[0x0000000000000000]
float                                  FalloffExponent;                   // 0x0014 (0x0004)
[0x0000000000000000]
float                                  Range;                             // 0x0018 (0x0004)
[0x0000000000000000]
float                                  Strength;                          // 0x001C (0x0004)
[0x0000000000000000]
};


// ScriptStruct Engine.SeqCond_SwitchClass.SwitchClassInfo
// 0x0009
struct FSwitchClassInfo
{
struct FName                           ClassName;                         // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
uint8_t                                bFallThru;                         // 0x0008 (0x0001)
[0x0000000000000001] (CPF_Edit)
};


// ScriptStruct Engine.SeqCond_SwitchObject.SwitchObjectCase
// 0x000C
struct FSwitchObjectCase
{
class UObject*                         ObjectValue;                       // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
unsigned long                          bFallThru : 1;                     // 0x0008 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                          bDefaultValue : 1;                 // 0x0008 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
};


// ScriptStruct Engine.SkeletalMesh.SoftBodyTetraLink
// 0x0010
struct FSoftBodyTetraLink
{
int32_t                                Index;                             // 0x0000 (0x0004)
[0x0000000000000000]
struct FVector                         Bary;                              // 0x0004 (0x000C)
[0x0000000000000000]
};


// ScriptStruct Engine.SkeletalMesh.SoftBodySpecialBoneInfo
// 0x0020
struct FSoftBodySpecialBoneInfo
{
struct FName                           BoneName;                          // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
uint8_t                                BoneType;                          // 0x0008 (0x0001)
```

```
[0x0000000000000001] (CPF_Edit)
TArray<int32_t>                    AttachedVertexIndices;          // 0x0010 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.SkeletalMesh.ClothSpecialBoneInfo
// 0x0020
struct FClothSpecialBoneInfo
{
struct FName                       BoneName;                       // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
uint8_t                            BoneType;                       // 0x0008 (0x0001)
[0x0000000000000001] (CPF_Edit)
TArray<int32_t>                    AttachedVertexIndices;          // 0x0010 (0x0010)
[0x0000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct Engine.SkeletalMesh.SkeletalMeshOptimizationSettings
// 0x0028
struct FSkeletalMeshOptimizationSettings
{
float                             MaxDeviationPercentage;          // 0x0000 (0x0004)
[0x0000000000000000]
uint8_t                           SilhouetteImportance;            // 0x0004 (0x0001)
[0x0000000000000000]
uint8_t                           TextureImportance;               // 0x0005 (0x0001)
[0x0000000000000000]
uint8_t                           ShadingImportance;               // 0x0006 (0x0001)
[0x0000000000000000]
uint8_t                           SkinningImportance;              // 0x0007 (0x0001)
[0x0000000000000000]
uint8_t                           NormalMode;                      // 0x0008 (0x0001)
[0x0000000020000000]  CPF_Deprecated)
float                             BoneReductionRatio;              // 0x000C (0x0004)
[0x0000000000000000]
int32_t                           MaxBonesPerVertex;               // 0x0010 (0x0004)
[0x0000000000000000]
uint8_t                           ReductionMethod;                 // 0x0014 (0x0001)
[0x0000000000000000]
float                             NumOfTrianglesPercentage;        // 0x0018 (0x0004)
[0x0000000000000000]
float                             WeldingThreshold;                // 0x001C (0x0004)
[0x0000000000000000]
unsigned long                     bRecalcNormals : 1;              // 0x0020 (0x0004)
[0x0000000000000000] [0x00000001]
float                             NormalsThreshold;                // 0x0024 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.SkeletalMesh.SkeletalMeshLODDistanceInfo
// 0x0008
struct FSkeletalMeshLODDistanceInfo
{
float                             DisplayFactor;                   // 0x0000 (0x0004)
```

```
[0x0000000000000001] (CPF_Edit)
float                           LODHysteresis;                  // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SkeletalMesh.TriangleSortSettings
// 0x000C
struct FTriangleSortSettings
{
uint8_t                         TriangleSorting;                // 0x0000 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                         CustomLeftRightAxis;            // 0x0001 (0x0001)
[0x0000000000000001] (CPF_Edit)
struct FName                    CustomLeftRightBoneName;        // 0x0004 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SkeletalMesh.SkeletalMeshLODInfo
// 0x004C
struct FSkeletalMeshLODInfo
{
float                           DisplayFactor;                  // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           LODHysteresis;                  // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
TArray<int32_t>                 LODMaterialMap;                 // 0x0008 (0x0010)
[0x0000000000400041] (CPF_Edit | CPF_EditConstArray | CPF_NeedCtorLink)
TArray<unsigned long>           bEnableShadowCasting;           // 0x0018
(0x0010) [0x0000000000400041] (CPF_Edit | CPF_EditConstArray | CPF_NeedCtorLink)
TArray<uint8_t>                 TriangleSorting;                // 0x0028 (0x0010)
[0x0000000020400000] (CPF_NeedCtorLink | CPF_Deprecated)
TArray<struct FTriangleSortSettings>    TriangleSortSettings;           // 0x0038
(0x0010) [0x0000000000400041] (CPF_Edit | CPF_EditConstArray | CPF_NeedCtorLink)
unsigned long                   bDisableCompressions : 1;       // 0x0048 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                   bHasBeenSimplified : 1;         // 0x0048 (0x0004)
[0x0000000000000000] [0x00000002]
};

// ScriptStruct Engine.SkeletalMesh.BoneMirrorExport
// 0x0011
struct FBoneMirrorExport
{
struct FName                    BoneName;                       // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FName                    SourceBoneName;                 // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
uint8_t                         BoneFlipAxis;                   // 0x0010 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SkeletalMesh.BoneMirrorInfo
// 0x0005
struct FBoneMirrorInfo
```

```
{
int32_t                          SourceIndex;                    // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
uint8_t                          BoneFlipAxis;                   // 0x0004 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SkeletalMesh.ApexClothingLodInfo
// 0x0010
struct FApexClothingLodInfo
{
TArray<int32_t>                  ClothingSectionInfo;            // 0x0000 (0x0010)
[0x0000000000400041] (CPF_Edit | CPF_EditConstArray | CPF_NeedCtorLink)
};

// ScriptStruct Engine.SkeletalMesh.ApexClothingAssetInfo
// 0x0018
struct FApexClothingAssetInfo
{
TArray<struct FApexClothingLodInfo>        ClothingLodInfo;                 // 0x0000
(0x0010) [0x0000000000400041] (CPF_Edit | CPF_EditConstArray | CPF_NeedCtorLink)
struct FName                     ClothingAssetName;              // 0x0010 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.SkeletalMeshActor.SkelMeshActorControlTarget
// 0x0010
struct FSkelMeshActorControlTarget
{
struct FName                     ControlName;                    // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
class AActor*                    TargetActor;                    // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SkeletalMeshActor.CheckpointRecord
// 0x001C
struct ASkeletalMeshActor_FCheckpointRecord
{
unsigned long                    bReplicated : 1;                // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                    bHidden : 1;                    // 0x0000 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                    bSavedPosition : 1;             // 0x0000 (0x0004)
[0x0000000000000000] [0x00000004]
struct FVector                   Location;                       // 0x0004 (0x000C)
[0x0000000000000000]
struct FRotator                  Rotation;                       // 0x0010 (0x000C)
[0x0000000000000000]
};

// ScriptStruct Engine.SkeletalMeshActorBasedOnExtremeContent.SkelMaterialSetterDatum
// 0x0010
struct FSkelMaterialSetterDatum
```

```
{
int32_t                        MaterialIndex;                    // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
class UMaterialInterface*      TheMaterial;                      // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SoundClass.SoundClassEditorData
// 0x0008
struct FSoundClassEditorData
{
int32_t                        NodePosX;                         // 0x0000 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                        NodePosY;                         // 0x0004 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.SoundClass.SoundClassProperties
// 0x0020
struct FSoundClassProperties
{
float                          Volume;                           // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                          Pitch;                            // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                          StereoBleed;                      // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                          LFEBleed;                         // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                          VoiceCenterChannelVolume;         // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                          RadioFilterVolume;                // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                          RadioFilterVolumeThreshold;       // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                  bApplyEffects : 1;                // 0x001C (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                  bAlwaysPlay : 1;                  // 0x001C (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                  bIsUISound : 1;                   // 0x001C (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
unsigned long                  bIsMusic : 1;                     // 0x001C (0x0004)
[0x0000000000000001] [0x00000008] (CPF_Edit)
unsigned long                  bReverb : 1;                      // 0x001C (0x0004)
[0x0000000000000001] [0x00000010] (CPF_Edit)
unsigned long                  bCenterChannelOnly : 1;           // 0x001C (0x0004)
[0x0000000000000001] [0x00000020] (CPF_Edit)
unsigned long                  bApplyAmbientVolumes : 1;         // 0x001C (0x0004)
[0x0000000000000001] [0x00000040] (CPF_Edit)
};

// ScriptStruct Engine.SoundMode.SoundClassAdjuster
// 0x001C
struct FSoundClassAdjuster
```

```
{
uint8_t                         SoundClassName;                   // 0x0000 (0x0001)
[0x0000000000002001] (CPF_Edit | CPF_Transient)
struct FName                    SoundClass;                       // 0x0004 (0x0008)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
float                           VolumeAdjuster;                   // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           PitchAdjuster;                    // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                   bApplyToChildren : 1;             // 0x0014 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
float                           VoiceCenterChannelVolumeAdjuster; // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SoundMode.AudioEQEffect
// 0x0024
struct FAudioEQEffect
{
struct FDouble                  RootTime;                         // 0x0000 (0x0008)
[0x0000000000003000] (CPF_Native | CPF_Transient)
float                           HFFrequency;                      // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           HFGain;                           // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           MFCutoffFrequency;                // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           MFBandwidth;                      // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           MFGain;                           // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           LFFrequency;                      // 0x001C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           LFGain;                           // 0x0020 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SoundNodeDistanceCrossFade.DistanceDatum
// 0x0068
struct FDistanceDatum
{
float                           FadeInDistanceStart;              // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           FadeInDistanceEnd;                // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           FadeOutDistanceStart;             // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           FadeOutDistanceEnd;               // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           Volume;                           // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FRawDistributionFloat    FadeInDistance;                   // 0x0018 (0x0028)
[0x0000000020480000] (CPF_Component | CPF_NeedCtorLink | CPF_Deprecated)
struct FRawDistributionFloat    FadeOutDistance;                  // 0x0040 (0x0028)
```

```
[0x0000000020480000] (CPF_Component | CPF_NeedCtorLink | CPF_Deprecated)
};

// ScriptStruct Engine.SpeechRecognition.RecognisableWord
// 0x0028
struct FRecognisableWord
{
int32_t                         Id;                            // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
class FString                    ReferenceWord;                 // 0x0008 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
class FString                    PhoneticWord;                  // 0x0018 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct Engine.SpeechRecognition.RecogVocabulary
// 0x0060
struct FRecogVocabulary
{
TArray<struct FRecognisableWord>        WhoDictionary;                 // 0x0000
(0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
TArray<struct FRecognisableWord>        WhatDictionary;                // 0x0010
(0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
TArray<struct FRecognisableWord>        WhereDictionary;               // 0x0020
(0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
class FString                    VocabName;                     // 0x0030 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<uint8_t>                  VocabData;                     // 0x0040 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<uint8_t>                  WorkingVocabData;              // 0x0050 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.SpeechRecognition.RecogUserData
// 0x0018
struct FRecogUserData
{
int32_t                         ActiveVocabularies;            // 0x0000 (0x0004)
[0x0000000000000000]
TArray<uint8_t>                  UserData;                      // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.SpeedTreeComponent.SpeedTreeStaticLight
// 0x0038
struct FSpeedTreeStaticLight
{
struct FGuid                     Guid;                          // 0x0000 (0x0010)
[0x0000000000000002] (CPF_Const)
class UShadowMap1D*              BranchShadowMap;               // 0x0010
(0x0008) [0x0000000000000002] (CPF_Const)
class UShadowMap1D*              FrondShadowMap;                // 0x0018
(0x0008) [0x0000000000000002] (CPF_Const)
class UShadowMap1D*              LeafMeshShadowMap;             // 0x0020
```

(0x0008) [0x0000000000000002] (CPF_Const)
class UShadowMap1D*   LeafCardShadowMap;   // 0x0028
(0x0008) [0x0000000000000002] (CPF_Const)
class UShadowMap1D*   BillboardShadowMap;   // 0x0030
(0x0008) [0x0000000000000002] (CPF_Const)
};

// ScriptStruct Engine.SplineActor.SplineConnection
// 0x0010
struct FSplineConnection
{
class USplineComponent*   SplineComponent;   // 0x0000 (0x0008)
[0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
class ASplineActor*   ConnectTo;   // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.SplineMeshComponent.SplineMeshParams
// 0x0058
struct FSplineMeshParams
{
struct FVector   StartPos;   // 0x0000 (0x000C)
[0x0000000000000000]
struct FVector   StartTangent;   // 0x000C (0x000C)
[0x0000000000000000]
struct FVector2D   StartScale;   // 0x0018 (0x0008)
[0x0000000000000000]
float   StartRoll;   // 0x0020 (0x0004)
[0x0000000000000000]
struct FVector2D   StartOffset;   // 0x0024 (0x0008)
[0x0000000000000000]
struct FVector   EndPos;   // 0x002C (0x000C)
[0x0000000000000000]
struct FVector   EndTangent;   // 0x0038 (0x000C)
[0x0000000000000000]
struct FVector2D   EndScale;   // 0x0044 (0x0008)
[0x0000000000000000]
float   EndRoll;   // 0x004C (0x0004)
[0x0000000000000000]
struct FVector2D   EndOffset;   // 0x0050 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.SpotLightToggleable.CheckpointRecord
// 0x0004
struct ASpotLightToggleable_FCheckpointRecord
{
unsigned long   bEnabled : 1;   // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.StaticMeshActorBasedOnExtremeContent.SMMaterialSetterDatum
// 0x0010
struct FSMMaterialSetterDatum

```
{
int32_t                        MaterialIndex;                // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
class UMaterialInterface*       TheMaterial;                  // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.Terrain.TerrainHeight
// 0x0000
struct FTerrainHeight
{
};

// ScriptStruct Engine.Terrain.TerrainInfoData
// 0x0000
struct FTerrainInfoData
{
};

// ScriptStruct Engine.Terrain.TerrainLayer
// 0x0038
struct FTerrainLayer
{
class FString                   Name;                         // 0x0000 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
class UTerrainLayerSetup*       Setup;                        // 0x0010 (0x0008)
[0x0000000000000001] (CPF_Edit)
int32_t                        AlphaMapIndex;                // 0x0018 (0x0004)
[0x0000000000000000]
unsigned long                  Highlighted : 1;              // 0x001C (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                  WireframeHighlighted : 1;     // 0x001C (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                  Hidden : 1;                   // 0x001C (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
struct FColor                  HighlightColor;               // 0x0020 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FColor                  WireframeColor;               // 0x0024 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                        MinX;                         // 0x0028 (0x0004)
[0x0000000000000000]
int32_t                        MinY;                         // 0x002C (0x0004)
[0x0000000000000000]
int32_t                        MaxX;                         // 0x0030 (0x0004)
[0x0000000000000000]
int32_t                        MaxY;                         // 0x0034 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.Terrain.TerrainDecorationInstance
// 0x0018
struct FTerrainDecorationInstance
{
class UPrimitiveComponent*      Component;                    // 0x0000 (0x0008)
```

```
[0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
float                          X;                    // 0x0008 (0x0004)
[0x0000000000000000]
float                          Y;                    // 0x000C (0x0004)
[0x0000000000000000]
float                          Scale;                // 0x0010 (0x0004)
[0x0000000000000000]
int32_t                        Yaw;                  // 0x0014 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.Terrain.TerrainDecoration
// 0x0030
struct FTerrainDecoration
{
class UPrimitiveComponentFactory*        Factory;                    // 0x0000 (0x0008)
[0x0000000004000001] (CPF_Edit | CPF_EditInline)
float                          MinScale;             // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                          MaxScale;             // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                          Density;              // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                          SlopeRotationBlend;   // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                        RandSeed;             // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
TArray<struct FTerrainDecorationInstance>        Instances;              // 0x0020
(0x0010) [0x0000000000480000] (CPF_Component | CPF_NeedCtorLink)
};

// ScriptStruct Engine.Terrain.TerrainDecoLayer
// 0x0024
struct FTerrainDecoLayer
{
class FString                  Name;                 // 0x0000 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
TArray<struct FTerrainDecoration>        Decorations;              // 0x0010 (0x0010)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
int32_t                        AlphaMapIndex;        // 0x0020 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.Terrain.AlphaMap
// 0x0000
struct FAlphaMap
{
};

// ScriptStruct Engine.Terrain.TerrainWeightedMaterial
// 0x0000
struct ATerrain_FTerrainWeightedMaterial
{
};
```

```cpp
// ScriptStruct Engine.Terrain.SelectedTerrainVertex
// 0x000C
struct FSelectedTerrainVertex
{
int32_t                         X;                      // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                         Y;                      // 0x0004 (0x0004)
[0x0000000000000000]
int32_t                         Weight;                 // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.Terrain.TerrainMaterialResource
// 0x0000
struct FTerrainMaterialResource
{
};

// ScriptStruct Engine.Terrain.CachedTerrainMaterialArray
// 0x0010
struct FCachedTerrainMaterialArray
{
TArray<struct FPointer>         CachedMaterials;        // 0x0000 (0x0010)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.TerrainComponent.TerrainPatchBounds
// 0x000C
struct FTerrainPatchBounds
{
float                           MinHeight;              // 0x0000 (0x0004)
[0x0000000000000000]
float                           MaxHeight;              // 0x0004 (0x0004)
[0x0000000000000000]
float                           MaxDisplacement;        // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.TerrainComponent.TerrainMaterialMask
// 0x000C
struct FTerrainMaterialMask
{
uint64_t                        BitMask;                // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                         NumBits;                // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.TerrainComponent.TerrainBVTree
// 0x0010
struct FTerrainBVTree
{
TArray<int32_t>                 Nodes;                  // 0x0000 (0x0010)
```

```
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Engine.TerrainLayerSetup.FilterLimit
// 0x0010
struct FFilterLimit
{
unsigned long                        Enabled : 1;                    // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
float                                Base;                           // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                NoiseScale;                     // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                NoiseAmount;                    // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.TerrainLayerSetup.TerrainFilteredMaterial
// 0x0058
struct FTerrainFilteredMaterial
{
unsigned long                        UseNoise : 1;                   // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
float                                NoiseScale;                     // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                NoisePercent;                   // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FFilterLimit                  MinHeight;                      // 0x000C (0x0010)
[0x0000000000000001] (CPF_Edit)
struct FFilterLimit                  MaxHeight;                      // 0x001C (0x0010)
[0x0000000000000001] (CPF_Edit)
struct FFilterLimit                  MinSlope;                       // 0x002C (0x0010)
[0x0000000000000001] (CPF_Edit)
struct FFilterLimit                  MaxSlope;                       // 0x003C (0x0010)
[0x0000000000000001] (CPF_Edit)
float                                Alpha;                          // 0x004C (0x0004)
[0x0000000000000001] (CPF_Edit)
class UTerrainMaterial*              Material;                       // 0x0050 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.TerrainWeightMapTexture.TerrainWeightedMaterial
// 0x0000
struct UTerrainWeightMapTexture_FTerrainWeightedMaterial
{
};

// ScriptStruct Engine.Texture2DComposite.SourceTexture2DRegion
// 0x0020
struct FSourceTexture2DRegion
{
int32_t                              OffsetX;                        // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                              OffsetY;                        // 0x0004 (0x0004)
```

```
                                                        [0x0000000000000000]
int32_t                          SizeX;                 // 0x0008 (0x0004)
[0x0000000000000000]
int32_t                          SizeY;                 // 0x000C (0x0004)
[0x0000000000000000]
int32_t                          DestOffsetX;           // 0x0010 (0x0004)
[0x0000000000000000]
int32_t                          DestOffsetY;           // 0x0014 (0x0004)
[0x0000000000000000]
class UTexture2D*                Texture2D;             // 0x0018 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.Texture2DDynamic.ImageLayout
// 0x0018
struct FImageLayout
{
TArray<uint8_t>                  Data;                  // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                          SizeX;                 // 0x0010 (0x0004)
[0x0000000000000000]
int32_t                          SizeY;                 // 0x0014 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Engine.Trigger.CheckpointRecord
// 0x0004
struct ATrigger_FCheckpointRecord
{
unsigned long                    bCollideActors : 1;    // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Engine.TriggerStreamingLevel.LevelStreamingData
// 0x0010
struct FLevelStreamingData
{
unsigned long                    bShouldBeLoaded : 1;      // 0x0000 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long                    bShouldBeVisible : 1;     // 0x0000 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long                    bShouldBlockOnLoad : 1;   // 0x0000 (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
class ULevelStreaming*           Level;                 // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.UIDataProvider_OnlinePlayerStorage.PlayerStorageArrayProvider
// 0x0010
struct FPlayerStorageArrayProvider
{
int32_t                          PlayerStorageId;       // 0x0000 (0x0004)
[0x0000000000000000]
class UUIDataProvider_OnlinePlayerStorageArray*   Provider;                // 0x0008
```

```
(0x0008) [0x0000000000000000]
};

// ScriptStruct Engine.UIDataStore_DynamicResource.DynamicResourceProviderDefinition
// 0x0020
struct FDynamicResourceProviderDefinition
{
struct FName                          ProviderTag;              // 0x0000 (0x0008)
[0x0000000000004000] (CPF_Config)
class FString                         ProviderClassName;        // 0x0008 (0x0010)
[0x0000000000404000] (CPF_Config | CPF_NeedCtorLink)
class UClass*                         ProviderClass;            // 0x0018 (0x0008)
[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct Engine.UIDataStore_GameResource.GameResourceDataProvider
// 0x0028
struct FGameResourceDataProvider
{
struct FName                          ProviderTag;              // 0x0000 (0x0008)
[0x0000000000004000] (CPF_Config)
class FString                         ProviderClassName;        // 0x0008 (0x0010)
[0x0000000000404000] (CPF_Config | CPF_NeedCtorLink)
unsigned long                         bExpandProviders : 1;     // 0x0018 (0x0004)
[0x0000000000004000] [0x00000001] (CPF_Config)
class UClass*                         ProviderClass;            // 0x0020 (0x0008)
[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct Engine.UIDataStore_InputAlias.UIInputKeyData
// 0x0020
struct FUIInputKeyData
{
struct FRawInputKeyEventData          InputKeyData;             // 0x0000 (0x000C)
[0x0000000000004000] (CPF_Config)
class FString                         ButtonFontMarkupString;   // 0x0010 (0x0010)
[0x0000000000404000] (CPF_Config | CPF_NeedCtorLink)
};

// ScriptStruct Engine.UIDataStore_InputAlias.UIDataStoreInputAlias
// 0x00E8
struct FUIDataStoreInputAlias
{
struct FName                          AliasName;                // 0x0000 (0x0008)
[0x0000000000004000] (CPF_Config)
struct FUIInputKeyData                PlatformInputKeys[0x7];   // 0x0008 (0x00E0)
[0x0000000000404000] (CPF_Config | CPF_NeedCtorLink)
};

// ScriptStruct Engine.UIDataStore_OnlineGameSearch.GameSearchCfg
// 0x0030
struct FGameSearchCfg
{
class UClass*                         GameSearchClass;          // 0x0000 (0x0008)
```

```
                                                    [0x0000000000000000]
class UClass*                    DefaultGameSettingsClass;        // 0x0008 (0x0008)
[0x0000000000000000]
class UClass*                    SearchResultsProviderClass;      // 0x0010 (0x0008)
[0x0000000000000000]
class UUIDataProvider_Settings*     DesiredSettingsProvider;      // 0x0018
(0x0008) [0x0000000000000000]
class UOnlineGameSearch*             Search;                      // 0x0020 (0x0008)
[0x0000000000000000]
struct FName                     SearchName;                      // 0x0028 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.UIDataStore_OnlineGameSettings.GameSettingsCfg
// 0x0020
struct FGameSettingsCfg
{
class UClass*                    GameSettingsClass;               // 0x0000 (0x0008)
[0x0000000000000000]
class UUIDataProvider_Settings*     Provider;                     // 0x0008 (0x0008)
[0x0000000000000000]
class UOnlineGameSettings*           GameSettings;                // 0x0010 (0x0008)
[0x0000000000000000]
struct FName                     SettingsName;                    // 0x0018 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Engine.UIDataStore_OnlineStats.RankMetaData
// 0x0018
struct FRankMetaData
{
struct FName                     RankName;                        // 0x0000 (0x0008)
[0x0000000000000002] (CPF_Const)
class FString                    RankColumnName;                  // 0x0008 (0x0010)
[0x0000000000408002] (CPF_Const | CPF_Localized | CPF_NeedCtorLink)
};

// ScriptStruct Engine.UIDataStore_OnlineStats.PlayerNickMetaData
// 0x0018
struct FPlayerNickMetaData
{
struct FName                     PlayerNickName;                  // 0x0000 (0x0008)
[0x0000000000000002] (CPF_Const)
class FString                    PlayerNickColumnName;            // 0x0008 (0x0010)
[0x0000000000408002] (CPF_Const | CPF_Localized | CPF_NeedCtorLink)
};

// ScriptStruct Engine.UIDataStore_Registry.RegistryKeyValuePair
// 0x0020
struct FRegistryKeyValuePair
{
class FString                    Key;                             // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    Value;                           // 0x0010 (0x0010)
```

```
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.UIDataStore_StringAliasMap.UIMenuInputMap
// 0x0020
struct FUIMenuInputMap
{
struct FName                    FieldName;              // 0x0000 (0x0008)
[0x0000000000000000]
struct FName                    Set;                    // 0x0008 (0x0008)
[0x0000000000000000]
class FString                   MappedText;             // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Engine.UIInteraction.UIKeyRepeatData
// 0x0010
struct FUIKeyRepeatData
{
struct FName                    CurrentRepeatKey;       // 0x0000 (0x0008)
[0x0000000000100000]
struct FDouble                  NextRepeatTime;         // 0x0008 (0x0008)
[0x0000000000100000]
};

// ScriptStruct Engine.UIInteraction.UIAxisEmulationData
// 0x0004 (0x0010 - 0x0014)
struct FUIAxisEmulationData : FUIKeyRepeatData
{
unsigned long                   bEnabled : 1;           // 0x0010 (0x0004)
[0x0000000000100000] [0x00000001]
};

// ScriptStruct Engine.UISoundTheme.SoundEventMapping
// 0x0010
struct FSoundEventMapping
{
struct FName                    SoundEventName;         // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
class USoundCue*                SoundToPlay;            // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Engine.StaticMesh.StaticMeshLODElement
// 0x0018
struct FStaticMeshLODElement
{
class UMaterialInterface*       Material;               // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
unsigned long                   bEnableShadowCasting : 1;   // 0x0008 (0x0004)
[0x0000000000001001] [0x00000001] (CPF_Edit | CPF_Native)
unsigned long                   bEnableCollision : 1;   // 0x0010 (0x0004)
[0x0000000000001001] [0x00000001] (CPF_Edit | CPF_Native)
};
```

```
// ScriptStruct Engine.StaticMesh.StaticMeshLODInfo
// 0x0010
struct FStaticMeshLODInfo
{
TArray<struct FStaticMeshLODElement>          Elements;                              // 0x0000
(0x0010) [0x0000000000001041] (CPF_Edit | CPF_EditConstArray | CPF_Native)
};

/*
#
=================================================================================
=========== #
#
#
=================================================================================
=========== #
*/

#ifdef _MSC_VER
#pragma pack(pop)
#endif
```