```cpp
/*
##################################################################################################
#######################
# Rocket League (220224.66435.3685966/5/2024) SDK
# Generated with the UE3SDKGenerator v2.2.7
#
==================================================================================================
=========== #
# File: ProjectX_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 ProjectX._Types_X.RenderProfile
// 0x0028
struct FRenderProfile
{
float                          GameThreadTime;                  // 0x0000 (0x0004)
[0x0000000000000000]
float                          RenderThreadTime;                // 0x0004 (0x0004)
[0x0000000000000000]
float                          GPUTime;                         // 0x0008 (0x0004)
[0x0000000000000000]
float                          FrameTime;                       // 0x000C (0x0004)
[0x0000000000000000]
float                          FPS;                             // 0x0010 (0x0004)
[0x0000000000000000]
float                          AccumGameThreadTime;             // 0x0014 (0x0004)
[0x0000000000000000]
float                          AccumRenderThreadTime;           // 0x0018 (0x0004)
[0x0000000000000000]
float                          AccumGPUTime;                    // 0x001C (0x0004)
[0x0000000000000000]
float                          AccumFrameTime;                  // 0x0020 (0x0004)
```

```cpp
[0x0000000000000000]
int32_t                     NumSamples;               // 0x0024 (0x0004)
[0x0000000000000000]
};


// ScriptStruct ProjectX._Types_X.MetricsEvent
// 0x0070
struct FMetricsEvent
{
struct FUniqueNetId         PlayerID;                 // 0x0000 (0x0048)
[0x0020000000400000] (CPF_NeedCtorLink)
float                       TimeSeconds;              // 0x0048 (0x0004)
[0x0000000000000000]
int32_t                     Version;                  // 0x004C (0x0004)
[0x0000000000000000]
class FString               EventName;                // 0x0050 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString               EventData;                // 0x0060 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};


// ScriptStruct ProjectX._Types_X.ServerReservationData
// 0x0070
struct FServerReservationData
{
class FString               ServerName;               // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                     Playlist;                 // 0x0010 (0x0004)
[0x0000000000000000]
class FString               Region;                   // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString               ReservationID;            // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString               DSRToken;                 // 0x0038 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class UNetworkEncryptionKey*    Keys;                 // 0x0048 (0x0008)
[0x0000000000000000]
class FString               JoinName;                 // 0x0050 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString               JoinPassword;             // 0x0060 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};


// ScriptStruct ProjectX._Types_X.CheckReservationResponse
// 0x007C
struct FCheckReservationResponse
{
class FString               IP;                       // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString               ServerName;               // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                     Playlist;                 // 0x0020 (0x0004)
[0x0000000000000000]
class FString               Region;                   // 0x0028 (0x0010)
```

```
                                          [0x0000000000400000] (CPF_NeedCtorLink)
class FString                    Host;                    // 0x0038 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                          Port;                    // 0x0048 (0x0004)
[0x0000000000000000]
class FString                    ReservationID;           // 0x0050 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    DSConnectToken;          // 0x0060 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class UNetworkEncryptionKey*     Keys;                    // 0x0070 (0x0008)
[0x0000000000000000]
unsigned long                    IsServerKey : 1;         // 0x0078 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct ProjectX._Types_X.MapPrefs
// 0x0020
struct FMapPrefs
{
TArray<struct FName>             Likes;                   // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FName>             Dislikes;                // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.GFxBlurRect
// 0x0020
struct FGFxBlurRect
{
class FString                    RectID;                  // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
float                            TopLeftX;                // 0x0010 (0x0004)
[0x0000000000000000]
float                            TopLeftY;                // 0x0014 (0x0004)
[0x0000000000000000]
float                            BottomRightX;            // 0x0018 (0x0004)
[0x0000000000000000]
float                            BottomRightY;            // 0x001C (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.PsyNetBeaconPlayerReservation
// 0x0060
struct FPsyNetBeaconPlayerReservation
{
struct FUniqueNetId              PlayerID;                // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
class UNetworkEncryptionKey*     Keys;                    // 0x0048 (0x0008)
[0x0000000000000000]
class FString                    DSConnectToken;          // 0x0050 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.PsyNetBeaconPartyReservation
```

```cpp
// 0x0010
struct FPsyNetBeaconPartyReservation
{
TArray<struct FUniqueNetId>            Members;                        // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.PsyNetBeaconReservation
// 0x0048
struct FPsyNetBeaconReservation
{
class FString                     ReservationID;              // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                          Playlist;            // 0x0010 (0x0004)
[0x0000000000000000]
unsigned long                    IsBackfill : 1;             // 0x0014 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                    IsBotMatch : 1;             // 0x0014 (0x0004)
[0x0000000000000000] [0x00000002]
TArray<class FString>            BotNames;              // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FPsyNetBeaconPlayerReservation>    Players;                    // 0x0028
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FPsyNetBeaconPartyReservation>    Parties;                    // 0x0038
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.HonorDuelChallenge
// 0x0090
struct FHonorDuelChallenge
{
struct FUniqueNetId              Challenger;              // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FUniqueNetId              Defender;              // 0x0048 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.OnlineStatus
// 0x0059
struct FOnlineStatus
{
struct FUniqueNetId              PlayerID;              // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    PresenceInfo;            // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
uint8_t                          PresenceState;            // 0x0058 (0x0001)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.RegionSecret
// 0x0020
struct FRegionSecret
{
class FString                    Region;                  // 0x0000 (0x0010)
```

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

// ScriptStruct ProjectX._Types_X.PsyNetPersonaData
// 0x0078
struct FPsyNetPersonaData
{
struct FUniqueNetId                     PlayerID;                  // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                           PlayerName;                // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                           PresenceInfo;              // 0x0058 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                           PresenceState;             // 0x0068 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.BumpAngleCheckConfig
// 0x0014
struct FBumpAngleCheckConfig
{
unsigned long                           bEnabled : 1;              // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
float                                   BumpAngleYaw;              // 0x0004 (0x0004)
[0x0000000000000000]
float                                   BumpAnglePitch;            // 0x0008 (0x0004)
[0x0000000000000000]
float                                   DemolishAngleYaw;          // 0x000C (0x0004)
[0x0000000000000000]
float                                   DemolishAnglePitch;        // 0x0010 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.BumpAngleCurveCheckConfig
// 0x0068
struct FBumpAngleCurveCheckConfig
{
unsigned long                           bEnabled : 1;              // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
struct FInterpCurveFloat                BumpAngleCurveYaw;              // 0x0008
(0x0018) [0x0000000000400000] (CPF_NeedCtorLink)
struct FInterpCurveFloat                BumpAngleCurvePitch;            // 0x0020 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FInterpCurveFloat                DemolishAngleCurveYaw;          // 0x0038
(0x0018) [0x0000000000400000] (CPF_NeedCtorLink)
struct FInterpCurveFloat                DemolishAngleCurvePitch;        // 0x0050
(0x0018) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.CarInteractionConfig
// 0x0104
struct FCarInteractionConfig
```

```
{
float                              PushFactor;                          // 0x0000 (0x0004)
[0x0000000000000000]
struct FInterpCurveFloat                  BumperPushFactorCurveGround;            // 0x0008
(0x0018) [0x0000000000400000] (CPF_NeedCtorLink)
struct FInterpCurveFloat                  BumperPushFactorCurveAir;          // 0x0020
(0x0018) [0x0000000000400000] (CPF_NeedCtorLink)
struct FInterpCurveFloat             ZPushFactorCurve;                // 0x0038 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
float                              BumpInterval;               // 0x0050 (0x0004)
[0x0000000000000000]
struct FBumpAngleCheckConfig              COMAngleCheck;               // 0x0054
(0x0014) [0x0000000000000000]
struct FBumpAngleCheckConfig              VictimHitAngleCheck;          // 0x0068
(0x0014) [0x0000000000000000]
struct FBumpAngleCheckConfig              AttackerHitAngleCheck;         // 0x007C
(0x0014) [0x0000000000000000]
struct FBumpAngleCurveCheckConfig           VictimHitAngleCurveCheck;          //
0x0090 (0x0068) [0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                      bCheckImpactNormal : 1;          // 0x00F8 (0x0004)
[0x0000000000000000] [0x00000001]
float                              ImpactNormalDotProductDemo;        // 0x00FC (0x0004)
[0x0000000000000000]
float                              ImpactNormalDotProductBump;        // 0x0100 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.SuperSonicConfig
// 0x000C
struct FSuperSonicConfig
{
float                              Speed;                    // 0x0000 (0x0004)
[0x0000000000000000]
float                              TurnoffSpeedBuffer;           // 0x0004 (0x0004)
[0x0000000000000000]
float                              TurnoffTime;             // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.SkillRating
// 0x0008
struct FSkillRating
{
float                              Mu;                     // 0x0000 (0x0004)
[0x0000000000000000]
float                              Sigma;                  // 0x0004 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.MigrationReservationData
// 0x00E0
struct FMigrationReservationData
{
struct FUniqueNetId                    PlayerID;                   // 0x0000 (0x0048)
```

```
                [0x0000000000400000] (CPF_NeedCtorLink)
                class FString                    PlayerName;                // 0x0048 (0x0010)
                [0x0000000000400000] (CPF_NeedCtorLink)
                struct FUniqueNetId              PartyID;                   // 0x0058 (0x0048)
                [0x0000000000400000] (CPF_NeedCtorLink)
                uint8_t                          Status;              // 0x00A0 (0x0001)
                [0x0000000000000000]
                unsigned long                    bDisableCrossPlay : 1;          // 0x00A4 (0x0004)
                [0x0000000000000000] [0x00000001]
                uint8_t                          Team;                // 0x00A8 (0x0001)
                [0x0000000000000000]
                struct FSkillRating              Skill;               // 0x00AC (0x0008)
                [0x0000000000000000]
                TArray<struct FName>             MapLikes;              // 0x00B8 (0x0010)
                [0x0000000000400000] (CPF_NeedCtorLink)
                TArray<struct FName>             MapDislikes;             // 0x00C8 (0x0010)
                [0x0000000000400000] (CPF_NeedCtorLink)
                class UNetworkEncryptionKey*     SecurityKey;               // 0x00D8 (0x0008)
                [0x0000000000000000]
                };

                // ScriptStruct ProjectX._Types_X.ReservationData
                // 0x0108
                struct FReservationData
                {
                struct FUniqueNetId              PlayerID;                // 0x0000 (0x0048)
                [0x0000000000400000] (CPF_NeedCtorLink)
                class FString                    PlayerName;              // 0x0048 (0x0010)
                [0x0000000000400000] (CPF_NeedCtorLink)
                struct FUniqueNetId              PartyID;                 // 0x0058 (0x0048)
                [0x0000000000400000] (CPF_NeedCtorLink)
                uint8_t                          Status;              // 0x00A0 (0x0001)
                [0x0000000000000000]
                float                            TimeoutTime;           // 0x00A4 (0x0004)
                [0x0000000000000000]
                unsigned long                    bDisableCrossPlay : 1;        // 0x00A8 (0x0004)
                [0x0000000000000000] [0x00000001]
                class APlayerReplicationInfo*    PRI;               // 0x00B0 (0x0008)
                [0x0000000000000000]
                uint8_t                          Team;                // 0x00B8 (0x0001)
                [0x0000000000000000]
                class UAddReservationMessage_X*       ReservationMessage;           // 0x00C0
                (0x0008) [0x0000000000000000]
                class UIReservationConnection_X*      Connection_Object;          // 0x00C8
                (0x0010) [0x0000000000000000]
                class UIReservationConnection_X*      Connection_Interface;        // 0x00C8
                (0x0010) [0x0000000000000000]
                unsigned long                    bIgnoreBeaconDisconnect : 1;       // 0x00D8 (0x0004)
                [0x0000000000000000] [0x00000001]
                struct FSkillRating              Skill;               // 0x00DC (0x0008)
                [0x0000000000000000]
                TArray<struct FName>             MapLikes;              // 0x00E8 (0x0010)
                [0x0000000000400000] (CPF_NeedCtorLink)
                TArray<struct FName>             MapDislikes;             // 0x00F8 (0x0010)
```

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

// ScriptStruct ProjectX._Types_X.PlayerTitleData
// 0x0028
struct FPlayerTitleData
{
struct FName                      Id;                    // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
class FString                     Text;                  // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
struct FName                      Category;              // 0x0018 (0x0008)
    [0x0000000000000000]
struct FColor                     Color;                 // 0x0020 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
struct FColor                     GlowColor;             // 0x0024 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct ProjectX._Types_X.PlayerSeasonRewardProgress
// 0x0050
struct FPlayerSeasonRewardProgress
{
struct FUniqueNetId               PlayerID;              // 0x0000 (0x0048)
    [0x0000000000400000] (CPF_NeedCtorLink)
int32_t                           SeasonLevel;           // 0x0048 (0x0004)
    [0x0000000000000000]
int32_t                           SeasonLevelWins;       // 0x004C (0x0004)
    [0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.ActiveServerData
// 0x00A0
struct FActiveServerData
{
struct FServerReservationData     Reservation;           // 0x0000 (0x0070)
    [0x0000000000400000] (CPF_NeedCtorLink)
class FString                     PingURL;               // 0x0070 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
class FString                     GameURL;               // 0x0080 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
class FString                     JoinCredentials;       // 0x0090 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.CrossplayGroup
// 0x0010
struct FCrossplayGroup
{
TArray<uint8_t>                   Platforms;             // 0x0000 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.ServerConnectionInfo
```

```cpp
// 0x0030
struct FServerConnectionInfo
{
class FString                      ServerAddress;              // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                      PingAddress;                // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                      ServerName;                 // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.TierSkillRating
// 0x0018 (0x0008 - 0x0020)
struct FTierSkillRating : FSkillRating
{
int32_t                    Tier;                    // 0x0008 (0x0004)
[0x0000000000000000]
int32_t                    Division;                // 0x000C (0x0004)
[0x0000000000000000]
int32_t                    MatchesPlayed;           // 0x0010 (0x0004)
[0x0000000000000000]
int32_t                    PlacementMatchesPlayed;  // 0x0014 (0x0004)
[0x0000000000000000]
int32_t                    WinStreak;               // 0x0018 (0x0004)
[0x0000000000000000]
float                      MMR;                     // 0x001C (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.SkillMatchPartyRating
// 0x0004 (0x0020 - 0x0024)
struct FSkillMatchPartyRating : FTierSkillRating
{
int32_t                    PartyID;                 // 0x0020 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.SkillMatchParty
// 0x0020
struct FSkillMatchParty
{
int32_t                    PartyID;                 // 0x0000 (0x0004)
[0x0000000000000000]
float                      PctTimePlayed;           // 0x0004 (0x0004)
[0x0000000000000000]
unsigned long              bQuitter : 1;            // 0x0008 (0x0004)
[0x0000000000000000] [0x00000001]
TArray<struct FUniqueNetId>  Players;               // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.SkillMatchData
// 0x0024
struct FSkillMatchData
```

```cpp
{
class FString                        ServerId;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                              Playlist;                    // 0x0010 (0x0004)
[0x0000000000000000]
int32_t                              WinningTeam;                 // 0x0014 (0x0004)
[0x0000000000000000]
int32_t                              Team0Score;                  // 0x0018 (0x0004)
[0x0000000000000000]
int32_t                              Team1Score;                  // 0x001C (0x0004)
[0x0000000000000000]
unsigned long                        bOverTime : 1;               // 0x0020 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct ProjectX._Types_X.ClubColorSet
// 0x0008
struct FClubColorSet
{
uint8_t                              TeamColorID;                 // 0x0000 (0x0001)
[0x0000000000000000]
uint8_t                              CustomColorID;               // 0x0001 (0x0001)
[0x0000000000000000]
unsigned long                        bTeamColorSet : 1;           // 0x0004 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                        bCustomColorSet : 1;         // 0x0004 (0x0004)
[0x0000000000000000] [0x00000002]
};

// ScriptStruct ProjectX._Types_X.CustomMatchTeamSettings
// 0x001C
struct FCustomMatchTeamSettings
{
class FString                        Name;                        // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FClubColorSet                 Colors;                      // 0x0010 (0x0008)
[0x0000000000000000]
int32_t                              GameScore;                   // 0x0018 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.CustomMatchSettings
// 0x008C
struct FCustomMatchSettings
{
class FString                        GameTags;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FName                         MapName;                     // 0x0010 (0x0008)
[0x0000000000000000]
uint8_t                              GameMode;                    // 0x0018 (0x0001)
[0x0000000000000000]
int32_t                              MaxPlayerCount;              // 0x001C (0x0004)
[0x0000000000000000]
class FString                        ServerName;                  // 0x0020 (0x0010)
```

```cpp
                                                           [0x0000000000400000] (CPF_NeedCtorLink)
class FString                          Password;                              // 0x0030 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                          bPublic : 1;                           // 0x0040 (0x0004)
[0x0000000000000000] [0x00000001]
struct FCustomMatchTeamSettings        TeamSettings[0x2];                     // 0x0048
(0x0040) [0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                          bClubServer : 1;                       // 0x0088 (0x0004)
[0x0001000000000000] [0x00000001]
};

// ScriptStruct ProjectX._Types_X.ServerResult
// 0x00B0
struct FServerResult
{
class FString                          Address;                               // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          ServerName;                            // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FCustomMatchSettings            Settings;                              // 0x0020 (0x0090)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.SkillMatchPlayer
// 0x0060
struct FSkillMatchPlayer
{
struct FUniqueNetId                    PlayerID;                              // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
float                                  PctTimePlayed;                         // 0x0048 (0x0004)
[0x0000000000000000]
float                                  TimePlayed;                            // 0x004C (0x0004)
[0x0000000000000000]
unsigned long                          bQuitter : 1;                          // 0x0050 (0x0004)
[0x0000000000000000] [0x00000001]
int32_t                                PartyID;                               // 0x0054 (0x0004)
[0x0000000000000000]
int32_t                                Score;                                 // 0x0058 (0x0004)
[0x0000000000000000]
int32_t                                Team;                                  // 0x005C (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.ReplicatedReservationData
// 0x0059
struct FReplicatedReservationData
{
struct FUniqueNetId                    PlayerID;                              // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          PlayerName;                            // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
uint8_t                                Status;                                // 0x0058 (0x0001)
[0x0000000000000000]
};
```

```cpp
// ScriptStruct ProjectX._Types_X.PartyJoinMatchSettings
// 0x0058
struct FPartyJoinMatchSettings
{
class FString                       ServerName;                 // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                             PlaylistId;                 // 0x0010 (0x0004)
[0x0000000000000000]
unsigned long                       bFriendJoin : 1;            // 0x0014 (0x0004)
[0x0000000000000000] [0x00000001]
class FString                       CustomPassword;             // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                       ReservationID;              // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                       JoinName;                   // 0x0038 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                       JoinPassword;               // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.JoinMatchSettings
// 0x0020
struct FJoinMatchSettings
{
uint8_t                             MatchType;                  // 0x0000 (0x0001)
[0x0000000000000000]
int32_t                             PlaylistId;                 // 0x0004 (0x0004)
[0x0000000000000000]
unsigned long                       bFriendJoin : 1;            // 0x0008 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                       bMigration : 1;             // 0x0008 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                       bRankedReconnect : 1;       // 0x0008 (0x0004)
[0x0000000000000000] [0x00000004]
class FString                       Password;                   // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.ReservationPlayerData
// 0x00A0
struct FReservationPlayerData
{
struct FUniqueNetId                 PlayerID;                   // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                       PlayerName;                 // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
float                               SkillMu;                    // 0x0058 (0x0004)
[0x0000000000000000]
float                               SkillSigma;                 // 0x005C (0x0004)
[0x0000000000000000]
int32_t                             Tier;                       // 0x0060 (0x0004)
[0x0000000000000000]
unsigned long                       bRemotePlayer : 1;          // 0x0064 (0x0004)
```

```
[0x0000000000000000] [0x00000001]
TArray<int32_t>                    Loadout;                    // 0x0068 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FName>               MapLikes;                   // 0x0078 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FName>               MapDislikes;                // 0x0088 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
uint64_t                           ClubID;                     // 0x0098 (0x0008)
[0x0001000000000000]
};

// ScriptStruct ProjectX._Types_X.ReplicatedRBStateNoQuat
// 0x0038
struct FReplicatedRBStateNoQuat
{
float                              QuatX;                      // 0x0000 (0x0004)
[0x0000000000000000]
float                              QuatY;                      // 0x0004 (0x0004)
[0x0000000000000000]
float                              QuatZ;                      // 0x0008 (0x0004)
[0x0000000000000000]
float                              QuatW;                      // 0x000C (0x0004)
[0x0000000000000000]
struct FVector                     Location;                   // 0x0010 (0x000C)
[0x0000000000000000]
struct FVector                     LinearVelocity;             // 0x001C (0x000C)
[0x0000000000000000]
struct FVector                     AngularVelocity;            // 0x0028 (0x000C)
[0x0000000000000000]
unsigned long                      bSleeping : 1;              // 0x0034 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct ProjectX._Types_X.ReplicatedRBState
// 0x003C
struct FReplicatedRBState
{
struct FQuat                       Quaternion;                 // 0x0000 (0x0010)
[0x0000000000000000]
struct FVector                     Location;                   // 0x0010 (0x000C)
[0x0000000000000000]
struct FVector                     LinearVelocity;             // 0x001C (0x000C)
[0x0000000000000000]
struct FVector                     AngularVelocity;            // 0x0028 (0x000C)
[0x0000000000000000]
float                              Time;                       // 0x0034 (0x0004)
[0x0000000000000000]
unsigned long                      bSleeping : 1;              // 0x0038 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                      bNewData : 1;               // 0x0038 (0x0004)
[0x0000000000000000] [0x00000002]
};

// ScriptStruct ProjectX._Types_X.PlayerBinding
```

```cpp
// 0x002C
struct FPlayerBinding
{
struct FName                    Action;                    // 0x0000 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
struct FName                    Key;                       // 0x0008 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
uint8_t                         AxisSign;                  // 0x0010 (0x0001)
[0x0000000040000000] (CPF_EditInlineNotify)
uint8_t                         PressType;                 // 0x0011 (0x0001)
[0x0000000040000000] (CPF_EditInlineNotify)
float                           Speed;                     // 0x0014 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
unsigned long                   bRequired : 1;             // 0x0018 (0x0004)
[0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
uint8_t                         Remappable;                // 0x001C (0x0001)
[0x0000000000000000]
float                           PressedTime;               // 0x0020 (0x0004)
[0x0000000000002000] (CPF_Transient)
float                           ReleasedTime;              // 0x0024 (0x0004)
[0x0000000000002000] (CPF_Transient)
unsigned long                   bTapped : 1;               // 0x0028 (0x0004)
[0x0000000000002000] [0x00000001] (CPF_Transient)
unsigned long                   bToggled : 1;              // 0x0028 (0x0004)
[0x0000000000002000] [0x00000002] (CPF_Transient)
};

// ScriptStruct ProjectX._Types_X.BindingAction
// 0x0038
struct FBindingAction
{
struct FName                    Action;                    // 0x0000 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
struct FName                    Category;                  // 0x0008 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
struct FName                    Axis;                      // 0x0010 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
uint8_t                         AxisSign;                  // 0x0018 (0x0001)
[0x0000000040000000] (CPF_EditInlineNotify)
class FString                   Command;                   // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                   bDisableRemapping : 1;     // 0x0030 (0x0004)
[0x0000000000000000] [0x00000001]
int32_t                         Priority;                  // 0x0034 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.PlaylistTierSkillRating
// 0x0004 (0x0020 - 0x0024)
struct FPlaylistTierSkillRating : FTierSkillRating
{
int32_t                         Playlist;                  // 0x0020 (0x0004)
[0x0000000000000000]
};
```

```cpp
// ScriptStruct ProjectX._Types_X.PlayerPermissions
// 0x0008
struct FPlayerPermissions
{
uint8_t                         TextChat;                   // 0x0000 (0x0001)
[0x0000000000000000]
uint8_t                         VoiceChat;                  // 0x0001 (0x0001)
[0x0000000000000000]
uint8_t                         Trade;                      // 0x0002 (0x0001)
[0x0000000000000000]
unsigned long                   bRequirePinForFriends : 1;          // 0x0004 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                   bItemShopNotificationsAllowed : 1;      // 0x0004
(0x0004) [0x0000000000000000] [0x00000002]
};

// ScriptStruct ProjectX._Types_X.PlaylistSkillRating
// 0x0004 (0x0020 - 0x0024)
struct FPlaylistSkillRating : FTierSkillRating
{
int32_t                         Playlist;                   // 0x0020 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.PlayerSkillRating
// 0x004C (0x0024 - 0x0070)
struct FPlayerSkillRating : FPlaylistSkillRating
{
struct FUniqueNetId             PlayerID;                   // 0x0028 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._Types_X.UpdatedPlayerSkillRating
// 0x0010 (0x0070 - 0x0080)
struct FUpdatedPlayerSkillRating : FPlayerSkillRating
{
float                           PrevMu;                     // 0x0070 (0x0004)
[0x0000000000000000]
float                           PrevSigma;                  // 0x0074 (0x0004)
[0x0000000000000000]
int32_t                         PrevTier;                   // 0x0078 (0x0004)
[0x0000000000000000]
int32_t                         PrevDivision;               // 0x007C (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.CachedRegionPing
// 0x000C
struct FCachedRegionPing
{
struct FName                    Name;                       // 0x0000 (0x0008)
[0x0000000000000000]
float                           Ping;                       // 0x0008 (0x0004)
```

```cpp
	[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.PartyMemberServer
// 0x0044
struct FPartyMemberServer
{
class FString                        ServerName;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                        CustomPassword;                // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                        JoinName;                      // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                        JoinPassword;                  // 0x0030 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                             PlaylistId;                    // 0x0040 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX._Types_X.PartyMember
// 0x0170
struct FPartyMember
{
struct FUniqueNetId                  PrimaryMemberId;               // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FUniqueNetId                  MemberId;                      // 0x0048 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                        MemberName;                    // 0x0090 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                             MatchmakeRestrictions;         // 0x00A0 (0x0004)
[0x0000000000000000]
int32_t                             LocalControllerId;             // 0x00A4 (0x0004)
[0x0000000000000000]
int32_t                             XpLevel;                       // 0x00A8 (0x0004)
[0x0000000000000000]
uint8_t                             CrossChatState;                // 0x00AC (0x0001)
[0x0000000000000000]
unsigned long                        bDisableCrossPlay : 1;         // 0x00B0 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                        bTradingEnabled : 1;           // 0x00B0 (0x0004)
[0x0000000000000000] [0x00000002]
struct FUniqueNetId                  TradingMemberId;               // 0x00B8 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FGuid                         TradeId;                       // 0x0100 (0x0010)
[0x0000000000000000]
unsigned long                        bReadyToLockTrade : 1;         // 0x0110 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                        bReadyToConfirmTrade : 1;      // 0x0110 (0x0004)
[0x0000000000000000] [0x00000002]
struct FPartyMemberServer            Server;                        // 0x0118 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FUniqueLobbyId                PlatformParty;                 // 0x0160 (0x0010)
[0x0001000000000000]
};
```

```cpp
// ScriptStruct ProjectX._Types_X.PlayerTitleCategory
// 0x0028
struct FPlayerTitleCategory
{
struct FName                        Id;                        // 0x0000 (0x0008)
[0x0000000000000000]
class FString                       Color;                     // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                       GlowColor;                 // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};


// ScriptStruct ProjectX._Types_X.IntVector3
// 0x000C
struct FIntVector3
{
int32_t                             X;                         // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                             Y;                         // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                             Z;                         // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
};


// ScriptStruct ProjectX._Types_X.DownloadedImage
// 0x0018
struct FDownloadedImage
{
class FString                       URL;                       // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class UTexture2DDynamic*            Texture;                   // 0x0010 (0x0008)
[0x0000000000000000]
};


// ScriptStruct ProjectX._Types_X.ClubMember
// 0x00A0
struct FClubMember
{
struct FUniqueNetId                 PlayerID;                  // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FUniqueNetId                 EpicPlayerID;              // 0x0048 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                       PlayerName;                // 0x0090 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};


// ScriptStruct ProjectX._Types_X.PlayerPermissionsList
// 0x0058
struct FPlayerPermissionsList
{
struct FUniqueNetId                 PlayerID;                  // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<uint8_t>                     Permissions;               // 0x0048 (0x0010)
```

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

// ScriptStruct ProjectX._Types_X.NetStats
// 0x000C
struct FNetStats
{
float                         PingMin;              // 0x0000 (0x0004)
[0x0000000000000000]
float                         Jitter;               // 0x0004 (0x0004)
[0x0000000000000000]
float                         LossPct;              // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.SetPlayerStorageResult_X.SetPlayerStorageResultItem
// 0x0010
struct FSetPlayerStorageResultItem
{
struct FName                  Category;             // 0x0000 (0x0008)
[0x0001000000000000]
int32_t                       Tick;                 // 0x0008 (0x0004)
[0x0001000000000000]
unsigned long                 bOutOfSync : 1;       // 0x000C (0x0004)
[0x0001000000000000] [0x00000001]
};

// ScriptStruct ProjectX.OnlinePlayerStorageQueue_X.PendingStorage
// 0x0014
struct FPendingStorage
{
class UObject*                Data;                 // 0x0000 (0x0008)
[0x0001000000000000]
class UClass*                 DataClass;            // 0x0008 (0x0008)
[0x0001000000000000]
int32_t                       Tick;                 // 0x0010 (0x0004)
[0x0001000000000000]
};

// ScriptStruct ProjectX.BlockStatusReporter_X.PlayerBlockListenData
// 0x0028
struct FPlayerBlockListenData
{
class FString                 EpicId;               // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FScriptDelegate        Callback;             // 0x0010 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.CabinedModeResponse.CabinedModeData
// 0x0004
struct FCabinedModeData
{
unsigned long                 cabinedMode : 1;      // 0x0000 (0x0004)
```

```
[0x0000000000000000] [0x00000001]
};

// ScriptStruct ProjectX.OnlineGameMatchmaking_X.DSRegionInfo
// 0x0014
struct FDSRegionInfo
{
class FString                    Name;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                          Ping;                    // 0x0010 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.OnlineMessageComponent_X.OnlineMessageHandler
// 0x0018
struct FOnlineMessageHandler
{
class UClass*                    MessageClass;            // 0x0000 (0x0008)
[0x0000000000000000]
TArray<struct FScriptDelegate>   Delegates;               // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.PartyMessage_LocalPlayers_X.SimplePartyMember
// 0x0058
struct FSimplePartyMember
{
struct FUniqueNetId              MemberId;                // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    MemberName;              // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.OnlineGameParty_X.PlaylistRestrictionPlayer
// 0x004C
struct FPlaylistRestrictionPlayer
{
struct FUniqueNetId              PlayerID;                // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                          Tier;                    // 0x0048 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.OnlinePlayerFriends_X.EpicSocialTaskData
// 0x0060
struct FEpicSocialTaskData
{
struct FUniqueNetId              PlayerID;                // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FScriptDelegate           OnCompleteCallback;      // 0x0048 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.OnlinePlayerStorageQueue_X.StorageMaxSize
```

```cpp
// 0x000C
struct FStorageMaxSize
{
struct FName                    Category;                   // 0x0000 (0x0008)
[0x0001000000000000]
int32_t                         MaxSizeBytes;               // 0x0008 (0x0004)
[0x0001000000000000]
};

// ScriptStruct ProjectX.RPC_PlayerStorageSet_X.SetPlayerStorageRequestItem
// 0x0021
struct FSetPlayerStorageRequestItem
{
struct FName                    Category;                   // 0x0000 (0x0008)
[0x0001000000000000]
int32_t                         Tick;                       // 0x0008 (0x0004)
[0x0001000000000000]
int32_t                         Checksum;                   // 0x000C (0x0004)
[0x0001000000000000]
class FString                   Data;                       // 0x0010 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
uint8_t                         Encoding;                   // 0x0020 (0x0001)
[0x0001000000000000]
};

// ScriptStruct ProjectX.Parties_X.PsyNetPartyInfo
// 0x0070
struct FPsyNetPartyInfo
{
class FString                   PartyID;                    // 0x0000 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
uint64_t                        CreatedAt;                  // 0x0010 (0x0008)
[0x0001000000000000]
struct FUniqueNetId             CreatedByUserId;            // 0x0018 (0x0048)
[0x0001000000400000] (CPF_NeedCtorLink)
class FString                   JoinID;                     // 0x0060 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX._SharedHelpers.Orientation
// 0x0018
struct FOrientation
{
struct FVector                  Location;                   // 0x0000 (0x000C)
[0x0000000000000000]
struct FRotator                 Rotation;                   // 0x000C (0x000C)
[0x0000000000000000]
};

// ScriptStruct ProjectX.AddReservationMessagePublic_X.OnlinePlayerMapPrefs
// 0x0068
struct FOnlinePlayerMapPrefs
{
struct FUniqueNetId             PlayerID;                   // 0x0000 (0x0048)
```

```cpp
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FName>                   MapLikes;                   // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FName>                   MapDislikes;                // 0x0058 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.AnimateParametersComponent_X.AnimatedParam
// 0x0008
struct FAnimatedParam
{
struct FName                           ParamName;                  // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.AnimateParametersComponent_X.AnimatedFloatParam
// 0x0018 (0x0008 - 0x0020)
struct FAnimatedFloatParam : FAnimatedParam
{
struct FInterpCurveFloat               ValueOverTime;              // 0x0008 (0x0018)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.AnimateParametersComponent_X.AnimatedVectorParam
// 0x0018 (0x0008 - 0x0020)
struct FAnimatedVectorParam : FAnimatedParam
{
struct FInterpCurveVector              ValueOverTime;              // 0x0008 (0x0018)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.AnimateParametersComponent_X.AnimatedLinearColorParam
// 0x0018 (0x0008 - 0x0020)
struct FAnimatedLinearColorParam : FAnimatedParam
{
struct FInterpCurveLinearColor         ValueOverTime;              // 0x0008 (0x0018)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.OnlineConfig_X.ModifierSubscription
// 0x0038
struct FModifierSubscription
{
class UClass*                          ObjClass;                   // 0x0000 (0x0008)
[0x0000000000000000]
struct FScriptDelegate                 OnAdd;                      // 0x0008 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FScriptDelegate                 OnRemove;                   // 0x0020 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.AprilConfig_X.QuickChatOverridePair
// 0x0020
struct FQuickChatOverridePair
```

```
{
class FString                           Id;                          // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                           Override;                    // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.Camera_X.CameraKnockBase
// 0x0010
struct FCameraKnockBase
{
float                           BlendInTime;                 // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           BlendOutTime;                // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           Falloff;                     // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           Time;                        // 0x000C (0x0004)
[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct ProjectX.Camera_X.CameraOrientation
// 0x002C
struct FCameraOrientation
{
struct FVector                  Focus;                       // 0x0000 (0x000C)
[0x0000000000000000]
struct FRotator                 Rotation;                    // 0x000C (0x000C)
[0x0000000000000000]
float                           Distance;                    // 0x0018 (0x0004)
[0x0000000000000000]
float                           FOV;                         // 0x001C (0x0004)
[0x0000000000000000]
struct FVector                  CalculatedLocation;          // 0x0020 (0x000C)
[0x0000000000000000]
};

// ScriptStruct ProjectX.CameraStateBlender_X.CameraTransition
// 0x004C
struct FCameraTransition
{
class UCameraState_X*           CameraState;                 // 0x0000 (0x0008)
[0x0000000000000000]
struct FViewTargetTransitionParams      BlendParams;                 // 0x0008
(0x0010) [0x0000000000000000]
float                           RemainingTime;               // 0x0018 (0x0004)
[0x0000000000000000]
struct FCameraOrientation       SnapshotPOV;                 // 0x001C (0x002C)
[0x0000000000000000]
unsigned long                   bStarted : 1;                // 0x0048 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct ProjectX.Camera_X.RotationCameraKnock
```

```
// 0x000C (0x0010 - 0x001C)
struct FRotationCameraKnock : FCameraKnockBase
{
struct FRotator                    Amount;                        // 0x0010 (0x000C)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.Camera_X.LocationCameraKnock
// 0x000C (0x0010 - 0x001C)
struct FLocationCameraKnock : FCameraKnockBase
{
struct FVector                     Amount;                        // 0x0010 (0x000C)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.Camera_X.VectorInterpRate
// 0x0018
struct FVectorInterpRate
{
float                    MaxDistance;                // 0x0000 (0x0004)
[0x0000000000000000]
float                    InterpRate;                 // 0x0004 (0x0004)
[0x0000000000000000]
float                    ForwardScale;               // 0x0008 (0x0004)
[0x0000000000000000]
float                    BackwardScale;              // 0x000C (0x0004)
[0x0000000000000000]
float                    SideScale;                  // 0x0010 (0x0004)
[0x0000000000000000]
float                    UpDownScale;                // 0x0014 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.CheatManager_X.TestStructEvent
// 0x0018
struct FTestStructEvent
{
struct FScriptDelegate             Callback;                   // 0x0000 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.ClassPropertyConfig_X.PropertyOverride
// 0x0030
struct FPropertyOverride
{
class FString                      Class;                      // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                      Property;                   // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                      Value;                      // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.ClientNetMetrics_X.PingStats
```

```
// 0x0010
struct FPingStats
{
float                          Min;                    // 0x0000 (0x0004)
[0x0000000000000000]
float                          Max;                    // 0x0004 (0x0004)
[0x0000000000000000]
float                          Average;                // 0x0008 (0x0004)
[0x0000000000000000]
float                          Median;                 // 0x000C (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.ColorPalette_X.ColorPosition
// 0x0008
struct FColorPosition
{
int32_t                        Row;                    // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                        Column;                 // 0x0004 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.ContentConfig_X.ContentPair
// 0x001C
struct FContentPair
{
struct FName                   KeyName;                // 0x0000 (0x0008)
[0x0000000000000000]
class FString                  Content;                // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FEncryptedKeyIndex      Index;                  // 0x0018 (0x0004)
[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct ProjectX.EffectsMap_X.EffectsMapping
// 0x0010
struct FEffectsMapping
{
class UPhysicalMaterial*       PhysicalMaterial;       // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UParticleSystem*         Particle;               // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.EngineShare_X.DynamicallyLoadedPackage
// 0x0020
struct FDynamicallyLoadedPackage
{
class FString                  Tag;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                  PackageName;            // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};
```

```cpp
// ScriptStruct ProjectX.EOS_GetAccountsResponse.EOSAccountInfo
// 0x0038
struct FEOSAccountInfo
{
class FString                        AccountId;                  // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                        Created;                    // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                        Favorite : 1;               // 0x0020 (0x0004)
[0x0000000000000000] [0x00000001]
class FString                        NickName;                   // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.EOS_AccountSummaryResponse.PrivacySettings
// 0x0010
struct FPrivacySettings
{
class FString                        ReceiveInvites;             // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.EOS_AccountSummaryResponse.AccountSettings
// 0x0010
struct FAccountSettings
{
struct FPrivacySettings              Privacy;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.EOSMetrics_X.MetricEventJsonStruct
// 0x0010
struct FMetricEventJsonStruct
{
TArray<class UEOSMetricEvent_X*>     Events;                     // 0x0000 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.EpicConfig_X.ChatPermissionPair
// 0x0011
struct FChatPermissionPair
{
class FString                        PermissionLabel;            // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
uint8_t                              Level;                      // 0x0010 (0x0001)
[0x0000000000000000]
};

// ScriptStruct ProjectX.EpicConfig_X.TradePermissionPair
// 0x0011
struct FTradePermissionPair
{
class FString                        PermissionLabel;            // 0x0000 (0x0010)
```

```cpp
	[0x0000000000400000] (CPF_NeedCtorLink)
	uint8_t                         Level;                          // 0x0010 (0x0001)
	[0x0000000000000000]
};

// ScriptStruct ProjectX.EpicConfig_X.TradePermissionEnabledPair
// 0x0008
struct FTradePermissionEnabledPair
{
	uint8_t                         Level;                          // 0x0000 (0x0001)
	[0x0000000000000000]
	unsigned long                   bEnabled : 1;                   // 0x0004 (0x0004)
	[0x0000000000000000] [0x00000001]
};

// ScriptStruct ProjectX.EpochTimerTick_X.EpochTimer
// 0x0020
struct FEpochTimer
{
	struct FScriptDelegate          Callback;                       // 0x0000 (0x0018)
	[0x0000000000400000] (CPF_NeedCtorLink)
	uint64_t                        EpochTime;                      // 0x0018 (0x0008)
	[0x0000000000000000]
};

// ScriptStruct ProjectX.ExplosionHitHandler_X.ContactInformation
// 0x001C
struct FContactInformation
{
	struct FVector                  ContactLocation;                // 0x0000 (0x000C)
	[0x0000000000002000] (CPF_Transient)
	struct FVector                  ContactVelocity;                // 0x000C (0x000C)
	[0x0000000000002000] (CPF_Transient)
	float                           ContactTime;                    // 0x0018 (0x0004)
	[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct ProjectX.FakeData_X.FakeData1
// 0x0035
struct FFakeData1
{
	class FString                   string1;                        // 0x0000 (0x0010)
	[0x0000000000400000] (CPF_NeedCtorLink)
	struct FName                    name1;                          // 0x0010 (0x0008)
	[0x0000000000000000]
	unsigned long                   bool1 : 1;                      // 0x0018 (0x0004)
	[0x0000000000000000] [0x00000001]
	uint64_t                        qword1;                         // 0x0020 (0x0008)
	[0x0000000000000000]
	float                           float1;                         // 0x0028 (0x0004)
	[0x0000000000000000]
	uint8_t                         byte1;                          // 0x002C (0x0001)
	[0x0000000000000000]
	int32_t                         int1;                           // 0x0030 (0x0004)
```

```cpp
                                                                   [0x0000000000000000]
uint8_t                        enum1;                              // 0x0034 (0x0001)
                                                                   [0x0000000000000000]
};

// ScriptStruct ProjectX.FakeData_X.FakeData2
// 0x0090
struct FFakeData2
{
struct FFakeData1              struct1;                            // 0x0000 (0x0038)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                  string1;                            // 0x0038 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FName                   name1;                              // 0x0048 (0x0008)
[0x0000000000000000]
unsigned long                  bool1 : 1;                          // 0x0050 (0x0004)
[0x0000000000000000] [0x00000001]
uint64_t                       qword1;                             // 0x0058 (0x0008)
[0x0000000000000000]
float                          float1;                             // 0x0060 (0x0004)
[0x0000000000000000]
uint8_t                        byte1;                              // 0x0064 (0x0001)
[0x0000000000000000]
int32_t                        int1;                               // 0x0068 (0x0004)
[0x0000000000000000]
uint8_t                        enum1;                              // 0x006C (0x0001)
[0x0000000000000000]
TArray<struct FFakeData1>      array1;                             // 0x0070 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<class FString>          array2;                             // 0x0080 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.FakeData_X.FakeData3
// 0x0130
struct FFakeData3
{
TArray<struct FFakeData2>      array1;                             // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                  string1;                            // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FFakeData1              struct1;                            // 0x0020 (0x0038)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FName                   name1;                              // 0x0058 (0x0008)
[0x0000000000000000]
TArray<struct FFakeData2>      array2;                             // 0x0060 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FFakeData2>      array3;                             // 0x0070 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                  bool1 : 1;                          // 0x0080 (0x0004)
[0x0000000000000000] [0x00000001]
uint64_t                       qword1;                             // 0x0088 (0x0008)
[0x0000000000000000]
float                          float1;                             // 0x0090 (0x0004)
```

```cpp
[0x0000000000000000]
uint8_t                          byte1;                    // 0x0094 (0x0001)
[0x000000000000000]
int32_t                          int1;                     // 0x0098 (0x0004)
[0x000000000000000]
uint8_t                          enum1;                    // 0x009C (0x0001)
[0x0000000000000000]
struct FFakeData2                struct2;                  // 0x00A0 (0x0090)
[0x000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.FakeData_X.FakeData4
// 0x011D
struct FFakeData4
{
struct FFakeData2                struct2;                  // 0x0000 (0x0090)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FFakeData3>        array1;                   // 0x0090 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FFakeData1                struct1;                  // 0x00A0 (0x0038)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FFakeData2>        array2;                   // 0x00D8 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    string1;                  // 0x00E8 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FName                     name1;                    // 0x00F8 (0x0008)
[0x0000000000000000]
unsigned long                    bool1 : 1;                // 0x0100 (0x0004)
[0x0000000000000000] [0x00000001]
uint64_t                         qword1;                   // 0x0108 (0x0008)
[0x0000000000000000]
float                            float1;                   // 0x0110 (0x0004)
[0x0000000000000000]
uint8_t                          byte1;                    // 0x0114 (0x0001)
[0x0000000000000000]
int32_t                          int1;                     // 0x0118 (0x0004)
[0x0000000000000000]
uint8_t                          enum1;                    // 0x011C (0x0001)
[0x0000000000000000]
};

// ScriptStruct ProjectX.ParameterDispenser_X.NameParamPair
// 0x0010
struct FNameParamPair
{
struct FName                     Key;                      // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FName                     Value;                    // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.ParameterDispenser_X.FloatParamPair
// 0x000C
struct FFloatParamPair
```

```cpp
{
struct FName                          Key;                    // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                          Value;                  // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.ParameterDispenser_X.VectorParamPair
// 0x0014
struct FVectorParamPair
{
struct FName                          Key;                    // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FVector                        Value;                  // 0x0008 (0x000C)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.ParameterDispenser_X.ColorParamPair
// 0x0018
struct FColorParamPair
{
struct FName                          Key;                    // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FLinearColor                   Value;                  // 0x0008 (0x0010)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.ParameterDispenser_X.ActorParamPair
// 0x0010
struct FActorParamPair
{
struct FName                          Key;                    // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
class AActor*                         Value;                  // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.FXActor_X.FXEventSubscription
// 0x0038
struct FFXEventSubscription
{
class UFXActorEvent_X*                Event;                  // 0x0000 (0x0008)
[0x0000000000000000]
struct FScriptDelegate                OnPushed;               // 0x0008 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FScriptDelegate                OnPopped;               // 0x0020 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.FXActor_X.AttachToParameterWithUnlockAxes
// 0x0009
struct FAttachToParameterWithUnlockAxes
{
struct FName                          Parameter;              // 0x0000 (0x0008)
```

```cpp
                                       [0x0000000000000001] (CPF_Edit)
uint8_t                         IgnoredAxis;                    // 0x0008 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.FXActor_X.FXAttachment
// 0x012C
struct FFXAttachment
{
struct FName                    Name;                           // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FName                    SkeletalMeshAttachName;         // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FName                    SocketOrBoneName;               // 0x0010 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FName                    AttachToParameter;              // 0x0018 (0x0008)
[0x0000000000020001] (CPF_Edit | CPF_EditConst)
float                           AttachDelay;                    // 0x0020 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           DetachDelay;                    // 0x0024 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           LifeTime;                       // 0x0028 (0x0004)
[0x0000000000000001] (CPF_Edit)
uint8_t                         Target;                         // 0x002C (0x0001)
[0x0000000000000001] (CPF_Edit)
class UActorComponent*          Component;                      // 0x0030 (0x0008)
[0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
TArray<class UFXActorEvent_X*>  AttachAny;                      // 0x0038 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
TArray<class UFXActorEvent_X*>  DetachAny;                      // 0x0048 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
TArray<class UFXActorEvent_X*>  AttachAll;                      // 0x0058 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
TArray<class URuntimeParameterBase_X*>  RuntimeParameters;             //
0x0068 (0x0010) [0x0000000004400001] (CPF_Edit | CPF_NeedCtorLink | CPF_EditInline)
TArray<class UFXAttachmentTraitBase_X*>  Traits;                // 0x0078
(0x0010) [0x0000000004400001] (CPF_Edit | CPF_NeedCtorLink | CPF_EditInline)
struct FAttachToParameterWithUnlockAxes  AttachToParameterActor;        //
0x0088 (0x000C) [0x0000000000000001] (CPF_Edit)
uint8_t                         OverrideAttachBehavior;         // 0x0094 (0x0001)
[0x0000000000000001] (CPF_Edit)
struct FVector                  OverrideAttachLocationOffset;   // 0x0098 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FRotator                 OverrideAttachRotationOffset;   // 0x00A4 (0x000C)
[0x0000000000000001] (CPF_Edit)
unsigned long                   bCreateDuplicates : 1;          // 0x00B0 (0x0004)
[0x0000000000000002] [0x00000001] (CPF_Const)
unsigned long                   bWantsAttachment : 1;           // 0x00B0 (0x0004)
[0x0000000000002000] [0x00000002] (CPF_Transient)
unsigned long                   bInitializedTraits : 1;         // 0x00B0 (0x0004)
[0x0000000000002000] [0x00000004] (CPF_Transient)
unsigned long                   bWarnedMissingSocket : 1;       // 0x00B0 (0x0004)
[0x0000000000002000] [0x00000008] (CPF_Transient)
unsigned long                   bExistingComponent : 1;         // 0x00B0 (0x0004)
```

```
[0x0000000800000000] [0x00000010]
unsigned long                         bExistingAttachment : 1;            // 0x00B0 (0x0004)
[0x0000000800000000] [0x00000020]
float                                 AttachedTime;                       // 0x00B4 (0x0004)
[0x0000000000002000] (CPF_Transient)
uint8_t                               State;                              // 0x00B8 (0x0001)
[0x0000000000002000] (CPF_Transient)
float                                 WantsAttachmentChangeTime;          // 0x00BC (0x0004)
[0x0000000000002000] (CPF_Transient)
class USkeletalMeshComponent*         AttachedToMesh;                     // 0x00C0
(0x0008) [0x0000000004082008] (CPF_ExportObject | CPF_Transient | CPF_Component |
CPF_EditInline)
uint8_t                               UnknownData00[0x8];                 // 0x00C8 (0x0008)
MISSED OFFSET
struct FMatrix                        RelativeTransform;                  // 0x00D0 (0x0040)
[0x0000000000002000] (CPF_Transient)
int32_t                               BoneIndex;                          // 0x0110 (0x0004)
[0x0000000000002000] (CPF_Transient)
class AActor*                         AttachToActor;                      // 0x0118 (0x0008)
[0x0000000000002000] (CPF_Transient)
struct FVector                        OffsetToAttachActor;                // 0x0120 (0x000C)
[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct ProjectX.FXActor_X.FXActorEventCheck
// 0x000C
struct FFXActorEventCheck
{
class UFXActorEvent_X*                Event;                              // 0x0000 (0x0008)
[0x0000000000000000]
unsigned long                         bHasTicked : 1;                     // 0x0008 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct ProjectX.GameInfo_X.PauserData
// 0x000C
struct FPauserData
{
class APlayerController*              PC;                                 // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                               PauseNum;                           // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.GameSettingConfig_X.GameSettingHidingOverride
// 0x000C
struct FGameSettingHidingOverride
{
struct FName                          SettingName;                        // 0x0000 (0x0008)
[0x0000000000000000]
unsigned long                         bHidden : 1;                        // 0x0008 (0x0004)
[0x0000000000000000] [0x00000001]
};
```

```cpp
// ScriptStruct ProjectX.GFxDataStore_X.GFxDataStoreColumn
// 0x000C
struct FGFxDataStoreColumn
{
uint8_t                         Type;                   // 0x0000 (0x0001)
[0x0000000000000000]
struct FName                    Name;                   // 0x0004 (0x0008)
[0x0000000000000000]
};

// ScriptStruct ProjectX.GFxDataStore_X.GFxDataStoreRow
// 0x0018
struct FGFxDataStoreRow
{
TArray<struct FASValue>         Values;                 // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class UGFxDataRow_X*            BoundObject;            // 0x0010 (0x0008)
[0x0000000000000000]
};

// ScriptStruct ProjectX.GFxDataStore_X.GFxDataStoreTable
// 0x0080
struct FGFxDataStoreTable
{
struct FName                    Name;                   // 0x0000 (0x0008)
[0x0000000000000000]
TArray<struct FGFxDataStoreColumn>      Columns;                // 0x0008
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FGFxDataStoreRow>         Rows;                   // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                   bLevelTransitionPersistent : 1;     // 0x0028 (0x0004)
[0x0000000000000000] [0x00000001]
struct FMap_Mirror              PrimaryKeyMap;          // 0x0030 (0x0050)
[0x0000000000001000] (CPF_Native)
};

// ScriptStruct ProjectX.GFxDataStore_X.GFxDirtyRow
// 0x0018
struct FGFxDirtyRow
{
int32_t                         RowNum;                 // 0x0000 (0x0004)
[0x0000000000000000]
TArray<struct FName>            DirtyValues;            // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.GFxDataStore_X.GFxDirtyTable
// 0x0018
struct FGFxDirtyTable
{
struct FName                    Name;                   // 0x0000 (0x0008)
[0x0000000000000000]
TArray<struct FGFxDirtyRow>     DirtyRows;              // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
```

```cpp
};

// ScriptStruct ProjectX.GFxEngine_X.DirtyObject
// 0x0014
struct FDirtyObject
{
class UObject*                    Object;                    // 0x0000 (0x0008)
[0x0000000000000000]
class UProperty*                  Property;                  // 0x0008 (0x0008)
[0x0000000000000000]
int32_t                           Index;                     // 0x0010 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.GFxSoundPack_X.SoundPackSoundRef
// 0x0010
struct FSoundPackSoundRef
{
class UAkSoundCue*                Sound;                      // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FName                      Name;                       // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.LensFlareComponent_X.LensFlareFloatParamCurve
// 0x0038
struct FLensFlareFloatParamCurve
{
struct FName                      MaterialParamName;          // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
int32_t                           MaterialParamIndex;         // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FRawDistributionFloat      ValueOverTime;              // 0x0010 (0x0028)
[0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.LocalCache_X.CacheImportCallbackData
// 0x0020
struct FCacheImportCallbackData
{
struct FPointer                   Task;                       // 0x0000 (0x0008)
[0x0000000000001000] (CPF_Native)
struct FScriptDelegate            Callback;                   // 0x0008 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.LocalCache_X.CacheIOTaskBase
// 0x0030
struct FCacheIOTaskBase
{
class UObject*                    CacheObject;                // 0x0000 (0x0008)
[0x0000000000000000]
TArray<uint8_t>                   Data;                       // 0x0008 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
```

```
class FString                      Path;                    // 0x0018 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
class UErrorType*                  Error;                   // 0x0028 (0x0008)
[0x0000000000000000]
};


// ScriptStruct ProjectX.LocalCache_X.CacheExportTask
// 0x0000 (0x0030 - 0x0030)
struct FCacheExportTask : FCacheIOTaskBase
{
};


// ScriptStruct ProjectX.LocalCache_X.CacheExportCallbackData
// 0x0020
struct FCacheExportCallbackData
{
struct FPointer                    Task;                    // 0x0000 (0x0008)
[0x0000000000001000] (CPF_Native)
struct FScriptDelegate             Callback;                // 0x0008 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};


// ScriptStruct ProjectX.LocalCache_X.CacheImportTask
// 0x0000 (0x0030 - 0x0030)
struct FCacheImportTask : FCacheIOTaskBase
{
};


// ScriptStruct ProjectX.LocalClubData_X.PlayerClubPair
// 0x0050
struct FPlayerClubPair
{
struct FUniqueNetId                PlayerID;                // 0x0000 (0x0048)
[0x0001000000400000] (CPF_NeedCtorLink)
uint64_t                           ClubID;                  // 0x0048 (0x0008)
[0x0001000000000000]
};


// ScriptStruct ProjectX.LocalizationConfig_X.LocOverride
// 0x0040
struct FLocOverride
{
class FString                      Section;                 // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                      Key;                     // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                      Value;                   // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                      Package;                 // 0x0030 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};


// ScriptStruct ProjectX.MatchPlayerData_X.MatchSkillUpdate
// 0x0024
```

```cpp
struct FMatchSkillUpdate
{
unsigned long                          bValid : 1;                    // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
float                                  Mu;                            // 0x0004 (0x0004)
[0x0000000000000000]
float                                  Sigma;                         // 0x0008 (0x0004)
[0x0000000000000000]
int32_t                                Tier;                          // 0x000C (0x0004)
[0x0000000000000000]
int32_t                                Division;                      // 0x0010 (0x0004)
[0x0000000000000000]
float                                  PrevMu;                        // 0x0014 (0x0004)
[0x0000000000000000]
float                                  PrevSigma;                     // 0x0018 (0x0004)
[0x0000000000000000]
int32_t                                PrevTier;                      // 0x001C (0x0004)
[0x0000000000000000]
int32_t                                PrevDivision;                  // 0x0020 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.OnlineClubProvider_X.PlayerClubSyncResult
// 0x0050
struct FPlayerClubSyncResult
{
struct FUniqueNetId                    PlayerID;                      // 0x0000 (0x0048)
[0x0001000000400000] (CPF_NeedCtorLink)
class UError*                          Error;                         // 0x0048 (0x0008)
[0x0001000000000000]
};

// ScriptStruct ProjectX.PresetMutators_X.CategorySettingPair
// 0x0104
struct FCategorySettingPair
{
struct FName                           Category;                      // 0x0000 (0x0008)
[0x0000000000000000]
struct FName                           Setting;                       // 0x0008 (0x0008)
[0x0000000000000000]
unsigned long                          bLockSetting : 1;              // 0x0010 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct
ProjectX.RPC_CheckReplacementDedicatedServer_X.CheckReplacementDedicatedServerData
// 0x0034
struct FCheckReplacementDedicatedServerData
{
class FString                          ServerId;                      // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          IP;                            // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          Host;                          // 0x0020 (0x0010)
```

```
                                    [0x0000000000400000] (CPF_NeedCtorLink)
int32_t                        Port;                    // 0x0030 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.OnlineGameDLC_X.SteamJsonResponseGetPublisherAppOwnership3
// 0x0028
struct FSteamJsonResponseGetPublisherAppOwnership3
{
uint64_t                       AppID;                   // 0x0000 (0x0008)
[0x0000000000000000]
uint64_t                       OwnerSteamID;            // 0x0008 (0x0008)
[0x0000000000000000]
unsigned long                  OwnsApp : 1;             // 0x0010 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                  Permanent : 1;           // 0x0010 (0x0004)
[0x0000000000000000] [0x00000002]
class FString                  TimeStamp;               // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.OnlineGameDLC_X.SteamJsonResponseGetPublisherAppOwnership2
// 0x0010
struct FSteamJsonResponseGetPublisherAppOwnership2
{
TArray<struct FSteamJsonResponseGetPublisherAppOwnership3>
Apps;                  // 0x0000 (0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.OnlineGameDLC_X.SteamJsonResponseGetPublisherAppOwnership
// 0x0010
struct FSteamJsonResponseGetPublisherAppOwnership
{
struct FSteamJsonResponseGetPublisherAppOwnership2 AppOwnership;              //
0x0000 (0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.OnlineGameDLC_X.SteamPlayerDLCOwnershipState
// 0x0011
struct FSteamPlayerDLCOwnershipState
{
struct FName                   Name;                    // 0x0000 (0x0008)
[0x0000000000000000]
uint64_t                       AppID;                   // 0x0008 (0x0008)
[0x0000000000000000]
uint8_t                        State;                   // 0x0010 (0x0001)
[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct ProjectX.OnlineGameDLC_X.PlayerDLCInfo
// 0x0074
struct FPlayerDLCInfo
{
struct FUniqueNetId            PlayerID;                // 0x0000 (0x0048)
```

```cpp
	[0x0000000000400000] (CPF_NeedCtorLink)
	TArray<struct FSteamPlayerDLCOwnershipState>      DLCs;                    // 0x0048
	(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
	struct FScriptDelegate                ValidationReadyDelegate;          // 0x0058 (0x0018)
	[0x0000000000400000] (CPF_NeedCtorLink)
	float                              TimeLastOwnershipRequest;        // 0x0070 (0x0004)
	[0x0000000000002000] (CPF_Transient)
};


// ScriptStruct ProjectX.OnlineGameDLC_X.SteamWebRequestData
// 0x0050
struct FSteamWebRequestData
{
	class UWebRequest_X*               Request;                  // 0x0000 (0x0008)
	[0x0000000000000000]
	struct FUniqueNetId                PlayerID;                 // 0x0008 (0x0048)
	[0x0000000000400000] (CPF_NeedCtorLink)
};


// ScriptStruct ProjectX.PsyNet_X.PsyNetKeys
// 0x0040
struct FPsyNetKeys
{
	class FString                      Environment;              // 0x0000 (0x0010)
	[0x0000000000400000] (CPF_NeedCtorLink)
	class FString                      PsyNetAuth;               // 0x0010 (0x0010)
	[0x0000000000400000] (CPF_NeedCtorLink)
	class FString                      PsyConfigAuth;            // 0x0020 (0x0010)
	[0x0000000000400000] (CPF_NeedCtorLink)
	class FString                      SteamPublisher;           // 0x0030 (0x0010)
	[0x0000000000400000] (CPF_NeedCtorLink)
};


// ScriptStruct ProjectX.ReservationBeacon_X.BeaconMessageHandler
// 0x0018
struct FBeaconMessageHandler
{
	class UClass*                      MessageClass;             // 0x0000 (0x0008)
	[0x0000000000000000]
	TArray<struct FScriptDelegate>     Delegates;                // 0x0008 (0x0010)
	[0x0000000000400000] (CPF_NeedCtorLink)
};


// ScriptStruct ProjectX.OnlineGameLeaderboards_X.LeaderboardData
// 0x0080
struct FLeaderboardData
{
	struct FUniqueNetId                PlayerID;                 // 0x0000 (0x0048)
	[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
	class FString                      UnSanitizedPlayerName;    // 0x0048 (0x0010)
	[0x0000000000400000] (CPF_NeedCtorLink)
	class FString                      PlayerName;               // 0x0058 (0x0010)
	[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
	unsigned long                      bPsyNetUser : 1;          // 0x0068 (0x0004)
```

```
[0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
int32_t                          Rank;                    // 0x006C (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                          Value;                   // 0x0070 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
float                            MMR;                     // 0x0074 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                          Division;                // 0x0078 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
unsigned long                    bIsPrimaryPlayer : 1;    // 0x007C (0x0004)
[0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

// ScriptStruct ProjectX.OnlineGameLeaderboards_X.CachedLeaderboardData
// 0x0020
struct FCachedLeaderboardData
{
struct FName                     LeaderboardId;           // 0x0000 (0x0008)
[0x0000000000002000] (CPF_Transient)
TArray<struct FLeaderboardData>  DataList;                // 0x0008 (0x0010)
[0x0000000000402000] (CPF_Transient | CPF_NeedCtorLink)
uint64_t                         LastLeaderboardSyncTime; // 0x0018 (0x0008)
[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct ProjectX.RPC_GetLeaderboardBase_X.GetLeaderboardBaseData
// 0x0060
struct FGetLeaderboardBaseData
{
class FString                    PlayerName;              // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FUniqueNetId              PlayerID;                // 0x0010 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                          Value;                   // 0x0058 (0x0004)
[0x0000000000000000]
float                            MMR;                     // 0x005C (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.RPC_GetLeaderboardBase_X.GetLeaderboardPlatformBaseData
// 0x0020
struct FGetLeaderboardPlatformBaseData
{
class FString                    Platform;                // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FGetLeaderboardBaseData>  Players;          // 0x0010
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct
ProjectX.RPC_GetLeaderboardRankForUsersBase_X.GetLeaderboardRankForUserData
// 0x0060
struct FGetLeaderboardRankForUserData
{
```

```cpp
class FString                    PlayerName;              // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FUniqueNetId              PlayerID;                // 0x0010 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                          Value;                   // 0x0058 (0x0004)
[0x0000000000000000]
float                            MMR;                     // 0x005C (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.RPC_GetPopulation_X.GetPopulationData
// 0x0008
struct FGetPopulationData
{
int32_t                          Playlist;                // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                          PlayerCount;             // 0x0004 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.RPC_GetGameServerPingList_X.GetGameServerPingListData
// 0x0048
struct FGetGameServerPingListData
{
class FString                    Region;                  // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    IP;                      // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                    Host;                    // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                          Port;                    // 0x0030 (0x0004)
[0x0000000000000000]
class FString                    Address;                 // 0x0038 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.OnlineGameReservations_AssignTeamsByParty_X.PartyByTeam
// 0x0050
struct FPartyByTeam
{
struct FUniqueNetId              PartyID;                 // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
uint8_t                          Team;                    // 0x0048 (0x0001)
[0x0000000000000000]
int32_t                          Size;                    // 0x004C (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.OnlineGameReservations_X.TeamPairHistory
// 0x0094
struct FTeamPairHistory
{
struct FUniqueNetId              PartyA;                  // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
```

```
struct FUniqueNetId                    PartyB;                    // 0x0048 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                    Count;                    // 0x0090 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.OnlineGameReservations_X.PendingReservation
// 0x0018
struct FPendingReservation
{
class UIReservationConnection_X*        Connection_Object;        // 0x0000
(0x0010) [0x0000000000000000]
class UIReservationConnection_X*        Connection_Interface;     // 0x0000
(0x0010) [0x0000000000000000]
class UAddReservationMessage_X*         Message;                  // 0x0010
(0x0008) [0x0000000000000000]
};

// ScriptStruct ProjectX.OnlineGameSkill_X.SkillSyncRequest
// 0x0068
struct FSkillSyncRequest
{
class URPC_X*                    RPC;                    // 0x0000 (0x0008)
[0x0000000000000000]
struct FUniqueNetId                    PlayerID;                    // 0x0008 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FScriptDelegate                    Callback;                    // 0x0050 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.RPC_GetPartyMemberSkill_X.PartyMemberSkill
// 0x0058
struct FPartyMemberSkill
{
struct FUniqueNetId                    PlayerID;                    // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FPlayerSkillRating>        Skills;                    // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.OnlineGameStats_X.UploadStatData
// 0x004C
struct FUploadStatData
{
struct FUniqueNetId                    PlayerID;                    // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                    Value;                    // 0x0048 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.OnlineGameStats_X.UploadStatDataSet
// 0x0018
struct FUploadStatDataSet
{
```

```
struct FName                          StatId;                          // 0x0000 (0x0008)
[0x0000000000000000]
TArray<struct FUploadStatData>        Data;                            // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.WordFilterTypes_X.WordFilterPair
// 0x0078
struct FWordFilterPair
{
class FString                         Id;                              // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                         Key;                             // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                         Value;                           // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
uint8_t                               Usage;                           // 0x0030 (0x0001)
[0x0000000000000000]
unsigned long                         bPending : 1;                    // 0x0034 (0x0004)
[0x0000000000000000] [0x00000001]
float                                 LastRequestTime;                 // 0x0038 (0x0004)
[0x0000000000000000]
class UError*                         Error;                           // 0x0040 (0x0008)
[0x0000000000000000]
struct FScriptDelegate                Callback;                        // 0x0048 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FScriptDelegate                ErrorCallback;                   // 0x0060 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.OnlineGameWordFilterProcessor_X.WordFilterRequest
// 0x0040
struct FWordFilterRequest
{
class UWebRequest_X*                   Request;                         // 0x0000 (0x0008)
[0x0000000000000000]
class FString                         Comment;                         // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                         Sanitized;                       // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FScriptDelegate                Callback;                        // 0x0028 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.OnlinePlayerStorageManifest_X.StorageMetadata
// 0x000D
struct FStorageMetadata
{
struct FName                          Category;                        // 0x0000 (0x0008)
[0x0001000000000000]
int32_t                               Checksum;                        // 0x0008 (0x0004)
[0x0001000000000000]
uint8_t                               Encoding;                        // 0x000C (0x0001)
[0x0001000000000000]
```

```cpp
};

// ScriptStruct ProjectX.OnlinePlayerStorageSync_X.OnlinePlayerStorageSyncResult
// 0x001D
struct FOnlinePlayerStorageSyncResult
{
class UClass*                    DataClass;                    // 0x0000 (0x0008)
[0x0001000000000000]
class UObject*                   RemoteData;                   // 0x0008 (0x0008)
[0x0001000000000000]
int32_t                          ServerTick;                   // 0x0010 (0x0004)
[0x0001000000000000]
int32_t                          Checksum;                     // 0x0014 (0x0004)
[0x0001000000000000]
unsigned long                    bChecksumMatch : 1;           // 0x0018 (0x0004)
[0x0001000000000000] [0x00000001]
uint8_t                          Encoding;                     // 0x001C (0x0001)
[0x0001000000000000]
};

// ScriptStruct ProjectX.OnlinePlayerStorageSync_X.OnlinePlayerStorageSyncRequest
// 0x000D
struct FOnlinePlayerStorageSyncRequest
{
class UObject*                   DataObj;                      // 0x0000 (0x0008)
[0x0001000000000000]
int32_t                          ClientTick;                   // 0x0008 (0x0004)
[0x0001000000000000]
uint8_t                          Encoding;                     // 0x000C (0x0001)
[0x0001000000000000]
};

// ScriptStruct ProjectX.RPC_PlayerStorageGet_X.GetPlayerStorageRequestItem
// 0x0018
struct FGetPlayerStorageRequestItem
{
struct FName                     Category;                     // 0x0000 (0x0008)
[0x0001000000000000]
int32_t                          Tick;                         // 0x0008 (0x0004)
[0x0001000000000000]
int32_t                          Checksum;                     // 0x000C (0x0004)
[0x0001000000000000]
class UObject*                   LocalRef;                     // 0x0010 (0x0008)
[0x0001000000002000] (CPF_Transient)
};

// ScriptStruct ProjectX.PartyMessageQueue_X.PendingMessage
// 0x0020
struct FPendingMessage
{
struct FUniqueLobbyId            LobbyId;                      // 0x0000 (0x0010)
[0x0000000000000000]
TArray<class FString>            Messages;                     // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
```

```
};

// ScriptStruct ProjectX.Parties_X.PsyNetPartyMember
// 0x0080
struct FPsyNetPartyMember
{
class FString                    PartyID;                    // 0x0000 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
struct FUniqueNetId              UserId;                     // 0x0010 (0x0048)
[0x0001000000400000] (CPF_NeedCtorLink)
class FString                    Username;                   // 0x0058 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
uint64_t                         JoinedAt;                   // 0x0068 (0x0008)
[0x0001000000000000]
class FString                    Role;                       // 0x0070 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.Parties_X.PartyInvite
// 0x0078
struct FPartyInvite
{
struct FUniqueNetId              UserId;                     // 0x0000 (0x0048)
[0x0001000000400000] (CPF_NeedCtorLink)
class FString                    Username;                   // 0x0048 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
class FString                    PartyID;                    // 0x0058 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
uint64_t                         InvitedAt;                  // 0x0068 (0x0008)
[0x0001000000000000]
uint64_t                         AcceptedAt;                 // 0x0070 (0x0008)
[0x0001000000000000]
};

// ScriptStruct ProjectX.PartyMetrics_X.PartyMetricsData
// 0x000C
struct FPartyMetricsData
{
int32_t                          LocalPlayers;               // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                          RemotePlayers;              // 0x0004 (0x0004)
[0x0000000000000000]
unsigned long                    bPartyLeader : 1;           // 0x0008 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct ProjectX.PlayerInput_X.GamepadDeadzoneSettings
// 0x0010
struct FGamepadDeadzoneSettings
{
uint8_t                          Type;                       // 0x0000 (0x0001)
[0x0000000000000001] (CPF_Edit)
struct FName                     Key;                        // 0x0004 (0x0008)
[0x0000000000000001] (CPF_Edit)
```

```c
float                           Deadzone;                    // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.PlayerInput_X.KeyboardAxisBlendSettings
// 0x000C
struct FKeyboardAxisBlendSettings
{
struct FName                    Axis;                        // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
float                           BlendTime;                   // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.PlayerInput_X.RawAxisValue
// 0x0010
struct FRawAxisValue
{
float                           Value;                       // 0x0000 (0x0004)
[0x0000000000000000]
uint64_t                        LastFrameChanged;            // 0x0008 (0x0008)
[0x0000000000000000]
};

// ScriptStruct ProjectX.PostProcessManager_X.PPEffectDefaults
// 0x000C
struct FPPEffectDefaults
{
struct FName                    EffectName;                  // 0x0000 (0x0008)
[0x0000000000000003] (CPF_Edit | CPF_Const)
unsigned long                   bEnabled : 1;                // 0x0008 (0x0004)
[0x0000000000000003] [0x00000001] (CPF_Edit | CPF_Const)
};

// ScriptStruct ProjectX.PostProcessManager_X.PPPersistentEffectDefaults
// 0x001C
struct FPPPersistentEffectDefaults
{
struct FName                    EffectName;                  // 0x0000 (0x0008)
[0x0000000000000003] (CPF_Edit | CPF_Const)
struct FName                    MaterialEffectName;          // 0x0008 (0x0008)
[0x0000000000000003] (CPF_Edit | CPF_Const)
struct FName                    MaterialParamName;           // 0x0010 (0x0008)
[0x0000000000000003] (CPF_Edit | CPF_Const)
float                           DefaultValue;                // 0x0018 (0x0004)
[0x0000000000000003] (CPF_Edit | CPF_Const)
};

// ScriptStruct ProjectX.PostProcessManager_X.PPChainInfo
// 0x0010
struct FPPChainInfo
{
struct FName                    ChainName;                   // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
```

```cpp
class UPostProcessChain*                ChainReference;                    // 0x0008 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct ProjectX.PostProcessManager_X.PostProcessOverride
// 0x0184
struct FPostProcessOverride
{
struct FPostProcessSettings            Settings;                    // 0x0000 (0x0168)
[0x0000000000400000] (CPF_NeedCtorLink)
class APostProcessVolume*              Volume;                    // 0x0168 (0x0008)
[0x0000000000000000]
struct FName                           Id;                    // 0x0170 (0x0008)
[0x0000000000000000]
float                                  BlendInTime;                    // 0x0178 (0x0004)
[0x0000000000000000]
float                                  BlendOutTime;                    // 0x017C (0x0004)
[0x0000000000000000]
unsigned long                          bEnabled : 1;                    // 0x0180 (0x0004)
[0x0000000000002000] [0x00000001] (CPF_Transient)
unsigned long                          bDefaultEnabled : 1;                    // 0x0180 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
};

// ScriptStruct ProjectX.PsyNetServiceSubscriptions_X.ServiceSubscription
// 0x0020
struct FServiceSubscription
{
class UClass*                          Class;                    // 0x0000 (0x0008)
[0x0000000000000000]
struct FScriptDelegate                 Callback;                    // 0x0008 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.PsyNetChannel_X.PendingChannelService
// 0x001C
struct FPendingChannelService
{
class UPsyNetClientService_X*          Service;                    // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                                MessageId;                    // 0x0008 (0x0004)
[0x0000000000000000]
class UAsyncTask*                      Task;                    // 0x0010 (0x0008)
[0x0000000000000000]
float                                  ReceiveTime;                    // 0x0018 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.PsyNetMessengerWebSocket_X.QueuedPsyNetMessage
// 0x0014
struct FQueuedPsyNetMessage
{
class UPsyNetMessage_X*                Message;                    // 0x0000 (0x0008)
[0x0000000000000000]
```

```
class UAsyncTask*                      Task;                       // 0x0008 (0x0008)
[0x0000000000000000]
float                            TimeoutTime;                      // 0x0010 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.PsyNetMetrics_X.ServiceMetricsData
// 0x0024
struct FServiceMetricsData
{
class FString                    Service;                          // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                          Attempts;                         // 0x0010 (0x0004)
[0x0000000000000000]
int32_t                          Failures;                         // 0x0014 (0x0004)
[0x0000000000000000]
float                            MinLatency;                       // 0x0018 (0x0004)
[0x0000000000000000]
float                            MaxLatency;                       // 0x001C (0x0004)
[0x0000000000000000]
float                            AvgLatency;                       // 0x0020 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.PsyNetMetrics_X.ServiceErrorData
// 0x000C
struct FServiceErrorData
{
struct FName                     Type;                             // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                          Count;                            // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.PsyNetRequestQue_X.PsyNetRequest
// 0x0018
struct FPsyNetRequest
{
struct FName                     Id;                               // 0x0000 (0x0008)
[0x0000000000000000]
class UTAsyncResult__PsyNetMessage_X*        Task;                 // 0x0008
(0x0008) [0x0000000000000000]
float                            TimeoutTime;                      // 0x0010 (0x0004)
[0x0000000000000000]
float                            SendTime;                         // 0x0014 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.PsyNetService_PersonaInfo_X.OnlinePersonaData
// 0x0078
struct FOnlinePersonaData
{
struct FUniqueNetId              PlayerID;                         // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
```

```
class FString                          PlayerName;              // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          PresenceInfo;            // 0x0058 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          PresenceState;           // 0x0068 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.PsyNetService_FriendStatusUpdate_X.PsyNetOnlineStatus
// 0x0068
struct FPsyNetOnlineStatus
{
struct FUniqueNetId                    PlayerID;                // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          PresenceInfo;            // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                          PresenceState;           // 0x0058 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.RandomStream_X.RandomStream_Mirror
// 0x0004
struct FRandomStream_Mirror
{
int32_t                                Seed;                    // 0x0000 (0x0004)
[0x0000000000001001] (CPF_Edit | CPF_Native)
};

// ScriptStruct ProjectX.RenderProfiler_X.PrimitiveComponentProfile
// 0x0070
struct FPrimitiveComponentProfile
{
class FString                          ContentName;             // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<class UPrimitiveComponent*>     Components;              // 0x0010
(0x0010) [0x0000000004480008] (CPF_ExportObject | CPF_Component | CPF_NeedCtorLink |
CPF_EditInline)
struct FRenderProfile                  InclusiveProfile;        // 0x0020 (0x0028)
[0x0000000000000000]
struct FRenderProfile                  ExclusiveProfile;        // 0x0048 (0x0028)
[0x0000000000000000]
};

// ScriptStruct ProjectX.RPC_GetGenericDataAll_X.GetGenericDataAllData
// 0x0018
struct FGetGenericDataAllData
{
struct FName                           DataKey;                 // 0x0000 (0x0008)
[0x0000000000000000]
class FString                          DataValue;               // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.RPC_GetPlayerPermissions_X.PlayerPermissionsReponse
```

```cpp
// 0x0058
struct FPlayerPermissionsReponse
{
struct FUniqueNetId                    PlayerID;              // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FName>                   Permissions;           // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.RPC_Test_X.RPCTestItem
// 0x0078
struct FRPCTestItem
{
unsigned long                          BoolItem : 1;          // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
int32_t                                IntItem;               // 0x0004 (0x0004)
[0x0000000000000000]
float                                  FloatItem;             // 0x0008 (0x0004)
[0x0000000000000000]
class FString                          StringItem;            // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
struct FUniqueNetId                    PlayerItem;            // 0x0020 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<class FString>                  StringItems;           // 0x0068 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.RPC_Test_X.RPCTestParam
// 0x0088
struct FRPCTestParam
{
struct FRPCTestItem                    TestItem;              // 0x0000 (0x0078)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FRPCTestItem>            TestItems;             // 0x0078 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.RPCQueue_X.PendingRPC
// 0x0020
struct FPendingRPC
{
class URPC_X*                          RPC;                   // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                                UniqueId;              // 0x0008 (0x0004)
[0x0000000000000000]
float                                  CreationTime;          // 0x000C (0x0004)
[0x0000000000000000]
int32_t                                Failures;              // 0x0010 (0x0004)
[0x0000000000000000]
float                                  NextSendTime;          // 0x0014 (0x0004)
[0x0000000000000000]
class UError*                          PendingError;          // 0x0018 (0x0008)
[0x0000000000000000]
};
```

```cpp
// ScriptStruct ProjectX.RPCQueue_X.RPCError
// 0x0020
struct FRPCError
{
class FString                        Type;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                        Message;                 // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.RPCQueue_X.RPCResponse
// 0x0030
struct FRPCResponse
{
int32_t                             Id;                      // 0x0000 (0x0004)
[0x0000000000000000]
struct FRPCError                    Error;                   // 0x0008 (0x0020)
[0x0000000000400000] (CPF_NeedCtorLink)
class URPC_X*                       Result;                  // 0x0028 (0x0008)
[0x0000000000000000]
};

// ScriptStruct ProjectX.ServerExploitManager_X.MatchExploitReportData
// 0x0058
struct FMatchExploitReportData
{
struct FUniqueNetId                 PlayerID;                // 0x0000 (0x0048)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<uint8_t>                     ReportedReasons;         // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.ShakeComponent_X.ShakeReceiver
// 0x000C
struct FShakeReceiver
{
class APlayerController*            Player;                   // 0x0000 (0x0008)
[0x0000000000000000]
float                               Scale;                   // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.SystemMetrics_X.OSMetrics
// 0x0020
struct FOSMetrics
{
class FString                        Type;                    // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                        Bits;                    // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.SystemMetrics_X.CpuMetrics
```

```cpp
// 0x0040
struct FCpuMetrics
{
class FString                      Type;                  // 0x0000 (0x0010)
[0x000000000400000] (CPF_NeedCtorLink)
class FString                      Desc;                  // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                      Cores;                 // 0x0020 (0x0010)
[0x000000000400000] (CPF_NeedCtorLink)
class FString                      Threads;               // 0x0030 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.SystemMetrics_X.MemoryMetrics
// 0x0004
struct FMemoryMetrics
{
float                             Physical;              // 0x0000 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.SystemMetrics_X.VideoCardMetrics
// 0x0014
struct FVideoCardMetrics
{
class FString                      Type;                  // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
int32_t                           RAM;                   // 0x0010 (0x0004)
[0x0000000000000000]
};

// ScriptStruct ProjectX.SystemMetrics_X.NetworkAdapterMetrics
// 0x0010
struct FNetworkAdapterMetrics
{
TArray<class FString>             Types;                 // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct ProjectX.WebCache_X.CachedDataRequest
// 0x0050
struct FCachedDataRequest
{
class FString                      URL;                   // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                      Path;                  // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class UStringMap*                 Headers;               // 0x0020 (0x0008)
[0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
class UCachedWebData_X*           CachedWebData;         // 0x0028
(0x0008) [0x0000000000000000]
unsigned long                     bZipResponse : 1;      // 0x0030 (0x0004)
[0x0000000000000000] [0x00000001]
struct FScriptDelegate            Callback;              // 0x0038 (0x0018)
```

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

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

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

Removed: 2
Added: 3