

```

/*
#####
#####
# Rocket League (20224.66435.368596/5/2024) SDK
# Generated with the UE3SDKGenerator v2.2.7
#
=====
===== #
# File: TGame_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 TGame.ConsecutiveMatchTracker_TA.MatchData
// 0x004C
struct FMatchData
{
    struct FUniqueNetId          PlayerID;                // 0x0000 (0x0048)
    [0x000000000000400000] (CPF_NeedCtorLink)
    int32_t                      ConsecutiveMatchesPlayed; // 0x0048 (0x0004)
    [0x000000000000000000]
};

// ScriptStruct TGame.Profile_TA.ProfileProduct
// 0x0020
struct FProfileProduct
{
    struct FProductInstanceID    InstanceID;            // 0x0000 (0x0010)
    [0x000000000000000000]
    TArray<class UProductAttribute_TA*> Attributes;      // 0x0010 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame._Types_TA.PlayerActorIDPair

```

```

// 0x0050
struct FPlayerActorIDPair
{
    int32_t ActorID; // 0x0000 (0x0004)
    [0x0000000000000000]
    struct FUniqueNetId PlayerID; // 0x0008 (0x0048)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.PaintWithOverride
// 0x0018
struct FPaintWithOverride
{
    class UProductPaint_TA* PaintToOverride; // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    TArray<class UProductOverride_TA*> Overrides; // 0x0008 (0x0010)
    [0x000000004400001] (CPF_Edit | CPF_NeedCtorLink | CPF_EditInline)
};

// ScriptStruct TAGame._Types_TA.PersonaDataId
// 0x0048
struct FPersonaDataId
{
    struct FUniqueNetId PersonalId; // 0x0000 (0x0048)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.WaveParams
// 0x0008
struct FWaveParams
{
    float Frequency; // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float Amplitude; // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.StickyForceData
// 0x0008
struct FStickyForceData
{
    float Ground; // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float Wall; // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.AutoFlipData
// 0x0008
struct FAutoFlipData
{
    float Torque; // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float Force; // 0x0004 (0x0004)

```

```

[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.PartyUpMergeError
// 0x0098
struct FPartyUpMergeError
{
    struct FUniqueNetId          PlayerID;                // 0x0000 (0x0048)
    [0x0000000000040000] (CPF_NeedCtorLink)
    struct FUniqueNetId          LeaderID;                // 0x0048 (0x0048)
    [0x0000000000040000] (CPF_NeedCtorLink)
    class UError*                Error;                    // 0x0090 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.BodyToEngineAudioPair
// 0x0010
struct FBodyToEngineAudioPair
{
    class UProduct_TA*           Body;                    // 0x0000 (0x0008)
    [0x0000000000000000]
    class UProduct_TA*           EngineAudio;              // 0x0008 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.FPSBucketMetrics
// 0x0020
struct FFPSBucketMetrics
{
    int32_t                      FPS;                      // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    int32_t                      FrameCount;                // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                        PercentTime;               // 0x0008 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                        AverageGameThreadTime;     // 0x000C (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                        AverageRenderThreadTime;   // 0x0010 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                        AverageGPUFrameTime;       // 0x0014 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                        UndockedAverageResolutionIndex; // 0x0018 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                        DockedAverageResolutionIndex; // 0x001C (0x0004)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.PlaylistMapPrefs
// 0x000C (0x0020 - 0x002C)
struct FPlaylistMapPrefs : FMapPrefs
{
    struct FName                 Playlist;                  // 0x0020 (0x0008)
    [0x0000000000000000]
    unsigned long                bOverrideGlobal : 1;       // 0x0028 (0x0004)

```

```

[0x0000000000000000] [0x00000001]
};

// ScriptStruct TAGame._Types_TA.MapGroup
// 0x0010
struct FMapGroup
{
    TArray<class UMapData_TA*> Maps; // 0x0000 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.GFxTeamColor
// 0x0010
struct FGfxTeamColor
{
    struct FColor Value; // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t ColorID; // 0x0004 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t X; // 0x0008 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t Y; // 0x000C (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.UISavedKeyValue
// 0x0018
struct FUISavedKeyValue
{
    struct FName Key; // 0x0000 (0x0008)
    [0x0000000000000000]
    class FString Value; // 0x0008 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.DemolishData
// 0x0028
struct FDemolishData
{
    class ARBActor_TA* Attacker; // 0x0000 (0x0008)
    [0x0000000000000000]
    class ACar_TA* Victim; // 0x0008 (0x0008)
    [0x0000000000000000]
    struct FVector AttackerVelocity; // 0x0010 (0x000C)
    [0x0000000000000000]
    struct FVector VictimVelocity; // 0x001C (0x000C)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.OnlineProductAttribute
// 0x0018
struct FOnlineProductAttribute
{
    struct FName Key; // 0x0000 (0x0008)

```

```

[0x0000000000000000]
class FString                                Value;                                // 0x0008 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.OnlineProductData
// 0x0040
struct FOnlineProductData
{
    int32_t                                    ProductID;                                // 0x0000 (0x0004)
    [0x0000000000000000]
    struct FProductInstanceID                  InstanceID;                                // 0x0008 (0x0010)
    [0x0000000000000000]
    int32_t                                    SeriesID;                                // 0x0018 (0x0004)
    [0x0000000000000000]
    TArray<struct FOnlineProductAttribute>      Attributes;                                // 0x0020 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    int32_t                                    TradeHold;                                // 0x0030 (0x0004)
    [0x0000000000000000]
    uint64_t                                    AddedTimestamp;                        // 0x0038 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame._ShopTypes_TA.ItemShopNotificationData
// 0x0048
struct FItemShopNotificationData
{
    int32_t                                    ShopNotificationID;                        // 0x0000 (0x0004)
    [0x0000000000000000]
    int32_t                                    ShopItemCostID;                            // 0x0004 (0x0004)
    [0x0000000000000000]
    uint64_t                                    StartTime;                                // 0x0008 (0x0008)
    [0x0000000000000000]
    uint64_t                                    EndTime;                                // 0x0010 (0x0008)
    [0x0000000000000000]
    class FString                              ImageURL;                                // 0x0018 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    class FString                              Title;                                // 0x0028 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<struct FOnlineProductData>          DeliverableProducts;                        // 0x0038
    (0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._ShopTypes_TA.ShopCurrencyInfo
// 0x0008
struct FShopCurrencyInfo
{
    int32_t                                    Id;                                // 0x0000 (0x0004)
    [0x0000000004000000] (CPF_EditInlineNotify)
    int32_t                                    Amount;                                // 0x0004 (0x0004)
    [0x0000000004000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._ShopTypes_TA.DestructionProductValue

```

```

// 0x0020
struct F DestructionProductValue
{
    struct FProductInstanceID          ProductInstanceID;           // 0x0000 (0x0010)
    [0x0000000004000000] (CPF_EditInlineNotify)
    TArray<struct FShopCurrencyInfo>    Value;                       // 0x0010 (0x0010)
    [0x0000000004040000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

```

```

// ScriptStruct TAGame._ShopTypes_TA.ShopData
// 0x0058
struct FShopData
{
    int32_t                               Id;                         // 0x0000 (0x0004)
    [0x0000000000000000]
    class FString                          Name;                     // 0x0008 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    class FString                          Title;                    // 0x0018 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    class FString                          Type;                     // 0x0028 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    uint64_t                               StartDate;               // 0x0038 (0x0008)
    [0x0000000000000000]
    uint64_t                               EndDate;                 // 0x0040 (0x0008)
    [0x0000000000000000]
    class FString                          LogoURL;                 // 0x0048 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TAGame._ShopTypes_TA.ShopDeliverable
// 0x0060
struct FShopDeliverable
{
    int32_t                               Count;                     // 0x0000 (0x0004)
    [0x0000000004000000] (CPF_EditInlineNotify)
    struct FProductInstanceID              Id;                       // 0x0008 (0x0010)
    [0x0000000004000000] (CPF_EditInlineNotify)
    struct FProductHashID                  HashID;                   // 0x0018 (0x0004)
    [0x0000000004000000] (CPF_EditInlineNotify)
    unsigned long                           bOwned : 1;             // 0x001C (0x0004)
    [0x0000000004000000] [0x00000001] (CPF_EditInlineNotify)
    unsigned long                           bOwnedUntradeable : 1;   // 0x001C (0x0004)
    [0x0000000004000000] [0x00000002] (CPF_EditInlineNotify)
    struct FOnlineProductData               Product;                 // 0x0020 (0x0040)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TAGame._ShopTypes_TA.ShopPrice
// 0x0008
struct FShopPrice
{
    int32_t                               Id;                       _Types_TA.PrespawnData
// 0x001C
struct FPrespawnData

```

```

{
unsigned long                bPrespawnSet : 1;                // 0x0000 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                      Amount;                          // 0x0004 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._ShopTypes_TA.ShopDiscount
// 0x002C
struct FShopDiscount
{
int32_t                      Id;                              // 0x0000 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                      ShopItemCostID;                  // 0x0004 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
uint64_t                     StartDate;                       // 0x0008 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
uint64_t                     EndDate;                         // 0x0010 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
TArray<struct FShopPrice>     Price;                          // 0x0018 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
int32_t                      Quantity;                         // 0x0028 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._ShopTypes_TA.ShopCost
// 0x0069
struct FShopCost
{
int32_t                      ShopItemCostID;                  // 0x0000 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
TArray<struct FShopPrice>     Price;                          // 0x0008 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
struct FShopDiscount          Discount;                      // 0x0018 (0x0030)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
uint64_t                     StartDate;                       // 0x0048 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
uint64_t                     EndDate;                         // 0x0050 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
TArray<struct FShopDiscount>   BulkDiscounts;                // 0x0058 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
uint8_t                      DisplayTypeID;                   // 0x0068 (0x00010]
[0x000000001]
struct FVector                Location;                        // 0x0004 (0x000C)
[0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._ShopTypes_TA.OnlineShopAttribute
// 0x0018
struct FOnlineShopAttribute
{
struct FName                  Key;                             // 0x0000 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
class FString                 Value;                           // 0x0008 (0x0010)
};

```

```

[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame._ShopTypes_TA.ShopItem
// 0x00CC
struct FShopItem
{
    int32_t ShopItemID; // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long Purchasable : 1; // 0x0004 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
    int32_t PurchasedQuantity; // 0x0008 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t MaxQuantityPerPlayer; // 0x000C (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    uint64_t StartDate; // 0x0010 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    uint64_t EndDate; // 0x0018 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    TArray<struct FShopDeliverable> DeliverableProducts; // 0x0020
    (0x0010) [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    TArray<struct FShopCurrencyInfo> DeliverableCurrencies; // 0x0030
    (0x0010) [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    TArray<struct FShopCost> Costs; // 0x0040 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    TArray<class FString> FeaturedCollections; // 0x0050 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    TArray<int32_t> ShopItemLocations; // 0x0060 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString Title; // 0x0070 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString Description; // 0x0080 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString disclaimer; // 0x0090 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    TArray<struct FOnlineShopAttribute> Attributes; // 0x00A0 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString ImageURL; // 0x00B0 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class UTexture* ItemTexture; // 0x00C0 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long bOwnsAllUntradeableProducts : 1; // 0x00C8
    (0x0004) [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._ShopTypes_TA.CurrencyProductData
// 0x0010
struct U_ShopTypes_TA_FCurrencyProductData
{
    class UProduct_TA* Product; // 0x0000 (0x0008)
    [0x0000000000000000]
    class UOnlineProduct_TA* OnlineProduct; // 0x0008 (0x0008)
    [0x0000000000000000]
};

```



```

// ScriptStruct TAGame._ShopTypes_TA.ShopCurrency
// 0x0058
struct FShopCurrency
{
    uint8_t                                Type;                                // 0x0000 (0x0001)
    [0x0000000000000000]
    int32_t                                Id;                                // 0x0004 (0x0004)
    [0x0000000000000000]
    class UTexture*                        SmallImage;                        // 0x0008 (0x0008)
    [0x0000000000000000]
    class UTexture*                        LargeImage;                        // 0x0010 (0x0008)
    [0x0000000000000000]
    int32_t                                Amount;                            // 0x0018 (0x0004)
    [0x0000000000000000]
    class FString                          Name;                            // 0x0020 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString                          LocalizedName;                    // 0x0030 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    unsigned long                          bCanBeTraded : 1;                // 0x0040 (0x0004)
    [0x0000000000000000] [0x00000001]
    int32_t                                TradeHold;                        // 0x0044 (0x0004)
    [0x0000000000000000]
    struct U_ShopTypes_TA_FCurrencyProductData ProductData;                // 0x0048
    (0x0010) [0x0000000000000000]
};

```

```

// ScriptStruct TAGame._Types_TA.XPRewardData
// 0x000C
struct FXPRewardData
{
    struct FName                            Name;                            // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    float                                  Amount;                            // 0x0008 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

```

```

// ScriptStruct TAGame._ShopTypes_TA.ShopCurrencyData
// 0x0008
struct FShopCurrencyData
{
    int32_t                                Id;                                // 0x0000 (0x0004)
    [0x0000000000000000]
    int32_t                                Amount;                            // 0x0004 (0x0004)
    struct FRotator                        Rotation;                        // 0x0010 (0x000C)
    [0x0000000000000000]
};

```

```

// ScriptStruct TAGame._Types_TA.VoiceRoomCredentials
// 0x0030
struct FVoiceRoomCredentials
{
    class FString                          RoomId;                            // 0x0000 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

```

```

class FString                                BaseUrl;                                // 0x0010 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString                                Token;                                // 0x0020 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.PlayerVoiceRoomCredentials
// 0x0048 (0x0030 - 0x0078)
struct FPlayerVoiceRoomCredentials : FVoiceRoomCredentials
{
    struct FUniqueNetId                        PlayerID;                                // 0x0030 (0x0048)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.ActivePlayerVoice
// 0x0011
struct FActivePlayerVoice
{
    uint64_t                                  StartTimestamp;                        // 0x0000 (0x0008)
    [0x0000000000000000]
    uint64_t                                  EndTimestamp;                        // 0x0008 (0x0008)
    [0x0000000000000000]
    uint8_t                                    Location;                                // 0x0010 (0x0001)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.VoiceRoomErrorMetric
// 0x0010
struct FVoiceRoomErrorMetric
{
    struct FName                                ErrorName;                                // 0x0000 (0x0008)
    [0x0000000000000000]
    uint64_t                                    TimeStamp;                                // 0x0008 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.VoiceRoomPlayerActivity
// 0x0020
struct FVoiceRoomPlayerActivity
{
    TArray<struct FActivePlayerVoice>            ActiveVoiceSummary;                        // 0x0000
    (0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<struct FVoiceRoomErrorMetric>        Errors;                                // 0x0010 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.VoiceRoomDetails
// 0x0028
struct FVoiceRoomDetails
{
    class FString                                RoomName;                                // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    uint8_t                                    RoomType;                                // 0x0010 (0x0001)
    [0x0000000000000000]
};

```

```
uint64_t          CreatedTimestamp;          // 0x0018 (0x0008)
[0x0000000000000000]
uint64_t          DestroyedTimestamp;        // 0x0020 (0x0008)
[0x0000000000000000]
};
```

```
// ScriptStruct TAGame._Types_TA.VehicleInputs
```

```
// 0x0020
```

```
struct FVehicleInputs
```

```
{
float            Throttle;                    // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float            Steer;                      // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float            Pitch;                      // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float            Yaw;                        // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float            Roll;                       // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
float            DodgeForward;               // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
float            DodgeRight;                // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long    bHandbrake : 1;             // 0x001C (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long    bJump : 1;                 // 0x001C (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
unsigned long    bActivateBoost : 1;         // 0x001C (0x0004)
[0x0000000000000001] [0x00000004] (CPF_Edit)
unsigned long    bHoldingBoost : 1;          // 0x001C (0x0004)
[0x0000000000000001] [0x00000008] (CPF_Edit)
unsigned long    bJumped : 1;               // 0x001C (0x0004)
[0x0000000000000000] [0x00000010]
unsigned long    bGrab : 1;                 // 0x001C (0x0004)
[0x0001000000000000] [0x00000020]
unsigned long    bButtonMash : 1;           // 0x001C (0x0004)
[0x0001000000000000] [0x00000040]
};
```

```
// ScriptStruct TAGame._Types_TA.ClientOnlineProductStat
```

```
// 0x0014
```

```
struct FClientOnlineProductStat
```

```
{
struct FProductInstanceID          InstanceID;          // 0x0000 (0x0010)
[0x0000000000000000]
int32_t          Value;                                // 0x0010 (0x0004)
[0x0000000000000000]
};
```

```
// ScriptStruct TAGame._Types_TA.RandomWeight
```

```
// 0x0010
```

```
struct FRandomWeight
```

```
{
```

```

class UObject*                Obj;                // 0x0000 (0x0008)
[0x0000000000000000]
float                        Weight;                // 0x0008 (0x0004)
[0x0000000000000000]
float                        OrigWeight;            // 0x000C (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.AssetLoadResult
// 0x0020
struct FAssetLoadResult
{
    int32_t                    ProductID;            // 0x0000 (0x0004)
    [0x0000000000000000]
    struct FName                AssetName;            // 0x0004 (0x0008)
    [0x0000000000000000]
    class UProductAsset_TA*     Asset;                // 0x0010 (0x0008)
    [0x0000000000000000]
    class UProductThumbnailAsset_TA* ThumbnailAsset; // 0x0018
    (0x0008) [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.ProductThumbnailResult
// 0x0018
struct FProductThumbnailResult
{
    class UProductAsset_TA*     Asset;                // 0x0000 (0x0008)
    [0x0000000000000000]
    class UOnlineProduct_TA*    OnlineProduct;        // 0x0008 (0x0008)
    [0x0000000000000000]
    class UProductThumbnail_TA* Thumbnail;            // 0x0010 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.MapImageLoadResult
// 0x0010
struct FMapImageLoadResult
{
    class UTexture2D*            Image;                // 0x0000 (0x0008)
    [0x0000000000000000]
    struct FName                MapName;                // 0x0008 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.ClientLoadoutData
// 0x0010
struct FClientLoadoutData
{
    TArray<int32_t>                Products;            // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.LoadoutTeamColor
// 0x0008

```

```

struct FLoadoutTeamColor
{
uint8_t                Team;                // 0x0000 (0x0001)
[0x0000000000000000]
uint8_t                TeamColorID;         // 0x0001 (0x0001)
[0x0000000000000000]
uint8_t                CustomColorID;       // 0x0002 (0x0001)
[0x0000000000000000]
unsigned long          bSet : 1;            // 0x0004 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct TAGame._Types_TA.LoadoutTeamPaint
// 0x0008 (0x0008 - 0x0010)
struct FLoadoutTeamPaint : FLoadoutTeamColor
{
int32_t                TeamFinishID;        // 0x0008 (0x0004)
[0x0000000000000000]
int32_t                CustomFinishID;      // 0x000C (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.LoadoutData
// 0x0030 (0x0010 - 0x0040)
struct FLoadoutData : FClientLoadoutData
{
struct FLoadoutTeamPaint TeamPaint;        // 0x0010 (0x0010)
[0x0000000000000000]
struct FName            Title;              // 0x0020 (0x0008)
[0x0000000000000000]
int32_t                TeamIndex;           // 0x0028 (0x0004)
[0x0000000000000000]
TArray<struct FProductInstanceID> OnlineProducts; // 0x0030
(0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.ClientLoadoutOnlineProduct
// 0x0010
struct FClientLoadoutOnlineProduct
{
TArray<class UProductAttribute_TA*> Attributes; // 0x0000 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.ClientLoadoutOnlineData
// 0x0010
struct FClientLoadoutOnlineData
{
TArray<struct FClientLoadoutOnlineProduct> Products; // 0x0000
(0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.InputRate
// 0x0008

```

```

struct FInputRate
{
    float                RiseRate;                // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                FallRate;                // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.TurningCircle
// 0x0010
struct FTurningCircle
{
    struct FVector                Center;                // 0x0000 (0x000C)
    [0x0000000000000000]
    float                Radius;                // 0x000C (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.GFxTeamColor
// 0x0010
struct FGFxTeamColor
{
    struct FColor                Value;                // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                ColorID;                // 0x0004 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                X;                // 0x0008 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                Y;                // 0x000C (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.MapGroup
// 0x0010
struct FMapGroup
{
    TArray<class UMapData_TA*>                Maps;                // 0x0000 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.StatValue
// 0x0014
struct FStatValue
{
    struct FName                Id;                // 0x0000 (0x0008)
    [0x0000000000000000]
    int32_t                Values[0x3];                // 0x0008 (0x000C)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.DemolishDataGoalExplosion
// 0x0008 (0x0028 - 0x0030)
struct FDemolishDataGoalExplosion : FDemolishData
{

```

```

class APRI_TA*                                GoalExplosionOwner;                // 0x0028 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.VoiceRoomTokenRequest
// 0x0020
struct FVoiceRoomTokenRequest
{
    class FString                                RoomId;                // 0x0000 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    TArray<struct FUniqueNetId>                  PlayerIds;                // 0x0010 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.PlayerIdArray
// 0x0010
struct FPlayerIdArray
{
    TArray<struct FUniqueNetId>                  Players;                // 0x0000 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.ProductWithSettings
// 0x0018
struct FProductWithSettings
{
    class UProductAsset_TA*                      Product;                // 0x0000 (0x0008)
    [0x00000000000000001] (CPF_Edit)
    class UProductPaint_TA*                      Paint;                // 0x0008 (0x0008)
    [0x00000000000000001] (CPF_Edit)
    class UDataAsset_ESportsTeam_TA*             ESportsTeam;                // 0x0010
    (0x0008) [0x00000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.ProductTradeInFilter
// 0x0040
struct FProductTradeInFilter
{
    int32_t                                      Id;                // 0x0000 (0x0004)
    [0x000000000000000000]
    class FString                                Label;                // 0x0008 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    TArray<int32_t>                              SeriesIDs;                // 0x0018 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    unsigned long                                bBlueprint : 1;                // 0x0028 (0x0004)
    [0x000000000000000000] [0x000000001]
    TArray<uint8_t>                              TradeInQualities;                // 0x0030 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.ColorOverride
// 0x0014
struct FColorOverride
{

```

```

unsigned long                bOverride : 1;                // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
struct FLinearColor          Color;                        // 0x0004 (0x0010)
[0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.TeamColor
// 0x0020
struct FTeamColor
{
    struct FLinearColor        FontColor;                  // 0x0000 (0x0010)
    [0x0000000000000000]
    TArray<struct FLinearColor> Colors;                     // 0x0010 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.MapSkillSettings
// 0x000C
struct FMapSkillSettings
{
    struct FName               MapName;                     // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    float                     MinimumSkill;                 // 0x0008 (0x0004)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.MaterialTextureParam
// 0x0010
struct FMaterialTextureParam
{
    struct FName               Name;                         // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UTexture*            Value;                       // 0x0008 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.MaterialVectorParam
// 0x0018
struct FMaterialVectorParam
{
    struct FName               Name;                         // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    struct FLinearColor        Value;                       // 0x0008 (0x0010)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.MaterialScalarParam
// 0x000C
struct FMaterialScalarParam
{
    struct FName               Name;                         // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    float                     Value;                       // 0x0008 (0x0004)
    [0x0000000000000001] (CPF_Edit)
};

```



```

};

// ScriptStruct TGame._Types_TA.MaterialParams
// 0x0030
struct FMaterialParams
{
    TArray<struct FMaterialTextureParam> TextureParameters; // 0x0000
    (0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
    TArray<struct FMaterialVectorParam> VectorParameters; // 0x0010
    (0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
    TArray<struct FMaterialScalarParam> ScalarParameters; // 0x0020
    (0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TGame._Types_TA.AssociativeMaterialParams
// 0x0038
struct FAssociativeMaterialParams
{
    class UMaterialInterface* Material; // 0x0000 (0x0008)
    [0x0000000000020001] (CPF_Edit | CPF_EditConst)
    struct FMaterialParams Params; // 0x0008 (0x0030)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TGame._Types_TA.SkinBodySettings
// 0x0048
struct FSkinBodySettings
{
    class UProductAssetReferenceBody_TA* Body; // 0x0000
    (0x0008) [0x0000000000400001] (CPF_Edit | CPF_EditInline)
    struct FMaterialParams Parameters; // 0x0008 (0x0030)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
    TArray<struct FAssociativeMaterialParams> AdditionalBodyParameters; //
    0x0038 (0x0010) [0x0000000000400041] (CPF_Edit | CPF_EditConstArray | CPF_NeedCtorLink)
};

// ScriptStruct TGame._Types_TA.UniqueNetIdGroup4
// 0x0120
struct FUniqueNetIdGroup4
{
    struct FUniqueNetId PlayerIds[0x4]; // 0x0000 (0x0120)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame._Types_TA.OnlineProductAttribute
// 0x0018
struct FOnlineProductAttribute
{
    struct FName Key; // 0x0000 (0x0008)
    [0x0000000000000000]
    class FString Value; // 0x0008 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TGame._Types_TA.OnlineProductData
// 0x0040
struct FOnlineProductData
{
    int32_t ProductID; // 0x0000 (0x0004)
    [0x0000000000000000]
    struct FProductInstanceID InstanceID; // 0x0008 (0x0010)
    [0x0000000000000000]
    int32_t SeriesID; // 0x0018 (0x0004)
    [0x0000000000000000]
    TArray<struct FOnlineProductAttribute> Attributes; // 0x0020 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    int32_t TradeHold; // 0x0030 (0x0004)
    [0x0000000000000000]
    uint64_t AddedTimestamp; // 0x0038 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TGame._Types_TA.CurrencyProductData
// 0x0010
struct U_Types_TA_FCurrencyProductData
{
    class UProduct_TA* Product; // 0x0000 (0x0008)
    [0x0000000000000000]
    class UOnlineProduct_TA* OnlineProduct; // 0x0008 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TGame._Types_TA.Currency
// 0x0060
struct FCurrency
{
    uint8_t Type; // 0x0000 (0x0001)
    [0x0000000000000000]
    struct FName Name; // 0x0004 (0x0008)
    [0x0000000000000000]
    unsigned long bCanBeTraded : 1; // 0x000C (0x0004)
    [0x0000000000000000] [0x00000001]
    int32_t TradeHold; // 0x0010 (0x0004)
    [0x0000000000000000]
    struct U_Types_TA_FCurrencyProductData ProductData; // 0x0018
    (0x0010) [0x0000000000000000]
    int32_t CurrencyID; // 0x0028 (0x0004)
    [0x0000000004000000] (CPF_EditInlineNotify)
    int32_t Id; // 0x002C (0x0004)
    [0x0000000004000000] (CPF_EditInlineNotify)
    int32_t Amount; // 0x0030 (0x0004)
    [0x0000000004000000] (CPF_EditInlineNotify)
    class UTexture* LargeImage; // 0x0038 (0x0008)
    [0x0000000004000000] (CPF_EditInlineNotify)
    class UTexture* SmallImage; // 0x0040 (0x0008)
    [0x0000000004000000] (CPF_EditInlineNotify)
    class FString LocalizedName; // 0x0048 (0x0010)
    [0x0000000004040000] (CPF_NeedCtorLink | CPF_EditInlineNotify)

```

```

uint64_t                UpdatedTimestamp;                // 0x0058 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TGame._Types_TA.OnlineXPModifier
// 0x0038
struct FOnlineXPModifier
{
    struct FName          Name;                            // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    float                Modifier;                          // 0x0008 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    uint8_t              ModifierType;                      // 0x000C (0x0001)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t              Value;                            // 0x0010 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString        LocalizedText;                    // 0x0018 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    unsigned long         bPremium : 1;                    // 0x0028 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
    unsigned long         bPenalty : 1;                    // 0x0028 (0x0004)
    [0x0000000040000000] [0x00000002] (CPF_EditInlineNotify)
    unsigned long         bPromo : 1;                      // 0x0028 (0x0004)
    [0x0000000040000000] [0x00000004] (CPF_EditInlineNotify)
    int32_t              Remaining;                        // 0x002C (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t              Count;                            // 0x0030 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t              MaxCount;                         // 0x0034 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TGame._Types_TA.OnlineXPReward
// 0x0040
struct FOnlineXPReward
{
    struct FName          RewardName;                      // 0x0000 (0x0008)
    [0x0000000000000000]
    float                Total;                            // 0x0008 (0x0004)
    [0x0000000000000000]
    int32_t              Base;                             // 0x000C (0x0004)
    [0x0000000000000000]
    int32_t              BaseLevel;                       // 0x0010 (0x0004)
    [0x0000000000000000]
    int32_t              Level;                           // 0x0014 (0x0004)
    [0x0000000000000000]
    int32_t              CapAdjustment;                   // 0x0018 (0x0004)
    [0x0000000000000000]
    TArray<int32_t>       LevelThresholds;                // 0x0020 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    TArray<struct FOnlineXPModifier> RewardModifiers;      // 0x0030
    (0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TGame._Types_TA.OnlineProductDrop
// 0x0078
struct FOnlineProductDrop
{
    struct FUniqueNetId          PlayerID;                // 0x0000 (0x0048)
    [0x000000000000400000] (CPF_NeedCtorLink)
    TArray<struct FOnlineProductData> ProductData;        // 0x0048
    (0x0010) [0x000000000000400000] (CPF_NeedCtorLink)
    TArray<struct FCurrency>      CurrencyData;          // 0x0058 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    TArray<struct FOnlineXPReward> RewardDrops;           // 0x0068
    (0x0010) [0x000000000000400000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TGame._Types_TA.ChallengeRequirementProgress
// 0x0008
struct FChallengeRequirementProgress
{
    int32_t          ProgressCount;                // 0x0000 (0x0004)
    [0x000000000000000000]
    int32_t          ProgressChange;               // 0x0004 (0x0004)
    [0x000000000000000000]
};

```

```

// ScriptStruct TGame._Types_TA.ChallengeProgress
// 0x0028
struct FChallengeProgress
{
    int32_t          Id;                            // 0x0000 (0x0004)
    [0x000000000000000000]
    unsigned long     bIsHidden : 1;                // 0x0004 (0x0004)
    [0x000000000000000000] [0x000000001]
    int32_t          CompleteCount;                 // 0x0008 (0x0004)
    [0x000000000000000000]
    unsigned long     bNotifyCompleted : 1;          // 0x000C (0x0004)
    [0x000000000000000000] [0x000000001]
    unsigned long     bNotifyAvailable : 1;          // 0x000C (0x0004)
    [0x000000000000000000] [0x000000002]
    unsigned long     bNotifyNewInfo : 1;            // 0x000C (0x0004)
    [0x000000000000000000] [0x000000004]
    unsigned long     bRewardsAvailable : 1;         // 0x000C (0x0004)
    [0x000000000000000000] [0x000000008]
    unsigned long     bComplete : 1;                // 0x000C (0x0004)
    [0x000000000000000000] [0x000000010]
    uint64_t          ProgressResetTimeUTC;          // 0x0010 (0x0008)
    [0x000000000000000000]
    TArray<struct FChallengeRequirementProgress> RequirementProgress; //
    0x0018 (0x0010) [0x000000000000400000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TGame._Types_TA.XPRewardData
// 0x000C
struct FXPRewardData
{

```

```

struct FName                                Name;                                // 0x0000 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
float                                       Amount;                                // 0x0008 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.GarageSlotCost
// 0x0008
struct FGarageSlotCost
{
    int32_t                                  Id;                                // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                                  Amount;                                // 0x0004 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.ProductDrop
// 0x0024
struct FProductDrop
{
    struct FProductHashID                    GroupId;                                // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    struct FProductInstanceId                DropID;                                // 0x0008 (0x0010)
    [0x0000000040000000] (CPF_EditInlineNotify)
    uint64_t                                DropTime;                                // 0x0018 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long                            bCanEquipNow : 1;                    // 0x0020 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.RPCIntroCar
// 0x0038
struct FRPCIntroCar
{
    int32_t                                  TemplateIndex;                        // 0x0000 (0x0004)
    [0x0000000000000000]
    class FString                            TemplateName;                        // 0x0008 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString                            TemplateDescription;                    // 0x0018 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    TArray<int32_t>                           ProductsList;                        // 0x0028 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.IntroCarInfo
// 0x0028
struct FIntroCarInfo
{
    int32_t                                  TemplateIndex;                        // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    class FString                            TemplateName;                        // 0x0008 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
    class FString                            TemplateDescription;                    // 0x0018 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

```

```

};

// ScriptStruct TGame._Types_TA.EditorIntroCar
// 0x0038
struct FEditorIntroCar
{
    struct FIntroCarInfo Info; // 0x0000 (0x0028)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
    TArray<class UProduct_TA*> ProductList; // 0x0028 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TGame._Types_TA.AppliedBreakoutDamage
// 0x0018
struct FAppliedBreakoutDamage
{
    uint8_t Id; // 0x0000 (0x0001)
    [0x0000000000000000]
    struct FVector Location; // 0x0004 (0x000C)
    [0x0000000000000000]
    int32_t DamageIndex; // 0x0010 (0x0004)
    [0x0000000000000000]
    int32_t TotalDamage; // 0x0014 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TGame._Types_TA.PaintAttributeParameter
// 0x0010
struct FPaintAttributeParameter
{
    uint8_t PaintVariant; // 0x0000 (0x0001)
    [0x0000000000000001] (CPF_Edit)
    struct FName ParameterName; // 0x0004 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    unsigned long bEnabled : 1; // 0x000C (0x0004)
    [0x0000000000000001] [0x00000001] (CPF_Edit)
    unsigned long bGammaCorrect : 1; // 0x000C (0x0004)
    [0x0000000000000001] [0x00000002] (CPF_Edit)
};

// ScriptStruct TGame._Types_TA.ProductLevelData
// 0x0010
struct FProductLevelData
{
    int32_t Level; // 0x0000 (0x0004)
    [0x0000000040000001] (CPF_Edit | CPF_EditInlineNotify)
    int32_t SoftCurrency; // 0x0004 (0x0004)
    [0x0000000040000001] (CPF_Edit | CPF_EditInlineNotify)
    int32_t HardCurrency; // 0x0008 (0x0004)
    [0x0000000040000001] (CPF_Edit | CPF_EditInlineNotify)
    float UnlockWeight; // 0x000C (0x0004)
    [0x0000000040000001] (CPF_Edit | CPF_EditInlineNotify)
};

```

```

// ScriptStruct TGame._Types_TA.BallPredictionInfo
// 0x003C
struct FBallPredictionInfo
{
float                               Time;                               // 0x0000 (0x0004)
[0x0000000000000000]
float                               ArchTopTime;                       // 0x0004 (0x0004)
[0x0000000000000000]
struct FVector                     Location;                             // 0x0008 (0x000C)
[0x0000000000000000]
struct FVector                     Velocity;                             // 0x0014 (0x000C)
[0x0000000000000000]
struct FVector                     ArchTop;                             // 0x0020 (0x000C)
[0x0000000000000000]
struct FVector                     ArchTopVelocity;                     // 0x002C (0x000C)
[0x0000000000000000]
unsigned long                       bHitWall : 1;                       // 0x0038 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                       bHitGround : 1;                     // 0x0038 (0x0004)
[0x0000000000000000] [0x00000002]
};

```

```

// ScriptStruct TGame._Types_TA.StatData
// 0x000C
struct FStatData
{
struct FName                       EventName;                           // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                            Count;                               // 0x0008 (0x0004)
[0x0000000000000000]
};

```

```

// ScriptStruct TGame._Types_TA.QuickChatGroup
// 0x0014
struct FQuickChatGroup
{
class FString                       Key;                                // 0x0000 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
int32_t                            Count;                               // 0x0010 (0x0004)
[0x0000000000000000]
};

```

```

// ScriptStruct TGame._Types_TA.OnlinePlayerMatchData
// 0x0114
struct FOnlinePlayerMatchData
{
class APRI_TA*                     PRI;                                // 0x0000 (0x0008)
[0x0000000000002000] (CPF_Transient)
struct FUniqueNetId                PlayerID;                           // 0x0008 (0x0048)
[0x0000000000040000] (CPF_NeedCtorLink)
float                               GameSecondsPlayed;                 // 0x0050 (0x0004)
[0x0000000000000000]
int32_t                            GameScore;                          // 0x0054 (0x0004)
[0x0000000000000000]
};

```

```

int32_t                MatchGoals;                // 0x0058 (0x0004)
[0x0000000000000000]
int32_t                MatchAssists;              // 0x005C (0x0004)
[0x0000000000000000]
int32_t                MatchSaves;                // 0x0060 (0x0004)
[0x0000000000000000]
int32_t                MatchShots;                // 0x0064 (0x0004)
[0x0000000000000000]
int32_t                XPGained;                  // 0x0068 (0x0004)
[0x0001000000000000]
TArray<struct FOnlineProductData>                Loadout;                // 0x0070 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
unsigned long          bCompletedMatch : 1;        // 0x0080 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long          bForfeit : 1;               // 0x0080 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long          bMvp : 1;                  // 0x0080 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long          bWinner : 1;                // 0x0080 (0x0004)
[0x0000000000000000] [0x00000008]
unsigned long          bLeaver : 1;               // 0x0080 (0x0004)
[0x0000000000000000] [0x00000010]
unsigned long          bInParty : 1;               // 0x0080 (0x0004)
[0x0000000000000000] [0x00000020]
unsigned long          bJoinedInProgress : 1;      // 0x0080 (0x0004)
[0x0000000000000000] [0x00000040]
int32_t                ConsecutiveMatchesPlayed;  // 0x0084 (0x0004)
[0x0000000000000000]
struct FUniqueNetId    PartyLeader;                // 0x0088 (0x0048)
[0x0000000000040000] (CPF_NeedCtorLink)
float                  DistanceDrivenKM;            // 0x00D0 (0x0004)
[0x0000000000000000]
unsigned long          bPartyLeaderValid : 1;      // 0x00D4 (0x0004)
[0x0000000000000000] [0x00000001]
int32_t                TeamIndex;                  // 0x00D8 (0x0004)
[0x0000000000000000]
TArray<struct FStatData>                Stats;                // 0x00E0 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
TArray<struct FLoadoutData>                TeamLoadouts;        // 0x00F0 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
TArray<struct FQuickChatGroup>                QuickChat;        // 0x0100 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
unsigned long          ForceDrop : 1;               // 0x0110 (0x0004)
[0x0001000000000000] [0x00000001]
unsigned long          PreventDrop : 1;             // 0x0110 (0x0004)
[0x0001000000000000] [0x00000002]
};

// ScriptStruct TAGame._Types_TA.ActorHistory
// 0x0020
struct FActorHistory
{
    struct FName        Name;                        // 0x0000 (0x0008)
    [0x0000000000000000]

```



```

uint8_t                                Type;                                // 0x0008 (0x0001)
[0x0000000000000000]
class FString                          SerializedHistory;                  // 0x0010 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.SortedProductData
// 0x0034
struct FSortedProductData
{
    struct FProductInstanceID          Id;                                // 0x0000 (0x0010)
    [0x0000000000000000]
    struct FProductHashID              HashID;                            // 0x0010 (0x0004)
    [0x0000000000000000]
    class UProduct_TA*                 Product;                            // 0x0018 (0x0008)
    [0x0000000000000000]
    class UOnlineProduct_TA*           OnlineProduct;                    // 0x0020 (0x0008)
    [0x0000000000000000]
    int32_t                            BlueprintSortWeight;              // 0x0028 (0x0004)
    [0x0000000000000000]
    int32_t                            Quantity;                          // 0x002C (0x0004)
    [0x0000000000000000]
    unsigned long                      bUnlocked : 1;                    // 0x0030 (0x0004)
    [0x0000000000000000] [0x00000001]
    unsigned long                      bIsFavorited : 1;                 // 0x0030 (0x0004)
    [0x0000000000000000] [0x00000002]
    unsigned long                      bCurrency : 1;                    // 0x0030 (0x0004)
    [0x0000000000000000] [0x00000004]
};

// ScriptStruct TAGame._Types_TA.EditorRoundData
// 0x0018
struct FEditorRoundData
{
    float                             TimeLimit;                        // 0x0000 (0x0004)
    [0x0000000004000000] (CPF_EditInlineNotify)
    TArray<class FString>              SerializedArchetypes;              // 0x0008 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.LoadObjectResult
// 0x0021
struct FLoadObjectResult
{
    class FString                     FilePath;                          // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    class UObject*                    ObjectData;                        // 0x0010 (0x0008)
    [0x0000000000000000]
    class UError*                     Error;                             // 0x0018 (0x0008)
    [0x0000000000000000]
    uint8_t                           Code;                              // 0x0020 (0x0001)
    [0x0000000000000000]
};

```

```
// ScriptStruct TGame._Types_TA.SaveObjectResult
```

```
// 0x0011
```

```
struct FSaveObjectResult
```

```
{  
    class UObject*          ObjectData;          // 0x0000 (0x0008)  
    [0x0000000000000000]  
    class UError*           Error;               // 0x0008 (0x0008)  
    [0x0000000000000000]  
    uint8_t                 Code;               // 0x0010 (0x0001)  
    [0x0000000000000000]  
};
```

```
// ScriptStruct TGame._Types_TA.WeldingInfo
```

```
// 0x0024
```

```
struct FWeldingInfo
```

```
{  
    class ARBActor_TA*      RBActor;            // 0x0000 (0x0008)  
    [0x0000000000000000]  
    struct FVector          Offset;             // 0x0008 (0x000C)  
    [0x0000000000000000]  
    float                   Mass;               // 0x0014 (0x0004)  
    [0x0000000000000000]  
    struct FRotator         Rotation;           // 0x0018 (0x000C)  
    [0x0000000000000000]  
};
```

```
// ScriptStruct TGame._Types_TA.ChatBanInfo
```

```
// 0x000C
```

```
struct FChatBanInfo
```

```
{  
    uint64_t                Expiration;         // 0x0000 (0x0008)  
    [0x0000000000000000]  
    unsigned long            bPermanentlyBanned : 1; // 0x0008 (0x0004)  
    [0x0000000000000000] [0x00000001]  
};
```

```
// ScriptStruct TGame._Types_TA.PlayerChatMessage
```

```
// 0x0068
```

```
struct FPlayerChatMessage
```

```
{  
    float                   MessageTimeStamp;    // 0x0000 (0x0004)  
    [0x0000000000000000]  
    struct FUniqueNetId     PlayerID;           // 0x0008 (0x0048)  
    [0x0000000000040000] (CPF_NeedCtorLink)  
    uint8_t                 ChatChannel;        // 0x0050 (0x0001)  
    [0x0000000000000000]  
    int32_t                 Team;               // 0x0054 (0x0004)  
    [0x0000000000000000]  
    class FString           Message;           // 0x0058 (0x0010)  
    [0x0000000000040000] (CPF_NeedCtorLink)  
};
```

```
// ScriptStruct TGame._Types_TA.ReportedPlayerInfo
```

```
// 0x00A4
```

```

struct FReportedPlayerInfo
{
    struct FUniqueNetId          Reporter;                // 0x0000 (0x0048)
    [0x0000000000040000] (CPF_NeedCtorLink)
    struct FUniqueNetId          Offender;                // 0x0048 (0x0048)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<int32_t>               ReasonIDs;                // 0x0090 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    float                         ReportTimeStamp;         // 0x00A0 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.GameModeData
// 0x0018
struct FGameModeData
{
    int32_t                       GameMode;                // 0x0000 (0x0004)
    [0x0000000004000000] (CPF_EditInlineNotify)
    class FString                 LocalizedName;           // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.SimilarLogoGroup
// 0x0010
struct FSimilarLogoGroup
{
    TArray<class UProductAsset_Logo_TA*> SimilarLogoColorAssets; // 0x0000
    (0x0010) [0x0000000000040001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.UIProductSlotData
// 0x0018
struct FUIProductSlotData
{
    class UProductSlot_TA*        Slot;                    // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UTexture2D*             Texture;                 // 0x0008 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UAkSoundCue*            Sound;                   // 0x0010 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.SimpleSpringSettings
// 0x0050
struct FSimpleSpringSettings
{
    struct FVector                Strength;                 // 0x0000 (0x000C)
    [0x0000000000000001] (CPF_Edit)
    struct FVector                Damping;                 // 0x000C (0x000C)
    [0x0000000000000001] (CPF_Edit)
    struct FVector                MaxDisplacement;         // 0x0018 (0x000C)
    [0x0000000000000001] (CPF_Edit)
    unsigned long                 bUseMinDisplacement : 1; // 0x0024 (0x0004)
    [0x0000000000000001] [0x00000001] (CPF_Edit)
};

```

```

struct FVector                                MinDisplacement;                                // 0x0028 (0x000C)
[0x0000000000000001] (CPF_Edit)
float                                         Mass;                                           // 0x0034 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FVector                                MassOffset;                                    // 0x0038 (0x000C)
[0x0000000000000001] (CPF_Edit)
float                                         MaxSpeed;                                       // 0x0044 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                                bDebug : 1;                                    // 0x0048 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
float                                         DrawDebugOffset;                               // 0x004C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TGame._Types_TA.WheelContactData
// 0x0050
struct FWheelContactData
{
    unsigned long                                bHasContact : 1;                                // 0x0000 (0x0004)
    [0x0000000000000000] [0x00000001]
    unsigned long                                bHasContactWithWorldGeometry : 1;        // 0x0000
    (0x0004) [0x0000000000000000] [0x00000002]
    float                                         HasContactChangeTime;                           // 0x0004 (0x0004)
    [0x0000000000000000]
    class AActor*                                Actor;                                           // 0x0008 (0x0008)
    [0x0000000000000000]
    class UPrimitiveComponent*                    Component;                                       // 0x0010 (0x0008)
    [0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
    struct FVector                                Location;                                       // 0x0018 (0x000C)
    [0x0000000000000000]
    struct FVector                                Normal;                                         // 0x0024 (0x000C)
    [0x0000000000000000]
    struct FVector                                LatDirection;                                  // 0x0030 (0x000C)
    [0x0000000000000000]
    struct FVector                                LongDirection;                                 // 0x003C (0x000C)
    [0x0000000000000000]
    class UPhysicalMaterialProperty_TA*            PhysMatProp;                                   // 0x0048
    (0x0008) [0x0000000000000000]
};

// ScriptStruct TGame._Types_TA.WheelAttachment
// 0x0030
struct FWheelAttachment
{
    class UPrimitiveComponent*                    Component;                                       // 0x0000 (0x0008)
    [0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
    TArray<class UAttachmentBehavior_TA*>          Behaviors;                                     // 0x0008
    (0x0010) [0x0000000004400001] (CPF_Edit | CPF_NeedCtorLink | CPF_EditInline)
    struct FName                                    Socket;                                       // 0x0018 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    TArray<class UMaterialInterface*>              PaintableMaterials;                           // 0x0020
    (0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

```

```

// ScriptStruct TGame._Types_TA.ProductAttachment
// 0x0070
struct FProductAttachment
{
    class UStaticMesh*                StaticMesh;                // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class USkeletalMesh*              SkeletalMesh;            // 0x0008 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UParticleSystem*             ParticleSystem;          // 0x0010 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UMaterialInterface*          Material;                // 0x0018 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    float                             Scale;                        // 0x0020 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    struct FVector                    Translation;                  // 0x0024 (0x000C)
    [0x0000000000000001] (CPF_Edit)
    struct FRotator                   Rotation;                    // 0x0030 (0x000C)
    [0x0000000000000001] (CPF_Edit)
    uint8_t                           Socket;                       // 0x003C (0x0001)
    [0x0000000000000001] (CPF_Edit)
    class UAntennaComponent_TA*        Antenna;                    // 0x0040 (0x0008)
    [0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
    TArray<class UAttachmentBehavior_TA*> Behaviors;                // 0x0048
    (0x0010) [0x0000000004400001] (CPF_Edit | CPF_NeedCtorLink | CPF_EditInline)
    class UProductAttribute_InheritCarSetting_TA* InheritCarAttribute; // 0x0058
    (0x0008) [0x0000000004000001] (CPF_Edit | CPF_EditInline)
    class UPrimitiveComponent*         Component;                  // 0x0060 (0x0008)
    [0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
    class AFXActor_X*                  FXActor;                    // 0x0068 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

```

```

// ScriptStruct TGame._Types_TA.AccumulatedRigidBodyCollision
// 0x0080
struct FAccumulatedRigidBodyCollision
{
    class AActor*                      Actor;                      // 0x0000 (0x0008)
    [0x0000000000000000]
    class UPrimitiveComponent*         Component;                  // 0x0008 (0x0008)
    [0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
    class UPhysicalMaterial*            PhysMat;                    // 0x0010 (0x0008)
    [0x0000000000000000]
    struct FVector                     Velocity;                    // 0x0018 (0x000C)
    [0x0000000000000000]
    struct FVector                     OtherVelocity;                // 0x0024 (0x000C)
    [0x0000000000000000]
    struct FVector                     Location;                      // 0x0030 (0x000C)
    [0x0000000000000000]
    struct FVector                     Normal;                        // 0x003C (0x000C)
    [0x0000000000000000]
    struct FVector                     NormalForce;                  // 0x0048 (0x000C)
    [0x0000000000000000]
    struct FVector                     FrictionForce;                // 0x0054 (0x000C)
    [0x0000000000000000]
}

```

```

struct FVector                                NormalVelocity;                // 0x0060 (0x000C)
[0x0000000000000000]
struct FVector                                FrictionVelocity;              // 0x006C (0x000C)
[0x0000000000000000]
int32_t                                       NumCollisions;                    // 0x0078 (0x0004)
[0x0000000000000000]
int32_t                                       NumContacts;                     // 0x007C (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.TAPlayerStat
// 0x000C
struct FTAPlayerStat
{
class UStatEvent_TA*                         StatEvent;                        // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                                       Count;                           // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.BallHitInfo
// 0x010C
struct FBallHitInfo
{
class APRI_TA*                               PRI;                             // 0x0000 (0x0008)
[0x0000000000000000]
class APRI_TA*                               AttackerPRI;                     // 0x0008 (0x0008)
[0x0000000000000000]
struct FName                                 CarName;                         // 0x0010 (0x0008)
[0x0000000000000000]
int32_t                                       TeamNum;                         // 0x0018 (0x0004)
[0x0000000000000000]
struct FReplicatedRBState                   PreHitCarPhysics;               // 0x0020 (0x0040)
[0x0000000000000000]
struct FReplicatedRBState                   PreHitBallPhysics;              // 0x0060 (0x0040)
[0x0000000000000000]
struct FReplicatedRBState                   PostHitBallPhysics;             // 0x00A0 (0x0040)
[0x0000000000000000]
float                                        Distance;                        // 0x00E0 (0x0004)
[0x0000000000000000]
float                                        Time;                           // 0x00E4 (0x0004)
[0x0000000000000000]
struct FVector                              HitLocation;                    // 0x00E8 (0x000C)
[0x0000000000000000]
struct FVector                              HitNormal;                      // 0x00F4 (0x000C)
[0x0000000000000000]
unsigned long                               bDodging : 1;                  // 0x0100 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                               bWheelsTouching : 1;           // 0x0100 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                               bWorldTouching : 1;           // 0x0100 (0x0004)
[0x0000000000000000] [0x00000004]
uint8_t                                     HitType;                        // 0x0104 (0x0001)
[0x0000000000000000]

```

```

int32_t                                HitID;                                // 0x0108 (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.MessageValue
// 0x002C
struct FMessageValue
{
    class FString                                StringValue;                                // 0x0000 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    int32_t                                IntValue;                                // 0x0010 (0x0004)
    [0x0000000000000000]
    class UObject*                                ObjectValue;                                // 0x0018 (0x0008)
    [0x0000000000000000]
    struct FName                                NameValue;                                // 0x0020 (0x0008)
    [0x0000000000000000]
    int32_t                                ValueType;                                // 0x0028 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.MessagePacket
// 0x0018
struct FMessagePacket
{
    class UMessage_TA*                                Message;                                // 0x0000 (0x0008)
    [0x00000000000000002] (CPF_Const)
    TArray<struct FMessageValue>                                Values;                                // 0x0008 (0x0010)
    [0x000000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.ClientFrameData
// 0x0028
struct FClientFrameData
{
    struct FVehicleInputs                                VehicleInput;                                // 0x0000 (0x0020)
    [0x0000000000000000]
    int32_t                                frame;                                // 0x0020 (0x0004)
    [0x0000000000000000]
    float                                Timestamp;                                // 0x0024 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.OnlineProductStat
// 0x0018
struct FOnlineProductStat
{
    struct FProductInstanceID                                InstanceID;                                // 0x0000 (0x0010)
    [0x0000000000000000]
    class UProductStat_TA*                                ProductStat;                                // 0x0010 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.ProductAttributesArray
// 0x0010

```

```

struct FProductAttributesArray
{
TArray<class UProductAttribute_TA*>      Attributes;                // 0x0000 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.LoadoutAttributesArray
// 0x0010
struct FLoadoutAttributesArray
{
TArray<struct FProductAttributesArray>    Products;                // 0x0000 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.LoadoutProductData
// 0x0028
struct FLoadoutProductData
{
int32_t                                  SlotIndex;                // 0x0000 (0x0004)
[0x000000000000000000]
int32_t                                  ProductID;                // 0x0004 (0x0004)
[0x000000000000000000]
struct FProductInstanceID                InstanceID;                // 0x0008 (0x0010)
[0x000000000000000000]
TArray<class UProductAttribute_TA*>      Attributes;                // 0x0018 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.ServerSetLoadoutTeam
// 0x0020
struct FServerSetLoadoutTeam
{
TArray<struct FLoadoutProductData>        Products;                // 0x0000 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
struct FLoadoutTeamPaint                TeamPaint;                // 0x0010 (0x0010)
[0x000000000000000000]
};

// ScriptStruct TAGame._Types_TA.ServerSetLoadoutParams
// 0x0048
struct FServerSetLoadoutParams
{
struct FName                            Title;                // 0x0000 (0x0008)
[0x000000000000000000]
struct FServerSetLoadoutTeam            Loadouts[0x2];            // 0x0008 (0x0040)
[0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.RandomRange
// 0x0008
struct FRandomRange
{
float                                    Min;                // 0x0000 (0x0004)
[0x000000000000000001] (CPF_Edit)
};

```



```

float                                Max;                                // 0x0004 (0x0004)
[0x00000000000000001] (CPF_Edit)
};

// ScriptStruct TGame._Types_TA.SchematicResourceData
// 0x0014
struct FSchematicResourceData
{
    struct FProductInstanceID          InstanceID;                        // 0x0000 (0x0010)
    [0x0000000004000000] (CPF_EditInlineNotify)
    int32_t                            Resources;                        // 0x0010 (0x0004)
    [0x0000000004000000] (CPF_EditInlineNotify)
};

// ScriptStruct TGame._Types_TA.ProductFilter
// 0x016C
struct FProductFilter
{
    TArray<class UOnlineProduct_TA*>    OnlineProducts;                    // 0x0000
    (0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<class UProduct_TA*>         Products;                        // 0x0010 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<struct FProductHashID>       ArchivedProducts;                // 0x0020
    (0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<struct FProductHashID>       FavoritedProducts;                // 0x0030
    (0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
    class FString                      Label;                            // 0x0040 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<int32_t>                     Slots;                          // 0x0050 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<class UProductSlot_TA*>      ProhibitedSlots;                 // 0x0060 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<uint8_t>                     ExclusiveQualities;              // 0x0070 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<uint8_t>                     ProhibitedQualities;             // 0x0080 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<uint8_t>                     UnlockMethods;                  // 0x0090 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<uint8_t>                     TradeRestrictions;               // 0x00A0 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<int32_t>                     TradeHoldRestrictions;           // 0x00B0 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<class UClass*>               ExclusiveAttributes;             // 0x00C0 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<class UClass*>               ProhibitedAttributes;            // 0x00D0 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    uint8_t                             SortType;                       // 0x00E0 (0x0001)
    [0x0000000000000000]
    TArray<int32_t>                     SeriesIDs;                       // 0x00E8 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    struct FProductHashID               PackHashID;                     // 0x00F8 (0x0004)
    [0x0000000000000000]
    unsigned long                       bExcludePacks : 1;               // 0x00FC (0x0004)
    [0x0000000000000000] [0x00000001]

```

```

unsigned long                bOnlyXEItems : 1;                // 0x00FC (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                bIgnoreEquipped : 1;            // 0x00FC (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                bIgnoreLicensedCars : 1;        // 0x00FC (0x0004)
[0x0000000000000000] [0x00000008]
unsigned long                bStackProducts : 1;             // 0x00FC (0x0004)
[0x0000000000000000] [0x00000010]
unsigned long                bAllowEquippedArchivedProducts : 1; // 0x00FC
(0x0004) [0x0000000000000000] [0x00000020]
TArray<int32_t>              Loadout;                        // 0x0100 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
TArray<struct FProductHashID> EquippedHashIDs;                // 0x0110
(0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
uint8_t                     LogLevel;                        // 0x0120 (0x0001)
[0x0000000000000000]
uint8_t                     ArchivedProductFilter;           // 0x0121 (0x0001)
[0x0000000000000000]
uint8_t                     FavoritedProductFilter;          // 0x0122 (0x0001)
[0x0000000000000000]
TArray<uint8_t>              ProhibitedBlueprints;           // 0x0128 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
TArray<uint8_t>              ProhibitedSortTypes;            // 0x0138 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
TArray<class UClass*>         ProhibitedAttributeSortTypes;   // 0x0148
(0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
TArray<int32_t>              PaintIDs;                        // 0x0158 (0x0010)
[0x0001000000040000] (CPF_NeedCtorLink)
unsigned long                bHoldXEInstance : 1;            // 0x0168 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct TAGame._Types_TA.ThumbnailComponent
// 0x0058
struct FThumbnailComponent
{
class UActorComponent*       Component;                      // 0x0000 (0x0008)
[0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
uint8_t                     UnknownData00[0x8];              // 0x0008 (0x0008)
MISSED OFFSET
struct FMatrix               BaseTransform;                  // 0x0010 (0x0040)
[0x0000000000000000]
struct FName                 Tag;                             // 0x0050 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.RocketPassTierBonusRange
// 0x000C
struct FRocketPassTierBonusRange
{
int32_t                     Start;                            // 0x0000 (0x0004)
[0x0000000004000000] (CPF_EditInlineNotify)
int32_t                     End;                              // 0x0004 (0x0004)
[0x0000000004000000] (CPF_EditInlineNotify)

```

```

int32_t          Bonus;                // 0x0008 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.RocketPassUnlock
// 0x0038
struct FRocketPassUnlock
{
int32_t          Tier;                // 0x0000 (0x0004)
[0x0000000000000000]
TArray<struct FOnlineProductData>      ProductData;                // 0x0008
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FOnlineXPReward>        RewardDrops;                // 0x0018
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FCurrency>              CurrencyDrops;                // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.RocketPassRewardData
// 0x0038
struct FRocketPassRewardData
{
int32_t          Tier;                // 0x0000 (0x0004)
[0x0000000000000000]
TArray<struct FOnlineProductData>      ProductData;                // 0x0008
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FXPRewardData>          XPRewards;                // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FCurrency>              CurrencyDrops;                // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.RocketPassInfo
// 0x000C
struct FRocketPassInfo
{
int32_t          TierLevel;            // 0x0000 (0x0004)
[0x0000000000000200] (CPF_Transient)
unsigned long     bOwnsPremium : 1;    // 0x0004 (0x0004)
[0x0000000000000200] [0x00000001] (CPF_Transient)
float            XPMultiplier;        // 0x0008 (0x0004)
[0x0000000000000200] (CPF_Transient)
};

// ScriptStruct TAGame._Types_TA.RocketPassBundleInfo
// 0x0038
struct FRocketPassBundleInfo
{
int32_t          PurchasableID;        // 0x0000 (0x0004)
[0x0000000040002000] (CPF_Transient | CPF_EditInlineNotify)
int32_t          KeyCost;              // 0x0004 (0x0004)
[0x0000000040002000] (CPF_Transient | CPF_EditInlineNotify)
int32_t          OriginalKeyCost;      // 0x0008 (0x0004)
[0x0000000040002000] (CPF_Transient | CPF_EditInlineNotify)
};

```

```

int32_t                OriginalCurrencyCost;                // 0x000C (0x0004)
[0x0000000040002000] (CPF_Transient | CPF_EditInlineNotify)
int32_t                CurrencyID;                        // 0x0010 (0x0004)
[0x0000000040002000] (CPF_Transient | CPF_EditInlineNotify)
int32_t                CurrencyCost;                      // 0x0014 (0x0004)
[0x0000000040002000] (CPF_Transient | CPF_EditInlineNotify)
int32_t                Tiers;                            // 0x0018 (0x0004)
[0x0000000040002000] (CPF_Transient | CPF_EditInlineNotify)
int32_t                Savings;                          // 0x001C (0x0004)
[0x0000000040002000] (CPF_Transient | CPF_EditInlineNotify)
class UTexture*        Image;                            // 0x0020 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
class FString          ImageURL;                        // 0x0028 (0x0010)
[0x0000000000402000] (CPF_Transient | CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.RocketPassStore
// 0x0020
struct FRocketPassStore
{
    TArray<struct FRocketPassBundleInfo>    Tiers;                // 0x0000 (0x0010)
    [0x0000000000402000] (CPF_Transient | CPF_NeedCtorLink)
    TArray<struct FRocketPassBundleInfo>    Bundles;            // 0x0010
    (0x0010) [0x0000000000402000] (CPF_Transient | CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.OnlineReward
// 0x0028
struct FOnlineReward
{
    int32_t                Id;                                // 0x0000 (0x0004)
    [0x0000000000000000]
    TArray<struct FOnlineProductData>    ProductData;        // 0x0008
    (0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
    TArray<struct FOnlineXPReward>        RewardDrops;        // 0x0018
    (0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.TradeSkipValidation
// 0x0000
struct FTradeSkipValidation
{
};

// ScriptStruct TAGame._Types_TA.SeasonMatch
// 0x001C
struct FSeasonMatch
{
    int32_t                Week;                            // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                Team0;                          // 0x0004 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                Team1;                          // 0x0008 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

```

```

int32_t                Score0;                // 0x000C (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)

int32_t                Score1;                // 0x0010 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)

int32_t                Winner;                // 0x0014 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)

unsigned long          bBye : 1;              // 0x0018 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct TAGame._Types_TA.SeasonTeam
// 0x001C
struct FSeasonTeam
{
    class FString          Name;                // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)

    struct FName          LogoAsset;            // 0x0010 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)

    int32_t                EliminationWeek;      // 0x0018 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.SeasonPlayerStat
// 0x001C
struct FSeasonPlayerStat
{
    int32_t                PlayerIndex;          // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)

    class FString          StatName;            // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)

    int32_t                StatValue;           // 0x0018 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.SeasonPlayer
// 0x002C
struct FSeasonPlayer
{
    int32_t                Team;                // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)

    class FString          Name;                // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)

    class FString          Id;                 // 0x0018 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)

    unsigned long          bBot : 1;            // 0x0028 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.SeasonTeamRank
// 0x001C
struct FSeasonTeamRank
{
    int32_t                Team;                // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

```

```

int32_t                Wins;                                // 0x0004 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                Losses;                              // 0x0008 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                PointsFor;                           // 0x000C (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                PointsAgainst;                       // 0x0010 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                PointsDifferential;                 // 0x0014 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                EliminationWeek;                   // 0x0018 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.ReplayHeaderLoadResult
// 0x0010
struct FReplayHeaderLoadResult
{
    class UReplay_TA*    Header;                            // 0x0000 (0x0008)
    [0x0000000000000000]
    class UError*        Error;                             // 0x0008 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.ProfileAutoCamSettings
// 0x0028
struct FProfileAutoCamSettings
{
    float                FOV;                                // 0x0000 (0x0004)
    [0x0000000000000000]
    float                Height;                             // 0x0004 (0x0004)
    [0x0000000000000000]
    float                Distance;                           // 0x0008 (0x0004)
    [0x0000000000000000]
    float                MoveSpeed;                          // 0x000C (0x0004)
    [0x0000000000000000]
    float                MoveSpeedZ;                         // 0x0010 (0x0004)
    [0x0000000000000000]
    float                RotateSpeed;                        // 0x0014 (0x0004)
    [0x0000000000000000]
    float                AerialDistance;                    // 0x0018 (0x0004)
    [0x0000000000000000]
    float                FocusBlendSpeed;                   // 0x001C (0x0004)
    [0x0000000000000000]
    float                AerialPrediction;                  // 0x0020 (0x0004)
    [0x0000000000000000]
    unsigned long        bUseReplayCamera : 1;              // 0x0024 (0x0004)
    [0x0000000000000000] [0x00000001]
    unsigned long        bFocusOnGoals : 1;                 // 0x0024 (0x0004)
    [0x0000000000000000] [0x00000002]
};

// ScriptStruct TAGame._Types_TA.ProfileCameraSettings
// 0x001C

```

```

struct FProfileCameraSettings
{
float                                FOV;                                // 0x0000 (0x0004)
[0x000000000000000000]
float                                Height;                            // 0x0004 (0x0004)
[0x000000000000000000]
float                                Pitch;                            // 0x0008 (0x0004)
[0x000000000000000000]
float                                Distance;                        // 0x000C (0x0004)
[0x000000000000000000]
float                                Stiffness;                      // 0x0010 (0x0004)
[0x000000000000000000]
float                                SwivelSpeed;                    // 0x0014 (0x0004)
[0x000000000000000000]
float                                TransitionSpeed;                // 0x0018 (0x0004)
[0x000000000000000000]
};

// ScriptStruct TAGame._Types_TA.XPInfo
// 0x0020
struct FXPInfo
{
int32_t                              TotalXP;                        // 0x0000 (0x0004)
[0x000000000000000000]
int32_t                              XpLevel;                      // 0x0004 (0x0004)
[0x000000000000000000]
class FString                        XPTitle;                      // 0x0008 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
int32_t                              XPProgressInCurrentLevel;      // 0x0018 (0x0004)
[0x000000000000000000]
int32_t                              XPRequiredForNextLevel;      // 0x001C (0x0004)
[0x000000000000000000]
};

// ScriptStruct TAGame._Types_TA.ProductStat
// 0x0008
struct FProductStat
{
int32_t                              ProductID;                    // 0x0000 (0x0004)
[0x000000000000000000]
int32_t                              Value;                        // 0x0004 (0x0004)
[0x000000000000000000]
};

// ScriptStruct TAGame._Types_TA.DemolishData2
// 0x0008 (0x0028 - 0x0030)
struct FDemolishData2 : FDemolishData
{
class AFXActor_X*                    CustomDemoFX;                // 0x0028 (0x0008)
// 0x0028
struct FDemolishData
{
class ARBActor_TA*                    Attacker;                    // 0x0000 (0x0008)
[0x000000000000000000]

```

```

class ACar_TA*                                Victim;                                // 0x0008 (0x0008)
[0x0000000000000000]
struct FVector                                AttackerVelocity;                        // 0x0010 (0x000C)
[0x0000000000000000]
struct FVector                                VictimVelocity;                        // 0x001C (0x000C)
[0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.DemolishDataGoalExplosion
// 0x0008 (0x0028 - 0x0030)
struct FDemolishDataGoalExplosion : FDemolishData
{
class APRI_TA*                                GoalExplosionOwner;                        // 0x0028 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.DemolishData2
// 0x0008 (0x0028 - 0x0030)
struct FDemolishData2 : FDemolishData
{
class AFXActor_X*                            CustomDemoFX;                            // 0x0028 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.UISavedKeyValue
// 0x0018
struct FUISavedKeyValue
{
struct FName                                Key;                                    // 0x0000 (0x0008)
[0x0000000000000000]
class FString                                Value;                                    // 0x0008 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._Types_TA.PlaylistMapPrefs
// 0x000C (0x0020 - 0x002C)
struct FPlaylistMapPrefs : FMapPrefs
{
struct FName                                Playlist;                                // 0x0020 (0x0008)
[0x0000000000000000]
unsigned long                                bOverrideGlobal : 1;                    // 0x0028 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct TAGame._Types_TA.FPSBucketMetrics
// 0x0020
struct FFPSBucketMetrics
{
int32_t                                    FPS;                                    // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                                    FrameCount;                            // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                    PercentTime;                            // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)

```



```

float                AverageGameThreadTime;                // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)

float                AverageRenderThreadTime;                // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)

float                AverageGPUFrameTime;                    // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)

float                UndockedAverageResolutionIndex;          // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)

float                DockedAverageResolutionIndex;            // 0x001C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.BodyToEngineAudioPair
// 0x0010
struct FBodyToEngineAudioPair
{
    class UProduct_TA*                Body;                    // 0x0000 (0x0008)
    [0x0000000000000000]
    class UProduct_TA*                EngineAudio;              // 0x0008 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.PartyUpMergeError
// 0x0098
struct FPartyUpMergeError
{
    struct FUniqueNetId                PlayerID;                // 0x0000 (0x0048)
    [0x0000000000400000] (CPF_NeedCtorLink)
    struct FUniqueNetId                LeaderID;                // 0x0048 (0x0048)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class UError*                      Error;                    // 0x0090 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame._Types_TA.AutoFlipData
// 0x0008
struct FAutoFlipData
{
    float                Torque;                                // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                Force;                                // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.StickyForceData
// 0x0008
struct FStickyForceData
{
    float                Ground;                                // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                Wall;                                // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
};

```

```

// ScriptStruct TAGame._Types_TA.WaveParams
// 0x0008
struct FWaveParams
{
    float                Frequency;                // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                Amplitude;                // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._Types_TA.PersonaDataId
// 0x0048
struct FPersonaDataId
{
    struct FUniqueNetId    PersonId;                // 0x0000 (0x0048)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame._Types_TA.PaintWithOverride
// 0x0018
struct FPaintWithOverride
{
    class UProductPaint_TA*    PaintToOverride;        // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    TArray<class UProductOverride_TA*>    Overrides;        // 0x0008 (0x0010)
    [0x0000000004400001] (CPF_Edit | CPF_NeedCtorLink | CPF_EditInline)
};

// ScriptStruct TAGame._Types_TA.PlayerActorIDPair
// 0x0050
struct FPlayerActorIDPair
{
    int32_t                ActorID;                // 0x0000 (0x0004)
    [0x0000000000000000]
    struct FUniqueNetId    PlayerID;                // 0x0008 (0x0048)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.GFxData_Mutators_TA.CustomGameSetting
// 0x0060
struct FCustomGameSetting
{
    class FString            MutatorCategoryName;        // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString            MutatorCategoryDesc;        // 0x0010 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString            SettingsName;                // 0x0020 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    int32_t                SettingIndex;                // 0x0030 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                DefaultIndex;                // 0x0034 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    struct FName            InternalName;                // 0x0038 (0x0008)
    [0x0000000000000000]

```

```

int32_t                MutatorGroupID;                // 0x0040 (0x0004)
[0x0000000000000000]
int32_t                GameSettingCategoryIndex;      // 0x0044 (0x0004)
[0x0000000000000000]
TArray<struct FName>    SettingNameExplicit;          // 0x0048 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long          bPresetLocked : 1;            // 0x0058 (0x0004)
[0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
int32_t                RowID;                        // 0x005C (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_Mutators_TA.ModeMapPair
// 0x000C
struct FModeMapPair
{
int32_t                GameMode;                    // 0x0000 (0x0004)
[0x0000000000000000]
struct FName           MapName;                    // 0x0004 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TAGame.Profile_TA.ProfileProduct
// 0x0020
struct FProfileProduct
{
struct FProductInstanceID InstanceID;                // 0x0000 (0x0010)
[0x0000000000000000]
TArray<class UProductAttribute_TA*> Attributes;      // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._ShopTypes_TA.ItemShopNotificationData
// 0x0048
struct FItemShopNotificationData
{
int32_t                ShopNotificationID;           // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                ShopItemCostID;              // 0x0004 (0x0004)
[0x0000000000000000]
uint64_t               StartTime;                  // 0x0008 (0x0008)
[0x0000000000000000]
uint64_t               EndTime;                    // 0x0010 (0x0008)
[0x0000000000000000]
class FString          ImageURL;                   // 0x0018 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString          Title;                      // 0x0028 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
TArray<struct FOnlineProductData> DeliverableProducts; // 0x0038
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._ShopTypes_TA.ShopCurrencyInfo
// 0x0008

```

```

struct FShopCurrencyInfo
{
    int32_t                Id;                                // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                Amount;                            // 0x0004 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._ShopTypes_TA.DestructionProductValue
// 0x0020
struct FDestructionProductValue
{
    struct FProductInstanceID    ProductInstanceID;          // 0x0000 (0x0010)
    [0x0000000040000000] (CPF_EditInlineNotify)
    TArray<struct FShopCurrencyInfo>    Value;                // 0x0010 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame._ShopTypes_TA.ShopData
// 0x0058
struct FShopData
{
    int32_t                Id;                                // 0x0000 (0x0004)
    [0x0000000000000000]
    class FString          Name;                              // 0x0008 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString          Title;                             // 0x0018 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString          Type;                              // 0x0028 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    uint64_t               StartDate;                         // 0x0038 (0x0008)
    [0x0000000000000000]
    uint64_t               EndDate;                           // 0x0040 (0x0008)
    [0x0000000000000000]
    class FString          LogoURL;                           // 0x0048 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._ShopTypes_TA.ShopDeliverable
// 0x0060
struct FShopDeliverable
{
    int32_t                Count;                              // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    struct FProductInstanceID    Id;                          // 0x0008 (0x0010)
    [0x0000000040000000] (CPF_EditInlineNotify)
    struct FProductHashID    HashID;                          // 0x0018 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long          IsOwned : 1;                       // 0x001C (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
    unsigned long          bOwnedUntradeable : 1;             // 0x001C (0x0004)
    [0x0000000040000000] [0x00000002] (CPF_EditInlineNotify)
    struct FOnlineProductData    Product;                     // 0x0020 (0x0040)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

```

```

};

// ScriptStruct TAGame._ShopTypes_TA.ShopPrice
// 0x0008
struct FShopPrice
{
    int32_t Id; // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t Amount; // 0x0004 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._ShopTypes_TA.ShopDiscount
// 0x0030
struct FShopDiscount
{
    int32_t Id; // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t ShopItemCostID; // 0x0004 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    uint64_t StartDate; // 0x0008 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    uint64_t EndDate; // 0x0010 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    TArray<struct FShopPrice> Price; // 0x0018 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    int32_t Quantity; // 0x0028 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long IsProrated : 1; // 0x002C (0x0004)
    [0x0001000040000000] [0x00000001] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._ShopTypes_TA.ShopCost
// 0x0069
struct FShopCost
{
    int32_t ShopItemCostID; // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    TArray<struct FShopPrice> Price; // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    struct FShopDiscount Discount; // 0x0018 (0x0030)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    uint64_t StartDate; // 0x0048 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    uint64_t EndDate; // 0x0050 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    TArray<struct FShopDiscount> BulkDiscounts; // 0x0058 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    uint8_t DisplayTypeID; // 0x0068 (0x0001)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._ShopTypes_TA.OnlineShopAttribute
// 0x0018

```

```

struct FOnlineShopAttribute
{
    struct FName                                Key;                                // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString                               Value;                                // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TGame._ShopTypes_TA.ShopItem
// 0x00CC
struct FShopItem
{
    int32_t                                     ShopItemID;                                // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long                               Purchasable : 1;                                // 0x0004 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
    int32_t                                     PurchasedQuantity;                        // 0x0008 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                                     MaxQuantityPerPlayer;                        // 0x000C (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    uint64_t                                    StartDate;                                // 0x0010 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    uint64_t                                    EndDate;                                // 0x0018 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    TArray<struct FShopDeliverable>             DeliverableProducts;                        // 0x0020
    (0x0010) [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    TArray<struct FShopCurrencyInfo>            DeliverableCurrencies;                        // 0x0030
    (0x0010) [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    TArray<struct FShopCost>                   Costs;                                // 0x0040 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    TArray<class FString>                      FeaturedCollections;                        // 0x0050 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    TArray<int32_t>                             ShopItemLocations;                        // 0x0060 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                               Title;                                // 0x0070 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                               Description;                                // 0x0080 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                               disclaimer;                                // 0x0090 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    TArray<struct FOnlineShopAttribute>         Attributes;                                // 0x00A0 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                               ImageURL;                                // 0x00B0 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class UTexture*                             ItemTexture;                                // 0x00C0 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long                               bOwnsAllUntradeableProducts : 1;            // 0x00C8
    (0x0004) [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
    unsigned long                               bOwnsAllDeliverables : 1;                    // 0x00C8 (0x0004)
    [0x0001000040000000] [0x00000002] (CPF_EditInlineNotify)
};

// ScriptStruct TGame._ShopTypes_TA.ShopCatalogue
// 0x0018

```

```

struct FShopCatalogue
{
    int32_t                ShopID;                // 0x0000 (0x0004)
    [0x0000000000000000]
    TArray<struct FShopItem>    ShopItems;        // 0x0008 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._ShopTypes_TA.CurrencyProductData
// 0x0010
struct U_ShopTypes_TA_FCurrencyProductData
{
    class UProduct_TA*        Product;            // 0x0000 (0x0008)
    [0x0000000000000000]
    class UOnlineProduct_TA*    OnlineProduct;    // 0x0008 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame._ShopTypes_TA.ShopCurrency
// 0x0058
struct FShopCurrency
{
    uint8_t                Type;                // 0x0000 (0x0001)
    [0x0000000000000000]
    int32_t                Id;                // 0x0004 (0x0004)
    [0x0000000000000000]
    class UTexture*        SmallImage;        // 0x0008 (0x0008)
    [0x0000000000000000]
    class UTexture*        LargeImage;        // 0x0010 (0x0008)
    [0x0000000000000000]
    int32_t                Amount;            // 0x0018 (0x0004)
    [0x0000000000000000]
    class FString          Name;                // 0x0020 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    class FString          LocalizedName;    // 0x0030 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    unsigned long          bCanBeTraded : 1;    // 0x0040 (0x0004)
    [0x0000000000000000] [0x00000001]
    int32_t                TradeHold;        // 0x0044 (0x0004)
    [0x0000000000000000]
    struct U_ShopTypes_TA_FCurrencyProductData    ProductData;    // 0x0048
    (0x0010) [0x0000000000000000]
};

// ScriptStruct TAGame._ShopTypes_TA.ShopCurrencyData
// 0x0008
struct FShopCurrencyData
{
    int32_t                Id;                // 0x0000 (0x0004)
    [0x0000000000000000]
    int32_t                Amount;            // 0x0004 (0x0004)
    [0x0000000000000000]
};

```

```

// ScriptStruct TGame._TourTypes_TA.TourPlayer
// 0x0060
struct FTourPlayer
{
    struct FUniqueNetId                    PlayerID;                // 0x0000 (0x0048)
    [0x00010000000400000] (CPF_NeedCtorLink)
    class FString                        PlayerName;                // 0x0048 (0x0010)
    [0x00010000000400000] (CPF_NeedCtorLink)
    class UTexture*                      Avatar;                    // 0x0058 (0x0008)
    [0x0001000000002000] (CPF_Transient)
};

// ScriptStruct TGame._TourTypes_TA.TourReward
// 0x0014
struct FTourReward
{
    TArray<struct FOnlineProductData>      Rewards;                // 0x0000 (0x0010)
    [0x00010000000400000] (CPF_NeedCtorLink)
    int32_t                               Placement;                // 0x0010 (0x0004)
    [0x00010000000000000]
};

// ScriptStruct TGame._TourTypes_TA.TourTeam
// 0x0044
struct FTourTeam
{
    uint64_t                              TeamID;                    // 0x0000 (0x0008)
    [0x00010000000000000]
    struct FCustomMatchTeamSettings        Settings;                // 0x0008 (0x0020)
    [0x00010000000400000] (CPF_NeedCtorLink)
    TArray<struct FTourPlayer>             Players;                // 0x0028 (0x0010)
    [0x00010000000400000] (CPF_NeedCtorLink)
    uint64_t                              Seed;                    // 0x0038 (0x0008)
    [0x00010000000000000]
    int32_t                               Difficulty;                // 0x0040 (0x0004)
    [0x00010000000000000]
};

// ScriptStruct TGame._TourTypes_TA.TourMatchGame
// 0x0018
struct FTourMatchGame
{
    int32_t                               gameTimeSeconds;          // 0x0000 (0x0004)
    [0x00010000000000000]
    unsigned long                          bOverTime : 1;          // 0x0004 (0x0004)
    [0x00010000000000000] [0x000000001]
    unsigned long                          bAborted : 1;           // 0x0004 (0x0004)
    [0x00010000000000000] [0x000000002]
    uint64_t                              Winner;                  // 0x0008 (0x0008)
    [0x00010000000000000]
    int32_t                               Scores[0x2];            // 0x0010 (0x0008)
    [0x00010000000000000]
};

```



```

// ScriptStruct TGame._TourTypes_TA.TourPlayerStats
// 0x0060
struct FTourPlayerStats
{
    struct FUniqueNetId                                PlayerID;                                // 0x0000 (0x0048)
    [0x00010000000400000] (CPF_NeedCtorLink)
    int32_t                                             TeamNum;                                // 0x0048 (0x0004)
    [0x00010000000000000]
    int32_t                                             Score;                                // 0x004C (0x0004)
    [0x00010000000000000]
    int32_t                                             Saves;                                // 0x0050 (0x0004)
    [0x00010000000000000]
    int32_t                                             Shots;                                // 0x0054 (0x0004)
    [0x00010000000000000]
    int32_t                                             Goals;                                // 0x0058 (0x0004)
    [0x00010000000000000]
    int32_t                                             Assists;                                // 0x005C (0x0004)
    [0x00010000000000000]
};

// ScriptStruct TGame._TourTypes_TA.TourMatch
// 0x0030
struct FTourMatch
{
    int32_t                                             MatchID;                                // 0x0000 (0x0004)
    [0x00010000000000000]
    uint64_t                                           Teams[0x2];                            // 0x0008 (0x0010)
    [0x00010000000000000]
    uint64_t                                           Winner;                                // 0x0018 (0x0008)
    [0x00010000000000000]
    TArray<struct FTourMatchGame>                     Games;                                // 0x0020 (0x0010)
    [0x00010000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame._TourTypes_TA.IntPair
// 0x0008
struct FIntPair
{
    int32_t                                             A;                                    // 0x0000 (0x0004)
    [0x00010000000000000]
    int32_t                                             B;                                    // 0x0004 (0x0004)
    [0x00010000000000000]
};

// ScriptStruct TGame._TourTypes_TA.QWORDPair
// 0x0010
struct FQWORDPair
{
    uint64_t                                           A;                                    // 0x0000 (0x0008)
    [0x00010000000000000]
    uint64_t                                           B;                                    // 0x0008 (0x0008)
    [0x00010000000000000]
};

```

```

// ScriptStruct TGame._TourTypes_TA.TourMatchNode
// 0x002C
struct FTourMatchNode
{
    int32_t MatchID; // 0x0000 (0x0004)
    [0x0001000000000000]
    int32_t Round; // 0x0004 (0x0004)
    [0x0001000000000000]
    int32_t Order; // 0x0008 (0x0004)
    [0x0001000000000000]
    struct FWORDPair Teams; // 0x0010 (0x0010)
    [0x0001000000000000]
    int32_t NextMatchID; // 0x0020 (0x0004)
    [0x0001000000000000]
    struct FIntPair PrevMatch; // 0x0024 (0x0008)
    [0x0001000000000000]
};

```

```

// ScriptStruct TGame._TourTypes_TA.TourPlacementInfo
// 0x0070
struct FTourPlacementInfo
{
    int32_t Placement; // 0x0000 (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    class FString Name; // 0x0008 (0x0010)
    [0x0001000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    int32_t Value; // 0x0018 (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    uint64_t TeamID; // 0x0020 (0x0008)
    [0x0001000040000000] (CPF_EditInlineNotify)
    struct FUniqueNetId PlayerID; // 0x0028 (0x0048)
    [0x0001000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

```

```

// ScriptStruct TGame._TourTypes_TA.TourLeaderboard
// 0x0040
struct FTourLeaderboard
{
    TArray<struct FTourPlacementInfo> TeamGoals; // 0x0000
    (0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<struct FTourPlacementInfo> PlayerGoals; // 0x0010
    (0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<struct FTourPlacementInfo> PlayerAssists; // 0x0020
    (0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<struct FTourPlacementInfo> PlayerSaves; // 0x0030
    (0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TGame._TourTypes_TA.TourMatchPlayerStats
// 0x0064
struct FTourMatchPlayerStats
{
    struct FName Name; // 0x0000 (0x0008)
    [0x0001000040000000] (CPF_EditInlineNotify)
};

```

```

struct FUniqueNetId          Id; // 0x0008 (0x0048)
[0x0001000040000000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
int32_t                      Score; // 0x0050 (0x0004)
[0x0001000040000000] (CPF_EditInlineNotify)
int32_t                      Goals; // 0x0054 (0x0004)
[0x0001000040000000] (CPF_EditInlineNotify)
int32_t                      Assists; // 0x0058 (0x0004)
[0x0001000040000000] (CPF_EditInlineNotify)
int32_t                      Saves; // 0x005C (0x0004)
[0x0001000040000000] (CPF_EditInlineNotify)
int32_t                      Shots; // 0x0060 (0x0004)
[0x0001000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TGame._TourTypes_TA.TourMatchTeamDetails
// 0x0028
struct FTourMatchTeamDetails
{
    uint64_t                  TeamID; // 0x0000 (0x0008)
    [0x0001000000000000]
    TArray<int32_t>           GoalsPerGame; // 0x0008 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<struct FTourMatchPlayerStats> CumulativePlayerStats; // 0x0018
    (0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame._TourTypes_TA.TourBracket
// 0x0078
struct FTourBracket
{
    uint64_t                  TournamentID; // 0x0000 (0x0008)
    [0x0001000000000000]
    TArray<struct FTourTeam> Teams; // 0x0008 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<struct FTourMatch> Matches; // 0x0018 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    struct FTourLeaderboard Leaderboard; // 0x0028 (0x0040)
    [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<struct FShopCurrencyInfo> CurrentPayouts; // 0x0068
    (0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.CameraState_CarPreview_TA.TargetCacheEntry
// 0x0020
struct FTargetCacheEntry
{
    struct FName              TargetName; // 0x0000 (0x0008)
    [0x0000000000000000]
    struct FVector            Location; // 0x0008 (0x000C)
    [0x0000000000000000]
    struct FRotator           Rotation; // 0x0014 (0x000C)
    [0x0000000000000000]
};

```

```

// ScriptStruct TGame.CameraState_PodiumSpotlight_TA.CachedPodiumCar
// 0x0018
struct FCachedPodiumCar
{
    class ACar_TA* Car; // 0x0000 (0x0008)
    [0x0000000000000000]
    struct FVector Location; // 0x0008 (0x000C)
    [0x0000000000000000]
    unsigned long bHasPostMatchCelebration : 1; // 0x0014 (0x0004)
    [0x0000000000000000] [0x00000001]
};

// ScriptStruct TGame.Car_KnockOut_TA.PendingHit
// 0x001C
struct FPendingHit
{
    class ACar_KnockOut_TA* Attacker; // 0x0000 (0x0008)
    [0x0001000000000000]
    struct FVector HitDirection; // 0x0008 (0x000C)
    [0x0001000000000000]
    float HitSpeed; // 0x0014 (0x0004)
    [0x0001000000000000]
    unsigned long bHeavyAttack : 1; // 0x0018 (0x0004)
    [0x0001000000000000] [0x00000001]
};

// ScriptStruct TGame.CarMeshComponent_TA.WheelSkelControlSet
// 0x0020
struct FWheelSkelControlSet
{
    class UWheel_TA* Wheel; // 0x0000 (0x0008)
    [0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
    class USkelControlSingleBone* TranslationControl; // 0x0008
    (0x0008) [0x0000000000000001] (CPF_Edit)
    class USkelControlSingleBone* SteerControl; // 0x0010 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class USkelControlSingleBone* RollControl; // 0x0018 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TGame.CrumbTrails_TA.CrumbTrailData
// 0x0058
struct FCrumbTrailData
{
    struct FName CrumbTrailId; // 0x0000 (0x0008)
    [0x0001000000000000]
    TArray<struct FName> CrumbNames; // 0x0008 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    struct FName MenuTreeTrailEnd; // 0x0018 (0x0008)
    [0x0001000000000000]
    TArray<class UTriggerClump_TA*> ActivationTriggers; // 0x0020
    (0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<class UTriggerClump_TA*> CompletionOverride; // 0x0030
    (0x0010) [0x0001000000400000] (CPF_NeedCtorLink)

```

```

unsigned long                bCompleteOnlyWhenActive : 1;                // 0x0040 (0x0004)
[0x0001000000000000] [0x00000001]
unsigned long                bRepeatable : 1;                          // 0x0040 (0x0004)
[0x0001000000000000] [0x00000002]
unsigned long                bManualStart : 1;                          // 0x0040 (0x0004)
[0x0001000000000000] [0x00000004]
class UTriggerCondition_TA*   ActivationCondition;                      // 0x0048 (0x0008)
[0x0001000000002000] (CPF_Transient)
class UTriggerCondition_TA*   CompletionCondition;                     // 0x0050
(0x0008) [0x0001000000002000] (CPF_Transient)
};

// ScriptStruct TAGame.EOSGameClipsMetrics_TA.EOSGameClipsAccountLinkInfo
// 0x0028
struct FEOSGameClipsAccountLinkInfo
{
class FString                EpicAccountId;                            // 0x0000 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
unsigned long                bLinkedToPostparty : 1;                    // 0x0010 (0x0004)
[0x0001000000000000] [0x00000001]
TArray<struct FName>          Errors;                                    // 0x0018 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.EOSGameClipsMetrics_TA.EOSGameClipsClipInfo
// 0x0040
struct FEOSGameClipsClipInfo
{
class FString                EpicAccountId;                            // 0x0000 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
int32_t                      ClipId;                                    // 0x0010 (0x0004)
[0x0001000000000000]
class FString                ClipType;                                  // 0x0018 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
float                        ClipUploadStartTimestamp;                  // 0x0028 (0x0004)
[0x0001000000000000]
float                        ClipUploadEndTimestamp;                    // 0x002C (0x0004)
[0x0001000000000000]
TArray<struct FName>          Errors;                                    // 0x0030 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.EOSVoiceManager_TA.VoiceRoomToken
// 0x0068
struct FVoiceRoomToken
{
struct FUniqueNetId           PlayerID;                                // 0x0000 (0x0048)
[0x0001000000400000] (CPF_NeedCtorLink)
class FString                ClientBaseUrl;                            // 0x0048 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
class FString                Token;                                     // 0x0058 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TGame.EOSVoiceManager_TA.MappedRoomMember
// 0x0058
struct FMappedRoomMember
{
    struct FUniqueNetId          PlayerID;                // 0x0000 (0x0048)
    [0x0001000000400000] (CPF_NeedCtorLink)
    class FString                EpicAccountId;           // 0x0048 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.EOSVoiceManager_TA.VoiceRoom
// 0x0031
struct FVoiceRoom
{
    class FString                RoomName;                // 0x0000 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<struct FVoiceRoomToken> Tokens;                // 0x0010 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<struct FMappedRoomMember> Members;             // 0x0020
    (0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
    uint8_t                     RoomType;                 // 0x0030 (0x0001)
    [0x0001000000000000]
};

// ScriptStruct TGame.EOSVoiceSettingsSave_TA.PlatformAudioDevices
// 0x0021
struct FPlatformAudioDevices
{
    class FString                InputDeviceId;           // 0x0000 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    class FString                OutputDeviceId;          // 0x0010 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    uint8_t                     Platform;                 // 0x0020 (0x0001)
    [0x0001000000000000]
};

// ScriptStruct TGame.EpicAccountSave_TA.EpicConvertFriendsSaveData
// 0x0014
struct FEpicConvertFriendsSaveData
{
    uint8_t                     Platform;                 // 0x0000 (0x0001)
    [0x0000000000000000]
    uint64_t                    LastPromptTime;           // 0x0008 (0x0008)
    [0x0000000000000000]
    unsigned long                bConvertPlatformFriends : 1; // 0x0010 (0x0004)
    [0x0000000000000000] [0x00000001]
    unsigned long                bPromptedForConversion : 1; // 0x0010 (0x0004)
    [0x0000000000000000] [0x00000002]
};

// ScriptStruct TGame.FirstTimeExperienceManager_TA.FTEGroup
// 0x0048
struct FFTEGroup
{

```

```

struct FName                                     GroupName;                                // 0x0000 (0x0008)
[0x0000000000000000]
class FString                                   RequirementInfo;                            // 0x0008 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
TArray<class UTriggerClump_TA*>                 TriggerClumps;                                // 0x0018
(0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
unsigned long                                   bCanBeDoneAgain : 1;                        // 0x0028 (0x0004)
[0x0000000000000000] [0x00000001]
uint8_t                                         GroupUserType;                              // 0x002C (0x0001)
[0x0000000000000000]
int32_t                                         GroupVersion;                               // 0x0030 (0x0004)
[0x0000000000000000]
TArray<struct FName>                           Checkpoints;                                // 0x0038 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.FirstTimeExperienceSave_TA.CompletedFTEInfo
// 0x0024
struct FCompletedFTEInfo
{
    struct FName                                 GroupName;                                // 0x0000 (0x0008)
    [0x0000000000000000]
    unsigned long                               bHasCompletedGroup : 1;                    // 0x0008 (0x0004)
    [0x0000000000000000] [0x00000001]
    TArray<struct FName>                       CompletedCheckpoints;                        // 0x0010
    (0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
    int32_t                                     GroupVersion;                               // 0x0020 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.FirstTimeExperienceManager_TA.FTELevelData
// 0x0048
struct FFTELevelData
{
    class FString                               LevelId;                                // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    class UClass*                               SequenceClass;                            // 0x0010 (0x0008)
    [0x0000000000000000]
    class FString                               MapName;                                // 0x0018 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    class FString                               MatchType;                              // 0x0028 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<class FString>                       AddedInfo;                                // 0x0038 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.FirstTimeExperienceManager_TA.FTEChallengeInfo
// 0x0010
struct FFTEChallengeInfo
{
    struct FName                                 GroupName;                                // 0x0000 (0x0008)
    [0x0000000000000000]
    struct FName                                 CheckpointName;                            // 0x0008 (0x0008)
    [0x0000000000000000]

```

```

};

// ScriptStruct TAGame.FXActor_SafeZone_Knockout_TA.SafeZoneInfo
// 0x0010
struct FSafeZoneInfo
{
    int32_t Size; // 0x0000 (0x0004)
    [0x000100000000000001] (CPF_Edit)
    int32_t StartTime; // 0x0004 (0x0004)
    [0x000100000000000001] (CPF_Edit)
    int32_t ReturnToZoneTime; // 0x0008 (0x0004)
    [0x000100000000000001] (CPF_Edit)
    float BlendSpeed; // 0x000C (0x0004)
    [0x000100000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.FpsBucketRecorder_TA.FpsBucketData
// 0x0024
struct FFpsBucketData
{
    int32_t FPS; // 0x0000 (0x0004)
    [0x000000000000000001] (CPF_Edit)
    float TotalTime; // 0x0004 (0x0004)
    [0x000000000000000000]
    float GameThreadTime; // 0x0008 (0x0004)
    [0x000000000000000000]
    float RenderThreadTime; // 0x000C (0x0004)
    [0x000000000000000000]
    float GPUFrameTime; // 0x0010 (0x0004)
    [0x000000000000000000]
    float AvgFPS; // 0x0014 (0x0004)
    [0x000000000000000000]
    int32_t DockedResolutionIndexSum; // 0x0018 (0x0004)
    [0x000000000000000000]
    int32_t UndockedResolutionIndexSum; // 0x001C (0x0004)
    [0x000000000000000000]
    int32_t Count; // 0x0020 (0x0004)
    [0x000000000000000000]
};

// ScriptStruct TAGame.GameInfo_TA.GameEventData
// 0x001C
struct FGameEventData
{
    class AGameEvent_TA* Archetype; // 0x0000 (0x0008)
    [0x000000000000000001] (CPF_Edit)
    class FString LaunchOption; // 0x0008 (0x0010)
    [0x00000000000400001] (CPF_Edit | CPF_NeedCtorLink)
    unsigned long bDestroyCurrentGame : 1; // 0x0018 (0x0004)
    [0x000000000000000001] [0x00000001] (CPF_Edit)
    unsigned long bAddAllPlayers : 1; // 0x0018 (0x0004)
    [0x000000000000000001] [0x00000002] (CPF_Edit)
};

```



```

// ScriptStruct TGame.GameInfo_TA.PostMatchCelebrationData
// 0x0024
struct FPostMatchCelebrationData
{
    struct FName CelebrationName; // 0x0000 (0x0008)
    [0x0000000000000000]
    struct FName MVPAnim; // 0x0008 (0x0008)
    [0x0000000000000000]
    TArray<struct FName> RegularAnims; // 0x0010 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    int32_t CelebrationPlayerCount; // 0x0020 (0x0004)
    [0x0000000000000000]
};

```

```

// ScriptStruct TGame.GameObserver_TA.BallData
// 0x001C
struct FBallData
{
    class ABall_TA* Ball; // 0x0000 (0x0008)
    [0x0000000000000000]
    float Altitude; // 0x0008 (0x0004)
    [0x0000000000000000]
    float AerialSkill; // 0x000C (0x0004)
    [0x0000000000000000]
    class AVehicle_TA* LastHitBy; // 0x0010 (0x0008)
    [0x0000000000000000]
    float LastHitTime; // 0x0018 (0x0004)
    [0x0000000000000000]
};

```

```

// ScriptStruct TGame.GameObserver_TA.CarGoalData
// 0x000C
struct FCarGoalData
{
    float Distance; // 0x0000 (0x0004)
    [0x0000000000000000]
    float Dot; // 0x0004 (0x0004)
    [0x0000000000000000]
    float DotBetweenBall; // 0x0008 (0x0004)
    [0x0000000000000000]
};

```

```

// ScriptStruct TGame.GameObserver_TA.CarData
// 0x0058
struct FCarData
{
    class AVehicle_TA* Car; // 0x0000 (0x0008)
    [0x0000000000000000]
    float Dot; // 0x0008 (0x0004)
    [0x0000000000000000]
    float DistToBall; // 0x000C (0x0004)
    [0x0000000000000000]
    float SpeedTowardsBall; // 0x0010 (0x0004)
    [0x0000000000000000]
};

```

```

float                                TimeToBall;                                // 0x0014 (0x0004)
[0x0000000000000000]
struct FCarGoalData                  OffensiveGoal;                            // 0x0018 (0x000C)
[0x0000000000000000]
struct FCarGoalData                  DefensiveGoal;                          // 0x0024 (0x000C)
[0x0000000000000000]
class FString                        LastEvent;                                // 0x0030 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
float                                BallHitProbability;                        // 0x0040 (0x0004)
[0x0000000000000000]
float                                Offense;                                // 0x0044 (0x0004)
[0x0000000000000000]
float                                Defense;                                // 0x0048 (0x0004)
[0x0000000000000000]
float                                Aerial;                                // 0x004C (0x0004)
[0x0000000000000000]
float                                PredictedDistToBall;                    // 0x0050 (0x0004)
[0x0000000000000000]
float                                TimeInAir;                                // 0x0054 (0x0004)
[0x0000000000000000]
};

```

// ScriptStruct TAGame.GFxData\_Chat\_TA.GFxChatMessage

// 0x007D90

```

struct FGfxChatMessage
{
int32_t                               Team;                                // 0x0000 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
class FString                        PlayerName;                            // 0x0008 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                        Message;                                // 0x0018 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
uint8_t                               ChatChannel;                        // 0x0028 (0x0001)
[0x0000000040000000] (CPF_EditInlineNotify)
unsigned long                         bLocalPlayer : 1;                    // 0x002C (0x0004)
[0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
unsigned long                         bTransient : 1;                        // 0x002C (0x0004)
[0x0000000000000000] [0x00000002]
struct FUniqueNetId                  SenderId;                                // 0x0030 (0x0048)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
unsigned long                         bPreset : 1;                        // 0x0078 (0x0004)
[0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
uint8_t                               MessageType;                        // 0x007C (0x0001)
[0x0000000040000000] (CPF_EditInlineNotify)
class FString                        TimeStamp;                            // 0x0080 (0x0010)
[0x0001000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

```

// ScriptStruct TAGame.GFxData\_EOSVoiceRoom\_TA.NotificationCooldown

// 0x0018

```

struct FNotificationCooldown
{
class FString                        EpicAccountId;                        // 0x0000 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)

```

```

uint64_t                NotificationTime;                // 0x0010 (0x0008)
[0x0001000000000000]
};

// ScriptStruct TAGame.GFxData_ErrorModals_TA.PendingError
// 0x0028
struct FPendingError
{
    class UError*                Error;                // 0x0000 (0x0008)
    [0x0000000000000000]
    struct FScriptDelegate        Callback;                // 0x0008 (0x0018)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class UClass*                ModalClass;                // 0x0020 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame.GFxData_MenuTree_TA.MenuTreeNodeData
// 0x0020
struct FMenuTreeNodeData
{
    struct FName                NodeID;                // 0x0000 (0x0008)
    [0x0001000040000000] (CPF_EditInlineNotify)
    class FString                TableName;                // 0x0008 (0x0010)
    [0x0001000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class UMenuTreeNode_TA*        Node;                // 0x0018 (0x0008)
    [0x0001000000000000]
};

// ScriptStruct TAGame.PlayMenuSave_TA.MenuTreeFocusMap
// 0x0010
struct FMenuTreeFocusMap
{
    struct FName                ParentNodeID;                // 0x0000 (0x0008)
    [0x0000000000000000]
    struct FName                ChildNodeID;                // 0x0008 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame.GFxData_MTXGarage_TA.MTXPurchaseInfo
// 0x00A0
struct FMTXPurchaseInfo
{
    int32_t                CatalogID;                // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString                Title;                // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                Description;                // 0x0018 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                TabTitle;                // 0x0028 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class UTexture*                Image;                // 0x0038 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString                PurchasePrice;                // 0x0040 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)

```

```

class FString                                OriginalPrice;                                // 0x0050 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
int32_t                                     DiscountPercentage;                                // 0x0060 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
class FString                                ProductHashIDs;                                // 0x0068 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                                BundleCurrencies;                                // 0x0078 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
unsigned long                               bCanBePlayerTraded : 1;                                // 0x0088 (0x0004)
[0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
unsigned long                               blsOwned : 1;                                // 0x0088 (0x0004)
[0x0000000040000000] [0x00000002] (CPF_EditInlineNotify)
class FString                                ImageURL;                                // 0x0090 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TAGame.GFxData_MusicPlayer_TA.GFxMusicPlaylist
// 0x0030

```

```

struct FGfxMusicPlaylist
{
class FString                                Label;                                // 0x0000 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class UTexture*                               Icon;                                // 0x0010 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
unsigned long                               bSelected : 1;                                // 0x0018 (0x0004)
[0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
struct FName                                PlaylistName;                                // 0x001C (0x0008)
[0x0000000000000000]
class UMusicPlaylist_TA*                       Playlist;                                // 0x0028 (0x0008)
[0x0000000000000000]
};

```

```

// ScriptStruct TAGame.GFxData_NotificationManager_TA.GFXNotificationInfo
// 0x0020

```

```

struct FGFXNotificationInfo
{
int32_t                                     NotificationID;                                // 0x0000 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
class FString                                TableName;                                // 0x0008 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class UNotification_TA*                       Notification;                                // 0x0018 (0x0008)
[0x0000000000000000]
};

```

```

// ScriptStruct TAGame.GFxData_PartyInvite_TA.InviteDataBind
// 0x0058

```

```

struct FInviteDataBind
{
struct FUniqueLobbyId                         LobbyId;                                // 0x0000 (0x0010)
[0x0001000000000000]
struct FUniqueNetId                           FromUser;                                // 0x0010 (0x0048)
[0x0001000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

```

```

// ScriptStruct TGame.GFxData_PartyInvite_TA.InviteTarget
// 0x0060
struct FInviteTarget
{
    struct FUniqueNetId                ToPlayer;                // 0x0000 (0x0048)
    [0x0001000000400000] (CPF_NeedCtorLink)
    struct FScriptDelegate             InviteHandler;            // 0x0048 (0x0018)
    [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.ProductHash_TA.ProductHashSource
// 0x0020
struct FProductHashSource
{
    int32_t                            ProductID;                // 0x0000 (0x0004)
    [0x0000000000000000]
    struct FProductInstanceId          InstanceID;                // 0x0008 (0x0010)
    [0x0000000000000000]
    class UOnlineProduct_TA*          OnlineProduct;            // 0x0018 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TGame.GFxData_ProductFilter_TA.FilterProductSlot
// 0x0040
struct FFilterProductSlot
{
    struct FName                      SlotName;                // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString                    Label;                // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                    PluralLabel;            // 0x0018 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class UTexture*                  Icon;                // 0x0028 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long                    bSelected : 1;            // 0x0030 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
    unsigned long                    bHasNewItem : 1;            // 0x0030 (0x0004)
    [0x0000000040000000] [0x00000002] (CPF_EditInlineNotify)
    int32_t                          SlotIndex;                // 0x0034 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                          PreviewQuantity;            // 0x0038 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long                    bHidden : 1;            // 0x003C (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

// ScriptStruct TGame.GFxData_ProductFilter_TA.FilterProductQuality
// 0x001C
struct FFilterProductQuality
{
    class FString                    Label;                // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    unsigned long                    bSelected : 1;            // 0x0010 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

```

```

uint8_t                Quality;                // 0x0014 (0x0001)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                PreviewQuantity;        // 0x0018 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_ProductFilter_TA.FilterProductAttribute
// 0x0028
struct FFilterProductAttribute
{
    class FString                Label;                // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    unsigned long            bSelected : 1;            // 0x0010 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
    class UClass*            AttributeClass;            // 0x0018 (0x0008)
    [0x0000000000000000]
    int32_t                PreviewQuantity;            // 0x0020 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long            bHidden : 1;            // 0x0024 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_ProductFilter_TA.FilterProductSeries
// 0x0018
struct FFilterProductSeries
{
    class FString                Label;                // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    unsigned long            bSelected : 1;            // 0x0010 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
    int32_t                SeriesID;                // 0x0014 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_ProductFilter_TA.FilterProductPaint
// 0x001C
struct FFilterProductPaint
{
    class FString                Label;                // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    unsigned long            bSelected : 1;            // 0x0010 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
    int32_t                PaintID;                // 0x0014 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                PreviewQuantity;            // 0x0018 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_ProductFilter_TA.FilterProductSorting
// 0x0011
struct FFilterProductSorting
{
    class FString                Label;                // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)

```

```

uint8_t                SortType;                // 0x0010 (0x0001)
[0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_ProductTradeIn_TA.TradeIn
// 0x0004
struct FTradeIn
{
    struct FProductHashID    HashID;                // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._TourTypes_TA.TourServerSettings
// 0x00E4
struct FTourServerSettings
{
    uint64_t                TournamentID;            // 0x0000 (0x0008)
    [0x0001000000000000]
    int32_t                 MatchID;                // 0x0008 (0x0004)
    [0x0001000000000000]
    class FString            GameTags;                // 0x0010 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    uint8_t                 TieBreaker;            // 0x0020 (0x0001)
    [0x0001000000000000]
    uint8_t                 GameMode;                // 0x0021 (0x0001)
    [0x0001000000000000]
    TArray<struct FName>      DisabledMaps;            // 0x0028 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    struct FName             MapSetName;            // 0x0038 (0x0008)
    [0x0001000000000000]
    int32_t                 SeriesLength;            // 0x0040 (0x0004)
    [0x0001000000000000]
    int32_t                 TeamSize;                // 0x0044 (0x0004)
    [0x0001000000000000]
    TArray<struct FTourTeam> Teams;                // 0x0048 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<uint64_t>         BotTeams;                // 0x0058 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<struct FTourMatchGame> Games;            // 0x0068 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<struct FUniqueNetId> SpectatorPlayerIDs;    // 0x0078 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    struct FUniqueNetId      CreatorPlayerID;        // 0x0088 (0x0048)
    [0x0001000000400000] (CPF_NeedCtorLink)
    uint8_t                 MinPlayersPerTeam;        // 0x00D0 (0x0001)
    [0x0001000000000000]
    uint64_t                 MatchExpireTimestamp;    // 0x00D8 (0x0008)
    [0x0001000000000000]
    int32_t                 MinPlayersMetWaitTimeSeconds; // 0x00E0 (0x0004)
    [0x0001000000000000]
};

// ScriptStruct TAGame._TourTypes_TA.TourPrivateCredentials
// 0x0020

```

```

struct FTourPrivateCredentials
{
    class FString                                Title;                                // 0x0000 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    class FString                                Password;                                // 0x0010 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame._TourTypes_TA.TourCreateSettings
// 0x0038
struct FTourCreateSettings
{
    class UTourSettings_TA*                      Settings;                                // 0x0000 (0x0008)
    [0x0001000000000000]
    struct FTourPrivateCredentials              PrivateSettings;                                // 0x0008 (0x0020)
    [0x0001000000400000] (CPF_NeedCtorLink)
    TArray<struct FTourReward>                  Rewards;                                // 0x0028 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.InMapDragonManager_TA.DragonEntry
// 0x0030
struct FDragonEntry
{
    class UAnimStateComponent_TA*              AnimState;                                // 0x0000
    (0x0008) [0x00000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
    int32_t                                     TeamIndex;                                // 0x0008 (0x0004)
    [0x0000000000000000]
    class UAnimNodeAimOffset*                  AimOffsetNode;                                // 0x0010
    (0x0008) [0x0000000000000000]
    struct FRotator                            DesiredAim;                                // 0x0018 (0x000C)
    [0x000000000000002000] (CPF_Transient)
    struct FRotator                            CurrentAim;                                // 0x0024 (0x000C)
    [0x000000000000002000] (CPF_Transient)
};

// ScriptStruct TGame.MapsConfig_TA.OnlineMapData
// 0x000C
struct FOnlineMapData
{
    class UMapData_TA*                         Map;                                // 0x0000 (0x0008)
    [0x00000000000000001] (CPF_Edit)
    float                                       Frequency;                                // 0x0008 (0x0004)
    [0x00000000000000001] (CPF_Edit)
};

// ScriptStruct TGame.MapsConfig_TA.OnlineMapSet
// 0x0020
struct FOnlineMapSet
{
    struct FName                               SetName;                                // 0x0000 (0x0008)
    [0x00000000000000001] (CPF_Edit)
    TArray<struct FOnlineMapData>              Maps;                                // 0x0008 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

```



```

class UMapSet_TA*                                MapSet;                                // 0x0018 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TAGame.RPC_GetActivePlaylists_TA.ActivePlaylistInfo
// 0x0024
struct FActivePlaylistInfo
{
    struct FName                                NodeID;                                // 0x0000 (0x0008)
    [0x0000000000000000]
    int32_t                                    Playlist;                                // 0x0008 (0x0004)
    [0x0000000000000000]
    uint8_t                                    Type;                                // 0x000C (0x0001)
    [0x0000000000000000]
    uint64_t                                    StartTime;                                // 0x0010 (0x0008)
    [0x0000000000000000]
    uint64_t                                    EndTime;                                // 0x0018 (0x0008)
    [0x0000000000000000]
    unsigned long                               bCompetitive : 1;                                // 0x0020 (0x0004)
    [0x0000000000000200] [0x00000001] (CPF_Transient)
};

// ScriptStruct TAGame.PlatformMetrics_TA.PlatformMetricData
// 0x000C
struct FPlatformMetricData
{
    uint64_t                                    Marker;                                // 0x0000 (0x0008)
    [0x0000000000000000]
    int32_t                                    Type;                                // 0x0008 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.PlatformMetrics_TA.PlatformMetric
// 0x0018
struct FPlatformMetric
{
    class APlayerController_TA*                PC;                                // 0x0000 (0x0008)
    [0x0000000000000000]
    TArray<struct FPlatformMetricData>          MetricData;                                // 0x0008 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.SaveData_TA.OptionsValue
// 0x0018
struct FOptionsValue
{
    struct FName                                Id;                                // 0x0000 (0x0008)
    [0x0000000000000000]
    class FString                               Value;                                // 0x0008 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.SaveData_TA.PlaylistSkillData
// 0x000C

```

```

struct FPlaylistSkillData
{
    int32_t Playlist; // 0x0000 (0x0004)
    [0x0000000000000000]
    int32_t Tier; // 0x0004 (0x0004)
    [0x0000000000000000]
    int32_t MatchesPlayed; // 0x0008 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.PrivacyPolicySave_TA.LegalTextVersion
// 0x0008
struct FLegalTextVersion
{
    int32_t TextHash; // 0x0000 (0x0004)
    [0x0000000000000000]
    int32_t Version; // 0x0004 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.ProductAsset_Skin_TA.ParameterInformation
// 0x0038
struct FParameterInformation
{
    class UProductAsset_PaintFinish_TA* PaintFinishToApply; // 0x0000
    (0x0008) [0x0000000080000001] (CPF_Edit)
    TArray<struct FTextureParameterValue> TextureParameterValues; // 0x0008
    (0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
    TArray<struct FScalarParameterValue> ScalarParameterValues; // 0x0018
    (0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
    TArray<struct FVectorParameterValue> VectorParameterValues; // 0x0028
    (0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ProductAsset_Skin_TA.BodyChassisOverride
// 0x0010
struct FBodyChassisOverride
{
    class UProductAssetReferenceBody_TA* Body; // 0x0000
    (0x0008) [0x0000000000400001] (CPF_Edit | CPF_EditInline)
    class UProductOverride_SpecificMaterials_TA* MaterialOverride; // 0x0008
    (0x0008) [0x0000000000400001] (CPF_Edit | CPF_EditInline)
};

// ScriptStruct
TAGame.ProductOverride_ParticleSystemColorParameter_TA.PaintColorParameterOverride
// 0x0028
struct FPaintColorParameterOverride
{
    struct FName PaintParameterName; // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    uint8_t PaintType; // 0x0008 (0x0001)
    [0x0000000000000001] (CPF_Edit)
    class UProductPaint_TA* Paint; // 0x0010 (0x0008)

```

```

[0x0000000000000001] (CPF_Edit)
struct FLinearColor CustomColor; // 0x0018 (0x0010)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.RecentPlayers_TA.PlayerGameID
// 0x0058
struct FPlayerGameID
{
    struct FUniqueNetId PlayerID; // 0x0000 (0x0048)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString GamelD; // 0x0048 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.RecentPlayers_TA.PlayerLoadoutData
// 0x00C8
struct FPlayerLoadoutData
{
    struct FUniqueNetId PlayerID; // 0x0000 (0x0048)
    [0x0000000000400000] (CPF_NeedCtorLink)
    struct FOnlineProductData BannerData; // 0x0048 (0x0040)
    [0x0000000000400000] (CPF_NeedCtorLink)
    struct FOnlineProductData AvatarBorderData; // 0x0088 (0x0040)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.FXActor_Car_TA.WheelFX
// 0x0034
struct FWheelFX
{
    class UParticleSystemComponent* PSC; // 0x0000 (0x0008)
    [0x00000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
    struct FVector Velocity; // 0x0008 (0x000C)
    [0x0000000000000000]
    unsigned long bHasContact : 1; // 0x0014 (0x0004)
    [0x0000000000000000] [0x00000001]
    class AFXActor_X* SupersonicFXActor; // 0x0018 (0x0008)
    [0x0000000000000000]
    struct FName BoneName; // 0x0020 (0x0008)
    [0x0000000000000000]
    struct FVector BoneOffset; // 0x0028 (0x000C)
    [0x0000000000000000]
};

// ScriptStruct TAGame.ShopAdsConfig_TA.ShopAdData
// 0x0068
struct FShopAdData
{
    class FString IdleImageURL; // 0x0000 (0x0010)
    [0x000100000000400000] (CPF_NeedCtorLink)
    class FString HoverImageURL; // 0x0010 (0x0010)
    [0x000100000000400000] (CPF_NeedCtorLink)
    class FString ClickImageURL; // 0x0020 (0x0010)

```

```

[0x000100000000400000] (CPF_NeedCtorLink)
class UTexture*                IdleImage;                // 0x0030 (0x0008)
[0x000100000040000000] (CPF_EditInlineNotify)
class UTexture*                HoverImage;                // 0x0038 (0x0008)
[0x000100000040000000] (CPF_EditInlineNotify)
class UTexture*                ClickImage;                // 0x0040 (0x0008)
[0x000010000040000000] (CPF_EditInlineNotify)
unsigned long                  bOpenURLInCoherent : 1;      // 0x0048 (0x0004)
[0x000100000040000000] [0x000000001] (CPF_EditInlineNotify)
struct FName                   Section;                    // 0x004C (0x0008)
[0x000100000040000000] (CPF_EditInlineNotify)
class FString                  Link;                       // 0x0058 (0x0010)
[0x000100000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

```

```

// ScriptStruct TAGame.ShopNotificationsManager_TA.ReadyItemShopNotification
// 0x0038
struct FReadyItemShopNotification
{
    int32_t                     ShopNotificationID;          // 0x0000 (0x0004)
    [0x000100000000000000]
    class FString               Title;                       // 0x0008 (0x0010)
    [0x000100000000400000] (CPF_NeedCtorLink)
    class FString               Body;                        // 0x0018 (0x0010)
    [0x000100000000400000] (CPF_NeedCtorLink)
    class UTexture*             Icon;                        // 0x0028 (0x0008)
    [0x000010000000000000]
    uint64_t                    ExpirationTime;              // 0x0030 (0x0008)
    [0x000100000000000000]
};

```

```

// ScriptStruct TAGame.SpecialEventConfig_TA.SpecialEventStoreConfigs
// 0x0040
struct FSpecialEventStoreConfigs
{
    int32_t                     EventID;                      // 0x0000 (0x0004)
    [0x000000000040000001] (CPF_Edit | CPF_EditInlineNotify)
    class FString               TabTitle;                    // 0x0008 (0x0010)
    [0x000000000040400001] (CPF_Edit | CPF_NeedCtorLink | CPF_EditInlineNotify)
    class UTexture*             TabIconTexture;              // 0x0018 (0x0008)
    [0x000000000040000001] (CPF_Edit | CPF_EditInlineNotify)
    uint64_t                     StartTime;                   // 0x0020 (0x0008)
    [0x000000000040000001] (CPF_Edit | CPF_EditInlineNotify)
    uint64_t                     EndTime;                     // 0x0028 (0x0008)
    [0x000000000040000001] (CPF_Edit | CPF_EditInlineNotify)
    class FString               TabIconImageURL;             // 0x0030 (0x0010)
    [0x000000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

```

```

// ScriptStruct TAGame.ServerStartVoteEvent_TA.PartyInfo
// 0x0060
struct FPartyInfo
{
    struct FUniqueNetId          LeaderID;                  // 0x0000 (0x0048)

```

```

[0x000000000000400000] (CPF_NeedCtorLink)
TArray<struct FUniqueNetId>          FollowerIds;          // 0x0048 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
class AActor*                      VoterOwner;            // 0x0058 (0x0008)
[0x000000000000000000]
};

// ScriptStruct TAGame.TourBracketCache_TA.BracekResult
// 0x00B8
struct FBracekResult
{
    uint64_t                        TourID;                // 0x0000 (0x0008)
    [0x000100000000000000]
    struct FTourBracket             Bracket;              // 0x0008 (0x0078)
    [0x000100000000400000] (CPF_NeedCtorLink)
    float                           RetrieveTime;         // 0x0080 (0x0004)
    [0x00010000000002000] (CPF_Transient)
    struct FScriptDelegate          BracketChangedCallback; // 0x0088 (0x0018)
    [0x000100000000400000] (CPF_NeedCtorLink)
    struct FScriptDelegate          ErrorCallback;        // 0x00A0 (0x0018)
    [0x000100000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.TourBracketCache_TA.BracekRequest
// 0x0028
struct FBracekRequest
{
    uint64_t                        TourID;                // 0x0000 (0x0008)
    [0x000100000000000000]
    class UAsyncTask*               Task;                 // 0x0008 (0x0008)
    [0x000100000000000000]
    struct FScriptDelegate          Callback;             // 0x0010 (0x0018)
    [0x000100000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.RPC_TourUpdateGame_TA.TeamUpdateInfo
// 0x000C
struct FTeamUpdateInfo
{
    uint64_t                        TeamID;                // 0x0000 (0x0008)
    [0x000100000000000000]
    int32_t                         Difficulty;            // 0x0008 (0x0004)
    [0x000100000000000000]
};

// ScriptStruct TAGame._TourTypes_TA.TourSearchSettings
// 0x005C
struct FTourSearchSettings
{
    class FString                   Text;                  // 0x0000 (0x0010)
    [0x000100000000400000] (CPF_NeedCtorLink)
    int32_t                         RankMin;               // 0x0010 (0x0004)
    [0x000100000000000000]
    int32_t                         RankMax;              // 0x0014 (0x0004)
};

```

```

[0x0001000000000000]
TArray<int32_t> GameModes; // 0x0018 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
TArray<class FString> Regions; // 0x0028 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
int32_t TeamSize; // 0x0038 (0x0004)
[0x0001000000000000]
int32_t BracketSize; // 0x003C (0x0004)
[0x0001000000000000]
unsigned long bEnableCrossplay : 1; // 0x0040 (0x0004)
[0x0001000000000000] [0x00000001]
uint64_t StartTime; // 0x0048 (0x0008)
[0x0001000000000000]
uint64_t EndTime; // 0x0050 (0x0008)
[0x0001000000000000]
unsigned long bShowFull : 1; // 0x0058 (0x0004)
[0x0001000000000000] [0x00000001]
unsigned long bShowIneligibleRank : 1; // 0x0058 (0x0004)
[0x0001000000000000] [0x00000002]
};

// ScriptStruct TAGame._TourTypes_TA.GFxTournamentReward
// 0x0018
struct FGfxTournamentReward
{
    int32_t Placement; // 0x0000 (0x0004)
    [0x0001000040000001] (CPF_Edit | CPF_EditInlineNotify)
    struct FProductInstanceID InstanceID; // 0x0008 (0x0010)
    [0x0001000040000001] (CPF_Edit | CPF_EditInlineNotify)
};

// ScriptStruct TAGame._TourTypes_TA.TournamentResult
// 0x0010
struct FTournamentResult
{
    int32_t Difficulty; // 0x0000 (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    int32_t Placement; // 0x0004 (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    int32_t Score; // 0x0008 (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    int32_t ResultStanding; // 0x000C (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame._TourTypes_TA.TourResult
// 0x0010
struct FTourResult
{
    uint64_t TournamentID; // 0x0000 (0x0008)
    [0x0001000040000000] (CPF_EditInlineNotify)
    int32_t Difficulty; // 0x0008 (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    int32_t Placement; // 0x000C (0x0004)
};

```

```
[0x0001000040000000] (CPF_EditInlineNotify)
```

```
};
```

```
// ScriptStruct TAGame.TourStatus_TA.TourStatus
```

```
// 0x0028
```

```
struct FTourStatus
```

```
{  
    uint64_t Id; // 0x0000 (0x0008)  
    [0x0001000040000000] (CPF_EditInlineNotify)  
    uint8_t Status; // 0x0008 (0x0001)  
    [0x0001000040000000] (CPF_EditInlineNotify)  
    uint64_t PlayerTeamID; // 0x0010 (0x0008)  
    [0x0001000040000000] (CPF_EditInlineNotify)  
    class FString TeamName; // 0x0018 (0x0010)  
    [0x0001000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)  
};
```

```
// ScriptStruct TAGame._UserBugReportTypes_TA.UserBugReportCategory
```

```
// 0x0028
```

```
struct FUserBugReportCategory
```

```
{  
    struct FName Id; // 0x0000 (0x0008)  
    [0x0000000000000001] (CPF_Edit)  
    struct FName ParentId; // 0x0008 (0x0008)  
    [0x0000000000000001] (CPF_Edit)  
    uint8_t Type; // 0x0010 (0x0001)  
    [0x0000000000000001] (CPF_Edit)  
    class FString Label; // 0x0018 (0x0010)  
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)  
};
```

```
// ScriptStruct TAGame.UserSettingObserverEventCache_TA.SettingEvent
```

```
// 0x0060
```

```
struct FSettingEvent
```

```
{  
    struct FUniqueNetId PlayerID; // 0x0000 (0x0048)  
    [0x0001000000400000] (CPF_NeedCtorLink)  
    struct FName Id; // 0x0048 (0x0008)  
    [0x0001000000000000]  
    class FString Value; // 0x0050 (0x0010)  
    [0x0001000000400000] (CPF_NeedCtorLink)  
};
```

```
// ScriptStruct TAGame.VanityQuery_TA.VanityQueryRequest
```

```
// 0x0044
```

```
struct FVanityQueryRequest
```

```
{  
    class UGfxShell_X* Shell; // 0x0000 (0x0008)  
    [0x0000000000000000]  
    uint8_t VanityType; // 0x0008 (0x0001)  
    [0x0000000000000000]  
    TArray<struct FUniqueNetId> PlayerIds; // 0x0010 (0x0010)  
    [0x0000000000400000] (CPF_NeedCtorLink)  
    struct FScriptDelegate VanityCallback; // 0x0020 (0x0018)  
};
```

```

[0x000000000000400000] (CPF_NeedCtorLink)
int32_t NumIdsToQuery; // 0x0038 (0x0004)
[0x000000000000000000]
int32_t NumQueriesCompleted; // 0x003C (0x0004)
[0x000000000000000000]
unsigned long bForced : 1; // 0x0040 (0x0004)
[0x000000000000000000] [0x000000001]
};

```

```

// ScriptStruct TAGame.VoteActor_TA.Voter
// 0x0009
struct FVoter
{
    class APRI_TA* PRI; // 0x0000 (0x0008)
    [0x000000000000000000]
    uint8_t Status; // 0x0008 (0x0001)
    [0x000000000000000000]
};

```

```

// ScriptStruct TAGame._AITypes_TA.BTDynamicLinkData
// 0x0010
struct FBTDynamicLinkData
{
    struct FName LinkName; // 0x0000 (0x0008)
    [0x000000000000000001] (CPF_Edit)
    class UBTNode* Node; // 0x0008 (0x0008)
    [0x000000000000000001] (CPF_Edit)
};

```

```

// ScriptStruct TAGame._AITypes_TA.AIProxyData
// 0x0048
struct FAIProxyData
{
    struct FVector Location; // 0x0000 (0x000C)
    [0x000000000000000000]
    struct FVector Velocity; // 0x000C (0x000C)
    [0x000000000000000000]
    struct FVector Gravity; // 0x0018 (0x000C)
    [0x000000000000000000]
    struct FRotator Rotation; // 0x0024 (0x000C)
    [0x000000000000000000]
    float Radius; // 0x0030 (0x0004)
    [0x000000000000000000]
    float Bounce; // 0x0034 (0x0004)
    [0x000000000000000000]
    class AActor* Actor; // 0x0038 (0x0008)
    [0x000000000000000000]
    class AVehicle_TA* Vehicle; // 0x0040 (0x0008)
    [0x000000000000000000]
};

```

```

// ScriptStruct TAGame._AITypes_TA.AICachedGoalInfo
// 0x0014
struct FAICachedGoalInfo

```



```

{
class UGoal_TA*                                Goal;                                // 0x0000 (0x0008)
[0x00000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
struct FVector                                FieldSize;                                // 0x0008 (0x000C)
[0x00000000000000000]
};

// ScriptStruct TAGame._CrowdTypes_TA.CrowdExcitementSound
// 0x000C
struct FCrowdExcitementSound
{
class UAkSoundCue*                                Sound;                                // 0x0000 (0x0008)
[0x00010000000000001] (CPF_Edit)
float                                Value;                                // 0x0008 (0x0004)
[0x00010000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._CrowdTypes_TA.CrowdExcitementSounds
// 0x0028
struct FCrowdExcitementSounds
{
struct FName                                Name;                                // 0x0000 (0x0008)
[0x00010000000000001] (CPF_Edit)
float                                Cooldown;                                // 0x0008 (0x0004)
[0x00010000000000001] (CPF_Edit)
TArray<struct FCrowdExcitementSound>            Sounds;                                // 0x0010
(0x0010) [0x000100000000400001] (CPF_Edit | CPF_NeedCtorLink)
uint8_t                                CompareType;                                // 0x0020 (0x0001)
[0x00010000000000001] (CPF_Edit)
float                                LastPlayed;                                // 0x0024 (0x0004)
[0x00010000000002000] (CPF_Transient)
};

// ScriptStruct TAGame._CrowdTypes_TA.CrowdDefense
// 0x000C
struct FCrowdDefense
{
float                                DefenseZoneTime;                                // 0x0000 (0x0004)
[0x00010000000000001] (CPF_Edit)
float                                DefenseZoneDistance;                                // 0x0004 (0x0004)
[0x00010000000000001] (CPF_Edit)
float                                ReplayDelay;                                // 0x0008 (0x0004)
[0x00010000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._CrowdTypes_TA.CrowdScoreState
// 0x0010
struct FCrowdScoreState
{
int32_t                                MaxIncreaseScoreSeparation;                                // 0x0000 (0x0004)
[0x00010000000000001] (CPF_Edit)
int32_t                                MaxDecreaseScoreSeparation;                                // 0x0004 (0x0004)
[0x00010000000000001] (CPF_Edit)
struct FName                                StateName;                                // 0x0008 (0x0008)

```

```

[0x0001000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._CrowdTypes_TA.CrowdValueState
// 0x000C
struct FCrowdValueState
{
    float Value; // 0x0000 (0x0004)
    [0x0001000000000001] (CPF_Edit)
    struct FName StateName; // 0x0004 (0x0008)
    [0x0001000000000001] (CPF_Edit)
};

// ScriptStruct TAGame._FreeplayCommandsTypes_TA.FreeplayCommandsMetricsData
// 0x0054
struct FFreeplayCommandsMetricsData
{
    struct FVector BallLocation; // 0x0000 (0x000C)
    [0x0001000000000000]
    struct FVector BallVelocity; // 0x000C (0x000C)
    [0x0001000000000000]
    struct FVector CarLocation; // 0x0018 (0x000C)
    [0x0001000000000000]
    struct FVector CarVelocity; // 0x0024 (0x000C)
    [0x0001000000000000]
    struct FRotatorRadians CarRotation; // 0x0030 (0x000C)
    [0x0001000000000000]
    class FString MapName; // 0x0040 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    unsigned long bCarOnGround : 1; // 0x0050 (0x0004)
    [0x0001000000000000] [0x00000001]
};

// ScriptStruct TAGame._FreeplayCommandsTypes_TA.FreeplayCommandEvent
// 0x0070
struct FFreeplayCommandEvent
{
    uint64_t ActivationTimestamp; // 0x0000 (0x0008)
    [0x0001000000000000]
    uint8_t ActivatedCommand; // 0x0008 (0x0001)
    [0x0001000000000000]
    struct FFreeplayCommandsMetricsData PreActivationData; // 0x0010
    (0x0058) [0x0001000000400000] (CPF_NeedCtorLink)
    struct FName CommandExecutionError; // 0x0068 (0x0008)
    [0x0001000000000000]
};

// ScriptStruct TAGame._TourTypes_TA.TournamentEndData
// 0x0070
struct FTournamentEndData
{
    uint64_t CycleID; // 0x0000 (0x0008)
    [0x0001000000000000]
    int32_t WeekIndex; // 0x0008 (0x0004)

```

```

[0x0001000000000000]
TArray<struct FTournamentResult>      OldWeeklyResults;                // 0x0010
(0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
struct FTournamentResult              Result;                          // 0x0020 (0x0010)
[0x0001000000000000]
TArray<struct FShopCurrencyInfo>      CurrencyRewards;                // 0x0030
(0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
TArray<struct FShopCurrencyInfo>      OldWeeklyCurrencies;            // 0x0040
(0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
TArray<struct FShopCurrencyInfo>      WeeklyCurrencies;              // 0x0050
(0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
TArray<struct FShopCurrencyInfo>      FinalCurrencies;                // 0x0060
(0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame._TourTypes_TA.FaceltReservationMatchInfo
// 0x000C
struct FFaceltReservationMatchInfo
{
    int32_t                            PartnerID;                      // 0x0000 (0x0004)
    [0x0001000000000000]
    int32_t                            ServerId;                      // 0x0004 (0x0004)
    [0x0001000000000000]
    unsigned long                      blsCrossPlatform : 1;          // 0x0008 (0x0004)
    [0x0001000000000000] [0x000000001]
};

// ScriptStruct TAGame._TrainingTypes_TA.TrainingRoundProgress
// 0x0005
struct FTrainingRoundProgress
{
    int32_t                            RoundNumber;                  // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    uint8_t                            Status;                      // 0x0004 (0x0001)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.PRI_TA.ClientLoadoutDatas
// 0x0020
struct FClientLoadoutDatas
{
    struct FClientLoadoutData          Loadouts[0x2];              // 0x0000 (0x0020)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.PRI_TA.SkillTierData
// 0x0008
struct FSkillTierData
{
    uint8_t                            Tier;                          // 0x0000 (0x0001)
    [0x0000000000000000]
    uint8_t                            PlacementMatchesPlayed;        // 0x0001 (0x0001)
    [0x0000000000000000]
    unsigned long                      bReplicated : 1;              // 0x0004 (0x0004)

```

```

[0x0000000000000000] [0x00000001]
};

// ScriptStruct TAGame.AdManager_TA.CachedAdImageData
// 0x0020
struct FCachedAdImageData
{
    class FString                                ImageURL;                                // 0x0000 (0x0010)
    [0x000000000000402000] (CPF_Transient | CPF_NeedCtorLink)
    uint64_t                                    CacheEndTime;                            // 0x0010 (0x0008)
    [0x00000000000002000] (CPF_Transient)
    class UTexture2DDynamic*                    ImageTexture;                            // 0x0018 (0x0008)
    [0x00000000000002000] (CPF_Transient)
};

// ScriptStruct TAGame.AdManager_TA.BillboardData
// 0x0014
struct FBillboardData
{
    class FString                                MaterialName;                                // 0x0000 (0x0010)
    [0x000000000000402000] (CPF_Transient | CPF_NeedCtorLink)
    int32_t                                    ZoneID;                                    // 0x0010 (0x0004)
    [0x00000000000002000] (CPF_Transient)
};

// ScriptStruct TAGame.AdManager_TA.BillboardUpdateRequestData
// 0x0020
struct FBillboardUpdateRequestData
{
    int32_t                                    ZoneID;                                    // 0x0000 (0x0004)
    [0x00000000000002000] (CPF_Transient)
    int32_t                                    MaterialIndex;                            // 0x0004 (0x0004)
    [0x00000000000002000] (CPF_Transient)
    class FString                                MaterialName;                                // 0x0008 (0x0010)
    [0x000000000000402000] (CPF_Transient | CPF_NeedCtorLink)
    class UStaticMeshComponent*                Mesh;                                    // 0x0018 (0x0008)
    [0x00000000004082008] (CPF_ExportObject | CPF_Transient | CPF_Component | CPF_EditInline)
};

// ScriptStruct TAGame.RPC_AdsGet_TA.AdInfo
// 0x0020
struct FAdInfo
{
    class FString                                URL;                                    // 0x0000 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    int32_t                                    ZoneID;                                    // 0x0010 (0x0004)
    [0x000000000000000000]
    uint64_t                                    UTCEndTime;                            // 0x0018 (0x0008)
    [0x000000000000000000]
};

// ScriptStruct TAGame.AdManagerConfig_TA.MapAds
// 0x0020
struct FMapAds

```

```

{
class FString                                MapName;                                // 0x0000 (0x0010)
[0x0000000000040001] (CPF_Edit | CPF_NeedCtorLink)
TArray<struct FAdInfo>                        Ads;                                // 0x0010 (0x0010)
[0x0000000000040001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TGame.AgeGate_TA.AgeGateResult
// 0x0010
struct FAgeGateResult
{
class UAgeGateRequiredResponse*              Response;                                // 0x0000
(0x0008) [0x0000000000000000]
class UError*                                Error;                                // 0x0008 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TGame.BTLockCollection.TimedLock
// 0x0010
struct FTimedLock
{
struct FName                                Name;                                // 0x0000 (0x0008)
[0x0000000000000000]
float                                         ReleaseTime;                            // 0x0008 (0x0004)
[0x0000000000000000]
unsigned long                                bLockedOneFrame : 1;                    // 0x000C (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct TGame.AIController_TA.CachedProxyData
// 0x005C
struct FCachedProxyData
{
class UBTProxyType*                          Type;                                // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                                      Index;                                // 0x0008 (0x0004)
[0x0000000000000000]
struct FAIProxyData                          Data;                                // 0x0010 (0x0048)
[0x0000000000000000]
float                                         CacheTime;                            // 0x0058 (0x0004)
[0x0000000000000000]
};

// ScriptStruct TGame.AIController_TA.CachedTargetData
// 0x005C
struct FCachedTargetData
{
class UBTTTarget*                            Target;                                // 0x0000 (0x0008)
[0x0000000000000000]
int32_t                                      Index;                                // 0x0008 (0x0004)
[0x0000000000000000]
struct FAIProxyData                          Data;                                // 0x0010 (0x0048)
[0x0000000000000000]
float                                         CacheTime;                            // 0x0058 (0x0004)

```

```

[0x0000000000000000]
};

// ScriptStruct TAGame.AIController_TA.SkillRange
// 0x000C
struct FSkillRange
{
    float                Easy;                // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                Hard;                // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                Value;                // 0x0008 (0x0004)
    [0x0000000000002000] (CPF_Transient)
};

// ScriptStruct TAGame.AIController_TA.CachedObstaclePoly
// 0x0020
struct FCachedObstaclePoly
{
    struct FPointer      Poly;                // 0x0000 (0x0008)
    [0x0000000000001000] (CPF_Native)
    uint8_t              UnknownData00[0x8];  // 0x0008 (0x0008)
    MISSED OFFSET
    struct FPlane        Plane;                // 0x0010 (0x0010)
    [0x0000000000000000]
};

// ScriptStruct TAGame.AIController_TA.CachedObstaclesData
// 0x0028
struct FCachedObstaclesData
{
    struct FVector        CarLocation;          // 0x0000 (0x000C)
    [0x0000000000000000]
    struct FVector        CarNavMeshLocation;   // 0x000C (0x000C)
    [0x0000000000000000]
    TArray<struct FCachedObstaclePoly> Polys;    // 0x0018 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.AIManager_TA.CachedNavMeshLocation
// 0x0020
struct FCachedNavMeshLocation
{
    class AActor*         Actor;                // 0x0000 (0x0008)
    [0x0000000000000000]
    struct FVector        NavMeshLocation;      // 0x0008 (0x000C)
    [0x0000000000000000]
    struct FVector        OldActorLocation;     // 0x0014 (0x000C)
    [0x0000000000000000]
};

// ScriptStruct TAGame.ExplosionHitHandler_TA.ExplosionPaintInfo
// 0x0018
struct FExplosionPaintInfo

```

```

{
class UProductAsset_TA*           Asset;                // 0x0000 (0x0008)
[0x00000000000002000] (CPF_Transient)
class UProductAttribute_PaintSettings_TA*   PaintSettings;           // 0x0008
(0x0008) [0x00000000000002000] (CPF_Transient)
class UProductPaint_TA*           Paint;                // 0x0010 (0x0008)
[0x00000000000002000] (CPF_Transient)
};

// ScriptStruct TAGame.PRI_TA.ClientLoadoutOnlineDatas
// 0x0024
struct FClientLoadoutOnlineDatas
{
struct FClientLoadoutOnlineData     Loadouts[0x2];           // 0x0000 (0x0020)
[0x00000000000040000] (CPF_NeedCtorLink)
unsigned long                       bLoadoutSet : 1;          // 0x0020 (0x0004)
[0x00000000000000000] [0x000000001]
unsigned long                       bDeprecated : 1;          // 0x0020 (0x0004)
[0x00000000000000000] [0x000000002]
};

// ScriptStruct TAGame.ArenaReflectionsManager_TA.SlapbackActorSetup
// 0x0018
struct FSlapbackActorSetup
{
struct FName                       Bus;                      // 0x0000 (0x0008)
[0x00000000000000000]
uint8_t                            Axis;                    // 0x0008 (0x0001)
[0x00000000000000000]
struct FVector                     FieldLocation;            // 0x000C (0x000C)
[0x00000000000000000]
};

// ScriptStruct TAGame.ArenaSoundSettings_TA.ArenaStatSound
// 0x0010
struct FArenaStatSound
{
class UStatEvent_TA*               StatEvent;               // 0x0000 (0x0008)
[0x000000000000020001] (CPF_Edit | CPF_EditConst)
class UAkSoundCue*                 Sound;                   // 0x0008 (0x0008)
[0x00000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.StatFactory_TA.StatEventCollection
// 0x0158
struct FStatEventCollection
{
class UStatEvent_TA*               Win;                     // 0x0000 (0x0008)
[0x000000000000000001] (CPF_Edit)
class UStatEvent_TA*               Loss;                    // 0x0008 (0x0008)
[0x000000000000000001] (CPF_Edit)
class UStatEvent_TA*               TimePlayed;              // 0x0010 (0x0008)
[0x000000000000000001] (CPF_Edit)
class UStatEvent_TA*               Shot;                    // 0x0018 (0x0008)

```

[0x0000000000000001] (CPF_Edit)	Assist;	// 0x0020 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	Center;	// 0x0028 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	Clear;	// 0x0030 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	PoolShot;	// 0x0038 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	Goal;	// 0x0040 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	AerialGoal;	// 0x0048 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	BicycleGoal;	// 0x0050 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	BulletGoal;	// 0x0058 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	BackwardsGoal;	// 0x0060 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	LongGoal;	// 0x0068 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	OvertimeGoal;	// 0x0070 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	TurtleGoal;	// 0x0078 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	AerialHit;	// 0x0080 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	BicycleHit;	// 0x0088 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	BulletHit;	// 0x0090 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	JuggleHit;	// 0x0098 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	FirstTouch;	// 0x00A0 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	BallHit;	// 0x00A8 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	Save;	// 0x00B0 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	EpicSave;	// 0x00B8 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	FreezeSave;	// 0x00C0 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	HatTrick;	// 0x00C8 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	Savior;	// 0x00D0 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	Playmaker;	// 0x00D8 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	MVP;	// 0x00E0 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	FastestGoal;	// 0x00E8 (0x0008)
class UStatEvent_TA*		
[0x0000000000000001] (CPF_Edit)	SlowestGoal;	// 0x00F0 (0x0008)
class UStatEvent_TA*		



```
[0x0000000000000001] (CPF_Edit)
class UStatEvent_TA*                FurthestGoal;                        // 0x00F8 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStatEvent_TA*                OwnGoal;                            // 0x0100 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStatEvent_TA*                MostBallTouches;                    // 0x0108 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStatEvent_TA*                FewestBallTouches;                 // 0x0110 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStatEvent_TA*                MostBoostPickups;                  // 0x0118 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStatEvent_TA*                FewestBoostPickups;               // 0x0120 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStatEvent_TA*                BoostPickups;                     // 0x0128 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStatEvent_TA*                CarTouches;                       // 0x0130 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStatEvent_TA*                Demolition;                       // 0x0138 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStatEvent_TA*                Demolish;                         // 0x0140 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStatEvent_TA*                LowFive;                          // 0x0148 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UStatEvent_TA*                HighFive;                         // 0x0150 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.AssetAttribute_ChangeProductDrawScale_TA.ProductSlotNewDrawScale
// 0x0010
struct FProductSlotNewDrawScale
{
    float                                DrawScaleToApply;                // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    class UProductSlot_TA*              ProductSlotToApplyTo;            // 0x0008 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.AssetAttribute_GoalCountChanging_TA.GoalCountAndAsset
// 0x0010
struct FGoalCountAndAsset
{
    int32_t                             GoalToChangeOn;                   // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    class UObject*                      ObjectToChangeTo;                 // 0x0008 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.AssetAttribute_SoundOverrides_TA.FXAttachmentSoundOverride
// 0x0010
struct FFXAttachmentSoundOverride
{
    struct FName                        FXName;                            // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UAkSoundCue*                  SoundCue;                        // 0x0008 (0x0008)
```

```

[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.AssetAttribute_TeamEdition_TA.TeamEditionOverrides
// 0x0028
struct FTeamEditionOverrides
{
    class UDataAsset_ESportsTeam_TA*           ESportsTeam;           // 0x0000
    (0x0008) [0x0000000000000001] (CPF_Edit)
    TArray<class UProductOverride_TA*>         Overrides;           // 0x0008 (0x0010)
    [0x0000000004400001] (CPF_Edit | CPF_NeedCtorLink | CPF_EditInline)
    TArray<struct FPaintWithOverride>         PaintOverrides;       // 0x0018
    (0x0010) [0x0000000004000001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.AudioPriorityComponent_TA.PriorityCandidate
// 0x0020
struct FPriorityCandidate
{
    class AVehicle_TA*                         Candidate;               // 0x0000 (0x0008)
    [0x0000000000000000]
    int32_t                                   Priority;               // 0x0008 (0x0004)
    [0x0000000000000000]
    TArray<class FString>                     BonusReasons;          // 0x0010 (0x0010)
    [0x0000000004000000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.AutoTour_TA.ScheduledTournament
// 0x0038
struct FScheduledTournament
{
    uint64_t                                   Time;                   // 0x0000 (0x0008)
    [0x0001000000000000]
    uint64_t                                   ScheduleID;             // 0x0008 (0x0008)
    [0x0001000000000000]
    class FString                             Description;           // 0x0010 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    unsigned long                             bUpdateSkill : 1;       // 0x0020 (0x0004)
    [0x0001000000000000] [0x00000001]
    TArray<class UTourSettings_TA*>           Tournaments;           // 0x0028
    (0x0010) [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.AutoTour_TA.TournamentWeek
// 0x0010
struct FTournamentWeek
{
    TArray<struct FTournamentResult>          Results;               // 0x0000 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.AutoTourConfig_TA.ScheduleRegion
// 0x0020
struct FScheduleRegion

```

```

{
class FString                                Id;                                // 0x0000 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
class FString                                Label;                                // 0x0010 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.RBActor_TA.WorldContactData
// 0x0028
struct FWorldContactData
{
unsigned long                                bHasContact : 1;                                // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
struct FVector                                Location;                                // 0x0004 (0x000C)
[0x0000000000000000]
struct FVector                                Velocity;                                // 0x0010 (0x000C)
[0x0000000000000000]
struct FVector                                Normal;                                // 0x001C (0x000C)
[0x0000000000000000]
};

// ScriptStruct TAGame.RBActor_TA.NetworkSyncSettingsData
// 0x0020
struct FNetworkSyncSettingsData
{
float                                LocationFixRate;                                // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                AngularFixRate;                                // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                MinDeltaLocation;                                // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                WeldedLerpRate;                                // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                                MinDeltaRotation;                                // 0x0010 (0x0004)
[0x0000000000000003] (CPF_Edit | CPF_Const)
float                                MinDeltaLinearVelocity;                                // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                ForceReplicationDelay;                                // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
unsigned long                                bDebug : 1;                                // 0x001C (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
};

// ScriptStruct TAGame.RBActor_TA.TimeOfImpactData
// 0x004C
struct FTimeOfImpactData
{
float                                Fraction;                                // 0x0000 (0x0004)
[0x0000000000000000]
struct FVector                                Location;                                // 0x0004 (0x000C)
[0x0000000000000000]
struct FRotator                                Rotation;                                // 0x0010 (0x000C)
[0x0000000000000000]
struct FVector                                OtherLocation;                                // 0x001C (0x000C)
[0x0000000000000000]
};

```

```

[0x0000000000000000]
struct FRotator                OtherRotation;                // 0x0028 (0x000C)
[0x0000000000000000]
struct FVector                 ImpactLocation;                // 0x0034 (0x000C)
[0x0000000000000000]
struct FVector                 ImpactNormal;                  // 0x0040 (0x000C)
[0x0000000000000000]
};

```

```

// ScriptStruct TAGame.PitchTekDrawingComponent_TA.PitchTekCarBodyContactData
// 0x0010
struct FPitchTekCarBodyContactData
{
    unsigned long                bHasContact : 1;                // 0x0000 (0x0004)
    [0x0000000000000000] [0x00000001]
    struct FVector                Location;                        // 0x0004 (0x000C)
    [0x0000000000000000]
};

```

```

// ScriptStruct TAGame.Ball_TA.PredictedPosition
// 0x0018
struct FPredictedPosition
{
    struct FVector                Location;                        // 0x0000 (0x000C)
    [0x0000000000000000]
    struct FVector                Velocity;                        // 0x000C (0x000C)
    [0x0000000000000000]
};

```

```

// ScriptStruct TAGame.Ball_TA.ExplosionData
// 0x0014
struct FExplosionData
{
    class UGoal_TA*                Goal;                            // 0x0000 (0x0008)
    [0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
    struct FVector                Location;                        // 0x0008 (0x000C)
    [0x0000000000000000]
};

```

```

// ScriptStruct TAGame.Ball_TA.ExplosionDataExtended
// 0x0020
struct FExplosionDataExtended
{
    class UGoal_TA*                Goal;                            // 0x0000 (0x0008)
    [0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
    struct FVector                Location;                        // 0x0008 (0x000C)
    [0x0000000000000000]
    class APRI_TA*                Scorer;                        // 0x0018 (0x0008)
    [0x0000000000000000]
};

```

```

// ScriptStruct TAGame.Ball_TA.GoalPenetrationData
// 0x0024
struct FGoalPenetrationData

```

```

{
class UGoal_TA*                                Goal;                                // 0x0000 (0x0008)
[0x00000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
struct FVector                                PlaneLocation;                                // 0x0008 (0x000C)
[0x00000000000000000]
struct FVector                                PlaneNormal;                                // 0x0014 (0x000C)
[0x00000000000000000]
float                                PenetrationDistance;                                // 0x0020 (0x0004)
[0x00000000000000000]
};

// ScriptStruct TGame.Ball_TA.CarBallInteractionSettings
// 0x0034
struct FCarBallInteractionSettings
{
unsigned long                                bSkipScriptForces : 1;                                // 0x0000 (0x0004)
[0x00000000000000001] [0x00000001] (CPF_Edit)
struct FInterpCurveFloat                                PushFactorCurve;                                // 0x0008 (0x0018)
[0x00000000000400001] (CPF_Edit | CPF_NeedCtorLink)
float                                PushZScale;                                // 0x0020 (0x0004)
[0x00000000000000001] (CPF_Edit)
float                                PushForwardScale;                                // 0x0024 (0x0004)
[0x00000000000000001] (CPF_Edit)
float                                MaxRelativeSpeed;                                // 0x0028 (0x0004)
[0x00000000000000001] (CPF_Edit)
float                                Restitution;                                // 0x002C (0x0004)
[0x00000000000000001] (CPF_Edit)
float                                Friction;                                // 0x0030 (0x0004)
[0x00000000000000001] (CPF_Edit)
};

// ScriptStruct TGame.Ball_Breakout_TA.BreakoutDamage
// 0x0008
struct FBreakoutDamage
{
float                                Time;                                // 0x0000 (0x0004)
[0x00000000000000000]
int32_t                                Damage;                                // 0x0004 (0x0004)
[0x00000000000000000]
};

// ScriptStruct TGame.BallTrajectoryComponent_TA.TrajectorySetup
// 0x0014
struct FTrajectorySetup
{
float                                TotalSimulateTime;                                // 0x0000 (0x0004)
[0x00000000000000000]
unsigned long                                bAlwaysEnabled : 1;                                // 0x0004 (0x0004)
[0x00000000000000000] [0x00000001]
unsigned long                                bUpdatePathEveryFrame : 1;                                // 0x0004 (0x0004)
[0x00000000000000000] [0x00000002]
int32_t                                TotalPoints;                                // 0x0008 (0x0004)
[0x00000000000000000]
int32_t                                MaxStepsPerFrame;                                // 0x000C (0x0004)

```

```

[0x0000000000000000]
int32_t                QuickTrajectorySteps;                // 0x0010 (0x0004)
[0x0000000000000000]
};

// ScriptStruct TGame.BallTrajectoryComponent_Beam_TA.TrajectoryFX
// 0x0008
struct FTrajectoryFX
{
class UParticleSystemComponent*                Particle;                // 0x0000 (0x0008)
[0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
};

// ScriptStruct TGame.BallTrajectoryComponent_Mesh_TA.MeshInfo
// 0x0038
struct FMeshInfo
{
class UStaticMeshComponent*                Meshes;                // 0x0000 (0x0008)
[0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
struct FVector                Location;                // 0x0008 (0x000C)
[0x0000000000000000]
struct FRotator                Rotation;                // 0x0014 (0x000C)
[0x0000000000000000]
int32_t                PointIndex;                // 0x0020 (0x0004)
[0x0000000000000000]
struct FVector                MoveDirection;                // 0x0024 (0x000C)
[0x0000000000000000]
float                DistanceAlongPath;                // 0x0030 (0x0004)
[0x0000000000000000]
unsigned long                bCrossedZero : 1;                // 0x0034 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct TGame.BallTrajectoryComponent_Spline_TA.TrajectorySplineFX
// 0x0008
struct FTrajectorySplineFX
{
class ASplineLoftActorMovable*                Spline;                // 0x0000 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TGame.BeamTraceComponent_TA.BeamTraceProps
// 0x0020
struct FBeamTraceProps
{
float                NextTraceTime;                // 0x0000 (0x0004)
[0x0000000000000000]
struct FVector                LastWorldLocation;                // 0x0004 (0x000C)
[0x0000000000000000]
unsigned long                LastWorldHit : 1;                // 0x0010 (0x0004)
[0x0000000000000000] [0x00000001]
class UParticleSystemComponent*                PSC;                // 0x0018 (0x0008)
[0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
};

```

```

// ScriptStruct TAGame.BoostMesh_TA.AnimatedMaterialParam
// 0x0008
struct FAnimatedMaterialParam
{
    struct FName                                     ParamName;                                // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.BoostMesh_TA.AnimatedMaterialParamFloat
// 0x0008 (0x0008 - 0x0010)
struct FAnimatedMaterialParamFloat : FAnimatedMaterialParam
{
    class UDistributionFloat*                        Value;                                // 0x0008 (0x0008)
    [0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
};

// ScriptStruct TAGame.BoostMesh_TA.AnimatedMaterialParamVector
// 0x0008 (0x0008 - 0x0010)
struct FAnimatedMaterialParamVector : FAnimatedMaterialParam
{
    class UDistributionVector*                      Value;                                // 0x0008 (0x0008)
    [0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
};

// ScriptStruct TAGame.BoostMesh_TA.BoostMeshOverride
// 0x0020
struct FBoostMeshOverride
{
    class UActorComponent*                         Mesh;                                // 0x0000 (0x0008)
    [0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
    class AFXActor_X*                             CarType;                                // 0x0008 (0x0008)
    [0x0000000080000001] (CPF_Edit)
    class FString                                 CarTypePath;                            // 0x0010 (0x0010)
    [0x0000000000420001] (CPF_Edit | CPF_EditConst | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.BoostMesh_TA.AnimatedMaterialParamColor
// 0x0008 (0x0010 - 0x0018)
struct FAnimatedMaterialParamColor : FAnimatedMaterialParamVector
{
    class UDistributionFloat*                      AlphaValue;                            // 0x0010 (0x0008)
    [0x0000000004080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_EditInline)
};

// ScriptStruct TAGame.BoostMesh_TA.AnimatedMaterialMesh
// 0x0064
struct FAnimatedMaterialMesh
{
    struct FName                                     MeshAttachmentName;                        // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UMaterialInterface*                      Material;                                // 0x0008 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    int32_t                                         MaterialIndex;                            // 0x0010 (0x0004)
};

```

```

[0x0000000000000001] (CPF_Edit)
TArray<struct FBoostMeshOverride>      MeshOverrides;                // 0x0018
(0x0010) [0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
TArray<struct FAnimatedMaterialParamFloat>      FloatParams;                // 0x0028
(0x0010) [0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
TArray<struct FAnimatedMaterialParamVector>      VectorParams;                // 0x0038
(0x0010) [0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
TArray<struct FAnimatedMaterialParamColor>      ColorParams;                // 0x0048
(0x0010) [0x0000000000480001] (CPF_Edit | CPF_Component | CPF_NeedCtorLink)
class UActorComponent*                  Mesh;                // 0x0058 (0x0008)
[0x00000000004082008] (CPF_ExportObject | CPF_Transient | CPF_Component | CPF_EditInline)
float                                   ElapsedTime;                // 0x0060 (0x0004)
[0x00000000000002000] (CPF_Transient)
};

```

```

// ScriptStruct TAGame.BreakOutActor_Platform_TA.BreakoutDamageState

```

```

// 0x0020
struct FBreakoutDamageState
{
    uint8_t                               State;                // 0x0000 (0x0001)
    [0x00000000000000000]
    class APRI_TA*                        Causer;                // 0x0008 (0x0008)
    [0x00000000000000000]
    struct FVector                        DamageLocation;                // 0x0010 (0x000C)
    [0x00000000000000000]
    unsigned long                         bDirectDamage : 1;                // 0x001C (0x0004)
    [0x00000000000000000] [0x000000001]
    unsigned long                         bImmediate : 1;                // 0x001C (0x0004)
    [0x00000000000000000] [0x000000002]
};

```

```

// ScriptStruct TAGame.BTComponent.BTStatusLog

```

```

// 0x0028
struct FBTStatusLog
{
    class UBTNode*                        Node;                // 0x0000 (0x0008)
    [0x00000000000000000]
    int32_t                               Depth;                // 0x0008 (0x0004)
    [0x00000000000000000]
    uint8_t                               Status;                // 0x000C (0x0001)
    [0x00000000000000000]
    class FString                        Message;                // 0x0010 (0x0010)
    [0x00000000000400000] (CPF_NeedCtorLink)
    unsigned long                         bSetMessage : 1;                // 0x0020 (0x0004)
    [0x00000000000000000] [0x000000001]
    unsigned long                         bCondition : 1;                // 0x0020 (0x0004)
    [0x00000000000000000] [0x000000002]
    float                                   LastEvalTime;                // 0x0024 (0x0004)
    [0x00000000000000000]
};

```

```

// ScriptStruct TAGame.Camera_TA.ProfileSliderLimits

```

```

// 0x000C
struct FProfileSliderLimits

```



```

{
float          Min;          // 0x0000 (0x0004)
[0x0000000000000000]
float          Max;          // 0x0004 (0x0004)
[0x0000000000000000]
float          interval;     // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame.Camera_TA.SwivelExtent
// 0x000C
struct FSwivelExtent
{
int32_t        PitchMin;     // 0x0000 (0x0004)
[0x0000000000000000]
int32_t        PitchMax;     // 0x0004 (0x0004)
[0x0000000000000000]
int32_t        YawMax;       // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame.CameraState_Car_TA.InterpVector
// 0x0028
struct FInterpVector
{
float          Rate;         // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float          MaxDistance;   // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FVector Location;      // 0x0008 (0x000C)
[0x0000000000000000]
unsigned long  bInitialized : 1; // 0x0014 (0x0004)
[0x0000000000000000] [0x00000001]
float          Rate_Old;      // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FVector Velocity;      // 0x001C (0x000C)
[0x0000000000000000]
};

// ScriptStruct TAGame.TargetFinder_TA.PlaneSelectData
// 0x0010
struct FPlaneSelectData
{
float          YExtent;      // 0x0000 (0x0004)
[0x0000000000000000]
float          ZExtent;      // 0x0004 (0x0004)
[0x0000000000000000]
float          MaxDegreeAngle; // 0x0008 (0x0004)
[0x0000000000000000]
float          MaxDistance;   // 0x000C (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame.TargetFinder_TA.AngleSelectData

```

```

// 0x0008
struct FAngleSelectData
{
    float                MaxDegreeAngle;                // 0x0000 (0x0004)
    [0x0000000000000000]
    float                MaxDistance;                    // 0x0004 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.CameraState_CarPreview_TA.TargetCacheEntry
// 0x0020
struct FTargetCacheEntry
{
    struct FName          TargetName;                    // 0x0000 (0x0008)
    [0x0000000000000000]
    struct FVector        Location;                      // 0x0008 (0x000C)
    [0x0000000000000000]
    struct FRotator       Rotation;                     // 0x0014 (0x000C)
    [0x0000000000000000]
};

// ScriptStruct TAGame.GameObserver_TA.GoalData
// 0x0048
struct FGoalData
{
    class UGoal_TA*       Goal;                          // 0x0000 (0x0008)
    [0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
    struct FVector        GoalFront;                    // 0x0008 (0x000C)
    [0x0000000000000000]
    struct FVector        GoalForward;                  // 0x0014 (0x000C)
    [0x0000000000000000]
    float                DotToBall;                     // 0x0020 (0x0004)
    [0x0000000000000000]
    float                DistToBall;                    // 0x0024 (0x0004)
    [0x0000000000000000]
    float                BallSpeedTowardsGoal;          // 0x0028 (0x0004)
    [0x0000000000000000]
    float                DotToBallVelocity;              // 0x002C (0x0004)
    [0x0000000000000000]
    float                RawScorability;                 // 0x0030 (0x0004)
    [0x0000000000000000]
    float                Scorability;                   // 0x0034 (0x0004)
    [0x0000000000000000]
    float                Defense;                        // 0x0038 (0x0004)
    [0x0000000000000000]
    int32_t              NumDefensiveCars;              // 0x003C (0x0004)
    [0x0000000000000000]
    float                Offense;                       // 0x0040 (0x0004)
    [0x0000000000000000]
    int32_t              NumOffensiveCars;              // 0x0044 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.CameraState_Lobby_TA.CameraSettings

```

```

// 0x0008
struct FCameraSettings
{
    float                XOffsetDistance;                // 0x0000 (0x0004)
    [0x0001000000000000]
    float                CameraOffsetPitch;              // 0x0004 (0x0004)
    [0x0001000000000000]
};

// ScriptStruct TAGame.CameraStateSelector_Priority_TA.StateParams
// 0x0009
struct FStateParams
{
    class UCameraState_X*      State;                    // 0x0000 (0x0008)
    [0x00000000000000001] (CPF_Edit)
    uint8_t                   Priority;                  // 0x0008 (0x0001)
    [0x00000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.CameraTrack_TA.CameraTrackRotationPoint
// 0x0010
struct FCameraTrackRotationPoint
{
    float                Time;                          // 0x0000 (0x0004)
    [0x0000000000000000]
    struct FRotator        Rotation;                    // 0x0004 (0x000C)
    [0x0000000000000000]
};

// ScriptStruct TAGame.Vehicle_TA.CarInteractionData
// 0x000C
struct FCarInteractionData
{
    class AVehicle_TA*      LastHitCar;                 // 0x0000 (0x0008)
    [0x0000000000000200] (CPF_Transient)
    float                LastHitTime;                  // 0x0008 (0x0004)
    [0x0000000000000200] (CPF_Transient)
};

// ScriptStruct TAGame.CarMeshComponentBase_TA.InheritedObjects
// 0x0018
struct FInheritedObjects
{
    class UProductAsset_TA*      Asset;                 // 0x0000 (0x0008)
    [0x0000000000000000]
    class UObject*              ObjectToEdit;           // 0x0008 (0x0008)
    [0x0000000000000000]
    class UProductAttribute_InheritCarSetting_TA*      InheritSetting; // 0x0010
    (0x0008) [0x0000000000000000]
};

// ScriptStruct TAGame.ProductAsset_Body_TA.VehicleWheelSettings
// 0x0008
struct FVehicleWheelSettings

```

```

{
    struct FName                                     BoneName;                                // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.ProductAsset_Body_TA.VehicleAxleSettings
// 0x0028
struct FVehicleAxleSettings
{
    float                                             WheelMeshRadius;                                // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                                             WheelWidth;                                    // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                                             WheelMeshOffsetSide;                            // 0x0008 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    struct FVehicleWheelSettings                     LeftWheel;                                     // 0x000C (0x0008)
    [0x0000000000000001] (CPF_Edit)
    struct FVehicleWheelSettings                     RightWheel;                                    // 0x0014 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    float                                             WheelRadius;                                    // 0x001C (0x0004)
    [0x0000000000002001] (CPF_Edit | CPF_EditConst)
    float                                             WheelOffsetForward;                            // 0x0020 (0x0004)
    [0x0000000000002001] (CPF_Edit | CPF_EditConst)
    float                                             WheelOffsetSide;                              // 0x0024 (0x0004)
    [0x0000000000002001] (CPF_Edit | CPF_EditConst)
};

// ScriptStruct TAGame.ProductAttribute_PaintSettings_TA.PaintMaterialGroup
// 0x0010
struct FPaintMaterialGroup
{
    TArray<class UMaterialInterface*>               Materials;                                    // 0x0000 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.EngineAudioComponent_TA.CarStateData
// 0x0010
struct FCarStateData
{
    float                                             Throttle;                                       // 0x0000 (0x0004)
    [0x0000000000002000] (CPF_Transient)
    float                                             WheelSpeed;                                    // 0x0004 (0x0004)
    [0x0000000000002000] (CPF_Transient)
    float                                             EngineRPM;                                     // 0x0008 (0x0004)
    [0x0000000000002000] (CPF_Transient)
    float                                             EngineLoad;                                    // 0x000C (0x0004)
    [0x0000000000002000] (CPF_Transient)
};

// ScriptStruct TAGame.EngineAudioComponent_TA.EngineAudioNativeState
// 0x0038
struct FEngineAudioNativeState
{
    class UEngineAudioComponent_TA*                 Component;                                       // 0x0000

```

```

(0x0008) [0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
class UEngineAudioProfile_TA*          Profile;          // 0x0008 (0x0008)
[0x0000000000000000]
class AVehicle_TA*                      Car;             // 0x0010 (0x0008)
[0x0000000000000000]
struct FCarStateData                   OldCarState;       // 0x0018 (0x0010)
[0x0000000000000000]
struct FCarStateData                   CarState;         // 0x0028 (0x0010)
[0x0000000000000000]
};

// ScriptStruct TAGame.EngineAudioComponent_TA.EngineAudioNativeState_Clutched
// 0x0004 (0x0038 - 0x003C)
struct FEngineAudioNativeState_Clutched : FEngineAudioNativeState
{
    unsigned long                      bUsingRevLimiter : 1; // 0x0038 (0x0004)
    [0x0000000000000000] [0x00000001]
};

// ScriptStruct TAGame.EngineAudioComponent_TA.EngineAudioNativeState_OnGround
// 0x0010 (0x0038 - 0x0048)
struct FEngineAudioNativeState_OnGround : FEngineAudioNativeState
{
    float                             GearSwitchTimeRemaining; // 0x0038 (0x0004)
    [0x0000000000000000]
    float                             RPMShiftUp;              // 0x003C (0x0004)
    [0x0000000000000000]
    float                             RPMShiftDown;            // 0x0040 (0x0004)
    [0x0000000000000000]
    int32_t                           Gear;                     // 0x0044 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.EngineAudioComponent_TA.EngineAudioNativeState_InAir
// 0x0008 (0x003C - 0x0044)
struct FEngineAudioNativeState_InAir : FEngineAudioNativeState_Clutched
{
    float                             TimeInAir;               // 0x0040 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.HandlingPreset_TA.VehicleAxleData
// 0x0014
struct FVehicleAxleData
{
    float                             WheelRadius;             // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                             WheelWidth;              // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    struct FVector                    LocalRestPosition;       // 0x0008 (0x000C)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.Car_KnockOut_TA.ImpulseData

```

```

// 0x0008
struct FImpulseData
{
    int32_t CompressedRotation; // 0x0000 (0x0004)
    [0x000100000000000000]
    float ImpulseSpeed; // 0x0004 (0x0004)
    [0x000100000000000000]
};

// ScriptStruct TAGame.Team_TA.ReplicatedLogoData
// 0x0008
struct FReplicatedLogoData
{
    int32_t LogoID; // 0x0000 (0x0004)
    [0x000000000000000000]
    unsigned long bSwapColors : 1; // 0x0004 (0x0004)
    [0x000000000000000000] [0x00000001]
};

// ScriptStruct TAGame.CarColorSet_TA.DebugColor
// 0x0014
struct FDebugColor
{
    struct FLinearColor Color; // 0x0000 (0x0010)
    [0x00000000000020001] (CPF_Edit | CPF_EditConst)
    unsigned long bPreview : 1; // 0x0010 (0x0004)
    [0x00000000000000001] [0x00000001] (CPF_Edit)
};

// ScriptStruct TAGame.CarComponent_Boost_TA.ReplicatedBoostData
// 0x0004
struct FReplicatedBoostData
{
    uint8_t GrantCount; // 0x0000 (0x0001)
    [0x000000000000000000]
    uint8_t BoostAmount; // 0x0001 (0x0001)
    [0x000000000000000000]
    uint8_t Unused1; // 0x0002 (0x0001)
    [0x000000000000000000]
    uint8_t Unused2; // 0x0003 (0x0001)
    [0x000000000000000000]
};

// ScriptStruct TAGame.CarPreviewAnim_TA.PreviewAnimKeyframe
// 0x0038
struct FPreviewAnimKeyframe
{
    struct FRotator Rotation; // 0x0000 (0x000C)
    [0x00000000000000001] (CPF_Edit)
    struct FVector Translation; // 0x000C (0x000C)
    [0x00000000000000001] (CPF_Edit)
    struct FViewTargetTransitionParams BlendParams; // 0x0018
    (0x0010) [0x00000000000000001] (CPF_Edit)
    struct FVector BouncychassisForce; // 0x0028 (0x000C)

```

```

[0x0000000000000001] (CPF_Edit)
unsigned long          bAddRotation : 1;          // 0x0034 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
unsigned long          bAddTranslation : 1;       // 0x0034 (0x0004)
[0x0000000000000001] [0x00000002] (CPF_Edit)
};

// ScriptStruct TAGame.CinematicIntroSequence_TA.PressedAxis
// 0x0010
struct FPressedAxis
{
    struct FName          Key;                      // 0x0000 (0x0008)
    [0x0001000000000000]
    uint8_t              AxisSign;                 // 0x0008 (0x0001)
    [0x0001000000000000]
    float                PressTime;                // 0x000C (0x0004)
    [0x0001000000000000]
};

// ScriptStruct TAGame.CrossEntitlementOverrideConfig_TA.XEStatusOverride
// 0x0018
struct FXEStatusOverride
{
    TArray<int32_t>        ProductIDs;              // 0x0000 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    uint8_t              XEStatus;                 // 0x0010 (0x0001)
    [0x0001000000000000]
    unsigned long        bIncludeSE : 1;           // 0x0014 (0x0004)
    [0x0001000000000000] [0x00000001]
};

// ScriptStruct TAGame.CrowdActor_TA.CrowdNoiseModifierInstance
// 0x0008
struct FCrowdNoiseModifierInstance
{
    float                Value;                     // 0x0000 (0x0004)
    [0x0000000000000000]
    float                Duration;                 // 0x0004 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.CrowdActorSettings_TA.StatCrowdNoise
// 0x0010
struct FStatCrowdNoise
{
    class UStatEvent_TA* StatEvent;                // 0x0000 (0x0008)
    [0x000000000020001] (CPF_Edit | CPF_EditConst)
    class UCrowdNoiseModifier_TA* Noise;           // 0x0008 (0x0008)
    [0x000000004000001] (CPF_Edit | CPF_EditInline)
};

// ScriptStruct TAGame.CrowdActorSettings_TA.BallHitCrowdNoise
// 0x0010
struct FBallHitCrowdNoise

```

```

{
float                               RelativeSpeed;                // 0x0000 (0x0004)
[0x000000000000000001] (CPF_Edit)
class UCrowdNoiseModifier_TA*       Noise;                        // 0x0008 (0x0008)
[0x000000000040000001] (CPF_Edit | CPF_EditInline)
};

// ScriptStruct TAGame.CrowdActorSettings_TA.CrowdDefenseSettings
// 0x0014
struct FCrowdDefenseSettings
{
float                               DefenseZoneTime;              // 0x0000 (0x0004)
[0x000000000000000001] (CPF_Edit)
float                               DefenseZoneDistance;          // 0x0004 (0x0004)
[0x000000000000000001] (CPF_Edit)
class UAkSoundCue*                  Sound;                        // 0x0008 (0x0008)
[0x000000000000000001] (CPF_Edit)
float                               ReplayDelay;                  // 0x0010 (0x0004)
[0x000000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.CrumbTrailRedefinition_TA.CrumbRedefinedInfo
// 0x0060
struct FCrumbRedefinedInfo
{
uint8_t                             RedefinedType;              // 0x0000 (0x0001)
[0x000100000000000000]
uint8_t                             RedefinedAction;            // 0x0001 (0x0001)
[0x000100000000000000]
struct FCrumbTrailData               CrumbData;                  // 0x0008 (0x0058)
[0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.CurrencyProductSet_TA.CurrencyProduct
// 0x000C
struct FCurrencyProduct
{
struct FProductHashID               HashID;                      // 0x0000 (0x0004)
[0x000000000000000000]
int32_t                             CurrencyID;                  // 0x0004 (0x0004)
[0x000000000000000000]
int32_t                             Quantity;                     // 0x0008 (0x0004)
[0x000000000000000000]
};

// ScriptStruct TAGame.DebugHelpMenu_TA.DebugHelpItem
// 0x0030
struct FDebugHelpItem
{
class FString                       Key;                          // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                       Command;                      // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
class FString                       Description;                  // 0x0020 (0x0010)

```



```

[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.DebugHelpMenu_TA.DebugCategory
// 0x0020
struct FDebugCategory
{
    class FString                                Name;                                // 0x0000 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    TArray<struct FDebugHelpItem>                Items;                                // 0x0010 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.EngagementEventsConfig_TA.EngagementEventData
// 0x0040
struct FEngagementEventData
{
    class FString                                Description;                            // 0x0000 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    TArray<uint8_t>                               EventTypes;                            // 0x0010 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    uint64_t                                       EpochStartTime;                        // 0x0020 (0x0008)
    [0x0000000000000000]
    uint64_t                                       EpochEndTime;                          // 0x0028 (0x0008)
    [0x0000000000000000]
    unsigned long                                bEndingSoon : 1;                        // 0x0030 (0x0004)
    [0x0000000000000200] [0x00000001] (CPF_Transient)
    unsigned long                                bLiveNow : 1;                          // 0x0030 (0x0004)
    [0x0000000000000200] [0x00000002] (CPF_Transient)
    uint64_t                                       EpochSoonEndTime;                      // 0x0038 (0x0008)
    [0x0000000000000200] (CPF_Transient)
};

// ScriptStruct TAGame.EngagementEventsConfig_TA.EngagementEventStatus
// 0x0030
struct FEngagementEventStatus
{
    unsigned long                                bEventActive : 1;                        // 0x0000 (0x0004)
    [0x0000000004000000] [0x00000001] (CPF_EditInlineNotify)
    unsigned long                                bEventEndingSoon : 1;                    // 0x0000 (0x0004)
    [0x0000000004000200] [0x00000002] (CPF_Transient | CPF_EditInlineNotify)
    uint64_t                                       EpochTimeStart;                          // 0x0008 (0x0008)
    [0x0000000004000000] (CPF_EditInlineNotify)
    uint64_t                                       EpochTimeEnd;                            // 0x0010 (0x0008)
    [0x0000000004000000] (CPF_EditInlineNotify)
    uint64_t                                       EpochTimeRemaining;                      // 0x0018 (0x0008)
    [0x0000000004000200] (CPF_Transient | CPF_EditInlineNotify)
    unsigned long                                bStartNotificationShown : 1;            // 0x0020 (0x0004)
    [0x0000000004000000] [0x00000001] (CPF_EditInlineNotify)
    uint64_t                                       EpochTimeStartForNotificationShown;      // 0x0028 (0x0008)
    [0x0000000004000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.EngineAudioProfile_TA.AudioMinMax

```

```

// 0x0008
struct FAudioMinMax
{
    float Min; // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float RandRange; // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.EngineAudioProfile_TA.AudioGear
// 0x0010
struct FAudioGear
{
    struct FAudioMinMax RPMShiftDownRange; // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    struct FAudioMinMax RPMShiftUpRange; // 0x0008 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.EOSShopPurchaseEvent_X.EOSShopPurchaseEventProduct
// 0x0014
struct FEOSShopPurchaseEventProduct
{
    int32_t ProductID; // 0x0000 (0x0004)
    [0x0001000000000000]
    uint8_t Quality; // 0x0004 (0x0001)
    [0x0000100000000000]
    int32_t PaintID; // 0x0008 (0x0004)
    [0x0001000000000000]
    int32_t CertifiedStatID; // 0x000C (0x0004)
    [0x0001000000000000]
    int32_t SpecialEditionID; // 0x0010 (0x0004)
    [0x0001000000000000]
};

// ScriptStruct TAGame.OnlineSaveRecord_TA.OnlineSaveObject
// 0x0028
struct FOnlineSaveObject
{
    class FString Path; // 0x0000 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString Data; // 0x0010 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class UObject* DataObj; // 0x0020 (0x0008)
    [0x0000000000002000] (CPF_Transient)
};

// ScriptStruct TAGame.K3SUserPermissions_TA.K3STranslation
// 0x0030
struct FK3STranslation
{
    class FString Label; // 0x0000 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString UserNotice; // 0x0010 (0x0010)
};

```

```

[0x0000000000400000] (CPF_NeedCtorLink)
class FString                                ParentNotice;                        // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.K3SUserPermissions_TA.K3STranslations
// 0x0030
struct FK3STranslations
{
    struct FK3STranslation                    en;                                // 0x0000 (0x0030)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.K3SUserPermissions_TA.K3SOptions
// 0x0040
struct FK3SOptions
{
    struct FK3STranslations                    Translations;                    // 0x0000 (0x0030)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString                            Value;                                // 0x0030 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.K3SUserPermissions_TA.K3SAgeBracket
// 0x0050
struct FK3SAgeBracket
{
    class FString                            ConsentTypeRequired;                // 0x0000 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString                            ConsentTypeUnderParentalControl;    // 0x0010
    (0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
    class FString                            DefaultValue;                        // 0x0020 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString                            DefaultParentLimit;                // 0x0030 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString                            EnforcedLimit;                    // 0x0040 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.K3SUserPermissions_TA.K3SDefinition
// 0x0174
struct FK3SDefinition
{
    TArray<struct FK3SOptions>                Options;                                // 0x0000 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    struct FK3STranslations                    Translations;                    // 0x0010 (0x0030)
    [0x0000000000400000] (CPF_NeedCtorLink)
    struct FK3SAgeBracket                    AgeBracket;                    // 0x0040 (0x0050)
    [0x0000000000400000] (CPF_NeedCtorLink)
    struct FK3SAgeBracket                    PreviousAgeBracket;                // 0x0090 (0x0050)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString                            OrgId;                                // 0x00E0 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString                            ProductID;                        // 0x00F0 (0x0010)

```

```

[0x0000000000040000] (CPF_NeedCtorLink)
class FString                                Namespace;                                // 0x0100 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString                                SettingName;                                // 0x0110 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString                                ValueType;                                  // 0x0120 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString                                NumericValueFormat;                        // 0x0130 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString                                AllowProductOverrides;                     // 0x0140 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString                                RestrictiveOrder;                          // 0x0150 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
int32_t                                       NumberOfDecimals;                          // 0x0160 (0x0004)
[0x0000000000000000]
int32_t                                       Min;                                        // 0x0164 (0x0004)
[0x0000000000000000]
int32_t                                       Max;                                        // 0x0168 (0x0004)
[0x0000000000000000]
int32_t                                       IncrementOrDecrementBy;                    // 0x016C (0x0004)
[0x0000000000000000]
unsigned long                                InheritFromOrg : 1;                        // 0x0170 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                                UserHidden : 1;                            // 0x0170 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                                UserReadOnly : 1;                          // 0x0170 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                                Required : 1;                              // 0x0170 (0x0004)
[0x0000000000000000] [0x00000008]
};

// ScriptStruct TAGame.K3SUserPermissions_TA.K3SSetting
// 0x01EC
struct FK3SSetting
{
    struct FK3SDefinition                    Definition;                                // 0x0000 (0x0178)
[0x0000000000040000] (CPF_NeedCtorLink)
uint64_t                                     PreferredValueUpdatedAt;                    // 0x0178 (0x0008)
[0x0000000000000000]
uint64_t                                     LastGraduatedAt;                           // 0x0180 (0x0008)
[0x0000000000000000]
class FString                                Namespace;                                // 0x0188 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString                                SettingName;                                // 0x0198 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString                                PreferredValue;                             // 0x01A8 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString                                ParentLimit;                                // 0x01B8 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString                                EffectiveValue;                             // 0x01C8 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString                                EffectiveSource;                             // 0x01D8 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
unsigned long                                ParentLimitFromOrgLevel : 1;                // 0x01E8 (0x0004)

```

```

[0x0000000000000000] [0x00000001]
unsigned long PreferredValueFromOrgLevel : 1; // 0x01E8 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long IsOrgLevel : 1; // 0x01E8 (0x0004)
[0x0000000000000000] [0x00000004]
};

// ScriptStruct TAGame.K3SUserPermissions_TA.K3SResponse
// 0x0010
struct FK3SResponse
{
TArray<struct FK3SSetting> Settings; // 0x0000 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.K3SUserPermissions_TA.K3SFirstTimeDefaults
// 0x0040
struct FK3SFirstTimeDefaults
{
class FString AgeGateDefaultVoice; // 0x0000 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
class FString AgeGateDefaultText; // 0x0010 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
class FString AgeGateDefaultTrade; // 0x0020 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
class FString ItemShopNotificationsDefaultEnabled; // 0x0030
(0x0010) [0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.EOSUserPermissions_TA.EOSPermissionsResult
// 0x0064
struct FEOSPermissionsResult
{
unsigned long Disabled : 1; // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long AllowedToAcquire : 1; // 0x0000 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long AllowedToMakePurchases : 1; // 0x0000 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long CanSeeMatureLanguage : 1; // 0x0000 (0x0004)
[0x0000000000000000] [0x00000008]
unsigned long CanAcceptFriendRequest : 1; // 0x0000 (0x0004)
[0x0000000000000000] [0x00000010]
unsigned long CanRecieveInGameItems : 1; // 0x0000 (0x0004)
[0x0000000000000000] [0x00000020]
unsigned long CanSeeThirdPartyNames : 1; // 0x0000 (0x0004)
[0x0000000000000000] [0x00000040]
unsigned long CanDisplayMyUserName : 1; // 0x0000 (0x0004)
[0x0000000000000000] [0x00000080]
unsigned long CanSeeOtherPlayersNames : 1; // 0x0000 (0x0004)
[0x0000000000000000] [0x00000100]
unsigned long CanUseVoiceChat : 1; // 0x0000 (0x0004)
[0x0000000000000000] [0x00000200]
unsigned long CanVoiceChatWithUnknowns : 1; // 0x0000

```

```

(0x0004) [0x0000000000000000] [0x00000400]
unsigned long CanUseHousepartyCasting : 1; // 0x0000 (0x0004)
[0x0000000000000000] [0x00000800]
class FString PlaytimeReportingFrequency; // 0x0008 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
unsigned long PurchaseReportingEnabled : 1; // 0x0018 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long CanUseTextChat : 1; // 0x0018 (0x0004)
[0x0000000000000000] [0x00000002]
class FString UgcViewing; // 0x0020 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString UgcSharing; // 0x0030 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString VoiceChat; // 0x0040 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
class FString TextChat; // 0x0050 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
unsigned long RequirePinToAddFriend : 1; // 0x0060 (0x0004)
[0x0000000000000000] [0x00000001]
};

```

```

// ScriptStruct TAGame.EOSUserPermissions_TA.EOSPermissionsResponse
// 0x0138
struct FEOSPermissionsResponse
{
    struct FEOSPermissionsResult Result; // 0x0000 (0x0068)
    [0x0000000000040000] (CPF_NeedCtorLink)
    struct FEOSPermissionsResult NamespaceSetting; // 0x0068
    (0x0068) [0x0000000000040000] (CPF_NeedCtorLink)
    struct FEOSPermissionsResult UserSetting; // 0x00D0 (0x0068)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TAGame.EOSVoiceManager_TA.PendingRoomJoin
// 0x0018
struct FPendingRoomJoin
{
    class UOnlinePlayer_X* OnlinePlayer; // 0x0000 (0x0008)
    [0x0001000000000200] (CPF_Transient)
    class FString RoomName; // 0x0008 (0x0010)
    [0x0001000000040000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TAGame.EOSVoiceMetrics_TA.UserVoiceSettings
// 0x0020
struct FUserVoiceSettings
{
    uint8_t VoiceChatFilter; // 0x0000 (0x0001)
    [0x0001000000000000]
    uint8_t VoiceInputMode; // 0x0001 (0x0001)
    [0x0001000000000000]
    unsigned long bMainMenuNotifications : 1; // 0x0004 (0x0004)
    [0x0001000000000000] [0x00000001]
    unsigned long bMatchNotifications : 1; // 0x0004 (0x0004)
}

```

```

[0x0001000000000000] [0x00000002]
unsigned long          bTextNotifications : 1;          // 0x0004 (0x0004)
[0x0001000000000000] [0x00000004]
float                  OutputVolume;                    // 0x0008 (0x0004)
[0x0001000000000000]
uint8_t                PreferredRoomType;              // 0x000C (0x0001)
[0x0001000000000000]
TArray<class FString>   MutedPlayers;                  // 0x0010 (0x0010)
[0x0001000000400000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TAGame.ESportConfig_TA.ESportEventData
// 0x00B0
struct FESportEventData
{
    class FString        Image;                          // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString        Title;                          // 0x0010 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString        Description;                     // 0x0020 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString        URL;                            // 0x0030 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString        UTCStartTime;                    // 0x0040 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class FString        UTCTime;                        // 0x0050 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    unsigned long        bStartingSoon : 1;              // 0x0060 (0x0004)
    [0x0000000040002000] [0x00000001] (CPF_Transient | CPF_EditInlineNotify)
    unsigned long        bLiveNow : 1;                    // 0x0060 (0x0004)
    [0x0000000040002000] [0x00000002] (CPF_Transient | CPF_EditInlineNotify)
    class UTexture*      ImageTexture;                   // 0x0068 (0x0008)
    [0x0000000040002000] (CPF_Transient | CPF_EditInlineNotify)
    int32_t              ImageTextureSizeX;               // 0x0070 (0x0004)
    [0x0000000040002000] (CPF_Transient | CPF_EditInlineNotify)
    int32_t              ImageTextureSizeY;               // 0x0074 (0x0004)
    [0x0000000040002000] (CPF_Transient | CPF_EditInlineNotify)
    class FString        StartTime;                       // 0x0078 (0x0010)
    [0x0000000040402000] (CPF_Transient | CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString        EndTime;                         // 0x0088 (0x0010)
    [0x0000000040402000] (CPF_Transient | CPF_NeedCtorLink | CPF_EditInlineNotify)
    uint64_t             EpochSoonStartTime;              // 0x0098 (0x0008)
    [0x00000000000002000] (CPF_Transient)
    uint64_t             EpochStartTime;                  // 0x00A0 (0x0008)
    [0x00000000000002000] (CPF_Transient)
    uint64_t             EpochEndTime;                    // 0x00A8 (0x0008)
    [0x00000000000002000] (CPF_Transient)
};

```

```

// ScriptStruct TAGame.EulaSave_TA.EulaVersion
// 0x0004
struct FEulaVersion
{
    int32_t              TextHash;                        // 0x0000 (0x0004)

```

```

[0x0000000000000000]
};

// ScriptStruct TGame.FaceIt_TA.FaceItMatchInfo
// 0x0080
struct FFaceItMatchInfo
{
    int32_t MatchID; // 0x0000 (0x0004)
    [0x0001000000000000]
    int32_t ServerId; // 0x0004 (0x0004)
    [0x0001000000000000]
    class FString TeamNameA; // 0x0008 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    class FString TeamNameB; // 0x0018 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    unsigned long blsSpectator : 1; // 0x0028 (0x0004)
    [0x0001000000000000] [0x00000001]
    unsigned long blsCrossPlatform : 1; // 0x0028 (0x0004)
    [0x0001000000000000] [0x00000002]
    int32_t TeamSize; // 0x002C (0x0004)
    [0x0001000000000000]
    int32_t PartnerID; // 0x0030 (0x0004)
    [0x0001000000000000]
    struct FUniqueNetId PlayerID; // 0x0038 (0x0048)
    [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.FaceItConfig_TA.PartnerMapping
// 0x0018
struct FPartnerMapping
{
    int32_t Id; // 0x0000 (0x0004)
    [0x0001000000000000]
    class FString Name; // 0x0008 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.FirstTimeExperienceRedefinition_TA.RedefinedInfo
// 0x0040
struct FRedefinedInfo
{
    uint8_t RedefinedAction; // 0x0000 (0x0001)
    [0x0000000000000000]
    uint8_t RedefinedType; // 0x0001 (0x0001)
    [0x0000000000000000]
    struct FName GroupName; // 0x0004 (0x0008)
    [0x0000000000000000]
    TArray<struct FName> CheckpointNames; // 0x0010 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    TArray<class UTriggerClump_TA*> TriggerClumps; // 0x0020
    (0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
    struct FName NameValue; // 0x0030 (0x0008)
    [0x0000000000000000]
    int32_t IntValue; // 0x0038 (0x0004)

```



```

[0x0000000000000000]
unsigned long          bValue : 1;                // 0x003C (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct TAGame.FlockActor_TA.FlockAgent
// 0x0038
struct FFlockAgent
{
    unsigned long          bWaitingForOtherAgents : 1;        // 0x0000 (0x0004)
    [0x0000000000000000] [0x00000001]
    float                  DistanceAlongSpline;                // 0x0004 (0x0004)
    [0x0000000000000000]
    float                  Scale;                              // 0x0008 (0x0004)
    [0x0000000000000000]
    struct FVector          Position;                          // 0x000C (0x000C)
    [0x0000000000000000]
    struct FVector          Velocity;                          // 0x0018 (0x000C)
    [0x0000000000000000]
    struct FVector          NormalizedSplineOffset;            // 0x0024 (0x000C)
    [0x0000000000000000]
    class ASplineActor*     CurrentSplineActor;                // 0x0030 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame.FreeplayCommands_TA.ActivateFreeplayCommandOutParams
// 0x0060
struct FActivateFreeplayCommandOutParams
{
    struct FFreeplayCommandsMetricsData    PreActivationData;    // 0x0000
    (0x0058) [0x0001000000040000] (CPF_NeedCtorLink)
    class UError*                        ExecutionError;          // 0x0058 (0x0008)
    [0x0001000000000000]
};

// ScriptStruct TAGame.FreeplayCommandsStatics_TA.ModifyRBStateInParams
// 0x0064
struct FModifyRBStateInParams
{
    struct FReplicatedRBState              InRBState;            // 0x0000 (0x0040)
    [0x0001000000000000]
    struct FVector                          NewLocation;         // 0x0040 (0x000C)
    [0x0001000000000000]
    struct FVector                          NewLinearVelocity;    // 0x004C (0x000C)
    [0x0001000000000000]
    struct FVector                          NewAngularVelocity;   // 0x0058 (0x000C)
    [0x0001000000000000]
};

// ScriptStruct TAGame.FreeplayCommandsStatics_TA.CalculateVerticalLaunchSpeedInParams
// 0x0010
struct FCalculateVerticalLaunchSpeedInParams
{
    float                                  TargetHeight;          // 0x0000 (0x0004)

```

```

[0x0001000000000000]
float          StartHeight;          // 0x0004 (0x0004)
[0x0001000000000000]
float          FlightTime;           // 0x0008 (0x0004)
[0x0001000000000000]
float          Gravity;               // 0x000C (0x0004)
[0x0001000000000000]
};

// ScriptStruct TGame.FreeplayCommandsStatics_TA.CalculateBallInFrontLocationInParams
// 0x002C
struct FCalculateBallInFrontLocationInParams
{
float          BallRadius;            // 0x0000 (0x0004)
[0x0001000000000000]
float          BallInFrontDistance;   // 0x0004 (0x0004)
[0x0001000000000000]
struct FRotator    CarRotation;       // 0x0008 (0x000C)
[0x0001000000000000]
struct FVector     CarLocalCollisionExtent; // 0x0014 (0x000C)
[0x0001000000000000]
struct FVector     CarLocation;        // 0x0020 (0x000C)
[0x0001000000000000]
};

// ScriptStruct TGame.FreeplayCommandsStatics_TA.CalculateBallOnCarLocationInParams
// 0x0048
struct FCalculateBallOnCarLocationInParams
{
struct FRotator    CarRotation;        // 0x0000 (0x000C)
[0x0001000000000000]
struct FVector     CarLocation;         // 0x000C (0x000C)
[0x0001000000000000]
struct FVector     CarAcceleration;     // 0x0018 (0x000C)
[0x0001000000000000]
float             CarSpeedPerc;         // 0x0024 (0x0004)
[0x0001000000000000]
float             CarTurnPerc;          // 0x0028 (0x0004)
[0x0001000000000000]
float             BaseForwardOffset;    // 0x002C (0x0004)
[0x0001000000000000]
float             BaseUpOffset;         // 0x0030 (0x0004)
[0x0001000000000000]
float             ForwardOffsetFromTurn; // 0x0034 (0x0004)
[0x0001000000000000]
float             AccelerationEffectMultiplier; // 0x0038 (0x0004)
[0x0001000000000000]
float             MaxRightOffset;       // 0x003C (0x0004)
[0x0001000000000000]
float             SlowRightOffsetPerc;   // 0x0040 (0x0004)
[0x0001000000000000]
float             MinUpOffsetPerc;      // 0x0044 (0x0004)
[0x0001000000000000]
};

```

```

// ScriptStruct
TGame.FreeplayCommandsStatics_TA.CalculateBallOnCarInAirLocationInParams
// 0x0030
struct FCalculateBallOnCarInAirLocationInParams
{
    float                BallRadius;                // 0x0000 (0x0004)
    [0x0001000000000000]
    float                BallOnCarDistance;          // 0x0004 (0x0004)
    [0x0001000000000000]
    float                CarLocalCollisionZ;          // 0x0008 (0x0004)
    [0x0001000000000000]
    struct FRotator       CarRotation;                // 0x000C (0x000C)
    [0x0001000000000000]
    struct FVector        CarLocation;                // 0x0018 (0x000C)
    [0x0001000000000000]
    struct FVector        CarCurrentLinearVelocity;   // 0x0024 (0x000C)
    [0x0001000000000000]
};

```

```

// ScriptStruct TGame.FreeplayCommandsStatics_TA.CalculateLaunchVectorInParams
// 0x0024
struct FCalculateLaunchVectorInParams
{
    struct FVector        StartLocation;              // 0x0000 (0x000C)
    [0x0001000000000000]
    struct FVector        TargetLocation;             // 0x000C (0x000C)
    [0x0001000000000000]
    float                Gravity;                     // 0x0018 (0x0004)
    [0x0001000000000000]
    float                HorizontalSpeed;              // 0x001C (0x0004)
    [0x0001000000000000]
    float                MaxVerticalLaunchSpeedRatio; // 0x0020 (0x0004)
    [0x0001000000000000]
};

```

```

// ScriptStruct TGame.FreeplayCommandsStatics_TA.CalculateRedirectPassLocationInParams
// 0x004C
struct FCalculateRedirectPassLocationInParams
{
    struct FVector        BallStartLocation;          // 0x0000 (0x000C)
    [0x0001000000000000]
    struct FVector        CarStartLocation;           // 0x000C (0x000C)
    [0x0001000000000000]
    struct FVector        CarStartVelocity;           // 0x0018 (0x000C)
    [0x0001000000000000]
    struct FVector        BestGoalLocation;           // 0x0024 (0x000C)
    [0x0001000000000000]
    float                VelocityWeight;              // 0x0030 (0x0004)
    [0x0001000000000000]
    float                VelocityZWeight;             // 0x0034 (0x0004)
    [0x0001000000000000]
    float                GoalWeight;                  // 0x0038 (0x0004)
    [0x0001000000000000]
};

```

```

float          BallHorizontalSpeed;          // 0x003C (0x0004)
[0x0001000000000000]
float          MaxGoalLeading;                // 0x0040 (0x0004)
[0x0001000000000000]
float          AdditionalTargetHeight;       // 0x0044 (0x0004)
[0x0001000000000000]
int32_t        Iterations;                   // 0x0048 (0x0004)
[0x0001000000000000]
};

// ScriptStruct
TAGame.FreeplayCommandsStatics_TA.CalculateRedirectHorizontalLaunchSpeedInParams
// 0x002C
struct FCalculateRedirectHorizontalLaunchSpeedInParams
{
    struct FVector          BallLocation;          // 0x0000 (0x000C)
    [0x0001000000000000]
    struct FVector          CarLocation;           // 0x000C (0x000C)
    [0x0001000000000000]
    struct FVector          CarVelocity;           // 0x0018 (0x000C)
    [0x0001000000000000]
    float          MaxHorizontalLaunchSpeed;       // 0x0024 (0x0004)
    [0x0001000000000000]
    float          SpeedDropoffMaxRange;          // 0x0028 (0x0004)
    [0x0001000000000000]
};

// ScriptStruct
TAGame.FreeplayCommandsStatics_TA.CalculateShotOnGoalSpeedHoopsInParams
// 0x001C
struct FCalculateShotOnGoalSpeedHoopsInParams
{
    float          MaxLaunchSpeed;                // 0x0000 (0x0004)
    [0x0001000000000000]
    float          DropoffRange;                  // 0x0004 (0x0004)
    [0x0001000000000000]
    float          MinSpeedReductionAngle;        // 0x0008 (0x0004)
    [0x0001000000000000]
    float          AboveNetSpeedReduction;        // 0x000C (0x0004)
    [0x0001000000000000]
    struct FVector          BallProximityToRim;    // 0x0010 (0x000C)
    [0x0001000000000000]
};

// ScriptStruct
TAGame.FreeplayCommandsStatics_TA.CalculateShotOnGoalLocationHoopsInParams
// 0x0034
struct FCalculateShotOnGoalLocationHoopsInParams
{
    float          SurfaceHeight;                 // 0x0000 (0x0004)
    [0x0001000000000000]
    float          GoalRadius;                    // 0x0004 (0x0004)
    [0x0001000000000000]
    float          WidthPosition;                 // 0x0008 (0x0004)

```

```

[0x0001000000000000]
float                      LengthPosition;                // 0x000C (0x0004)
[0x0001000000000000]
struct FVector             BackboardDirection;           // 0x0010 (0x000C)
[0x0001000000000000]
struct FVector             BackboardLocation;            // 0x001C (0x000C)
[0x0001000000000000]
struct FVector             GoalCenter;                    // 0x0028 (0x000C)
[0x0001000000000000]
};

```

```

// ScriptStruct
TAGame.FreeplayCommandsStatics_TA.CalculateShotOnGoalLocationStandardInParams
// 0x002C
struct FCalculateShotOnGoalLocationStandardInParams
{
float                      BallRadius;                    // 0x0000 (0x0004)
[0x0001000000000000]
float                      HorizontalGoalPosition;         // 0x0004 (0x0004)
[0x0001000000000000]
float                      VerticalGoalPosition;           // 0x0008 (0x0004)
[0x0001000000000000]
float                      GoalVolumeHalfWidth;           // 0x000C (0x0004)
[0x0001000000000000]
float                      GoalVolumeHalfHeight;          // 0x0010 (0x0004)
[0x0001000000000000]
struct FVector             GoalWorldFrontCenter;          // 0x0014 (0x000C)
[0x0001000000000000]
struct FVector             GoalForward;                    // 0x0020 (0x000C)
[0x0001000000000000]
};

```

```

// ScriptStruct
TAGame.FreeplayCommandsStatics_TA.GetTargetLocationFromFlightTimeInParams
// 0x0024
struct FGetTargetLocationFromFlightTimeInParams
{
struct FVector             TargetStartLocation;           // 0x0000 (0x000C)
[0x0001000000000000]
struct FVector             TargetVelocity;                 // 0x000C (0x000C)
[0x0001000000000000]
float                      FlightTime;                    // 0x0018 (0x0004)
[0x0001000000000000]
float                      VelocityWeight;                 // 0x001C (0x0004)
[0x0001000000000000]
float                      VelocityZWeight;                // 0x0020 (0x0004)
[0x0001000000000000]
};

```

```

// ScriptStruct TAGame.FriendsListUtils_TA.FriendInfoCounts
// 0x0010
struct FFriendInfoCounts
{
int32_t                   OnlinePlatform;                 // 0x0000 (0x0004)

```

```

[0x0000000000000000]
int32_t          InGamePlatform;          // 0x0004 (0x0004)
[0x0000000000000000]
int32_t          OnlineEpic;              // 0x0008 (0x0004)
[0x0000000000000000]
int32_t          InGameEpic;              // 0x000C (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame.FXActor_Boost_TA.ParticleBodyParameterSet
// 0x0018
struct FParticleBodyParameterSet
{
    struct FName          AttachmentName;          // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    TArray<struct FParticleSysParam>          Parameters;          // 0x0008 (0x0010)
    [0x0000000000040001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.FXActor_Boost_TA.ParticleParameterSet
// 0x0020
struct FParticleParameterSet
{
    TArray<struct FParticleSysParam>          Parameters;          // 0x0000 (0x0010)
    [0x0000000000040001] (CPF_Edit | CPF_NeedCtorLink)
    TArray<struct FParticleSysParam>          DrivingParameters;    // 0x0010
    (0x0010) [0x0000000000040001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.FXActor_Boost_TA.BoostMeshMaterialOverride
// 0x0018
struct FBoostMeshMaterialOverride
{
    class UMaterialInterface*          Material;          // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    TArray<int32_t>          Index;          // 0x0008 (0x0010)
    [0x0000000000040001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.FXActor_Boost_TA.PreviewParticleOverride
// 0x0010
struct FPreviewParticleOverride
{
    class UParticleSystem*          Template;          // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    struct FName          FXAttachmentName;          // 0x0008 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.FXActor_BreakoutPlatform_TA.PlatformParam
// 0x0020
struct FPlatformParam
{
    struct FName          ParamName;          // 0x0000 (0x0008)

```

```

[0x0000000000000001] (CPF_Edit)
struct FInterpCurveFloat          ValueOverTime;                // 0x0008 (0x0018)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.FXActor_Car_TA.CarMovementState
// 0x0004
struct FCarMovementState
{
    float                          DesiredBoostGlow;              // 0x0000 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.ProductDatabase_TA.TemporaryProduct
// 0x0018
struct FTemporaryProduct
{
    class FString                  AssetPath;                      // 0x0000 (0x0010)
    [0x0000000000404000] (CPF_Config | CPF_NeedCtorLink)
    struct FName                   SlotName;                       // 0x0010 (0x0008)
    [0x0000000000004000] (CPF_Config)
};

// ScriptStruct TAGame.ProductDatabase_TA.GarageFolderData
// 0x0060
struct FGarageFolderData
{
    TArray<int32_t>                 FolderIDs;                     // 0x0000 (0x0010)
    [0x0000000000001000] (CPF_Native)
    struct FMap_Mirror              ProductIDToFolderID;           // 0x0010 (0x0050)
    [0x0000000000001000] (CPF_Native)
};

// ScriptStruct TAGame.XPManager_TA.TitleInfo
// 0x000C
struct FTitleInfo
{
    struct FName                    Title;                          // 0x0000 (0x0008)
    [0x0000000000000003] (CPF_Edit | CPF_Const)
    int32_t                        TitleCap;                        // 0x0008 (0x0004)
    [0x0000000000000003] (CPF_Edit | CPF_Const)
};

// ScriptStruct TAGame.Team_TA.TemporarySpawnSpot
// 0x0028
struct FTemporarySpawnSpot
{
    struct FVector                  Location;                       // 0x0000 (0x000C)
    [0x0000000000000000]
    struct FRotator                 Rotation;                      // 0x000C (0x000C)
    [0x0000000000000000]
    struct FVector                  Velocity;                      // 0x0018 (0x000C)
    [0x0000000000000000]
    float                          Time;                          // 0x0024 (0x0004)
};

```

```

[0x0000000000000000]
};

// ScriptStruct TGame.MatchSeries_TA.SeriesTeam
// 0x0014
struct FSeriesTeam
{
    TArray<struct FUniqueNetId>          Players;                // 0x0000 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    int32_t                             GamesWon;              // 0x0010 (0x0004)
    [0x000000000000000000]
};

// ScriptStruct TGame.GlobalLookupTexture_TA.IntVector
// 0x0008
struct FIntVector
{
    int32_t                             X;                      // 0x0000 (0x0004)
    [0x000000000000000001] (CPF_Edit)
    int32_t                             Y;                      // 0x0004 (0x0004)
    [0x000000000000000001] (CPF_Edit)
};

// ScriptStruct TGame.MapInfo_TA.WorldColorData
// 0x0040
struct FWorldColorData
{
    struct FLinearColor                 EnvironmentA;           // 0x0000 (0x0010)
    [0x000000000000000001] (CPF_Edit)
    struct FLinearColor                 EnvironmentB;           // 0x0010 (0x0010)
    [0x000000000000000001] (CPF_Edit)
    struct FLinearColor                 SunLight;               // 0x0020 (0x0010)
    [0x000000000000000001] (CPF_Edit)
    struct FLinearColor                 WorldLight;             // 0x0030 (0x0010)
    [0x000000000000000001] (CPF_Edit)
};

// ScriptStruct TGame.GameEditor_Ring_TA.ActorTouchRecordData
// 0x0014
struct FActorTouchRecordData
{
    class AActor*                      Actor;                  // 0x0000 (0x0008)
    [0x000000000000000000]
    struct FVector                     TouchDirection;          // 0x0008 (0x000C)
    [0x000000000000000000]
};

// ScriptStruct TGame.GameEvent_Soccar_TA.MemberTitleStat
// 0x0020
struct FMemberTitleStat
{
    class UStatCategory_TA*            Category;               // 0x0000 (0x0008)
    [0x000000000000000000]
    class UStatTitle_TA*               Title;                  // 0x0008 (0x0008)

```



```

[0x0000000000000000]
int32_t          PointsEarned;          // 0x0010 (0x0004)
[0x0000000000000000]
int32_t          StatCount;             // 0x0014 (0x0004)
[0x0000000000000000]
class APRI_TA*   MemberPRI;             // 0x0018 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TAGame.GameEvent_GameEditor_TA.SpawnArchetypeData
// 0x000C
struct FSpawnArchetypeData
{
    class AActor*      Archetype;         // 0x0000 (0x0008)
[0x0000000000000000]
    int32_t            MaxSpawnCount;     // 0x0008 (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame.GameEvent_Tutorial_TA.CarSpawnData
// 0x0020
struct FCarSpawnData
{
    class AController* Controller;        // 0x0000 (0x0008)
[0x0000000000000000]
    struct FVector     Location;          // 0x0008 (0x000C)
[0x0000000000000000]
    struct FRotator    Rotation;          // 0x0014 (0x000C)
[0x0000000000000000]
};

// ScriptStruct TAGame.GameEvent_Tutorial_TA.FieldSpawnInfo
// 0x003C
struct FFieldSpawnInfo
{
    struct FVector     ExtentLoc;          // 0x0000 (0x000C)
[0x0000000000000000]
    struct FVector     Extent;            // 0x000C (0x000C)
[0x0000000000000000]
    float              Speed;             // 0x0018 (0x0004)
[0x0000000000000000]
    struct FRotator    Rotation;          // 0x001C (0x000C)
[0x0000000000000000]
    uint8_t            RotationType;      // 0x0028 (0x0001)
[0x0000000000000000]
    struct FVector     MaxFieldExtentScale; // 0x002C (0x000C)
[0x0000000000000000]
    unsigned long      bSpawnCannon : 1;   // 0x0038 (0x0004)
[0x0000000000000000] [0x00000001]
    unsigned long      bDrawDebug : 1;     // 0x0038 (0x0004)
[0x0000000000000000] [0x00000002]
};

// ScriptStruct TAGame.GameEvent_Tutorial_TA.FieldSpawnInfoPair

```

```

// 0x0078
struct FFieldSpawnInfoPair
{
    struct FFieldSpawnInfo          PlayerSpawn;          // 0x0000 (0x003C)
    [0x0000000000000000]
    struct FFieldSpawnInfo          BallSpawn;             // 0x003C (0x003C)
    [0x0000000000000000]
};

// ScriptStruct TAGame.GameEvent_Tutorial_TA.FieldSetupWave
// 0x0014
struct FFieldSetupWave
{
    TArray<struct FFieldSpawnInfoPair>      SpawnList;          // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    int32_t                                MaxWaveLoops;        // 0x0010 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.GameEvent_Tutorial_TA.DifficultyInfo
// 0x0028
struct FDifficultyInfo
{
    TArray<struct FFieldSetupWave>          FieldSetupList;      // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    int32_t                                TotalGameEventRounds; // 0x0010 (0x0004)
    [0x0000000000000000]
    int32_t                                TotalGameEventRoundsToWin; // 0x0014 (0x0004)
    [0x0000000000000000]
    float                                  ResetCheckTime;        // 0x0018 (0x0004)
    [0x0000000000000000]
    float                                  ResetCheckTimeAfterBallTouch; // 0x001C (0x0004)
    [0x0000000000000000]
    float                                  MinBallVelocityForDestroy; // 0x0020 (0x0004)
    [0x0000000000000000]
    float                                  BallStartTime;         // 0x0024 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.MaxActorsGroup_TA.MaxActorCallback
// 0x0030
struct FMaxActorCallback
{
    class AActor*                          Actor;              // 0x0000 (0x0008)
    [0x0000000000000000]
    TArray<struct FScriptDelegate>          EnabledDelegates;    // 0x0008
    (0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<struct FScriptDelegate>          DisabledDelegates;    // 0x0018
    (0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
    unsigned long                          bEnabled : 1;         // 0x0028 (0x0004)
    [0x0000000000000000] [0x00000001]
    float                                  Distance;              // 0x002C (0x0004)
    [0x0000000000000000]
};

```

```

// ScriptStruct TAGame.GFxData_BlueprintGarage_TA.BlueprintPreviewProduct
// 0x0020
struct FBlueprintPreviewProduct
{
    int32_t                                BlueprintProductID;                // 0x0000 (0x0004)
    [0x000100000000000000]
    struct FProductHashID                  BlueprintHashID;                // 0x0004 (0x0004)
    [0x000100000000000000]
    class UOnlineProduct_TA*                OnlineProduct;                // 0x0008 (0x0008)
    [0x000100000000000000]
    TArray<struct FProductHashID>            PossibleHashIDsForThisProduct;    // 0x0010
    (0x0010) [0x00010000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.GFxData_CarRumble_TA.RumblePickupData
// 0x0030
struct FRumblePickupData
{
    class UTexture2D*                        ActiveIcon;                // 0x0000 (0x0008)
    [0x00000000040000000] (CPF_EditInlineNotify)
    class UTexture2D*                        InactiveIcon;                // 0x0008 (0x0008)
    [0x00000000040000000] (CPF_EditInlineNotify)
    class FString                            PickupName;                // 0x0010 (0x0010)
    [0x00000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    int32_t                                CooldownSeconds;                // 0x0020 (0x0004)
    [0x00000000040000000] (CPF_EditInlineNotify)
    class ASpecialPickup_TA*                Item;                // 0x0028 (0x0008)
    [0x00000000000000000]
};

// ScriptStruct TAGame.RumblePickups_TA.PickupInfo_TA
// 0x001C
struct FPickupInfo_TA
{
    class ASpecialPickup_TA*                AvailablePickups[0x3];            // 0x0000 (0x0018)
    [0x00000000000000000]
    unsigned long                            bItemsArePreview : 1;            // 0x0018 (0x0004)
    [0x00000000000000000] [0x00000001]
};

// ScriptStruct TAGame.GFxData_Chat_TA.ActiveChatTab
// 0x0050
struct FActiveChatTab
{
    uint8_t                                Channel;                // 0x0000 (0x0001)
    [0x00000000040000000] (CPF_EditInlineNotify)
    struct FUniqueNetId                        PersonalId;                // 0x0008 (0x0048)
    [0x00000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_Chat_TA.ChatPresetMessageGroup
// 0x0018
struct FChatPresetMessageGroup

```

```

{
    unsigned long                bTeam : 1;                // 0x0000 (0x0004)
    [0x0000000000000001] [0x00000001] (CPF_Edit)
    class FString                Label;                    // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_Chat_TA.ChatPresetMessage
// 0x0020
struct FChatPresetMessage
{
    int32_t                      GroupIndex;                // 0x0000 (0x0004)
    [0x0000000040000001] (CPF_Edit | CPF_EditInlineNotify)
    struct FName                 Id;                        // 0x0004 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long                bTeam : 1;                // 0x000C (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
    class FString                Label;                    // 0x0010 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_Chat_TA.ChatPresetGroupOverride
// 0x0020
struct FChatPresetGroupOverride
{
    int32_t                      GroupIndex;                // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    class FString                GroupName;                // 0x0008 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
    int32_t                      MessageIDOffset;          // 0x0018 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    unsigned long                bTeam : 1;                // 0x001C (0x0004)
    [0x0000000000000001] [0x00000001] (CPF_Edit)
};

// ScriptStruct TAGame.GFxData_ClubServerBrowser_TA.GFxClubServer
// 0x0018
struct FGFxClubServer
{
    class UClubServerResult_X*   Server;                  // 0x0000 (0x0008)
    [0x0001000000000000]
    class FString                ServerName;              // 0x0008 (0x0010)
    [0x0001000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_ContainerDrops_TA.ContainerInfo
// 0x0018
struct FContainerInfo
{
    int32_t                      SeriesID;                 // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                      ProductID;                // 0x0004 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString                PossibleContents;         // 0x0008 (0x0010)
};

```

```

[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.RPC_MicroTransactions_GetContainerDropTable_TA.RPCContainerDropTable
// 0x0018
struct FRPCContainerDropTable
{
    int32_t SeriesID; // 0x0000 (0x0004)
    [0x0000000000002000] (CPF_Transient)
    int32_t ProductID; // 0x0004 (0x0004)
    [0x0000000000002000] (CPF_Transient)
    TArray<struct FOnlineProductData> Drops; // 0x0008 (0x0010)
    [0x0000000000402000] (CPF_Transient | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.GFxData_Controls_TA.LocalizedBindingCategory
// 0x0028
struct FLocalizedBindingCategory
{
    struct FName Category; // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString Label; // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString Description; // 0x0018 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_Controls_TA.LocalizedAction
// 0x0024 (0x0038 - 0x005C)
struct FLocalizedAction : FBindingAction
{
    class FString Label; // 0x0038 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString Description; // 0x0048 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    unsigned long bRebindable : 1; // 0x0058 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_Controls_TA.UIPlayerBinding
// 0x0014 (0x002C - 0x0040)
struct FUIPlayerBinding : FPlayerBinding
{
    class FString UIKey; // 0x0030 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_Credits_TA.LocalizedNameData
// 0x0020
struct FLocalizedNameData
{
    class FString Name; // 0x0000 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

```

```

class FString                                Position;                                // 0x0010 (0x0010)
[0x0000000000408002] (CPF_Const | CPF_Localized | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.GFxData_Credits_TA.LocalizedDepartmentData
// 0x0020
struct FLocalizedDepartmentData
{
class FString                                DepartmentTitle;                                // 0x0000 (0x0010)
[0x0000000000408002] (CPF_Const | CPF_Localized | CPF_NeedCtorLink)
TArray<struct FLocalizedNameData>            Names;                                // 0x0010 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.GFxData_Credits_TA.LocalizedPostCreditData
// 0x0020
struct FLocalizedPostCreditData
{
TArray<class FString>                        Lines;                                // 0x0000 (0x0010)
[0x0000000000408002] (CPF_Const | CPF_Localized | CPF_NeedCtorLink)
TArray<uint8_t>                              Platforms;                                // 0x0010 (0x0010)
[0x0000000000404000] (CPF_Config | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.GFxData_Credits_TA.DepartmentData
// 0x0030
struct FDepartmentData
{
class FString                                DepartmentTitle;                                // 0x0000 (0x0010)
[0x000000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                                Name;                                // 0x0010 (0x0010)
[0x000000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                                Position;                                // 0x0020 (0x0010)
[0x000000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_Credits_TA.PostCreditData
// 0x0040
struct FPostCreditData
{
class FString                                Line0;                                // 0x0000 (0x0010)
[0x000000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                                Line1;                                // 0x0010 (0x0010)
[0x000000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                                Line2;                                // 0x0020 (0x0010)
[0x000000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                                Line3;                                // 0x0030 (0x0010)
[0x000000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_CrumbTrails_TA.CrumbTrailName
// 0x0008
struct FCrumbTrailName
{

```

```

struct FName                                CrumbName;                                // 0x0000 (0x0008)
[0x0001000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_CustomTeams_TA.GFxCustomTeamSettings
// 0x0018
struct FGfxCustomTeamSettings
{
class FString                                Name;                                // 0x0000 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
int32_t                                    TeamColorID;                                // 0x0010 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                                    CustomColorID;                                // 0x0014 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_DLC_TA.GFxDLCDData
// 0x0060
struct FGfxDLCDData
{
class FString                                PackName;                                // 0x0000 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
struct FName                                Id;                                // 0x0010 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                                    ProductID;                                // 0x0018 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
class FString                                SubItems;                                // 0x0020 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                                Price;                                // 0x0030 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                                DiscountPrice;                                // 0x0040 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
int32_t                                    DiscountPercentage;                                // 0x0050 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                                    LabelSlotIndex;                                // 0x0054 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
unsigned long                                bUnlocked : 1;                                // 0x0058 (0x0004)
[0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
unsigned long                                bIsNew : 1;                                // 0x0058 (0x0004)
[0x0000000040000000] [0x00000002] (CPF_EditInlineNotify)
int32_t                                    PurchaseTime;                                // 0x005C (0x0004)
[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct TAGame.GFxData_EngagementEventsConfig_TA.NotificationStatus
// 0x0010
struct FNotificationStatus
{
TArray<unsigned long>                                bShow;                                // 0x0000 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.NotificationSave_TA.EngagementEventNotificationData
// 0x0010

```

```

struct FEngagementEventNotificationData
{
    unsigned long                bStartNotificationShown : 1;                // 0x0000 (0x0004)
    [0x0000000000000000] [0x00000001]
    uint64_t                     EpochTimeStartForNotificationShown;        // 0x0008 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame.GFxData_FreeToPlayRewards_TA.CompensationItem
// 0x0004
struct FCompensationItem
{
    struct FProductHashID        HashID;                                    // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_Garage_TA.GarageTeam
// 0x0020
struct FGarageTeam
{
    class FString                Label;                                    // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    int32_t                     TeamColorID;                                // 0x0010 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                     CustomColorID;                                // 0x0014 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    struct FProductHashID        TeamFinishHashID;                        // 0x0018 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    struct FProductHashID        CustomFinishHashID;                        // 0x001C (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.LeaderboardsConfig_TA.LeaderboardRequestInfo
// 0x0030
struct FLeaderboardRequestInfo
{
    class FString                Label;                                    // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                RequestName;                                // 0x0010 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                ImageName;                                // 0x0020 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_LoadoutSets_TA.GFxLoadoutSet
// 0x0018
struct FGFxLoadoutSet
{
    class FString                Name;                                    // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    int32_t                     Index;                                    // 0x0010 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long                bEquipped : 1;                            // 0x0014 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

```



```

};

// ScriptStruct TGame.GFxData_Map_TA.GFxMapData
// 0x0034
struct FGfxMapData
{
    struct FName                                Name;                                // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString                                FriendlyName;                            // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class UTexture2D*                            Thumbnail;                                // 0x0018 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class UTexture2D*                            LargelImage;                            // 0x0020 (0x0008)
    [0x0000000000000000]
    class UMapData_TA*                            Data;                                    // 0x0028 (0x0008)
    [0x0000000000000000]
    int32_t                                    GameMode;                                // 0x0030 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TGame.GFxData_MapPrefs_TA.GFxPlaylistType
// 0x0018
struct FGfxPlaylistType
{
    struct FName                                PlaylistTypeID;                            // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString                                Label;                                    // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TGame.GFxData_MapPrefs_TA.GFxMapType
// 0x0020
struct FGfxMapType
{
    struct FName                                MapTypeID;                                // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString                                Label;                                    // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class UMapSet_TA*                            MapSet;                                    // 0x0018 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TGame.GFxData_MapPrefs_TA.GFxMapPlaylist
// 0x002C
struct FGfxMapPlaylist
{
    struct FName                                PlaylistId;                                // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    struct FName                                PlaylistTypeID;                            // 0x0008 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString                                Label;                                    // 0x0010 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    int32_t                                    LikesRemaining;                            // 0x0020 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

```

```

int32_t DislikesRemaining; // 0x0024 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
unsigned long bOverrideGlobal : 1; // 0x0028 (0x0004)
[0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

```

```

// ScriptStruct TAGame.GFxData_MapPrefs_TA.GFxMapPreference
// 0x0031
struct FGfxMapPreference
{
    struct FName MapID; // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    struct FName MapTypeID; // 0x0008 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    struct FName PlaylistId; // 0x0010 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString Label; // 0x0018 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class UTexture2D* Thumbnail; // 0x0028 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    uint8_t Preference; // 0x0030 (0x0001)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

```

```

// ScriptStruct TAGame.GFxData_MapSelection_TA.GFxMapSelectionData
// 0x000C
struct FGfxMapSelectionData
{
    struct FName Name; // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long bSelected : 1; // 0x0008 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

```

```

// ScriptStruct TAGame.GFxData_Regions_TA.GFxRegion
// 0x0024
struct FGfxRegion
{
    class FString Id; // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString Name; // 0x0010 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    unsigned long bSelected : 1; // 0x0020 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

```

```

// ScriptStruct TAGame.GFxData_Matchmaking_TA.MessageUpdate
// 0x0018
struct FMessageUpdate
{
    int32_t DelayFromStart; // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    class FString MessageKey; // 0x0008 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

```

```

};

// ScriptStruct TAGame.GFxData_MenuSequence_TA.MenuSequencePair
// 0x0010
struct FMenuSequencePair
{
    struct FName                                MenuSequence;                // 0x0000 (0x0008)
    [0x0000000000000000]
    struct FName                                MenuID;                        // 0x0008 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame.GFxData_MiniScoreboard_TA.ScoreIndex
// 0x0064
struct FScoreIndex
{
    struct FUniqueNetId                        PlayerID;                // 0x0000 (0x0048)
    [0x0001000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    int32_t                                    Place;                    // 0x0048 (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    int32_t                                    Score;                    // 0x004C (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    class FString                             PlayerName;                // 0x0050 (0x0010)
    [0x0001000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    unsigned long                             bOwningPlayer : 1;            // 0x0060 (0x0004)
    [0x0001000040000000] [0x00000001] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.RPC_MicroTransactions_GetCatalog_TA.MTCatalogInfo
// 0x0098
struct FMTCatalogInfo
{
    int32_t                                    Id;                        // 0x0000 (0x0004)
    [0x0000000000000000]
    class FString                             Title;                    // 0x0008 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    class FString                             Description;                // 0x0018 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    class FString                             ImageURL;                // 0x0028 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    class FString                             TabTitle;                // 0x0038 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    TArray<struct FOnlineProductData>          Items;                // 0x0048 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    TArray<struct FCurrency>                  Currencies;                // 0x0058 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    class FString                             PlatformProductID;        // 0x0068 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    class FString                             Category;                // 0x0078 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    int32_t                                    Price;                    // 0x0088 (0x0004)
    [0x0000000000000000]
    int32_t                                    OriginalPrice;            // 0x008C (0x0004)
    [0x0000000000000000]

```

```

int32_t                DiscountPercentage;                // 0x0090 (0x0004)
[0x0000000000000000]
unsigned long          bIsOwned : 1;                    // 0x0094 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct TGame.GFxData_MTXGarage_TA.CartInfo
// 0x0008
struct FCartInfo
{
    int32_t                CatalogID;                    // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                Count;                        // 0x0004 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TGame.RPC_MicroTransactions_StartPurchase_TA.MTCartItem
// 0x0008
struct FMTCartItem
{
    int32_t                CatalogID;                    // 0x0000 (0x0004)
    [0x0000000000000000]
    int32_t                Count;                        // 0x0004 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TGame.MusicTheme_TA.PlaylistTrack
// 0x0010
struct FPlaylistTrack
{
    class UAkSoundCue*      Track;                      // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UTexture*         Icon;                       // 0x0008 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TGame.MusicTheme_TA.PlaylistTitleTrack
// 0x0004 (0x0010 - 0x0014)
struct FPlaylistTitleTrack : FPlaylistTrack
{
    float                  StartupLogoDisplayDurationMS; // 0x0010 (0x0004)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TGame.MusicPlayerSave_TA.PlaylistState
// 0x000C
struct FPlaylistState
{
    struct FName            Playlist;                    // 0x0000 (0x0008)
    [0x0000000000000000]
    unsigned long          bEnabled : 1;                // 0x0008 (0x0004)
    [0x0000000000000000] [0x00000001]
};

```

```

// ScriptStruct TAGame.GFxData_Mutators_TA.CustomGameSetting
// 0x005C
struct FCustomGameSetting
{
    class FString MutatorCategoryName; // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString MutatorCategoryDesc; // 0x0010 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString SettingsName; // 0x0020 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    int32_t SettingIndex; // 0x0030 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t DefaultIndex; // 0x0034 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    struct FName InternalName; // 0x0038 (0x0008)
    [0x0000000000000000]
    int32_t GameSettingCategoryIndex; // 0x0040 (0x0004)
    [0x0000000000000000]
    TArray<struct FName> SettingNameExplicit; // 0x0048 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    unsigned long bPresetLocked : 1; // 0x0058 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

```

```

// ScriptStruct TAGame.GFxData_Mutators_TA.ModeMapPair
// 0x000C
struct FModeMapPair
{
    int32_t GameMode; // 0x0000 (0x0004)
    [0x0000000000000000]
    struct FName MapName; // 0x0004 (0x0008)
    [0x0000000000000000]
};

```

```

// ScriptStruct TAGame.GFxData_OnlineMatchStatus_TA.MatchmakingMessage
// 0x0011
struct FMatchmakingMessage
{
    class FString Message; // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    uint8_t MessageType; // 0x0010 (0x0001)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

```

```

// ScriptStruct TAGame.GFxData_Party_TA.GFxPartyMember
// 0x0084
struct FGFxPartyMember
{
    struct FUniqueNetId PersonalId; // 0x0000 (0x0048)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString PlayerName; // 0x0048 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString ProfileId; // 0x0058 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

```

```

class UTexture*                PlayerAvatarTexture;                // 0x0068 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
int32_t                        XpLevel;                            // 0x0070 (0x0004)
[0x0000000040000000] (CPF_EditInlineNotify)
uint64_t                      ClubID;                            // 0x0078 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
unsigned long                  bSplitScreen : 1;                // 0x0080 (0x0004)
[0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
unsigned long                  bLocalSplitScreen : 1;            // 0x0080 (0x0004)
[0x0000000040000000] [0x00000002] (CPF_EditInlineNotify)
unsigned long                  bHasProfile : 1;                // 0x0080 (0x0004)
[0x0000000040000000] [0x00000004] (CPF_EditInlineNotify)
unsigned long                  bPartyLeader : 1;                // 0x0080 (0x0004)
[0x0000000040000000] [0x00000008] (CPF_EditInlineNotify)
unsigned long                  bIsPlayerInMatch : 1;            // 0x0080 (0x0004)
[0x0000000040000000] [0x00000010] (CPF_EditInlineNotify)
unsigned long                  bPlayerCanTrade : 1;            // 0x0080 (0x0004)
[0x0001000040000000] [0x00000020] (CPF_EditInlineNotify)
unsigned long                  bIsPlayerTrading : 1;            // 0x0080 (0x0004)
[0x0001000040000000] [0x00000040] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_PlayerAvatarBorderPreview_TA.GFxPlayerAvatarBorderRef
// 0x0010
struct FGfxPlayerAvatarBorderRef
{
    struct FProductHashID        HashID;                // 0x0000 (0x0004)
    [0x0000000000000000]
    class UGfxData_PlayerAvatarBorder_TA*    PlayerAvatarBorder;    // 0x0008
    (0x0008) [0x0000000000000000]
};

// ScriptStruct TAGame.GFxData_PlayerAvatarPreview_TA.GFxPlayerAvatarRef
// 0x0010
struct FGfxPlayerAvatarRef
{
    struct FProductHashID        HashID;                // 0x0000 (0x0004)
    [0x0000000000000000]
    class UGfxData_PlayerAvatar_TA*    PlayerAvatar;                // 0x0008 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame.GFxData_PlayerBanners_TA.GFxPlayerBannerRef
// 0x0010
struct FGfxPlayerBannerRef
{
    struct FProductHashID        HashID;                // 0x0000 (0x0004)
    [0x0000000000000000]
    class UGfxData_PlayerBanner_TA*    PlayerBanner;                // 0x0008
    (0x0008) [0x0000000000000000]
};

// ScriptStruct TAGame.PRI_TA.ScoreboardStat
// 0x000C

```

```

struct FScoreboardStat
{
    struct FName                                     Name;                                     // 0x0000 (0x0008)
    [0x0000000000000000]
    int32_t                                         Value;                                     // 0x0008 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.PRI_TA.StatCooldown
// 0x000C
struct FStatCooldown
{
    class UStatEvent_TA*                           Stat;                                     // 0x0000 (0x0008)
    [0x0000000000000000]
    float                                           UnlockWorldTime;                         // 0x0008 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.GFxData_Products_TA.ProductStatInfo
// 0x0040
struct FProductStatInfo
{
    class FString                                   ProductStatLabel;                         // 0x0000 (0x0010)
    [0x0000000004040000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                                   ProductStatDescription;                   // 0x0010 (0x0010)
    [0x0000000004040000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                                   ProductStatValue;                         // 0x0020 (0x0010)
    [0x0000000004040000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                                   CertifiedStatLabel;                       // 0x0030 (0x0010)
    [0x0000000004040000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_QuickChatBindings_TA.LocalizedQuickChat
// 0x0021
struct FLocalizedQuickChat
{
    class FString                                   MessageId;                               // 0x0000 (0x0010)
    [0x0000000004040000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                                   Message;                                  // 0x0010 (0x0010)
    [0x0000000004040000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    uint8_t                                         QuickChatState;                           // 0x0020 (0x0001)
    [0x0000000004000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_QuickChatBindings_TA.LocalizedQuickChatBinding
// 0x0038
struct FLocalizedQuickChatBinding
{
    class FString                                   MessageId;                               // 0x0000 (0x0010)
    [0x0000000004040000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                                   Message;                                  // 0x0010 (0x0010)
    [0x0000000004040000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    int32_t                                         Group;                                    // 0x0020 (0x0004)
    [0x0000000004000000] (CPF_EditInlineNotify)
};

```

```

class FString                                Action;                                // 0x0028 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_ReplayViewer_TA.LocalizedCameraMode
// 0x0030
struct FLocalizedCameraMode
{
    struct FName                                Name;                                // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    unsigned long                                bDisabled : 1;                                // 0x0008 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
    class FString                                Label;                                // 0x0010 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                                Description;                                // 0x0020 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.Replay_TA.TimelineKeyframe
// 0x000C
struct FTimelineKeyframe
{
    struct FName                                Type;                                // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                                frame;                                // 0x0008 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.RewardDrop_TA.GFxLevelThreshold
// 0x0004
struct FGfxLevelThreshold
{
    int32_t                                TotalXP;                                // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_RocketPass_TA.RocketPassReward
// 0x0014
struct FRocketPassReward
{
    int32_t                                CurrencyID;                                // 0x0000 (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    struct FName                                Name;                                // 0x0004 (0x0008)
    [0x0001000040000000] (CPF_EditInlineNotify)
    float                                Amount;                                // 0x000C (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    int32_t                                Tier;                                // 0x0010 (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_RocketPass_TA.RocketPassProduct
// 0x0008
struct FRocketPassProduct
{

```



```

struct FProductHashID          HashID;                // 0x0000 (0x0004)
[0x0001000040000000] (CPF_EditInlineNotify)
int32_t                        Tier;                  // 0x0004 (0x0004)
[0x0001000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_RocketPass_TA.RocketPassXPReward
// 0x0000 (0x0014 - 0x0014)
struct FRocketPassXPReward : FRocketPassReward
{
};

// ScriptStruct TAGame.GFxData_RocketPass_TA.RocketPassCurrencyReward
// 0x0000 (0x0014 - 0x0014)
struct FRocketPassCurrencyReward : FRocketPassReward
{
};

// ScriptStruct TAGame.GFxData_Season_TA.SeasonWeek
// 0x0004
struct FSeasonWeek
{
    unsigned long                bWinner : 1;          // 0x0000 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.ProductTemplate_TA.ProductReplacement2
// 0x0018
struct FProductReplacement2
{
    TArray<uint8_t>               Platforms;            // 0x0000 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    class UProduct_TA*           Replacement;          // 0x0010 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TAGame.GFxData_SeasonMode_TA.GFxLogoData
// 0x002C
struct FGFxLogoData
{
    struct FName                 AssetName;             // 0x0000 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class UTexture*              Logo;                 // 0x0008 (0x0008)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                      TeamColor;            // 0x0010 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    int32_t                      CustomColor;          // 0x0014 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString                DefaultTeamName;      // 0x0018 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    unsigned long                bIsBotTeam : 1;       // 0x0028 (0x0004)
    [0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

```

```

// ScriptStruct TGame.GFxData_SeasonMode_TA.GFxBotData
// 0x0020
struct FGfxBotData
{
    class FString                PlayerName;                // 0x0000 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    class FString                Id;                        // 0x0010 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TGame.GFxData_Settings_TA.BindingPreset
// 0x0018
struct FBindingPreset
{
    struct FName                PresetName;                // 0x0000 (0x0008)
    [0x0000000000000000]
    class FString                DisplayName;                // 0x0008 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.LoadedMtxCatalog_TA.LoadedMtxCatalog
// 0x0019
struct FLoadedMtxCatalog
{
    int32_t                    CatalogID;                // 0x0000 (0x0004)
    [0x0001000000000000]
    class FString                Label;                // 0x0008 (0x0010)
    [0x000100000000400000] (CPF_NeedCtorLink)
    uint8_t                    Category;                // 0x0018 (0x0001)
    [0x0001000000000000]
};

// ScriptStruct TGame.ShopTabs_TA.ShopTab
// 0x0018
struct FShopTab
{
    uint8_t                    Type;                // 0x0000 (0x0001)
    [0x000100000040000000] (CPF_EditInlineNotify)
    int32_t                    Index;                // 0x0004 (0x0004)
    [0x000100000040000000] (CPF_EditInlineNotify)
    class FString                Label;                // 0x0008 (0x0010)
    [0x000010000404000000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TGame.GFxData_Shops_TA.ShopsMapEntry
// 0x0010
struct FShopsMapEntry
{
    int32_t                    ShopIndex;                // 0x0000 (0x0004)
    [0x0000000000000000]
    class UGfxData_ShopCatalogue_TA* Catalogue;                // 0x0008 (0x0008)
    [0x0000000000000000]
};

```

```

// ScriptStruct TGame.RPC_GetSpecialEventCurrencyRewards_TA.SpecialEventReward
// 0x003C
struct FSpecialEventReward
{
    int32_t                StoreProductID;                // 0x0000 (0x0004)
    [0x0001000000000000]
    int32_t                ProductID;                    // 0x0004 (0x0004)
    [0x0001000000000000]
    int32_t                SeriesID;                    // 0x0008 (0x0004)
    [0x0001000000000000]
    int32_t                Cost;                        // 0x000C (0x0004)
    [0x0001000000000000]
    int32_t                CurrencyID;                  // 0x0010 (0x0004)
    [0x0001000000000000]
    int32_t                MaxQuantityPerPlayer;        // 0x0014 (0x0004)
    [0x0001000000000000]
    int32_t                PurchasedQuantity;          // 0x0018 (0x0004)
    [0x0001000000000000]
    TArray<struct FOnlineProductAttribute>    Attributes;                // 0x0020 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
    struct FXPRewardData    XPReward;                // 0x0030 (0x000C)
    [0x0001000000000000]
};

```

```

// ScriptStruct TGame.RPC_GetSpecialEventCurrencyRewards_TA.SpecialEventStore
// 0x0018
struct FSpecialEventStore
{
    int32_t                EventID;                    // 0x0000 (0x0004)
    [0x0001000000000000]
    TArray<struct FSpecialEventReward>    Rewards;                // 0x0008 (0x0010)
    [0x0001000000402000] (CPF_Transient | CPF_NeedCtorLink)
};

```

```

// ScriptStruct TGame.GFxData_SpecialEventStore_TA.GFxSpecialEventReward
// 0x0020
struct FGfxSpecialEventReward
{
    int32_t                ProductID;                // 0x0000 (0x0004)
    [0x0001000000000000]
    struct FProductHashID    HashID;                // 0x0004 (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    int32_t                StoreProductID;          // 0x0008 (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    int32_t                Cost;                    // 0x000C (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    int32_t                Remaining;                // 0x0010 (0x0004)
    [0x0001000040000000] (CPF_EditInlineNotify)
    struct FXPRewardData    XPReward;                // 0x0014 (0x000C)
    [0x0001000040000000] (CPF_EditInlineNotify)
};

```

```

// ScriptStruct TGame.GFxData_Stats_TA.GFxStatData
// 0x0050

```

```

struct FGfxStatData
{
class FString                                Id;                                // 0x0000 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                                Name;                                // 0x0010 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                                DisplayValue;                        // 0x0020 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class UTexture*                             Texture;                                // 0x0030 (0x0008)
[0x0000000040000000] (CPF_EditInlineNotify)
class FString                                Description;                            // 0x0038 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class UClass*                               DisplayProductStatClass;            // 0x0048 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TAGame.GfxData_TourBracketMatchTeamDetails_TA.TeamGameStats
// 0x0004
struct FTeamGameStats
{
int32_t                                     Goals;                                // 0x0000 (0x0004)
[0x0001000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GfxData_TourPlatforms_TA.GfxTourPlatformGroup
// 0x0024
struct FGfxTourPlatformGroup
{
TArray<uint8_t>                             Platforms;                            // 0x0000 (0x0010)
[0x0001000000402000] (CPF_Transient | CPF_NeedCtorLink)
class FString                                Label;                                // 0x0010 (0x0010)
[0x0001000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
unsigned long                               bSelected : 1;                        // 0x0020 (0x0004)
[0x0001000040000000] [0x00000001] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GfxData_TourSubscriptions_TA.SubscriptionInfo
// 0x0008
struct FSubscriptionInfo
{
uint64_t                                    Id;                                // 0x0000 (0x0008)
[0x0001000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GfxData_Training_TA.UseAction
// 0x0020
struct FUseAction
{
class FString                                ActionName;                            // 0x0000 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                                LocalizedActionName;                  // 0x0010 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

```

```
// ScriptStruct TGame.TrainingEditorMetrics_TA.TrainingNavigationEvent
// 0x0020
struct FTrainingNavigationEvent
{
    uint64_t                Timestamp;                // 0x0000 (0x0008)
    [0x0000000000000000]
    uint8_t                 CommandUsed;                // 0x0008 (0x0001)
    [0x0000000000000000]
    int32_t                 PrevPlaylistIndex;          // 0x000C (0x0004)
    [0x0000000000000000]
    int32_t                 NewPlaylistIndex;           // 0x0010 (0x0004)
    [0x0000000000000000]
    int32_t                 PrevRoundNum;               // 0x0014 (0x0004)
    [0x0000000000000000]
    int32_t                 NewRoundNum;               // 0x0018 (0x0004)
    [0x0000000000000000]
    unsigned long           bShuffle : 1;              // 0x001C (0x0004)
    [0x0000000000000000] [0x00000001]
};
```

```
// ScriptStruct TGame.GFxData_TrainingModeBrowser_TA.FavoritedFileMetaData
// 0x0028
struct FFavoritedFileMetaData
{
    class FString           Code;                      // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    uint64_t                UpdatedAt;                 // 0x0010 (0x0008)
    [0x0000000000000000]
    class FString           Filename;                  // 0x0018 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
};
```

```
// ScriptStruct TGame.GFxData_TrainingModeBrowser_TA.CachedDownloadedFile
// 0x0020
struct FCachedDownloadedFile
{
    class FString           Filename;                  // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    class FString           Code;                      // 0x0010 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
};
```

```
// ScriptStruct TGame.GFxData_TrainingModeBrowser_TA.SearchCacheData
// 0x0018
struct FSearchCacheData
{
    float                   TimeoutTime;               // 0x0000 (0x0004)
    [0x0000000000000200] (CPF_Transient)
    TArray<class UTrainingEditorData_TA*> TrainingModes; // 0x0008
    (0x0010) [0x0000000000040200] (CPF_Transient | CPF_NeedCtorLink)
};
```

```
// ScriptStruct TGame.RPC_TrainingEditor_ListPlayerTrainingDataTimestamp_TA.CodeTimePair
// 0x0018
```

```

struct FCodeTimePair
{
    class FString                                Code;                                // 0x0000 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    uint64_t                                    UpdatedAt;                            // 0x0010 (0x0008)
    [0x000000000000000000]
};

// ScriptStruct TAGame.GFxData_TrainingModeConstants_TA.TrainingModeDifficulty
// 0x0001
struct FTrainingModeDifficulty
{
    uint8_t                                    Difficulty;                            // 0x0000 (0x0001)
    [0x000000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_TrainingModeConstants_TA.TrainingModeType
// 0x0001
struct FTrainingModeType
{
    uint8_t                                    Type;                                // 0x0000 (0x0001)
    [0x000000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_TrainingModeConstants_TA.TrainingModeTag
// 0x0001
struct FTrainingModeTag
{
    uint8_t                                    Tag;                                // 0x0000 (0x0001)
    [0x000000000040000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxData_UserBugReport_TA.GFxUserBugReportCategory
// 0x0020
struct FGFxUserBugReportCategory
{
    struct FName                                Id;                                // 0x0000 (0x0008)
    [0x0001000040000000] (CPF_EditInlineNotify)
    uint8_t                                    Type;                                // 0x0008 (0x0001)
    [0x0001000040000000] (CPF_EditInlineNotify)
    class FString                                Label;                                // 0x0010 (0x0010)
    [0x0001000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.GFxEngine_TA.SoundStateItem
// 0x0011
struct FSoundStateItem
{
    struct FName                                StateName;                            // 0x0000 (0x0008)
    [0x000000000000000000]
    class UGFxShell_X*                            Shell;                                // 0x0008 (0x0008)
    [0x000000000000000000]
    uint8_t                                    Priority;                            // 0x0010 (0x0001)
    [0x000000000000000000]

```

```

};

// ScriptStruct TAGame.HUDBase_TA.ChatMessage
// 0x00890
struct FChatMessage
{
    class APlayerReplicationInfo*          PRI;                                // 0x0000 (0x0008)
    [0x0000000000000000]
    class ATeam_TA*                        Team;                                // 0x0008 (0x0008)
    [0x0000000000000000]
    class FString                          PlayerName;                        // 0x0010 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    class FString                          Message;                            // 0x0020 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    uint8_t                                ChatChannel;                        // 0x0030 (0x0001)
    [0x0000000000000000]
    unsigned long                           bPreset : 1;                      // 0x0034 (0x0004)
    [0x0000000000000000] [0x00000001]
    struct FUniqueNetId                    Recipient;                          // 0x0038 (0x0048)
    [0x0000000000040000] (CPF_NeedCtorLink)
    class FString                          TimeStamp;                          // 0x0080 (0x0010)
    [0x0001000000040000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TAGame.GFxHUD_TA.ScreenLocation
// 0x0010
struct FScreenLocation
{
    struct FVector                          ScreenPos;                          // 0x0000 (0x000C)
    [0x0000000000000000]
    unsigned long                           bOffScreen : 1;                    // 0x000C (0x0004)
    [0x0000000000000000] [0x00000001]
};

```

```

// ScriptStruct TAGame.ReplayDirector_TA.ReplayScoreData
// 0x0019
struct FReplayScoreData
{
    class APRI_TA*                          ScoredBy;                          // 0x0000 (0x0008)
    [0x0000000000000000]
    class APRI_TA*                          AssistedBy;                        // 0x0008 (0x0008)
    [0x0000000000000000]
    float                                    Speed;                            // 0x0010 (0x0004)
    [0x0000000000000000]
    float                                    Time;                            // 0x0014 (0x0004)
    [0x0000000000000000]
    uint8_t                                ScoreTeam;                        // 0x0018 (0x0001)
    [0x0000000000000000]
};

```

```

// ScriptStruct TAGame.Replay_TA.ReplayLogItem
// 0x0028
struct FReplayLogItem
{

```

```

int32_t                frame;                // 0x0000 (0x0004)
[0x0000000000000000]
class FString          PlayerName;          // 0x0008 (0x0010)
[0x0000000000050000] (CPF_NeedCtorLink)
class FString          Text;                // 0x0018 (0x0010)
[0x0000000000050000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ImpactEffectsComponent_TA.CollisionEffectData
// 0x0058
struct FCollisionEffectData
{
class UPhysicalMaterial*    PhysMat;        // 0x0000 (0x0008)
[0x0000000000000000]
class UPhysicalMaterialProperty_TA*    PhysMatProp;    // 0x0008
(0x0008) [0x0000000000000000]
struct FEffectsMapping      ImpactEffects;    // 0x0010 (0x0010)
[0x0000000000000000]
struct FVector              HitLocation;    // 0x0020 (0x000C)
[0x0000000000000000]
struct FVector              HitNormal;    // 0x002C (0x000C)
[0x0000000000000000]
struct FVector              Momentum;    // 0x0038 (0x000C)
[0x0000000000000000]
float                      ImpactMomentum;    // 0x0044 (0x0004)
[0x0000000000000000]
float                      SlideMomentum;    // 0x0048 (0x0004)
[0x0000000000000000]
int32_t                    PhysicsFrame;    // 0x004C (0x0004)
[0x0000000000000000]
class AActor*              HitActor;    // 0x0050 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TAGame.InMapScoreboard_TA.ScoreboardMaterialOverride
// 0x0038
struct FScoreboardMaterialOverride
{
class UMaterialInstanceConstant*    MaterialInstance;    // 0x0000
(0x0008) [0x0000000000000001] (CPF_Edit)
int32_t                    MaterialIndex;    // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FInterpCurveFloat    MICValueOverrideCurve;    // 0x0010 (0x0018)
[0x0000000000040001] (CPF_Edit | CPF_NeedCtorLink)
struct FName                ParamToOverride;    // 0x0028 (0x0008)
[0x0000000000000001] (CPF_Edit)
class UMaterialInstanceConstant*    MIC;    // 0x0030 (0x0008)
[0x0000000000000200] (CPF_Transient)
};

// ScriptStruct TAGame.PhysicsConfig_TA.SimTimeScaleSettings
// 0x0004
struct FSimTimeScaleSettings
{

```



```

float                                FixedAdjustSimTimeRate;                // 0x0000 (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame.NetworkInputBuffer_TA.ClientPacketData
// 0x0030
struct FClientPacketData
{
float                                TimeStamp;                          // 0x0000 (0x0004)
[0x0000000000000000]
struct FVector                      CameraLoc;                          // 0x0004 (0x000C)
[0x0000000000000000]
struct FRotator                    CameraRot;                          // 0x0010 (0x000C)
[0x0000000000000000]
TArray<struct FClientFrameData>      Frames;                          // 0x0020 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.NetworkInputBuffer_TA.InputBufferStats
// 0x0005
struct FInputBufferStats
{
uint8_t                            OverBufferFrames;                  // 0x0000 (0x0001)
[0x0000000000000000]
uint8_t                            UnderBufferFrames;                // 0x0001 (0x0001)
[0x0000000000000000]
uint8_t                            InputBufferLow;                   // 0x0002 (0x0001)
[0x0000000000000000]
uint8_t                            InputBufferHigh;                  // 0x0003 (0x0001)
[0x0000000000000000]
uint8_t                            InputBufferTarget;                // 0x0004 (0x0001)
[0x0000000000000000]
};

// ScriptStruct TAGame.JiggleHitHandler_TA.JiggleCarData
// 0x0025
struct FJiggleCarData
{
class AVehicle_TA*                 HitVehicle;                        // 0x0000 (0x0008)
[0x0000000000002000] (CPF_Transient)
struct FVector                    JiggleAxis;                          // 0x0008 (0x000C)
[0x0000000000002000] (CPF_Transient)
struct FVector                    JiggleStartLocation;                // 0x0014 (0x000C)
[0x0000000000002000] (CPF_Transient)
float                            JiggleStartTime;                    // 0x0020 (0x0004)
[0x0000000000002000] (CPF_Transient)
uint8_t                          OriginalPhysics;                    // 0x0024 (0x0001)
[0x0000000000002000] (CPF_Transient)
};

// ScriptStruct TAGame.K3SUserPermissions_TA.K3SMeta
// 0x0020
struct FK3SMeta
{

```

```

class FString                                RequestID;                                // 0x0000 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
class FString                                TimeStamp;                                // 0x0010 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.ListenServer_TA.LoadingPlayer
// 0x0050
struct FLoadingPlayer
{
    struct FUniqueNetId                        PlayerID;                                // 0x0000 (0x0048)
    [0x000000000000400000] (CPF_NeedCtorLink)
    int32_t                                    NumPlayers;                                // 0x0048 (0x0004)
    [0x000000000000000000]
    float                                      TimeoutTime;                                // 0x004C (0x0004)
    [0x000000000000000000]
};

// ScriptStruct TGame.LoadoutSequencer_TA.SequenceData
// 0x0010
struct FSequenceData
{
    class UProductSlot_TA*                    Slot;                                // 0x0000 (0x0008)
    [0x000000000000000000]
    float                                      AnimDelay;                                // 0x0008 (0x0004)
    [0x000000000000000000]
    unsigned long                             bAssetLoaded : 1;                                // 0x000C (0x0004)
    [0x000000000000000000] [0x00000001]
};

// ScriptStruct TGame.MapDataLoader_TA.MapSelectorPair
// 0x0010
struct FMapSelectorPair
{
    class UMapSet_TA*                         MapSet;                                // 0x0000 (0x0008)
    [0x000000000000000000]
    class UMapSelector_TA*                   Selector;                                // 0x0008 (0x0008)
    [0x00000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
};

// ScriptStruct TGame.MapDataLoader_TA.MapImageLoadRequest
// 0x0038
struct FMapImageLoadRequest
{
    class UMapData_TA*                       MapData;                                // 0x0000 (0x0008)
    [0x000000000000000000]
    struct FName                             PackageName;                                // 0x0008 (0x0008)
    [0x000000000000000000]
    class FString                             AssetPath;                                // 0x0010 (0x0010)
    [0x000000000000400000] (CPF_NeedCtorLink)
    struct FScriptDelegate                   Callback;                                // 0x0020 (0x0018)
    [0x000000000000400000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TGame.MapPrefsMetrics_TA.MapPrefsMetric
// 0x0028
struct FMapPrefsMetric
{
    int32_t Playlist; // 0x0000 (0x0004)
    [0x0000000000000000]
    TArray<struct FName> Likes; // 0x0008 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    TArray<struct FName> Dislikes; // 0x0018 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.MatchCompleteMetrics_TA.MatchCompleteHistory
// 0x0024
struct FMatchCompleteHistory
{
    class FString MatchGuid; // 0x0000 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    TArray<struct FUniqueNetId> Players; // 0x0010 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    float MatchCompleteTime; // 0x0020 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TGame.MenuTreeNode_TA.NodePlatformAvailability
// 0x0018
struct FNodePlatformAvailability
{
    unsigned long bPlatformIncludeList : 1; // 0x0000 (0x0004)
    [0x0001000000000001] [0x00000001] (CPF_Edit)
    TArray<uint8_t> Platforms; // 0x0008 (0x0010)
    [0x0001000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TGame.MenuTreePlaylistQueue_TA.ActivePlaylistQueueInfo
// 0x0010
struct FActivePlaylistQueueInfo
{
    int32_t PlaylistDataIndex; // 0x0000 (0x0004)
    [0x0001000000000000]
    uint64_t StartTime; // 0x0008 (0x0008)
    [0x0001000000000000]
};

// ScriptStruct TGame.MergePartyEvent_TA.MergePartyReplicatedData
// 0x0240
struct FMergePartyReplicatedData
{
    struct FUniqueNetId LeaderID; // 0x0000 (0x0048)
    [0x0000000000400000] (CPF_NeedCtorLink)
    struct FUniqueNetId InviteeIDs[0x7]; // 0x0048 (0x01F8)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TGame.MusicUrlConfig_TA.MusicConfigTrack
// 0x0018
struct FMusicConfigTrack
{
    struct FName                                Name;                                // 0x0000 (0x0008)
    [0x0000000000000000] (CPF_Edit)
    class FString                                ExternalUrl;                                // 0x0008 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TGame.Mutator_Freeplay_TA.RumbleItemIndex
// 0x000C
struct FRumbleItemIndex
{
    class APlayerController_TA*                PC;                                // 0x0000 (0x0008)
    [0x0000000000000000]
    int32_t                                    ItemIndex;                                // 0x0008 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TGame.NetworkConfig_TA.NetworkLimit
// 0x0010
struct FNetworkLimit
{
    float                                    Min;                                // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                                    Max;                                // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                                    OldMin;                                // 0x0008 (0x0004)
    [0x0000000000000000]
    float                                    OldMax;                                // 0x000C (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TGame.PhysicsConfig_TA.ContinuousSimTimeScaleSettings
// 0x0034
struct FContinuousSimTimeScaleSettings
{
    float                                    TimeDilations[0x5];                    // 0x0000 (0x0014)
    [0x0000000000000000]
    int32_t                                    Inputs_Starved;                    // 0x0014 (0x0004)
    [0x0000000000000000]
    int32_t                                    Inputs_Good;                        // 0x0018 (0x0004)
    [0x0000000000000000]
    int32_t                                    Inputs_Saturated;                    // 0x001C (0x0004)
    [0x0000000000000000]
    int32_t                                    Inputs_ExtremelySaturated;            // 0x0020 (0x0004)
    [0x0000000000000000]
    int32_t                                    Inputs_Max;                        // 0x0024 (0x0004)
    [0x0000000000000000]
    int32_t                                    ExtraBufferMax;                    // 0x0028 (0x0004)
    [0x0000000000000000]
    float                                    ExtraBufferHistorySeconds;            // 0x002C (0x0004)
    [0x0000000000000000]
};

```

```

float                                     ExtraBufferUpdatePeriod;           // 0x0030 (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame.NetworkInputBuffer_STSTAGame.SimTimeAdjustDebugData
// 0x0008
struct FSimTimeAdjustDebugData
{
float                                     TimeLastSimTimeAdjustStarted;       // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                                  NumSimTimeAdjustFrames;           // 0x0004 (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame.OnlineGamePlayerTitles_TAGame.CachedPlayerData
// 0x0078
struct FCachedPlayerData
{
struct FUniqueNetId                     PlayerID;                       // 0x0000 (0x0048)
[0x000000000000400000] (CPF_NeedCtorLink)
TArray<struct FName>                    Titles;                       // 0x0048 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
float                                    CacheTime;                     // 0x0058 (0x0004)
[0x000000000000000000]
class URPC_X*                           RPC;                           // 0x0060 (0x0008)
[0x000000000000000000]
TArray<struct FScriptDelegate>          Callbacks;                     // 0x0068 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.OnlineGameReservations_TAGame.ReservationLoadout
// 0x0058
struct FReservationLoadout
{
struct FUniqueNetId                     PlayerID;                       // 0x0000 (0x0048)
[0x000000000000400000] (CPF_NeedCtorLink)
TArray<int32_t>                         ProductIDs;                   // 0x0048 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.OrbitHitHandler_TAGame.OrbitCarData
// 0x0028
struct FOrbitCarData
{
class AVehicle_TA*                     CarHit;                       // 0x0000 (0x0008)
[0x00000000000002000] (CPF_Transient)
struct FVector                          OrbitAxis;                     // 0x0008 (0x000C)
[0x00000000000002000] (CPF_Transient)
struct FVector                          OrbitLocation;                 // 0x0014 (0x000C)
[0x00000000000002000] (CPF_Transient)
float                                    RotationAngleRadians;           // 0x0020 (0x0004)
[0x00000000000002000] (CPF_Transient)
unsigned long                           bShouldOrbit : 1;                 // 0x0024 (0x0004)
[0x00000000000002000] [0x00000001] (CPF_Transient)

```

```

};

// ScriptStruct TAGame.OverrideMaterialsHitHandler_TA.SkeletalMeshMaterialCache
// 0x0018
struct FSkeletalMeshMaterialCache
{
    class UMeshComponent*          TargetMesh;          // 0x0000 (0x0008)
    [0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
    TArray<class UMaterialInterface*> Materials;          // 0x0008 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.PlayerController_TA.CrosshairExtentInfo
// 0x0010
struct FCrosshairExtentInfo
{
    struct FVector                  Extent;              // 0x0000 (0x000C)
    [0x0000000000000000]
    float                          minDot;              // 0x000C (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.PlayerController_TA.ChatSpamData
// 0x0018
struct FChatSpamData
{
    float                          RiseAmount;          // 0x0000 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                          RiseMultiplier;      // 0x0004 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                          DecayRate;           // 0x0008 (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                          MaxValue;            // 0x000C (0x0004)
    [0x0000000000000001] (CPF_Edit)
    float                          Value;              // 0x0010 (0x0004)
    [0x0000000000000000]
    float                          LastChatTime;        // 0x0014 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.PlayerReportConfig_TA.PlayerReportReason
// 0x0018
struct FPlayerReportReason
{
    int32_t                        ReasonID;             // 0x0000 (0x0004)
    [0x0000000004000000] (CPF_EditInlineNotify)
    class FString                  Reason;              // 0x0008 (0x0010)
    [0x0000000004040000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
};

// ScriptStruct TAGame.PremiumSkinSet_TA.PremiumSkinSetItem
// 0x0008
struct FPremiumSkinSetItem
{

```

```

class UPremiumSkin_TA*           PremiumSkin;           // 0x0000 (0x0008)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.ProductAsset_TA.ProductReplacement
// 0x0018
struct FProductReplacement
{
    TArray<uint8_t>                Platforms;              // 0x0000 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
    class UProductAsset_TA*        Replacement;           // 0x0010 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.ProductAsset_Body_TA.BoostAttachmentToggle
// 0x0028
struct FBoostAttachmentToggle
{
    struct FName                   BoostAttachment;        // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    TArray<class UFXActorEvent_X*> AttachAny;             // 0x0008 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
    TArray<class UFXActorEvent_X*> DetachAny;             // 0x0018 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ProductAsset_Body_TA.TeamPaintFinish
// 0x0010
struct FTeamPaintFinish
{
    class UProductAsset_PaintFinish_TA* TeamFinish;       // 0x0000
    (0x0008) [0x0000000000000001] (CPF_Edit)
    class UProductAsset_PaintFinish_TA* CustomFinish;     // 0x0008
    (0x0008) [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.ProductAsset_GoalExplosion_TA.IgnoredGoalRotations
// 0x0004
struct FIgnoredGoalRotations
{
    unsigned long                  bIgnorePitch : 1;       // 0x0000 (0x0004)
    [0x0000000000000001] [0x00000001] (CPF_Edit)
    unsigned long                  bIgnoreYaw : 1;         // 0x0000 (0x0004)
    [0x0000000000000001] [0x00000002] (CPF_Edit)
    unsigned long                  bIgnoreRoll : 1;        // 0x0000 (0x0004)
    [0x0000000000000001] [0x00000004] (CPF_Edit)
};

// ScriptStruct TAGame.ProductAssetLoader_TA.AssetLoadRequest
// 0x0050
struct FAssetLoadRequest
{
    struct FAssetLoadResult        Result;                // 0x0000 (0x0020)
    [0x0000000000000000]

```

```

class UProduct_TA*                Product;                // 0x0020 (0x0008)
[0x0000000000000000]
int32_t                          LoadOrder;                // 0x0028 (0x0004)
[0x0000000000000000]
uint8_t                          LoadState;                // 0x002C (0x0001)
[0x0000000000000000]
unsigned long                    blsThumbnailRequest : 1;    // 0x0030 (0x0004)
[0x0000000000000000] [0x00000001]
struct FScriptDelegate           OnLoadedCallback;          // 0x0038 (0x0018)
[0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ProductAttribute_InheritCarSetting_TA.InheritedParameter
// 0x0010
struct FInheritedParameter
{
    struct FName                  ParentParameterName;        // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    struct FName                  AssetParameterName;         // 0x0008 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.ProductAttribute_SpecialEditionSettings_TA.SpecialEditionConfig
// 0x0010
struct FSpecialEditionConfig
{
    class UProductSpecialEdition_TA* SpecialEdition;          // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UProductAssetReference_TA* SpecialEditionProductAsset; // 0x0008
    (0x0008) [0x0000000004000001] (CPF_Edit | CPF_EditInline)
};

// ScriptStruct TAGame.ProductAttribute_SwapMICParameterValues_TA.MICSwapParameters
// 0x0018
struct FMICSwapParameters
{
    class UMaterialInstanceConstant* MICToChange;             // 0x0000
    (0x0008) [0x0000000000000001] (CPF_Edit)
    struct FName                  FirstParameter;              // 0x0008 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    struct FName                  SecondParameter;             // 0x0010 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.ProductMetrics_TA.PaintMetricsData
// 0x0010
struct FPaintMetricsData
{
    uint8_t                       TeamColorID;                 // 0x0000 (0x0001)
    [0x0000000000000000]
    int32_t                       TeamProductID;               // 0x0004 (0x0004)
    [0x0000000000000000]
    uint8_t                       CustomColorID;               // 0x0008 (0x0001)
    [0x0000000000000000]

```



```

int32_t                                CustomProductID;                                // 0x000C (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame.ProductMetrics_TA.ProductMetricsData
// 0x0018
struct FProductMetricsData
{
int32_t                                Id;                                // 0x0000 (0x0004)
[0x0000000000000000]
TArray<struct FOnlineProductAttribute>    Attributes;                                // 0x0008 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ProductOverride_SpecificMaterials_TA.MaterialAndMaterialOverride
// 0x0010
struct FMaterialAndMaterialOverride
{
class UMaterialInstanceConstant*        MICToOverride;                                // 0x0000
(0x0008) [0x0000000000000001] (CPF_Edit)
class UMaterialInstanceConstant*        MICTOOverrideWith;                                // 0x0008
(0x0008) [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.ProductsConfig_TA.ReplacementProduct
// 0x0050
struct FReplacementProduct
{
int32_t                                ProhibitedID;                                // 0x0000 (0x0004)
[0x0000000000000000]
unsigned long                            bShowForOwningClient : 1;                                // 0x0004 (0x0004)
[0x0000000000000000] [0x00000001]
struct FOnlineProductData                Replacement;                                // 0x0008 (0x0040)
[0x0000000000040000] (CPF_NeedCtorLink)
class UOnlineProduct_TA*                ReplacementInstance;                                // 0x0048
(0x0008) [0x0000000000000200] (CPF_Transient)
};

// ScriptStruct TAGame.ProductsConfig_TA.SeriesGroup
// 0x0018
struct FSeriesGroup
{
int32_t                                SeriesID;                                // 0x0000 (0x0004)
[0x0000000000000000]
TArray<uint8_t>                            ExcludedQualities;                                // 0x0008 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ProductsConfig_TA.ProductTradeHoldOverride
// 0x0028
struct FProductTradeHoldOverride
{
int32_t                                ProductID;                                // 0x0000 (0x0004)
[0x0000000000000000]

```

```

TArray<uint8_t>                TradeRestrictions;                // 0x0008 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
TArray<uint8_t>                DefaultRestrictions;            // 0x0018 (0x0010)
[0x000000000000402000] (CPF_Transient | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ProductThumbnailQueue_TA.RenderThumbnailScene
// 0x0034
struct FRenderThumbnailScene
{
class UProductThumbnail_TA*      Thumbnail;                    // 0x0000 (0x0008)
[0x00000000000000002] (CPF_Const)
class UProductAsset_TA*         Asset;                        // 0x0008 (0x0008)
[0x00000000000000002] (CPF_Const)
class UOnlineProduct_TA*        OnlineProduct;                // 0x0010 (0x0008)
[0x00000000000000002] (CPF_Const)
class UThumbnailScene_TA*       Scene;                        // 0x0018 (0x0008)
[0x00000000000000002] (CPF_Const)
int32_t                         TextureWidth;                  // 0x0020 (0x0004)
[0x00000000000000002] (CPF_Const)
int32_t                         TextureHeight;                  // 0x0024 (0x0004)
[0x00000000000000002] (CPF_Const)
int32_t                         TeamID;                        // 0x0028 (0x0004)
[0x00000000000000002] (CPF_Const)
float                           NextRenderTime;                // 0x002C (0x0004)
[0x00000000000000002] (CPF_Const)
unsigned long                   bBeingRendered : 1;            // 0x0030 (0x0004)
[0x00000000000000002] [0x00000001] (CPF_Const)
unsigned long                   bCanceled : 1;                 // 0x0030 (0x0004)
[0x00000000000000002] [0x00000002] (CPF_Const)
};

// ScriptStruct TAGame.ProductThumbnailQueue_TA.RenderThumbnailRequest
// 0x0030
struct FRenderThumbnailRequest
{
struct FProductThumbnailResult   Result;                      // 0x0000 (0x0018)
[0x00000000000000002] (CPF_Const)
struct FScriptDelegate           Callback;                    // 0x0018 (0x0018)
[0x000000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.RBHistory_TA.RBPhysicsSnapshot
// 0x0070
struct FRBPhysicsSnapshot
{
struct FReplicatedRBState        RBState;                     // 0x0000 (0x0040)
[0x00000000000000000]
struct FWorldContactData         WorldContact;                // 0x0040 (0x0028)
[0x00000000000000000]
class APhysicsVolume*           PhysicsVolume;                // 0x0068 (0x0008)
[0x00000000000000000]
};

```

```

// ScriptStruct TGame.RBVehicleHistory_TA.RBVehicleSnapshot
// 0x0178
struct FRBVehicleSnapshot
{
    struct FVehicleInputs          Input;                // 0x0000 (0x0020)
    [0x0000000000000000]
    struct FWheelContactData        WheelContact0;        // 0x0020 (0x0050)
    [0x0000000000008000] (CPF_Component)
    struct FWheelContactData        WheelContact1;        // 0x0070 (0x0050)
    [0x0000000000008000] (CPF_Component)
    struct FWheelContactData        WheelContact2;        // 0x00C0 (0x0050)
    [0x0000000000008000] (CPF_Component)
    struct FWheelContactData        WheelContact3;        // 0x0110 (0x0050)
    [0x0000000000008000] (CPF_Component)
    struct FCarInteractionData      CarInteraction;        // 0x0160 (0x0010)
    [0x0000000000000000]
    float                          OutputHandbrake;        // 0x0170 (0x0004)
    [0x0000000000000000]
    int32_t                        LastHitBallFrame;        // 0x0174 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TGame.RBVehicleHistory_TA.CarComponentSnapshot
// 0x0009
struct FCarComponentSnapshot
{
    unsigned long                  bActive : 1;            // 0x0000 (0x0004)
    [0x0000000000000000] [0x00000001]
    float                          ActivityTime;            // 0x0004 (0x0004)
    [0x0000000000000000]
    uint8_t                        ComponentData;            // 0x0008 (0x0001)
    [0x0000000000000000]
};

// ScriptStruct TGame.RBVehicleHistory_TA.CarComponentHistory
// 0x0024
struct FCarComponentHistory
{
    class ACarComponent_TA*        CarComponent;            // 0x0000 (0x0008)
    [0x0000000000000000]
    TArray<struct FCarComponentSnapshot> Snapshots;        // 0x0008
    (0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
    struct FCarComponentSnapshot    BackupSnapshot;        // 0x0018
    (0x000C) [0x0000000000000000]
};

// ScriptStruct TGame.Replay_TA.ReplayKeyframe
// 0x000C
struct FReplayKeyframe
{
    float                          Time;                    // 0x0000 (0x0004)
    [0x0000000000000000]
    int32_t                        frame;                    // 0x0004 (0x0004)
    [0x0000000000000000]
};

```

```

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

// ScriptStruct TAGame.Replay_TA.ReplayActorChannel
// 0x0040
struct FReplayActorChannel
{
    class AActor*        Actor;                // 0x0000 (0x0008)
    [0x0000000000000000]
    class UClass*        ActorClass;            // 0x0008 (0x0008)
    [0x0000000000000000]
    struct FName         actorName;            // 0x0010 (0x0008)
    [0x0000000000000000]
    TArray<uint8_t>       Recent;                // 0x0018 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<int32_t>       StillDirty;            // 0x0028 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    float               CloseTime;            // 0x0038 (0x0004)
    [0x0000000000000000]
    unsigned long        bNetInitial : 1;        // 0x003C (0x0004)
    [0x0000000000000000] [0x00000001]
    unsigned long        bPlaybackPersistent : 1; // 0x003C (0x0004)
    [0x0000000000000000] [0x00000002]
};

// ScriptStruct TAGame.Replay_TA.CarFrameSettings
// 0x0060
struct FCarFrameSettings
{
    class FString        PlayerName;            // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    struct FClientLoadoutData CarLoadout;        // 0x0010 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    struct FLinearColor   TeamColor;            // 0x0020 (0x0010)
    [0x0000000000000000]
    struct FLinearColor   AccentColor;          // 0x0030 (0x0010)
    [0x0000000000000000]
    TArray<int32_t>       PaintIDs;            // 0x0040 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<int32_t>       EsportsIDs;          // 0x0050 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.Replay_TA.SceneFrameCapture
// 0x0060
struct FSceneFrameCapture
{
    struct FName         SceneName;            // 0x0000 (0x0008)
    [0x0000000000000000]
    struct FName         CameraModeName;        // 0x0008 (0x0008)
    [0x0000000000000000]
    class FString        FocusActorName;        // 0x0010 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)

```

```

float                                TimeCaptured;                // 0x0020 (0x0004)
[0x0000000000000000]
float                                CameraFOV;                    // 0x0024 (0x0004)
[0x0000000000000000]
struct FVector                        CameraLocation;              // 0x0028 (0x000C)
[0x0000000000000000]
struct FRotator                      CameraRotation;              // 0x0034 (0x000C)
[0x0000000000000000]
TArray<struct FCarFrameSettings>      PlayerCarSettings;          // 0x0040
(0x0010) [0x0000000000400000] (CPF_NeedCtorLink)
class FString                        OverrideBallType;            // 0x0050 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TAGame.Replay_Soccar_TA.ScoredGoal
// 0x001C

```

```

struct FScoredGoal
{
    int32_t                            frame;                      // 0x0000 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
    class FString                      PlayerName;                 // 0x0008 (0x0010)
    [0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
    int32_t                            PlayerTeam;                 // 0x0018 (0x0004)
    [0x0000000040000000] (CPF_EditInlineNotify)
};

```

```

// ScriptStruct TAGame.Replay_Soccar_TA.Highlight
// 0x001C

```

```

struct FHighlight
{
    int32_t                            frame;                      // 0x0000 (0x0004)
    [0x0000000000000000]
    struct FName                      CarName;                     // 0x0004 (0x0008)
    [0x0000000000000000]
    struct FName                      BallName;                     // 0x000C (0x0008)
    [0x0000000000000000]
    struct FName                      GoalActorName;               // 0x0014 (0x0008)
    [0x0000000000000000]
};

```

```

// ScriptStruct TAGame.Replay_Soccar_TA.ReplayPlayerStats
// 0x003C

```

```

struct FReplayPlayerStats
{
    class FString                      Name;                        // 0x0000 (0x0010)
    [0x0000000000400000] (CPF_NeedCtorLink)
    uint8_t                            Platform;                   // 0x0010 (0x0001)
    [0x0000000000000000]
    uint64_t                            OnlineID;                  // 0x0018 (0x0008)
    [0x0000000000000000]
    int32_t                            Team;                        // 0x0020 (0x0004)
    [0x0000000000000000]
    int32_t                            Score;                       // 0x0024 (0x0004)
    [0x0000000000000000]
};

```

```

int32_t                Goals;                // 0x0028 (0x0004)
[0x0000000000000000]
int32_t                Assists;              // 0x002C (0x0004)
[0x0000000000000000]
int32_t                Saves;                // 0x0030 (0x0004)
[0x0000000000000000]
int32_t                Shots;                // 0x0034 (0x0004)
[0x0000000000000000]
unsigned long          bBot : 1;             // 0x0038 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct TAGame.ReplayCompatibilityActor_TA.ReplayRenamedActor
// 0x0020
struct FReplayRenamedActor
{
    class FString        OldPath;             // 0x0000 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
    class FString        NewPath;             // 0x0010 (0x0010)
    [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ReplayDirector_TA.ReplayFocusCar
// 0x0014
struct FReplayFocusCar
{
    float                Time;                 // 0x0000 (0x0004)
    [0x0000000000000000]
    float                Duration;             // 0x0004 (0x0004)
    [0x0000000000000000]
    struct FName          CarName;             // 0x0008 (0x0008)
    [0x0000000000000000]
    int32_t              BallHitIndex;         // 0x0010 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TAGame.ReplayManager_TA.ReplayIOTaskBase
// 0x0028
struct FReplayIOTaskBase
{
    class UReplay_TA*     Replay;              // 0x0000 (0x0008)
    [0x0000000000000000]
    class FString         Path;                // 0x0008 (0x0010)
    [0x0000000000500000] (CPF_NeedCtorLink)
    class UErrorType*     Error;              // 0x0018 (0x0008)
    [0x0000000000000000]
    struct FPointer        Ar;                 // 0x0020 (0x0008)
    [0x0000000000000100] (CPF_Native)
};

// ScriptStruct TAGame.ReplayManager_TA.ReplayExportCallbackData
// 0x0020
struct FReplayExportCallbackData
{

```

```

struct FPointer          Task;                // 0x0000 (0x0008)
[0x00000000000001002] (CPF_Const | CPF_Native)
struct FScriptDelegate   Callback;           // 0x0008 (0x0018)
[0x00000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ReplayManager_TA.ReplayImportCallbackData
// 0x0020
struct FReplayImportCallbackData
{
    struct FPointer          Task;                // 0x0000 (0x0008)
    [0x00000000000001002] (CPF_Const | CPF_Native)
    struct FScriptDelegate   Callback;           // 0x0008 (0x0018)
    [0x00000000000400002] (CPF_Const | CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ReplayManager_TA.ReplayExportTask
// 0x0014 (0x0028 - 0x003C)
struct FReplayExportTask : FReplayIOTaskBase
{
    TArray<uint8_t>          Data;                // 0x0028 (0x0010)
    [0x00000000000500000] (CPF_NeedCtorLink)
    unsigned long            bDebug : 1;         // 0x0038 (0x0004)
    [0x00000000000000000] [0x000000001]
};

// ScriptStruct TAGame.ReplayManager_TA.ReplayClassTask
// 0x0010 (0x0028 - 0x0038)
struct FReplayClassTask : FReplayIOTaskBase
{
    class FString            ClassPath;           // 0x0028 (0x0010)
    [0x00000000000500000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ReplayManager_TA.ReplayHeaderImportTask
// 0x0000 (0x0028 - 0x0028)
struct FReplayHeaderImportTask : FReplayIOTaskBase
{
};

// ScriptStruct TAGame.ReplayManager_TA.ReplayImportTask
// 0x0010 (0x0028 - 0x0038)
struct FReplayImportTask : FReplayIOTaskBase
{
    TArray<uint8_t>          Data;                // 0x0028 (0x0010)
    [0x00000000000500000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ReplayManager_TA.ReplayTypeData
// 0x0020
struct FReplayTypeData
{
    class FString            FilePath;           // 0x0000 (0x0010)
    [0x00000000000400000] (CPF_NeedCtorLink)
};

```

```

class FString                                ClassPath;                                // 0x0010 (0x0010)
[0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.ReplayManager_TA.ReplayHeadersCountTask
// 0x0038
struct FReplayHeadersCountTask
{
class FString                                Path;                                // 0x0000 (0x0010)
[0x0000000000050000] (CPF_NeedCtorLink)
TArray<class FString>                        FileNameFilters;                        // 0x0010 (0x0010)
[0x0000000000050000] (CPF_NeedCtorLink)
TArray<struct FReplayTypeData>                Replays;                                // 0x0020 (0x0010)
[0x0000000000050000] (CPF_NeedCtorLink)
class UErrorType*                            Error;                                // 0x0030 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TAGame.RewardDropGroup_TA.GFxRewardDrop
// 0x0018
struct FGFxRewardDrop
{
struct FName                                RewardName;                                // 0x0000 (0x0008)
[0x0000000004000000] (CPF_EditInlineNotify)
int32_t                                    Total;                                // 0x0008 (0x0004)
[0x0000000004000000] (CPF_EditInlineNotify)
int32_t                                    Base;                                // 0x000C (0x0004)
[0x0000000004000000] (CPF_EditInlineNotify)
int32_t                                    BaseLevel;                                // 0x0010 (0x0004)
[0x0000000004000000] (CPF_EditInlineNotify)
int32_t                                    Level;                                // 0x0014 (0x0004)
[0x0000000004000000] (CPF_EditInlineNotify)
};

// ScriptStruct TAGame.RLBot_Util_TA.BotLoadout
// 0x0028
struct FBotLoadout
{
TArray<int32_t>                                Products;                                // 0x0000 (0x0010)
[0x0001000000040000] (CPF_NeedCtorLink)
TArray<int32_t>                                Paints;                                // 0x0010 (0x0010)
[0x0001000000040000] (CPF_NeedCtorLink)
struct FColor                                PrimaryColor;                                // 0x0020 (0x0004)
[0x0001000000000000]
struct FColor                                SecondaryColor;                                // 0x0024 (0x0004)
[0x0001000000000000]
};

// ScriptStruct TAGame.RLBot_Util_TA.PlayerStats
// 0x001C
struct FPlayerStats
{
int32_t                                    Score;                                // 0x0000 (0x0004)
[0x0001000000000000]

```



```

int32_t          Goals;                // 0x0004 (0x0004)
[0x0001000000000000]
int32_t          OwnGoals;            // 0x0008 (0x0004)
[0x0001000000000000]
int32_t          Assists;             // 0x000C (0x0004)
[0x0001000000000000]
int32_t          Saves;               // 0x0010 (0x0004)
[0x0001000000000000]
int32_t          Shots;              // 0x0014 (0x0004)
[0x0001000000000000]
int32_t          Demolitions;         // 0x0018 (0x0004)
[0x0001000000000000]
};

// ScriptStruct TAGame.RPC_GetSpecialEventCurrency_TA.EventCurrencyData
// 0x0018
struct FEventCurrencyData
{
int32_t          CurrencyID;          // 0x0000 (0x0004)
[0x0001000000000000]
int32_t          PsyonixID;          // 0x0004 (0x0004)
[0x0001000000000000]
int32_t          Total;              // 0x0008 (0x0004)
[0x0001000000000000]
uint64_t         ExpirationTime;     // 0x0010 (0x0008)
[0x0001000000000000]
};

// ScriptStruct TAGame.RPC_GetSpecialEvents_TA.SpecialEventData
// 0x002C
struct FSpecialEventData
{
int32_t          Id;                 // 0x0000 (0x0004)
[0x0001000000000000]
class FString    Name;              // 0x0008 (0x0010)
[0x000100000000400000] (CPF_NeedCtorLink)
uint64_t         StartTime;         // 0x0018 (0x0008)
[0x0001000000000000]
uint64_t         EndTime;           // 0x0020 (0x0008)
[0x0001000000000000]
int32_t          CurrencyID;        // 0x0028 (0x0004)
[0x0001000000000000]
};

// ScriptStruct TAGame.RPC_ProductsDebugAddProduct_TA.AddProductAttribute
// 0x0018
struct FAddProductAttribute
{
struct FName     Key;               // 0x0000 (0x0008)
[0x0000000000000000]
class FString    Value;            // 0x0008 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
};

```

```

// ScriptStruct TGame.RPC_ProductsLoadoutGet_TA.InstanceToSlotRow
// 0x0018
struct FInstanceToSlotRow
{
    struct FProductInstanceId          InstanceID;                // 0x0000 (0x0010)
    [0x0000000000000000]
    int32_t                           SlotIndex;                // 0x0010 (0x0004)
    [0x0000000000000000]
    int32_t                           TeamIndex;                // 0x0014 (0x0004)
    [0x0000000000000000]
};

// ScriptStruct TGame.RPC_PsyNetGetVanities_TA.VanityProductInfo
// 0x0068
struct FVanityProductInfo
{
    struct FUniqueNetId                PlayerID;                // 0x0000 (0x0048)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<int32_t>                    VanityTypes;                // 0x0048 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<struct FOnlineProductData> ProductData;                // 0x0058
    (0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.RPC_PsyNetGetVanities_TA.VanityProductData
// 0x0068
struct FVanityProductData
{
    struct FUniqueNetId                PlayerID;                // 0x0000 (0x0048)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<int32_t>                    VanityTypes;                // 0x0048 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<class UOnlineProduct_TA*> VanityProducts;                // 0x0058
    (0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.RPC_PsyNetSetVanity_TA.VanityLoadout
// 0x001C
struct FVanityLoadout
{
    int32_t                           VanityType;                // 0x0000 (0x0004)
    [0x0000000400000000]
    struct FProductInstanceId          InstanceID;                // 0x0008 (0x0010)
    [0x0000000400000000]
    int32_t                           UserColor;                // 0x0018 (0x0004)
    [0x0000000400000000]
};

// ScriptStruct TGame.SampleHistory_TA.Sample
// 0x0008
struct FSample
{
    float                             Low;                        // 0x0000 (0x0004)
    [0x0000000000000000]

```

```

float                                High;                                // 0x0004 (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame.SampleHistory_TA.GraphSummaryMethod
// 0x000C
struct FGraphSummaryMethod
{
uint8_t                               Type;                               // 0x0000 (0x0001)
[0x0000000000000000]
float                                MaxSampleAge;                       // 0x0004 (0x0004)
[0x0000000000000000]
unsigned long                        bAbsoluteValue : 1;                 // 0x0008 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct TAGame.SaveObjectManager_TA.DingoContentCache
// 0x0008
struct FDingoContentCache
{
uint64_t                             UserXUID;                         // 0x0000 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TAGame.SaveObjectManager_TA.SaveDataTask
// 0x0018
struct FSaveDataTask
{
int32_t                             ControllerIndex;                   // 0x0000 (0x0004)
[0x0000000000000000]
class FString                        Path;                               // 0x0008 (0x0010)
[0x0000000000050000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.SaveObjectManager_TA.SaveDataExportTask
// 0x001C (0x0018 - 0x0034)
struct FSaveDataExportTask : FSaveDataTask
{
TArray<uint8_t>                      Data;                               // 0x0018 (0x0010)
[0x0000000000050000] (CPF_NeedCtorLink)
unsigned long                        bExactFileMatch : 1;               // 0x0028 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                        bPlayerSaveData : 1;               // 0x0028 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                        bEncryptAndCRC : 1;                 // 0x0028 (0x0004)
[0x0000000000000000] [0x00000004]
uint8_t                             Result;                             // 0x002C (0x0001)
[0x0000000000000000]
int32_t                             KeepNewestSaveFileCount;           // 0x0030 (0x0004)
[0x0000000000000000]
};

// ScriptStruct TAGame.SaveObjectManager_TA.SaveDataImportTask
// 0x0024 (0x0018 - 0x003C)

```

```

struct FSaveDataImportTask : FSaveDataTask
{
    class UObject*                SaveDataObject;                // 0x0018 (0x0008)
    [0x000000000000100000]
    uint8_t                        Result;                        // 0x0020 (0x0001)
    [0x000000000000000000]
    TArray<uint8_t>                Data;                          // 0x0028 (0x0010)
    [0x000000000000500000] (CPF_NeedCtorLink)
    unsigned long                  bExactFileMatch : 1;          // 0x0038 (0x0004)
    [0x000000000000100000] [0x000000001]
    unsigned long                  bPlayerSaveData : 1;          // 0x0038 (0x0004)
    [0x000000000000100000] [0x000000002]
};

```

```

// ScriptStruct TAGame.SaveObjectManager_TA.SaveDataListFilesTask
// 0x0021 (0x0018 - 0x0039)

```

```

struct FSaveDataListFilesTask : FSaveDataTask
{
    class FString                  Pattern;                        // 0x0018 (0x0010)
    [0x000000000000500000] (CPF_NeedCtorLink)
    TArray<class FString>          Files;                        // 0x0028 (0x0010)
    [0x000000000000500000] (CPF_NeedCtorLink)
    uint8_t                        Result;                        // 0x0038 (0x0001)
    [0x000000000000000000]
};

```

```

// ScriptStruct TAGame.SaveObjectManager_TA.SaveDataDeleteTask
// 0x0004 (0x0018 - 0x001C)

```

```

struct FSaveDataDeleteTask : FSaveDataTask
{
    int32_t                        KeepNewestFileCount;           // 0x0018 (0x0004)
    [0x000000000000000000]
};

```

```

// ScriptStruct TAGame.SeqAct_DriveSpline_TA.CarSplineData
// 0x0018

```

```

struct FCarSplineData
{
    class ACar_TA*                Car;                            // 0x0000 (0x0008)
    [0x000000000000000000]
    class ASplineActor*           Spline;                        // 0x0008 (0x0008)
    [0x000000000000000000]
    float                          DistanceAlongSpline;          // 0x0010 (0x0004)
    [0x000000000000000000]
    unsigned long                  bReachedSpline : 1;           // 0x0014 (0x0004)
    [0x000000000000000000] [0x000000001]
};

```

```

// ScriptStruct TAGame.SeqAct_SpawnCarColors_TA.SpawnCarColorSet
// 0x000C

```

```

struct FSpawnCarColorSet
{
    class UCarColorSet_TA*         ColorSet;                     // 0x0000 (0x0008)
    [0x000000000000000001] (CPF_Edit)
};

```

```

unsigned long                bRender : 1;                // 0x0008 (0x0004)
[0x0000000000000001] [0x00000001] (CPF_Edit)
};

// ScriptStruct TAGame.ShopMetrics_TA.ShopItemData
// 0x0008
struct FShopItemData
{
    int32_t                  ShopItemID;                // 0x0000 (0x0004)
    [0x0001000000000000]
    int32_t                  NumTimesPreviewed;          // 0x0004 (0x0004)
    [0x0001000000000000]
};

// ScriptStruct TAGame.ShopMetrics_TA.ShopTabData
// 0x0030
struct FShopTabData
{
    int32_t                  FromShopID;                // 0x0000 (0x0004)
    [0x0000100000000000]
    int32_t                  NewShopID;                // 0x0004 (0x0004)
    [0x0001000000000000]
    int32_t                  FromCatalogID;            // 0x0008 (0x0004)
    [0x0001000000000000]
    int32_t                  NewCatalogID;            // 0x000C (0x0004)
    [0x0001000000000000]
    uint64_t                 StartTimestamp;            // 0x0010 (0x0008)
    [0x0001000000000000]
    uint64_t                 EndTimestamp;            // 0x0018 (0x0008)
    [0x0001000000000000]
    TArray<struct FShopItemData> ItemMetrics;          // 0x0020 (0x0010)
    [0x000100000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.SkelControlSingleBoneCopy_TA.AxisConversion
// 0x000C
struct FAxisConversion
{
    unsigned long            bEnabled : 1;                // 0x0000 (0x0004)
    [0x0000000000000001] [0x00000001] (CPF_Edit)
    uint8_t                  Source;                    // 0x0004 (0x0001)
    [0x0000000000000001] (CPF_Edit)
    float                    Scale;                    // 0x0008 (0x0004)
    [0x0000000000000001] (CPF_Edit)
};

// ScriptStruct TAGame.SkeletalMeshActorMAT_Products_TA.BothWheelAssets
// 0x0010
struct FBothWheelAssets
{
    class UMeshComponent*    Left;                    // 0x0000 (0x0008)
    [0x00000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
    class UMeshComponent*    Right;                   // 0x0008 (0x0008)
    [0x00000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
};

```

```

};

// ScriptStruct TGame.SpecialEventConfig_TA.DebugMicroEventPlaylistID
// 0x0004
struct FDebugMicroEventPlaylistID
{
    int32_t Id; // 0x0000 (0x0004)
    [0x0000000040000001] (CPF_Edit | CPF_EditInlineNotify)
};

// ScriptStruct TGame.SpecialPickup_TA.PickupReplacement
// 0x0010
struct FPickupReplacement
{
    class UProduct_TA* Body; // 0x0000 (0x0008)
    [0x0000000000000000]
    class ASpecialPickup_TA* Pickup; // 0x0008 (0x0008)
    [0x0000000000000000]
};

// ScriptStruct TGame.SpecialPickup_Football_TA.ThrowSetting
// 0x001C
struct FThrowSetting
{
    float Pitch; // 0x0000 (0x0004)
    [0x0001000000000000]
    float LinearScale; // 0x0004 (0x0004)
    [0x0001000000000000]
    float AngularScale; // 0x0008 (0x0004)
    [0x0001000000000000]
    float MinLinearForce; // 0x000C (0x0004)
    [0x0001000000000000]
    float MaxLinearForce; // 0x0010 (0x0004)
    [0x0001000000000000]
    float MinAngularForce; // 0x0014 (0x0004)
    [0x0001000000000000]
    float MaxAngularForce; // 0x0018 (0x0004)
    [0x0001000000000000]
};

// ScriptStruct TGame.StatFactory_TA.BallInfo
// 0x003C
struct FBallInfo
{
    class ABall_TA* Ball; // 0x0000 (0x0008)
    [0x0000000000000000]
    class UGoal_TA* ShotGoal; // 0x0008 (0x0008)
    [0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
    class UGoal_TA* RedZoneGoal; // 0x0010 (0x0008)
    [0x0000000004080008] (CPF_ExportObject | CPF_Component | CPF_EditInline)
    class APRI_TA* RedZonePRI; // 0x0018 (0x0008)
    [0x0000000000000000]
    int32_t RedZoneHitID; // 0x0020 (0x0004)
    [0x0000000000000000]
};

```

```

float          GroundHitTime;                // 0x0024 (0x0004)
[0x0000000000000000]
float          JuggleTime;                   // 0x0028 (0x0004)
[0x0000000000000000]
float          SpecialHitTime;               // 0x002C (0x0004)
[0x0000000000000000]
float          BallHitTime;                  // 0x0030 (0x0004)
[0x0000000000000000]
float          SaveTime;                     // 0x0034 (0x0004)
[0x0000000000000000]
float          ShotTime;                     // 0x0038 (0x0004)
[0x0000000000000000]
};

```

```

// ScriptStruct TGame.StatFactory_TA.StatGroupCollection
// 0x0030

```

```

struct FStatGroupCollection
{
    class UStatGroup_TA*      Wins;                // 0x0000 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UStatGroup_TA*      Losses;              // 0x0008 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UStatGroup_TA*      Goals;               // 0x0010 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UStatGroup_TA*      Saves;              // 0x0018 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UStatGroup_TA*      Shots;              // 0x0020 (0x0008)
    [0x0000000000000001] (CPF_Edit)
    class UStatGroup_TA*      Assists;            // 0x0028 (0x0008)
    [0x0000000000000001] (CPF_Edit)
};

```

```

// ScriptStruct TGame.StatFactory_KnockOut_TA.StatEventCollection_KO
// 0x0098

```

```

struct FStatEventCollection_KO
{
    class UStatEvent_TA*      KnockOut;           // 0x0000 (0x0008)
    [0x0001000000000000]
    class UStatEvent_TA*      KnockoutAssist;     // 0x0008 (0x0008)
    [0x0001000000000000]
    class UStatEvent_TA*      Death;              // 0x0010 (0x0008)
    [0x0001000000000000]
    class UStatEvent_TA*      PlayerGrabbed;      // 0x0018 (0x0008)
    [0x0001000000000000]
    class UStatEvent_TA*      PlayerThrown;       // 0x0020 (0x0008)
    [0x0001000000000000]
    class UStatEvent_TA*      Grabbed;            // 0x0028 (0x0008)
    [0x0001000000000000]
    class UStatEvent_TA*      Thrown;            // 0x0030 (0x0008)
    [0x0001000000000000]
    class UStatEvent_TA*      HeavyHit;          // 0x0038 (0x0008)
    [0x0001000000000000]
    class UStatEvent_TA*      LightHit;          // 0x0040 (0x0008)
    [0x0001000000000000]
};

```

```

class UStatEvent_TA*           AerialHeavyHit;           // 0x0048 (0x0008)
[0x0001000000000000]
class UStatEvent_TA*           AerialLightHit;           // 0x0050 (0x0008)
[0x0001000000000000]
class UStatEvent_TA*           HitTaken;                 // 0x0058 (0x0008)
[0x0001000000000000]
class UStatEvent_TA*           HeavyBlock;               // 0x0060 (0x0008)
[0x0001000000000000]
class UStatEvent_TA*           LightBlock;               // 0x0068 (0x0008)
[0x0001000000000000]
class UStatEvent_TA*           BlockTaken;               // 0x0070 (0x0008)
[0x0001000000000000]
class UStatEvent_TA*           DoubleKO;                 // 0x0078 (0x0008)
[0x0001000000000000]
class UStatEvent_TA*           TripleKO;                 // 0x0080 (0x0008)
[0x0001000000000000]
class UStatEvent_TA*           MassKO;                   // 0x0088 (0x0008)
[0x0001000000000000]
class UStatEvent_TA*           Winner;                   // 0x0090 (0x0008)
[0x0001000000000000]
};

```

```

// ScriptStruct TAGame.StatGraphDrawer_TA.SummaryLabel
// 0x0024

```

```

struct FSummaryLabel
{
    class FString                Label;                    // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    int32_t                      LabelWidth;               // 0x0010 (0x0004)
    [0x0000000000000000]
    struct FLinearColor          Color;                    // 0x0014 (0x0010)
    [0x0000000000000000]
};

```

```

// ScriptStruct TAGame.StatGraphDrawer_TA.GraphLine
// 0x0028

```

```

struct FGraphLine
{
    struct FVector               Start;                     // 0x0000 (0x000C)
    [0x0000000000010000]
    struct FVector               End;                       // 0x000C (0x000C)
    [0x0000000000010000]
    struct FLinearColor          Color;                     // 0x0018 (0x0010)
    [0x0000000000010000]
};

```

```

// ScriptStruct TAGame.StayAsPartyMetrics_TA.PartyMergeResult
// 0x009C

```

```

struct FPartyMergeResult
{
    struct FUniqueNetId          PlayerID;                 // 0x0000 (0x0048)
    [0x0000000000040000] (CPF_NeedCtorLink)
    struct FUniqueNetId          LeaderID;                 // 0x0048 (0x0048)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

```



```

unsigned long                bSuccess : 1;                // 0x0090 (0x0004)
[0x0000000000000000] [0x00000001]
struct FName                 FailReason;                 // 0x0094 (0x0008)
[0x0000000000000000]
};

// ScriptStruct TAGame.TourCredentials_TA.CredentialItem
// 0x0028
struct FCredentialItem
{
    uint64_t                  TourID;                    // 0x0000 (0x0008)
    [0x0001000000000000]
    struct FTourPrivateCredentials Credentials;          // 0x0008 (0x0020)
    [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.TourRewards_TA.RewardsResult
// 0x0018
struct FRewardsResult
{
    uint64_t                  TourID;                    // 0x0000 (0x0008)
    [0x0001000000000000]
    TArray<struct FTourReward> Rewards;                  // 0x0008 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.TourRewards_TA.RewardsRequest
// 0x0028
struct FRewardsRequest
{
    uint64_t                  TourID;                    // 0x0000 (0x0008)
    [0x0001000000000000]
    class UAsyncTask*         Task;                      // 0x0008 (0x0008)
    [0x0001000000000000]
    struct FScriptDelegate    Callback;                 // 0x0010 (0x0018)
    [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.TourSeeder_TA.TeamSeeds
// 0x0010
struct FTeamSeeds
{
    TArray<uint64_t>          Seeds;                    // 0x0000 (0x0010)
    [0x0001000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct TAGame.TrainingEditorMetrics_TA.TrainingManipulationEvent
// 0x0014
struct FTrainingManipulationEvent
{
    uint64_t                  TimeStamp;                 // 0x0000 (0x0008)
    [0x0000000000000000]
    uint8_t                   CommandUsed;              // 0x0008 (0x0001)
    [0x0000000000000000]

```

```

int32_t                RoundNum;                // 0x000C (0x0004)
[0x0000000000000000]
unsigned long          bMirror : 1;             // 0x0010 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct TGame.Tutorial_TA.ButtonInfo
// 0x002C
struct FButtonInfo
{
    class FString                Text;           // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    struct FScriptDelegate       ClickDelegate; // 0x0010 (0x0018)
    [0x0000000000040000] (CPF_NeedCtorLink)
    unsigned long               bCorrectAnswer : 1; // 0x0028 (0x0004)
    [0x0000000000000000] [0x00000001]
};

// ScriptStruct TGame.Tutorial_TA.ActionNameInfo
// 0x0010
struct FActionNameInfo
{
    TArray<struct FName>          ActionNames;    // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.Tutorial_TA.MessageInfo
// 0x0040
struct FMessageInfo
{
    class FString                Title;           // 0x0000 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    class FString                Body;           // 0x0010 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<struct FButtonInfo>    Buttons;       // 0x0020 (0x0010)
    [0x0000000000040000] (CPF_NeedCtorLink)
    TArray<struct FActionNameInfo> ActionNameList; // 0x0030
    (0x0010) [0x0000000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.UserBugReportBulkData_TA.UserReportVideoSetting
// 0x0020
struct FUserReportVideoSetting
{
    class FString                Key;             // 0x0000 (0x0010)
    [0x0001000000040000] (CPF_NeedCtorLink)
    class FString                Value;          // 0x0010 (0x0010)
    [0x0001000000040000] (CPF_NeedCtorLink)
};

// ScriptStruct TGame.VanityQuery_TA.VanityQuerySet
// 0x0018
struct FVanityQuerySet
{

```

```

TArray<struct FUniqueNetId>          PlayerIds;                // 0x0000 (0x0010)
[0x000000000000400000] (CPF_NeedCtorLink)
uint8_t                             VanityType;              // 0x0010 (0x0001)
[0x000000000000000000]
unsigned long                        bForced : 1;              // 0x0014 (0x0004)
[0x000000000000000000] [0x000000001]
};

// ScriptStruct TAGame.VehiclePickup_TA.PickupData
// 0x000C
struct FPickupData
{
class ACar_TA*                      Instigator;              // 0x0000 (0x0008)
[0x000000000000000000]
unsigned long                        bPickedUp : 1;           // 0x0008 (0x0004)
[0x000000000000000000] [0x000000001]
};

// ScriptStruct TAGame.VehiclePickup_TA.PickupData2
// 0x0009
struct FPickupData2
{
class ACar_TA*                      Instigator;              // 0x0000 (0x0008)
[0x000000000000000000]
uint8_t                             PickedUp;               // 0x0008 (0x0001)
[0x000000000000000000]
};

// ScriptStruct TAGame.ViewMetrics_TA.InteractableData
// 0x0010
struct FInteractableData
{
struct FName                        InteractableDescriptor;    // 0x0000 (0x0008)
[0x000000000000000000]
int32_t                             InteractableID;          // 0x0008 (0x0004)
[0x000000000000000000]
int32_t                             NumInteractions;         // 0x000C (0x0004)
[0x000000000000000000]
};

// ScriptStruct TAGame.ViewMetrics_TA.ViewData
// 0x0028
struct FViewData
{
int32_t                             ExitedViewID;            // 0x0000 (0x0004)
[0x000000000000000000]
int32_t                             EnteredViewID;           // 0x0004 (0x0004)
[0x000000000000000000]
uint64_t                             StartTimestamp;         // 0x0008 (0x0008)
[0x000000000000000000]
uint64_t                             EndTimestamp;           // 0x0010 (0x0008)
[0x000000000000000000]
TArray<struct FInteractableData>      InteractableMetrics;    // 0x0018
(0x0010) [0x000000000000400000] (CPF_NeedCtorLink)

```

```
};

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

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

Removed: 46

Added: 48

Generated at <https://www.textcompare.org/> on 05/06/2024, 18:24:13