```cpp
/*
################################################################################
#######################
# Rocket League (220224.66435.3685966/5/2024) SDK
# Generated with the UE3SDKGenerator v2.2.7
#
================================================================================
========== #
# File: Core_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 Core.Object.Rotator
// 0x000C
struct FRotator
{
int32_t                         Pitch;                          // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                         Yaw;                            // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                         Roll;                           // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.Vector
// 0x000C
struct FVector
{
float                           X;                              // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           Y;                              // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                           Z;                              // 0x0008 (0x0004)
```

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

// ScriptStruct Core.Object.Plane
// 0x0004 (0x000C - 0x0010)
struct FPlane : FVector
{
float                          W;                    // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.Guid
// 0x0010
struct FGuid
{
int32_t                        A;                    // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                        B;                    // 0x0004 (0x0004)
[0x0000000000000000]
int32_t                        C;                    // 0x0008 (0x0004)
[0x0000000000000000]
int32_t                        D;                    // 0x000C (0x0004)
[0x0000000000000000]
};

// ScriptStruct Core.Object.Array_Mirror
// 0x0010
struct FArray_Mirror
{
struct FPointer                Data;                 // 0x0000 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                        ArrayNum;             // 0x0008 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                        ArrayMax;             // 0x000C (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Core.Object.InlinePointerArray_Mirror
// 0x0018
struct FInlinePointerArray_Mirror
{
struct FPointer                InlineData;           // 0x0000 (0x0008)
[0x0000000000000002] (CPF_Const)
struct FArray_Mirror           SecondaryData;        // 0x0008 (0x0010)
[0x0000000000000002] (CPF_Const)
};

// ScriptStruct Core.Object.LinearColor
// 0x0010
struct FLinearColor
{
float                          R;                    // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                          G;                    // 0x0004 (0x0004)
```

```cpp
	[0x0000000000000001] (CPF_Edit)
	float                            B;                        // 0x0008 (0x0004)
	[0x0000000000000001] (CPF_Edit)
	float                            A;                        // 0x000C (0x0004)
	[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.Color
// 0x0004
struct FColor
{
	uint8_t                          B;                        // 0x0000 (0x0001)
	[0x0000000000000001] (CPF_Edit)
	uint8_t                          G;                        // 0x0001 (0x0001)
	[0x0000000000000001] (CPF_Edit)
	uint8_t                          R;                        // 0x0002 (0x0001)
	[0x0000000000000001] (CPF_Edit)
	uint8_t                          A;                        // 0x0003 (0x0001)
	[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.Vector2D
// 0x0008
struct FVector2D
{
	float                            X;                        // 0x0000 (0x0004)
	[0x0000000000000001] (CPF_Edit)
	float                            Y;                        // 0x0004 (0x0004)
	[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.Vector4
// 0x0010
struct FVector4
{
	float                            X;                        // 0x0000 (0x0004)
	[0x0000000000000001] (CPF_Edit)
	float                            Y;                        // 0x0004 (0x0004)
	[0x0000000000000001] (CPF_Edit)
	float                            Z;                        // 0x0008 (0x0004)
	[0x0000000000000001] (CPF_Edit)
	float                            W;                         // 0x000C (0x0004)
	[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.InterpCurvePointVector2D
// 0x002D
struct FInterpCurvePointVector2D
{
	float                            InVal;                    // 0x0000 (0x0004)
	[0x0000000000000001] (CPF_Edit)
	struct FVector2D                 OutVal;                   // 0x0004 (0x0008)
	[0x0000000000000001] (CPF_Edit)
	struct FVector2D                 ArriveTangent;            // 0x000C (0x0008)
```

```
[0x0000000000000001] (CPF_Edit)
struct FVector2D                        LeaveTangent;                   // 0x0014 (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FVector2D                        ArriveWeight;                   // 0x001C (0x0008)
[0x0000000000000001] (CPF_Edit)
struct FVector2D                        LeaveWeight;                    // 0x0024 (0x0008)
[0x0000000000000001] (CPF_Edit)
uint8_t                                 InterpMode;                     // 0x002C (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.InterpCurveVector2D
// 0x0011
struct FInterpCurveVector2D
{
TArray<struct FInterpCurvePointVector2D>        Points;                 // 0x0000
(0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
uint8_t                                 InterpMethod;                   // 0x0010 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Core.Object.InterpCurvePointFloat
// 0x0019
struct FInterpCurvePointFloat
{
float                                   InVal;                          // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                   OutVal;                         // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                   ArriveTangent;                  // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                   LeaveTangent;                   // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                   ArriveWeight;                   // 0x0010 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                   LeaveWeight;                    // 0x0014 (0x0004)
[0x0000000000000001] (CPF_Edit)
uint8_t                                 InterpMode;                     // 0x0018 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.InterpCurveFloat
// 0x0011
struct FInterpCurveFloat
{
TArray<struct FInterpCurvePointFloat>           Points;                 // 0x0000 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
uint8_t                                 InterpMethod;                   // 0x0010 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Core.Object.Cylinder
// 0x0008
struct FCylinder
```

```
{
float                              Radius;                    // 0x0000 (0x0004)
[0x0000000000000000]
float                              Height;                    // 0x0004 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Core.Object.InterpCurvePointVector
// 0x0041
struct FInterpCurvePointVector
{
float                              InVal;                     // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FVector                     OutVal;                    // 0x0004 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FVector                     ArriveTangent;             // 0x0010 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FVector                     LeaveTangent;              // 0x001C (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FVector                     ArriveWeight;              // 0x0028 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FVector                     LeaveWeight;               // 0x0034 (0x000C)
[0x0000000000000001] (CPF_Edit)
uint8_t                            InterpMode;                // 0x0040 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.InterpCurveVector
// 0x0011
struct FInterpCurveVector
{
TArray<struct FInterpCurvePointVector>    Points;                     // 0x0000 (0x0010)
[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
uint8_t                            InterpMethod;              // 0x0010 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Core.Object.Quat
// 0x0010
struct FQuat
{
float                              X;                         // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              Y;                         // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              Z;                         // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              W;                         // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.Matrix
// 0x0040
struct FMatrix
```

```
{
struct FPlane                      XPlane;                    // 0x0000 (0x0010)
[0x0000000000000001] (CPF_Edit)
struct FPlane                      YPlane;                    // 0x0010 (0x0010)
[0x0000000000000001] (CPF_Edit)
struct FPlane                      ZPlane;                    // 0x0020 (0x0010)
[0x0000000000000001] (CPF_Edit)
struct FPlane                      WPlane;                    // 0x0030 (0x0010)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.BoxSphereBounds
// 0x001C
struct FBoxSphereBounds
{
struct FVector                     Origin;                    // 0x0000 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FVector                     BoxExtent;                 // 0x000C (0x000C)
[0x0000000000000001] (CPF_Edit)
float                              SphereRadius;              // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.TwoVectors
// 0x0018
struct FTwoVectors
{
struct FVector                     v1;                        // 0x0000 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FVector                     v2;                        // 0x000C (0x000C)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.TAlphaBlend
// 0x0015
struct FTAlphaBlend
{
float                              AlphaIn;                   // 0x0000 (0x0004)
[0x0000000000000002] (CPF_Const)
float                              AlphaOut;                  // 0x0004 (0x0004)
[0x0000000000000002] (CPF_Const)
float                              AlphaTarget;               // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              BlendTime;                 // 0x000C (0x0004)
[0x0000000000000001] (CPF_Edit)
float                              BlendTimeToGo;             // 0x0010 (0x0004)
[0x0000000000000002] (CPF_Const)
uint8_t                            BlendType;                 // 0x0014 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.BoneAtom
// 0x0020
struct FBoneAtom
```

```cpp
{
struct FQuat                        Rotation;                    // 0x0000 (0x0010)
[0x0000000000000000]
struct FVector                      Translation;                 // 0x0010 (0x000C)
[0x0000000000000000]
float                               Scale;                       // 0x001C (0x0004)
[0x0000000000000000]
};

// ScriptStruct Core.Object.OctreeElementId
// 0x000C
struct FOctreeElementId
{
struct FPointer                     Node;                        // 0x0000 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                             ElementIndex;                // 0x0008 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Core.Object.RenderCommandFence
// 0x0004
struct FRenderCommandFence
{
int32_t                             NumPendingFences;            // 0x0000 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Core.Object.RawDistribution
// 0x0020
struct FRawDistribution
{
uint8_t                             Type;                        // 0x0000 (0x0001)
[0x0000000000000000]
uint8_t                             Op;                          // 0x0001 (0x0001)
[0x0000000000000000]
uint8_t                             LookupTableNumElements;      // 0x0002 (0x0001)
[0x0000000000000000]
uint8_t                             LookupTableChunkSize;        // 0x0003 (0x0001)
[0x0000000000000000]
TArray<float>                       LookupTable;                 // 0x0008 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
float                               LookupTableTimeScale;        // 0x0018 (0x0004)
[0x0000000000000000]
float                               LookupTableStartTime;        // 0x001C (0x0004)
[0x0000000000000000]
};

// ScriptStruct Core.Object.InterpCurvePointLinearColor
// 0x0055
struct FInterpCurvePointLinearColor
{
float                               InVal;                       // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FLinearColor                 OutVal;                      // 0x0004 (0x0010)
```

```cpp
	[0x0000000000000001] (CPF_Edit)
	struct FLinearColor                ArriveTangent;                // 0x0014 (0x0010)
	[0x0000000000000001] (CPF_Edit)
	struct FLinearColor                LeaveTangent;                 // 0x0024 (0x0010)
	[0x0000000000000001] (CPF_Edit)
	struct FLinearColor                ArriveWeight;                 // 0x0034 (0x0010)
	[0x0000000000000001] (CPF_Edit)
	struct FLinearColor                LeaveWeight;                  // 0x0044 (0x0010)
	[0x0000000000000001] (CPF_Edit)
	uint8_t                            InterpMode;                   // 0x0054 (0x0001)
	[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.InterpCurveLinearColor
// 0x0011
struct FInterpCurveLinearColor
{
	TArray<struct FInterpCurvePointLinearColor>    Points;                    // 0x0000
	(0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
	uint8_t                            InterpMethod;                 // 0x0010 (0x0001)
	[0x0000000000000000]
};

// ScriptStruct Core.Object.InterpCurvePointQuat
// 0x0061
struct FInterpCurvePointQuat
{
	float                              InVal;                        // 0x0000 (0x0004)
	[0x0000000000000001] (CPF_Edit)
	uint8_t                            UnknownData00[0xC];           // 0x0004 (0x000C)
	MISSED OFFSET
	struct FQuat                       OutVal;                       // 0x0010 (0x0010)
	[0x0000000000000001] (CPF_Edit)
	struct FQuat                       ArriveTangent;                // 0x0020 (0x0010)
	[0x0000000000000001] (CPF_Edit)
	struct FQuat                       LeaveTangent;                 // 0x0030 (0x0010)
	[0x0000000000000001] (CPF_Edit)
	struct FQuat                       ArriveWeight;                 // 0x0040 (0x0010)
	[0x0000000000000001] (CPF_Edit)
	struct FQuat                       LeaveWeight;                  // 0x0050 (0x0010)
	[0x0000000000000001] (CPF_Edit)
	uint8_t                            InterpMode;                   // 0x0060 (0x0001)
	[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.InterpCurveQuat
// 0x0011
struct FInterpCurveQuat
{
	TArray<struct FInterpCurvePointQuat>    Points;                  // 0x0000 (0x0010)
	[0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
	uint8_t                            InterpMethod;                 // 0x0010 (0x0001)
	[0x0000000000000000]
};
```

```cpp
// ScriptStruct Core.Object.InterpCurvePointTwoVectors
// 0x007D
struct FInterpCurvePointTwoVectors
{
float                            InVal;                      // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
struct FTwoVectors               OutVal;                     // 0x0004 (0x0018)
[0x0000000000000001] (CPF_Edit)
struct FTwoVectors               ArriveTangent;              // 0x001C (0x0018)
[0x0000000000000001] (CPF_Edit)
struct FTwoVectors               LeaveTangent;               // 0x0034 (0x0018)
[0x0000000000000001] (CPF_Edit)
struct FTwoVectors               ArriveWeight;               // 0x004C (0x0018)
[0x0000000000000001] (CPF_Edit)
struct FTwoVectors               LeaveWeight;                // 0x0064 (0x0018)
[0x0000000000000001] (CPF_Edit)
uint8_t                          InterpMode;                 // 0x007C (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.InterpCurveTwoVectors
// 0x0011
struct FInterpCurveTwoVectors
{
TArray<struct FInterpCurvePointTwoVectors>     Points;                 // 0x0000
(0x0010) [0x0000000000400001] (CPF_Edit | CPF_NeedCtorLink)
uint8_t                          InterpMethod;               // 0x0010 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Core.Object.Box
// 0x0019
struct FBox
{
struct FVector                   Min;                        // 0x0000 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FVector                   Max;                        // 0x000C (0x000C)
[0x0000000000000001] (CPF_Edit)
uint8_t                          IsValid;                    // 0x0018 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Core.Object.TPOV
// 0x001C
struct FTPOV
{
struct FVector                   Location;                   // 0x0000 (0x000C)
[0x0000000000000001] (CPF_Edit)
struct FRotator                  Rotation;                   // 0x000C (0x000C)
[0x0000000000000001] (CPF_Edit)
float                            FOV;                        // 0x0018 (0x0004)
[0x0000000000000001] (CPF_Edit)
};
```

```cpp
// ScriptStruct Core.Object.SHVector
// 0x0030
struct FSHVector
{
float                          V[0x9];              // 0x0000 (0x0024)
[0x0000000000000001] (CPF_Edit)
float                          Padding[0x3];        // 0x0024 (0x000C)
[0x0000000000000000]
};

// ScriptStruct Core.Object.SHVectorRGB
// 0x0090
struct FSHVectorRGB
{
struct FSHVector               R;                   // 0x0000 (0x0030)
[0x0000000000000001] (CPF_Edit)
struct FSHVector               G;                   // 0x0030 (0x0030)
[0x0000000000000001] (CPF_Edit)
struct FSHVector               B;                   // 0x0060 (0x0030)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.IntPoint
// 0x0008
struct FIntPoint
{
int32_t                        X;                   // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
int32_t                        Y;                   // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.PackedNormal
// 0x0004
struct FPackedNormal
{
uint8_t                        X;                   // 0x0000 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                        Y;                   // 0x0001 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                        Z;                   // 0x0002 (0x0001)
[0x0000000000000001] (CPF_Edit)
uint8_t                        W;                   // 0x0003 (0x0001)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Object.IndirectArray_Mirror
// 0x0010
struct FIndirectArray_Mirror
{
struct FPointer                Data;                // 0x0000 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                        ArrayNum;            // 0x0008 (0x0004)
```

```
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                              ArrayMax;                    // 0x000C (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
};


// ScriptStruct Core.Object.FColorVertexBuffer_Mirror
// 0x001C
struct FFColorVertexBuffer_Mirror
{
struct FPointer                      VfTable;                     // 0x0000 (0x0008)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
struct FPointer                      VertexData;                  // 0x0008 (0x0008)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                              Data;                        // 0x0010 (0x0004)
                    [0x0000000000000002] (CPF_Const)
int32_t                              Stride;                      // 0x0014 (0x0004)
                    [0x0000000000000002] (CPF_Const)
int32_t                              NumVertices;                 // 0x0018 (0x0004)
                    [0x0000000000000002] (CPF_Const)
};


// ScriptStruct Core.Object.RenderCommandFence_Mirror
// 0x0004
struct FRenderCommandFence_Mirror
{
int32_t                              NumPendingFences;            // 0x0000 (0x0004)
                    [0x0000000000003002] (CPF_Const | CPF_Native | CPF_Transient)
};


// ScriptStruct Core.Object.UntypedBulkData_Mirror
// 0x0054
struct FUntypedBulkData_Mirror
{
struct FPointer                      VfTable;                     // 0x0000 (0x0008)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                              BulkDataFlags;               // 0x0008 (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                              ElementCount;                // 0x000C (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
uint64_t                             BulkDataOffsetInFile;        // 0x0010 (0x0008)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                              BulkDataSizeOnDisk;          // 0x0018 (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                              SavedBulkDataFlags;          // 0x001C (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                              SavedElementCount;           // 0x0020 (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
uint64_t                             SavedBulkDataOffsetInFile;   // 0x0028 (0x0008)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                              SavedBulkDataSizeOnDisk;     // 0x0030 (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
struct FPointer                      BulkData;                    // 0x0038 (0x0008)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                              LockStatus;                  // 0x0040 (0x0004)
```

```
                    [0x0000000000001002] (CPF_Const | CPF_Native)
struct FPointer                          AttachedAr;                    // 0x0048 (0x0008)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                                  bShouldFreeOnEmpty;            // 0x0050 (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
};


// ScriptStruct Core.Object.BitArray_Mirror
// 0x0020
struct FBitArray_Mirror
{
struct FPointer                          IndirectData;                  // 0x0000 (0x0008)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                                  InlineData[0x4];               // 0x0008 (0x0010)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                                  NumBits;                       // 0x0018 (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                                  MaxBits;                       // 0x001C (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
};


// ScriptStruct Core.Object.SparseArray_Mirror
// 0x0038
struct FSparseArray_Mirror
{
TArray<int32_t>                          Elements;                      // 0x0000 (0x0010)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
struct FBitArray_Mirror                  AllocationFlags;               // 0x0010 (0x0020)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                                  FirstFreeIndex;                // 0x0030 (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                                  NumFreeIndices;                // 0x0034 (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
};


// ScriptStruct Core.Object.Set_Mirror
// 0x004C
struct FSet_Mirror
{
struct FSparseArray_Mirror               Elements;                      // 0x0000 (0x0038)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                                  InlineHash;                    // 0x0038 (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
struct FPointer                          Hash;                          // 0x0040 (0x0008)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                                  HashSize;                      // 0x0048 (0x0004)
                    [0x0000000000001002] (CPF_Const | CPF_Native)
};


// ScriptStruct Core.Object.MultiMap_Mirror
// 0x0050
struct FMultiMap_Mirror
{
struct FSet_Mirror                       Pairs;                         // 0x0000 (0x0050)
```

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

// ScriptStruct Core.Object.Map_Mirror
// 0x0050
struct FMap_Mirror
{
struct FSet_Mirror                    Pairs;                          // 0x0000 (0x0050)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Core.Object.ThreadSafeCounter
// 0x0004
struct FThreadSafeCounter
{
int32_t                               Value;                         // 0x0000 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Core.Object.Double
// 0x0008
struct FDouble
{
int32_t                               A;                             // 0x0000 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
int32_t                               B;                             // 0x0004 (0x0004)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Core.Object.IpAddr
// 0x0014
struct FIpAddr
{
int32_t                               AddrA;                         // 0x0000 (0x0004)
[0x0000000000000000]
int32_t                               AddrB;                         // 0x0004 (0x0004)
[0x0000000000000000]
int32_t                               AddrC;                         // 0x0008 (0x0004)
[0x0000000000000000]
int32_t                               AddrD;                         // 0x000C (0x0004)
[0x0000000000000000]
int32_t                               Port;                          // 0x0010 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Core.Object.HatPointer
// 0x0008
struct FHatPointer
{
uint64_t                              Dummy;                         // 0x0000 (0x0008)
[0x0000000000001002] (CPF_Const | CPF_Native)
};

// ScriptStruct Core._Types_Core.SceNpOnlineId
```

```cpp
// 0x0014
struct FSceNpOnlineId
{
uint64_t                        Data[0x2];                  // 0x0000 (0x0010)
[0x0000000000000000]
uint8_t                         Term;                       // 0x0010 (0x0001)
[0x0000000000000000]
uint8_t                         Dummy[0x3];                 // 0x0011 (0x0003)
[0x0000000000000000]
};

// ScriptStruct Core._Types_Core.SceNpId
// 0x0028
struct FSceNpId
{
struct FSceNpOnlineId           Handle;                     // 0x0000 (0x0018)
[0x0000000000000002] (CPF_Const)
uint64_t                        Opt;                        // 0x0018 (0x0008)
[0x0000000000000002] (CPF_Const)
uint64_t                        Reserved;                   // 0x0020 (0x0008)
[0x0000000000000002] (CPF_Const)
};

// ScriptStruct Core._Types_Core.UniqueNetId
// 0x0042
struct FUniqueNetId
{
uint64_t                        Uid;                        // 0x0000 (0x0008)
[0x0000000000000000]
struct FSceNpId                 NpId;                       // 0x0008 (0x0028)
[0x0000000000000000]
class FString                   EpicAccountId;              // 0x0030 (0x0010)
[0x0000000000400000] (CPF_NeedCtorLink)
uint8_t                         Platform;                   // 0x0040 (0x0001)
[0x0000000000000000]
uint8_t                         SplitscreenID;              // 0x0041 (0x0001)
[0x0000000000000000]
};

// ScriptStruct Core._Types_Core.ProductHashID
// 0x0004
struct FProductHashID
{
int32_t                         Id;                         // 0x0000 (0x0004)
[0x0000000000000000]
};

// ScriptStruct Core._Types_Core.EncryptedKeyIndex
// 0x0004
struct FEncryptedKeyIndex
{
int32_t                         Index;                      // 0x0000 (0x0004)
[0x0000000000000000]
};
```

```cpp
// ScriptStruct Core._Types_Core.VoiceAudioDevice
// 0x0024
struct FVoiceAudioDevice
{
class FString                       Id;                          // 0x0000 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
class FString                       Name;                        // 0x0010 (0x0010)
[0x0000000040400000] (CPF_NeedCtorLink | CPF_EditInlineNotify)
unsigned long                       bDefault : 1;                // 0x0020 (0x0004)
[0x0000000040000000] [0x00000001] (CPF_EditInlineNotify)
};

// ScriptStruct Core._Types_Core.VoiceRoomMemberStatus
// 0x0004
struct FVoiceRoomMemberStatus
{
unsigned long                       bLocal : 1;                  // 0x0000 (0x0004)
[0x0000000000000000] [0x00000001]
unsigned long                       bSpeaking : 1;               // 0x0000 (0x0004)
[0x0000000000000000] [0x00000002]
unsigned long                       bSelfMuted : 1;              // 0x0000 (0x0004)
[0x0000000000000000] [0x00000004]
unsigned long                       bLocalMuted : 1;             // 0x0000 (0x0004)
[0x0000000000000000] [0x00000008]
unsigned long                       bAdminMuted : 1;             // 0x0000 (0x0004)
[0x0000000000000000] [0x00000010]
unsigned long                       bBlocked : 1;                // 0x0000 (0x0004)
[0x0000000000000000] [0x00000020]
};

// ScriptStruct Core._Types_Core.ProductInstanceID
// 0x0010
struct FProductInstanceID
{
uint64_t                            UpperBits;                   // 0x0000 (0x0008)
[0x0000000000000000]
uint64_t                            LowerBits;                   // 0x0008 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Core.AutomationTest.ScriptWarning
// 0x0034
struct FScriptWarning
{
class FString                       Node;                        // 0x0000 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
class FString                       Message;                     // 0x0010 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
class FString                       StackTrace;                  // 0x0020 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
int32_t                             ScriptPosition;              // 0x0030 (0x0004)
[0x0000000000000000]
};
```

```cpp
// ScriptStruct Core.Breadcrumbs.BreadcrumbEntry
// 0x0020
struct FBreadcrumbEntry
{
class FString                        Category;                    // 0x0000 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
class FString                        Value;                       // 0x0010 (0x0010)
[0x0000000000500000] (CPF_NeedCtorLink)
};

// ScriptStruct Core.DelegateTracker.AsyncDelegateInfo
// 0x0020
struct FAsyncDelegateInfo
{
int32_t                             CallbackId;                  // 0x0000 (0x0004)
[0x0000000000000000]
struct FScriptDelegate               AsyncDelegate;               // 0x0008 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
};

// ScriptStruct Core.DistributionFloat.RawDistributionFloat
// 0x0008 (0x0020 - 0x0028)
struct FRawDistributionFloat : FRawDistribution
{
class UDistributionFloat*            Distribution;                // 0x0020 (0x0008)
[0x0000000006080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_NoClear |
CPF_EditInline)
};

// ScriptStruct Core.DistributionFloat.MatineeRawDistributionFloat
// 0x0008 (0x0028 - 0x0030)
struct FMatineeRawDistributionFloat : FRawDistributionFloat
{
float                               MatineeValue;                // 0x0028 (0x0004)
[0x0000000000000000]
unsigned long                        bInMatinee : 1;              // 0x002C (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Core.DistributionVector.RawDistributionVector
// 0x0008 (0x0020 - 0x0028)
struct FRawDistributionVector : FRawDistribution
{
class UDistributionVector*           Distribution;                // 0x0020 (0x0008)
[0x0000000006080009] (CPF_Edit | CPF_ExportObject | CPF_Component | CPF_NoClear |
CPF_EditInline)
};

// ScriptStruct Core.ObjectProvider.ObjectProviderSubscription
// 0x0024
struct FObjectProviderSubscription
{
class UClass*                        ObjClass;                    // 0x0000 (0x0008)
```

```
[0x0000000000000000]
struct FScriptDelegate                 Callback;                // 0x0008 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
unsigned long                          bFireOnce : 1;           // 0x0020 (0x0004)
[0x0000000000000000] [0x00000001]
};

// ScriptStruct Core.ObjectProvider.ObjectProviderPendingCallback
// 0x0020
struct FObjectProviderPendingCallback
{
struct FScriptDelegate                 Callback;                // 0x0000 (0x0018)
[0x0000000000400000] (CPF_NeedCtorLink)
class UObject*                         Value;                   // 0x0018 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Core.ObjectProvider.ObjectPropertyInjection
// 0x0010
struct FObjectPropertyInjection
{
class UObject*                         Subscriber;              // 0x0000 (0x0008)
[0x0000000000000000]
class UObjectProperty*                 Property;                // 0x0008 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Core.ObjectProvider.InterfacePropertyInjection
// 0x0010
struct FInterfacePropertyInjection
{
class UObject*                         Subscriber;              // 0x0000 (0x0008)
[0x0000000000000000]
class UInterfaceProperty*              Property;                // 0x0008 (0x0008)
[0x0000000000000000]
};

// ScriptStruct Core.RotatorConversions.RotatorDegrees
// 0x000C
struct FRotatorDegrees
{
float                                  Pitch;                   // 0x0000 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                  Yaw;                     // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                                  Roll;                    // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.RotatorConversions.RotatorRadians
// 0x000C
struct FRotatorRadians
{
float                                  Pitch;                   // 0x0000 (0x0004)
```

```
[0x0000000000000001] (CPF_Edit)
float                        Yaw;                    // 0x0004 (0x0004)
[0x0000000000000001] (CPF_Edit)
float                        Roll;                   // 0x0008 (0x0004)
[0x0000000000000001] (CPF_Edit)
};

// ScriptStruct Core.Default__ScriptStruct
// 0x0000
struct FDefault__ScriptStruct
{
};

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

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

Removed: 1
Added: 1