

# void ClearDataInBP()

ClearDataInBP() is a Blueprint Implementable Event that clears all data that the pooled APooledCharacter instance is storing. Since there are variables at the blueprint level that need to be reset, children of APooledCharacter make the logic while the parent only calls the function. Keep in mind that ClearDataInBP() cannot be called by blueprint, only give it implementation.

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