

# FVE\_OwnedObjectStats

FVE\_OwnedObjectStats is a child of FVE\_BaseObjectStats and adds a reference to the object type and data asset ID of an "owner" that it needs to reference. Life candies are an example of this since it needs to reference the animal data asset to get the texture and for identifying what type of life candy it is.

```
//Used for objects that reference a data asset other than its own (Ex. life candies or eggs referencing the animal definition data assets.)
USTRUCT(BlueprintType)
0 derived Blueprint classes
struct FVE_OwnedObjectStats : public FVE_BaseObjectStats {
    GENERATED_BODY()

    //The object type of the owner of the item. Used to find which database to get the definition data of the object.
    UPROPERTY(EditAnywhere, BlueprintReadWrite)
    TEnumAsByte<EVE_ObjectType> ownerObjectType = EVE_ObjectType::None;

    //The order the definition data is in its database.
    UPROPERTY(EditAnywhere, BlueprintReadWrite)
    Changed in 0 Blueprints
    int32 ownerDefinitionNumber = -1;
};
```

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