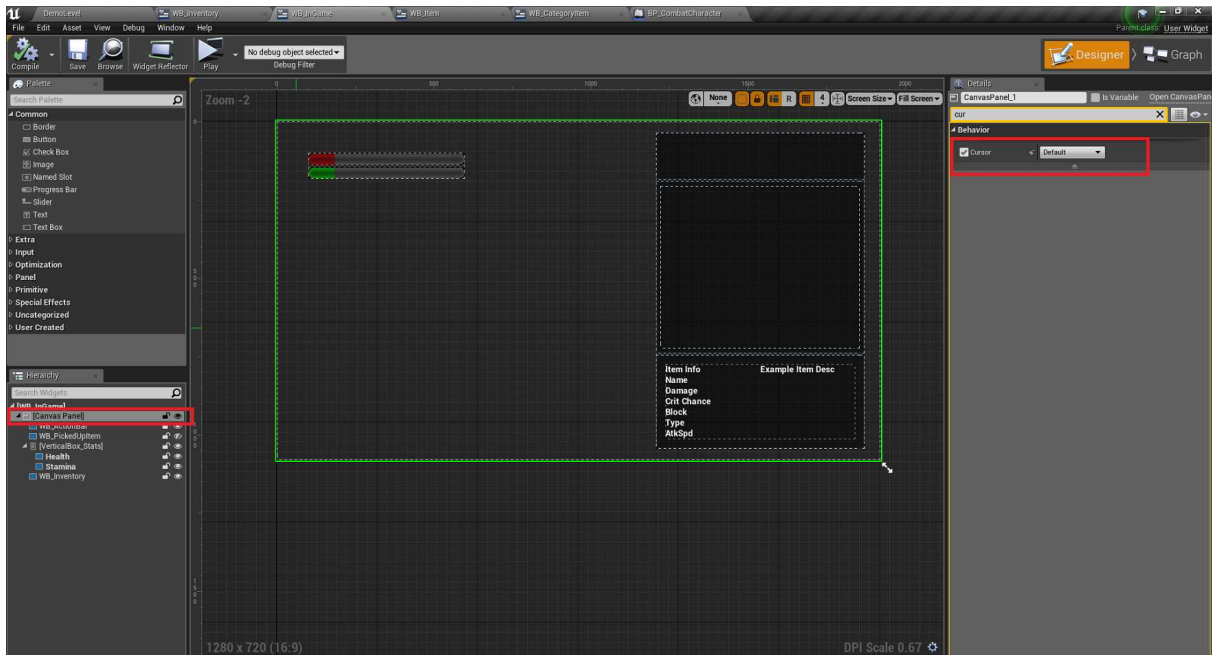
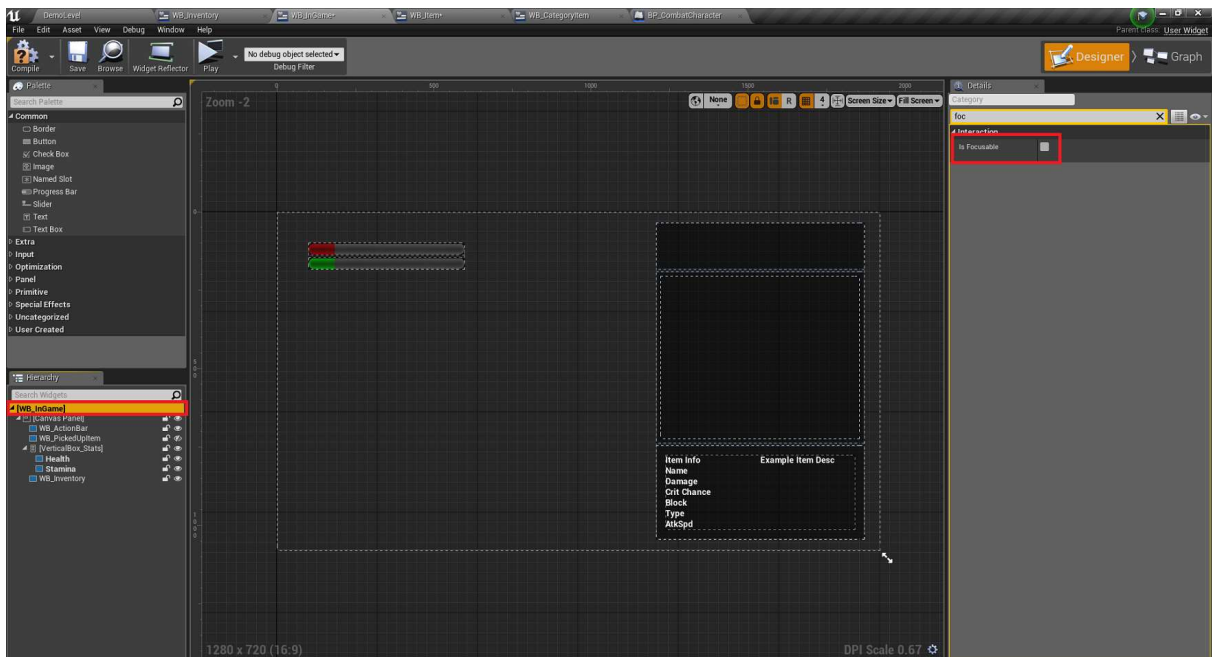


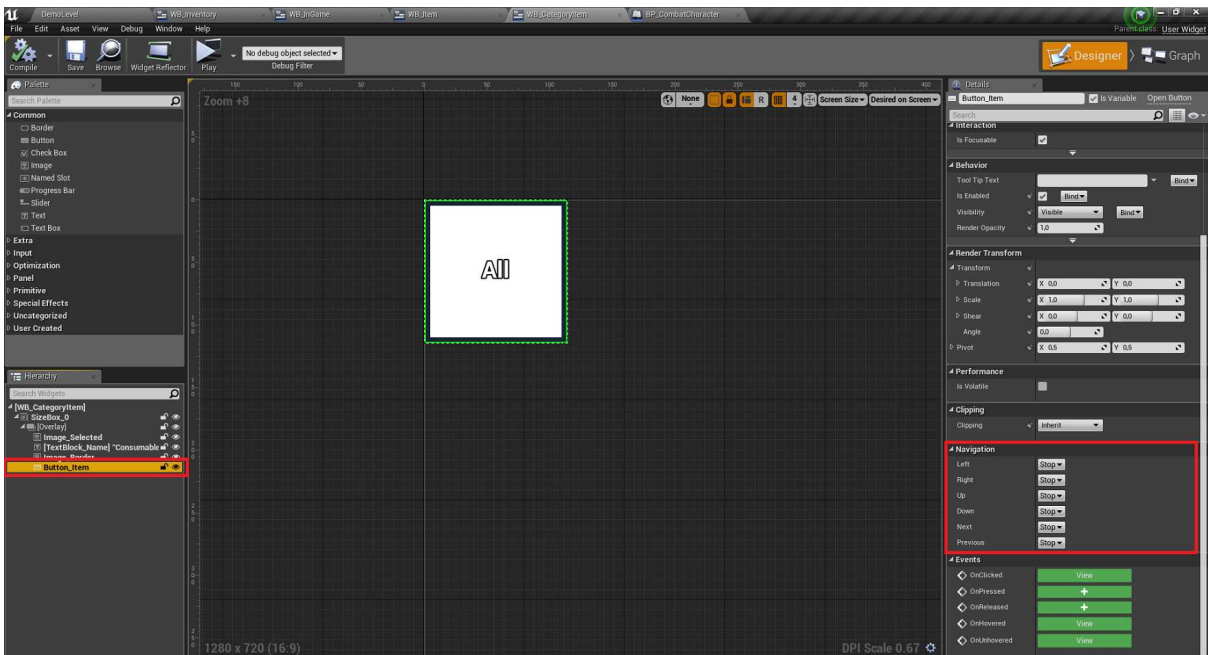
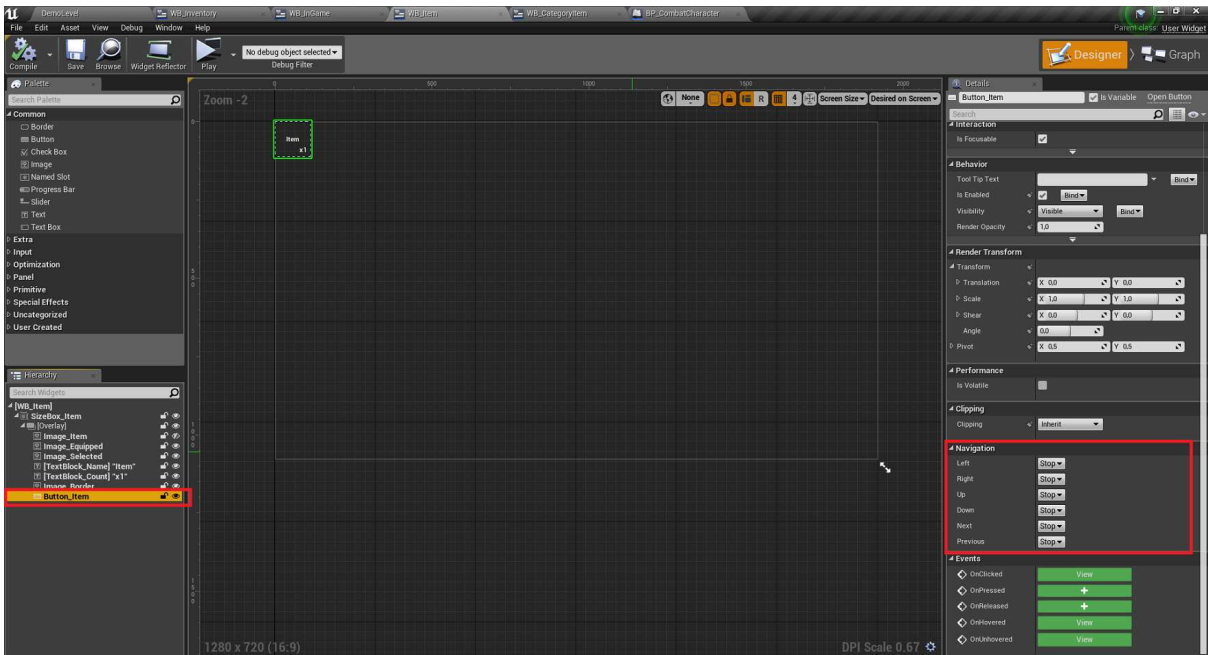
# Modify Inventory to use it with Mouse



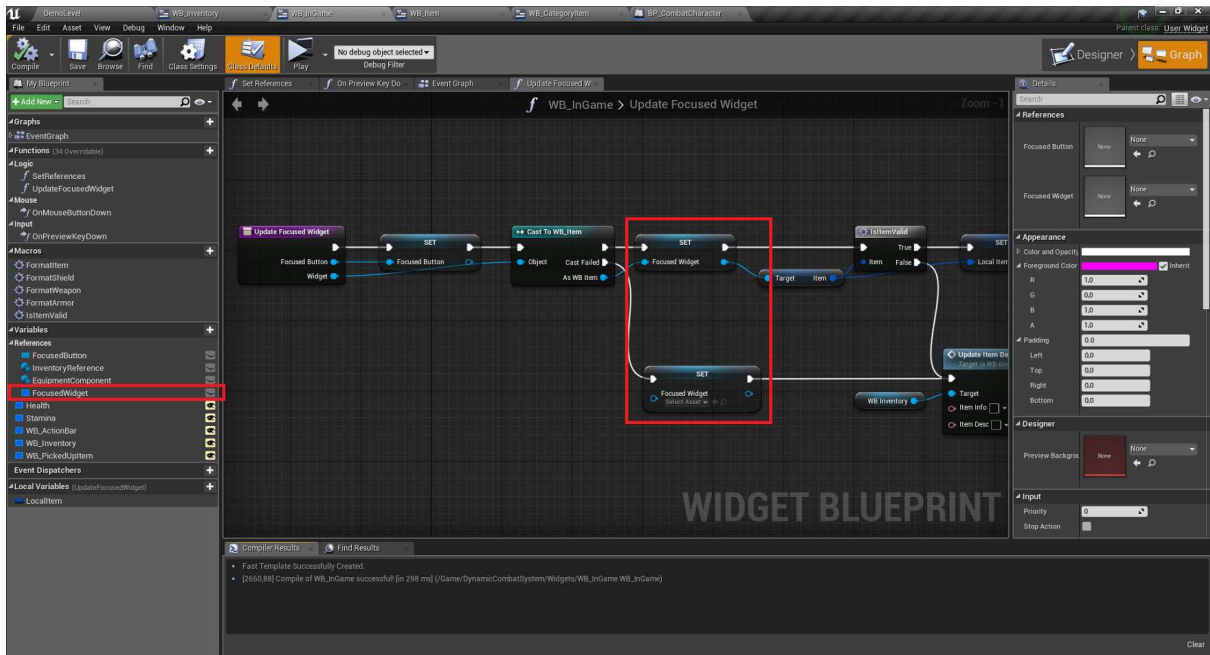
Change Cursor of CanvasPanel to "Default" in WB\_InGame



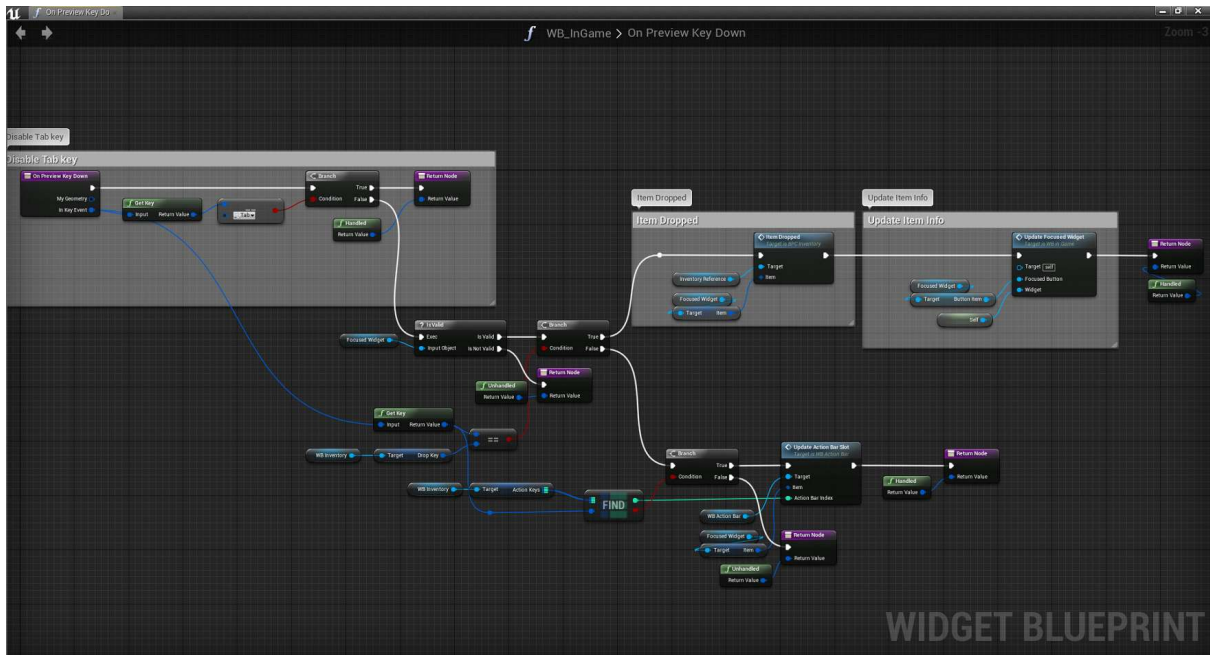
Uncheck IsFocusable in WB\_InGame



Inside WB\_Item & WB\_CategoryItem move Button to the bottom of the Overlay and change its Navigation actions to Stop

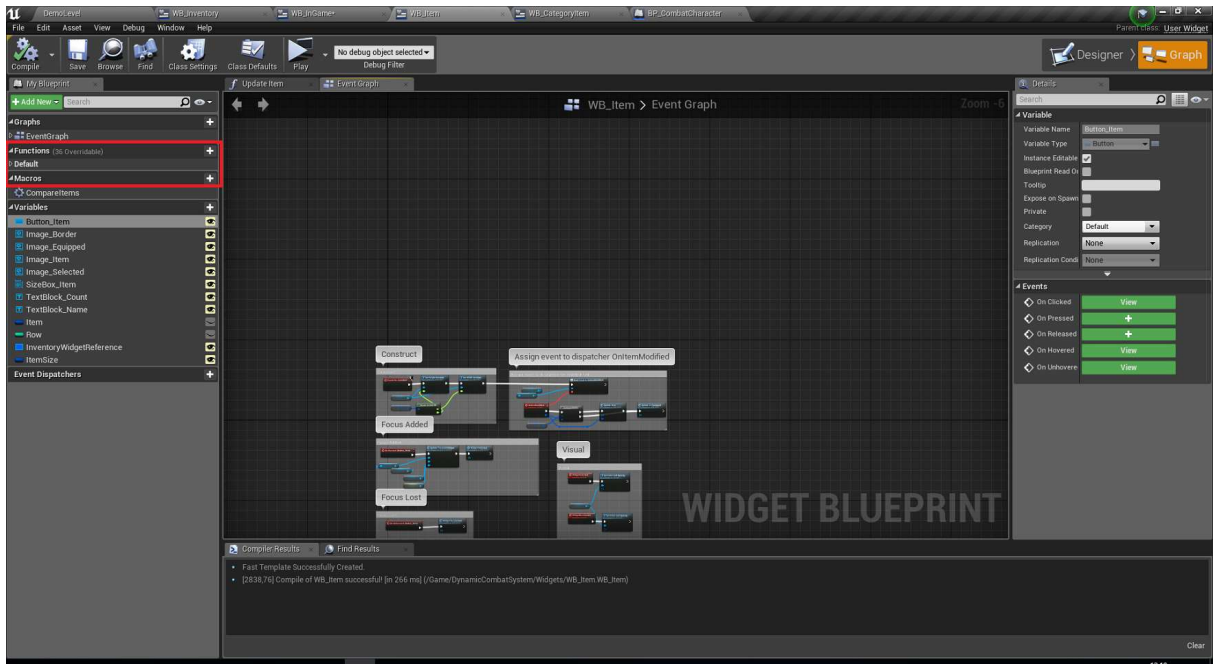


In WB\_InGame->UpdateFocusedWidget promote WB\_Item to variable

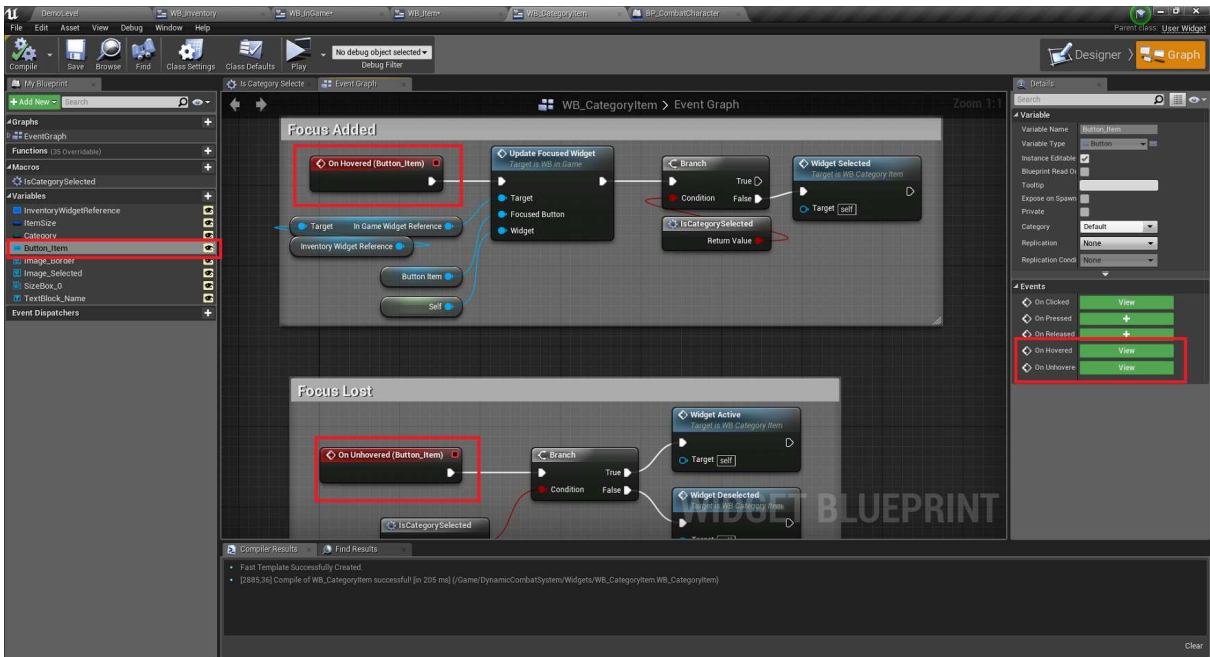
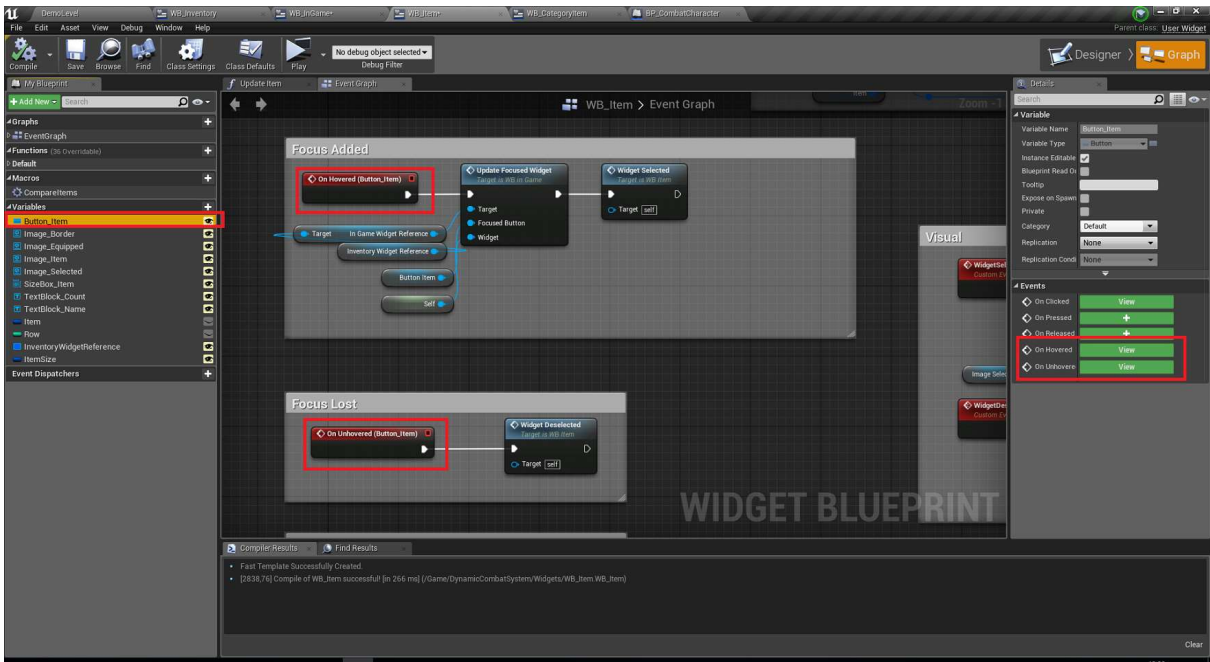


Modify function in WB\_InGame->OnPreviewKeyDown

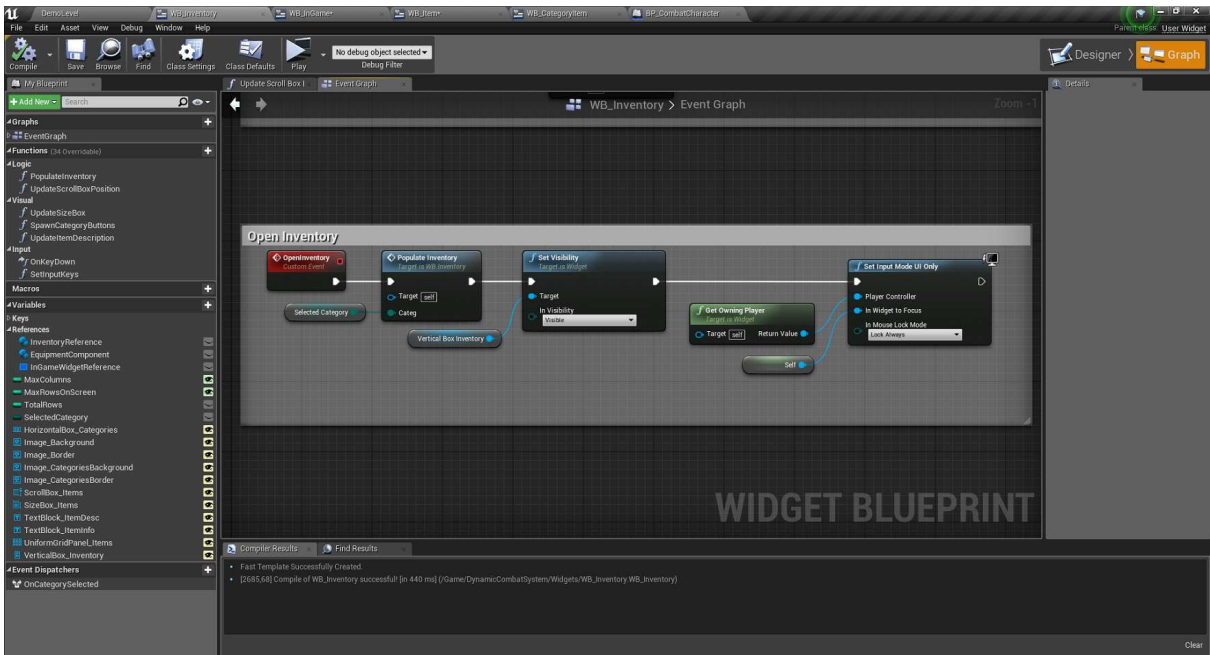
<https://blueprintue.com/render/rix4ou4o>



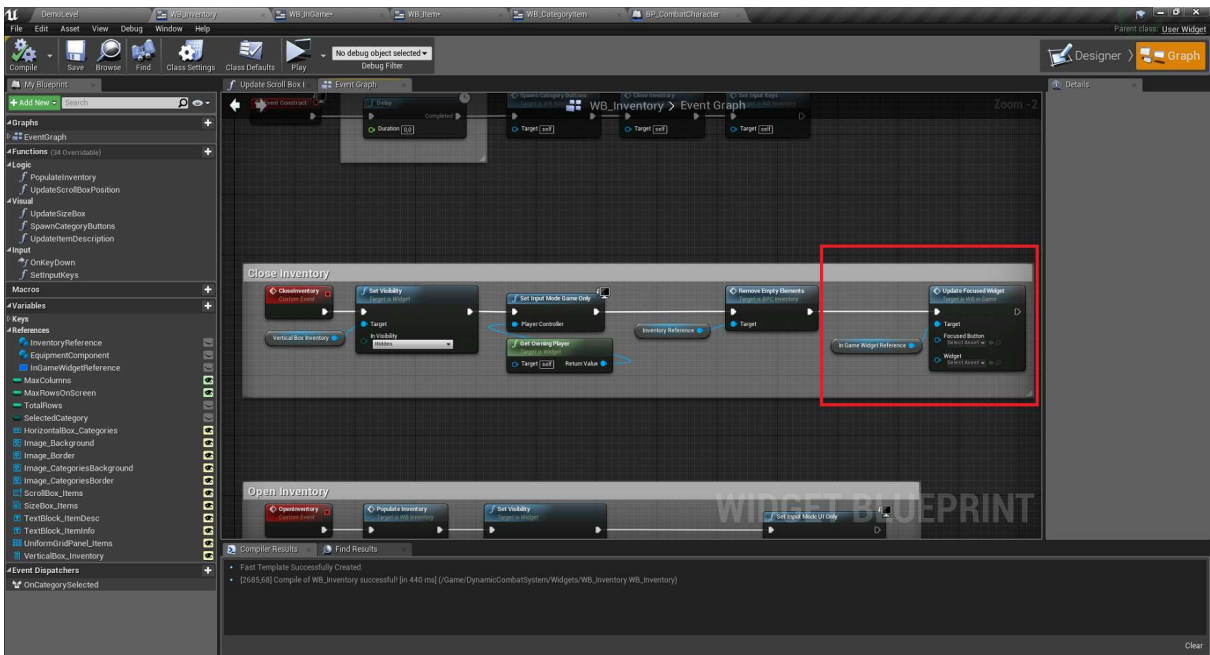
Remove OnKeyUp event from WB\_Item



In WB\_Item & WB\_CategoryItem change events On Focus Lost/Added to On Hovered/Unhovered.  
 Remove calling function UpdateScrollBoxPosition from OnHovered in WB\_Item



Modify function OpenInventory in WB\_Inventory



Call UpdateFocusedWidget at the end of CloseInventory