

Source/ToonTanks/PlayerController  
/PlayerControllerBase.h

```
graph TD; A["Source/ToonTanks/PlayerController  
/PlayerControllerBase.h"] --> B["CoreMinimal.h"]; A --> C["GameFramework/PlayerController.h"]; A --> D["PlayerControllerBase.generated.h"];
```

CoreMinimal.h

GameFramework/PlayerController.h

PlayerControllerBase.generated.h