

AMain::SetupPlayerInputComponent



```
graph LR; A[AMain::SetupPlayerInputComponent] --> B[AMain::ShiftKeyDown]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'AMain::SetupPlayerInputComponent'. The right box is gray with a black border and contains the text 'AMain::ShiftKeyDown'. A dark blue arrow points from the right side of the left box to the left side of the right box.

AMain::ShiftKeyDown