

UManageServerWidget  
::GetServerRunSimulationsAddress

UPT\_ConfigurationWidget  
::GetServerRunSimulationsAddress

UPT\_ConfigManager::  
GetRunSimulationsAddress

```
graph LR; A[UManageServerWidget::GetServerRunSimulationsAddress] --> C[UPT_ConfigManager::GetRunSimulationsAddress]; B[UPT_ConfigurationWidget::GetServerRunSimulationsAddress] --> C;
```

The diagram illustrates a dependency or lookup relationship. On the left, two separate widget classes are listed: `UManageServerWidget::GetServerRunSimulationsAddress` and `UPT_ConfigurationWidget::GetServerRunSimulationsAddress`. Both of these are connected by blue arrows to a single target on the right: `UPT_ConfigManager::GetRunSimulationsAddress`. The target box is shaded gray, while the source boxes are white with black borders.