

AWarriorHeroCharacter
::PossessedBy

URealTimeTimerLibrary
::StartRealTimeTimer

URealTimeTimerManager
::StartRealTimeTimer



```
graph LR; A[AWarriorHeroCharacter::PossessedBy] --> C[URealTimeTimerManager::StartRealTimeTimer]; B[URealTimeTimerLibrary::StartRealTimeTimer] --> C;
```