

Source/Warrior/Public
/Items/Weapons/WarriorWeapon
Base.h

```
graph TD; A["Source/Warrior/Public/Items/Weapons/WarriorWeaponBase.h"] --> B["CoreMinimal.h"]; A --> C["GameFramework/Actor.h"]; A --> D["WarriorWeaponBase.generated.h"];
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CoreMinimal.h

GameFramework/Actor.h

WarriorWeaponBase.generated.h