

UWarriorFunctionLibrary  
::BP\_GetPawnCombatComponentFromActor



```
graph LR; A[UWarriorFunctionLibrary::BP_GetPawnCombatComponentFromActor] --> B[UWarriorFunctionLibrary::NativeGetPawnCombatComponentFromActor];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'UWarriorFunctionLibrary' followed by '::BP\_GetPawnCombatComponentFromActor' on the next line. The right box is gray with a black border and contains the text 'UWarriorFunctionLibrary' followed by '::NativeGetPawnCombatComponent' on the next line, and 'FromActor' on the third line.

UWarriorFunctionLibrary  
::NativeGetPawnCombatComponent  
FromActor