

Source/Warrior/Public
/AnimInstances/WarriorBaseAnim
Instance.h

```
graph TD; A["Source/Warrior/Public /AnimInstances/WarriorBaseAnim Instance.h"] --> B["CoreMinimal.h"]; A --> C["Animation/AnimInstance.h"]; A --> D["WarriorBaseAnimInstance.generated.h"];
```

CoreMinimal.h

Animation/AnimInstance.h

WarriorBaseAnimInstance.generated.h