

URealTimeTimerLibrary
::CancelRealTimeTimer

AWarriorHeroCharacter
::PossessedBy

URealTimeTimerLibrary
::StartRealTimeTimer

URealTimeTimerLibrary
::GetTimerManager

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graph LR; A[URealTimeTimerLibrary::CancelRealTimeTimer] --> D[URealTimeTimerLibrary::GetTimerManager]; B[AWarriorHeroCharacter::PossessedBy] --> D; C[URealTimeTimerLibrary::StartRealTimeTimer] --> D;
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The diagram illustrates a dependency or call relationship. Three source functions on the left are connected by blue arrows to a single target function on the right. The target function, 'URealTimeTimerLibrary::GetTimerManager', is highlighted with a gray background, while the source functions have white backgrounds. The arrows originate from the right side of each source box and point towards the left side of the target box.