

Source/Warrior/Public  
/WarriorTypes/WarriorStruct  
Types.h

```
graph TD; A["Source/Warrior/Public  
/WarriorTypes/WarriorStruct  
Types.h"] --> B["GameplayTagContainer.h"]; A --> C["ScalableFloat.h"]; A --> D["WarriorStructTypes.generated.h"];
```

GameplayTagContainer.h

ScalableFloat.h

WarriorStructTypes.generated.h