

UWarriorHeroGameplayAbility  
::GetHeroCombatComponentFromActorInfo

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graph LR; A[UWarriorHeroGameplayAbility::GetHeroCombatComponentFromActorInfo] --> B[UWarriorHeroGameplayAbility::GetHeroCharacterFromActorInfo]; A --> C[AWarriorHeroCharacter::GetHeroCombatComponent];
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The diagram illustrates a function call sequence. A central box on the left, with a grey background, contains the text 'UWarriorHeroGameplayAbility::GetHeroCombatComponentFromActorInfo'. Two blue arrows originate from the right side of this box. The top arrow points to a white box on the right containing 'UWarriorHeroGameplayAbility::GetHeroCharacterFromActorInfo'. The bottom arrow points to another white box on the right containing 'AWarriorHeroCharacter::GetHeroCombatComponent'.

UWarriorHeroGameplayAbility  
::GetHeroCharacterFromActorInfo

AWarriorHeroCharacter  
::GetHeroCombatComponent