

UHeroCombatComponent  
::GetHeroCarriedWeaponByTag



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graph LR; A[UHeroCombatComponent::GetHeroCarriedWeaponByTag] --> B[UPawnCombatComponent::GetCharacterCarriedWeaponByTag]
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The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is shaded gray and contains the text 'UHeroCombatComponent' followed by '::GetHeroCarriedWeaponByTag' on the next line. The right box is white with a black border and contains the text 'UPawnCombatComponent' followed by '::GetCharacterCarriedWeapon' on the next line, and 'ByTag' on the third line.

UPawnCombatComponent  
::GetCharacterCarriedWeapon  
ByTag