

Source/Warrior/Public
/Items/Weapons/WarriorHeroWeapon.h



```
graph BT; A[Source/Warrior/Private/Components/Combat/HeroCombatComponent.cpp] --> B[Source/Warrior/Public/Items/Weapons/WarriorHeroWeapon.h]; C[Source/Warrior/Private/Items/Weapons/WarriorHeroWeapon.cpp] --> B;
```

Source/Warrior/Private
/Components/Combat/HeroCombat
Component.cpp

Source/Warrior/Private
/Items/Weapons/WarriorHeroWeapon.cpp