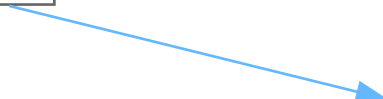
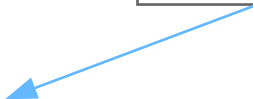


Source/Warrior/Private
/Components/PawnExtensionComponent
Base.cpp



Components/PawnExtension
ComponentBase.h



CoreMinimal.h

Components/ActorComponent.h

PawnExtensionComponentBase.generated.h