

Source/Warrior/Public
/AnimInstances/Hero/Warrior
HeroAnimInstance.h

```
graph BT; A["Source/Warrior/Private/  
/AnimInstances/Hero/WarriorHero  
AnimInstance.cpp"] --> C["Source/Warrior/Public/  
/AnimInstances/Hero/Warrior  
HeroAnimInstance.h"]; B["Source/Warrior/Private/  
/AnimInstances/Hero/WarriorHero  
LinkedAnimLayer.cpp"] --> C;
```

Source/Warrior/Private
/AnimInstances/Hero/WarriorHero
AnimInstance.cpp

Source/Warrior/Private
/AnimInstances/Hero/WarriorHero
LinkedAnimLayer.cpp