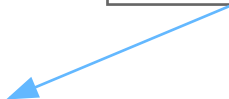


Source/Warrior/Private  
/AnimInstances/WarriorBaseAnim  
Instance.cpp



AnimInstances/WarriorBase  
AnimInstance.h



CoreMinimal.h

Animation/AnimInstance.h

WarriorBaseAnimInstance.generated.h