

UWarriorFunctionLibrary
::BP_GetPawnCombatComponentFromActor



```
graph LR; A[UWarriorFunctionLibrary::BP_GetPawnCombatComponentFromActor] --> B[UWarriorFunctionLibrary::NativeGetPawnCombatComponentFromActor];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box has a gray background and contains the text 'UWarriorFunctionLibrary' followed by '::BP_GetPawnCombatComponentFromActor' on the next line. The right box has a white background and contains the text 'UWarriorFunctionLibrary' followed by '::NativeGetPawnCombatComponent' on the next line, and 'FromActor' on the third line.

UWarriorFunctionLibrary
::NativeGetPawnCombatComponent
FromActor