

D:/UNrealProjects/Battle
_Box_Project/Plugins/Battle
_Box/Source/Battle_Box/Private
/ActionClasses/UAbilityAction.cpp

```
graph TD; A["D:/UNrealProjects/Battle_Box_Project/Plugins/Battle_Box/Source/Battle_Box/Private/ActionClasses/UAbilityAction.cpp"] --> B["../Public/ActionClasses/UAbilityAction.h"]; A --> C["../Battle_Box/Public/UBaseStatusEffect.h"];
```

../Public/ActionClasses
/UAbilityAction.h

../Battle_Box/Public
/UBaseStatusEffect.h