

D:/UNrealProjects/Battl
_Box_Project/Plugins/Battle
_Box/Source/Battle_Box/Public
/ActionClasses/UAbilityAction.h

```
graph BT; A["D:/UNrealProjects/Battl_Box_Project/Plugins/Battle_Box/Source/Battle_Box/Private/Battle_Box_Actor.cpp"] --> B["D:/UNrealProjects/Battl_Box_Project/Plugins/Battle_Box/Source/Battle_Box/Public/ActionClasses/UAbilityAction.h"]; C["D:/UNrealProjects/Battl_Box_Project/Plugins/Battle_Box/Source/Battle_Box/Private/Debugger.cpp"] --> B;
```

D:/UNrealProjects/Battl
_Box_Project/Plugins/Battle
_Box/Source/Battle_Box/Private
/Battle_Box_Actor.cpp

D:/UNrealProjects/Battl
_Box_Project/Plugins/Battle
_Box/Source/Battle_Box/Private
/Debugger.cpp