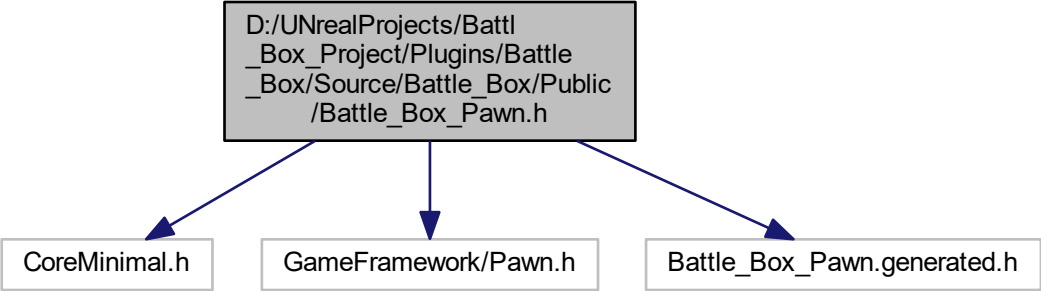


D:/UNrealProjects/Battl
_Box_Project/Plugins/Battle
_Box/Source/Battle_Box/Public
/Battle_Box_Pawn.h



```
graph TD; A["D:/UNrealProjects/Battl  
_Box_Project/Plugins/Battle  
_Box/Source/Battle_Box/Public  
/Battle_Box_Pawn.h"] --> B["CoreMinimal.h"]; A --> C["GameFramework/Pawn.h"]; A --> D["Battle_Box_Pawn.generated.h"];
```

The diagram illustrates the dependencies of the header file `Battle_Box_Pawn.h`. It is a hierarchical structure where a central node at the top points to three child nodes below it. The central node is a gray rectangle containing the full path to `Battle_Box_Pawn.h`. Three blue arrows originate from the bottom of this rectangle and point to three white rectangular boxes below. The left box contains `CoreMinimal.h`, the middle box contains `GameFramework/Pawn.h`, and the right box contains `Battle_Box_Pawn.generated.h`.

CoreMinimal.h

GameFramework/Pawn.h

Battle_Box_Pawn.generated.h