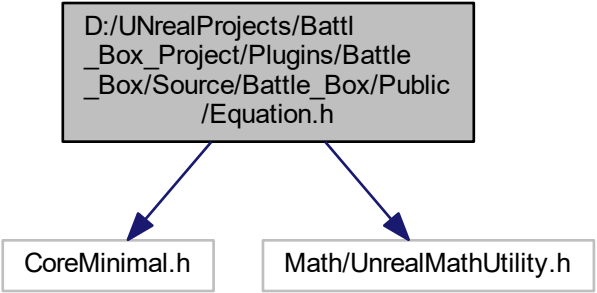


D:/UNrealProjects/Battl  
\_Box\_Project/Plugins/Battle  
\_Box/Source/Battle\_Box/Public  
/Equation.h



```
graph TD; A["D:/UNrealProjects/Battl  
_Box_Project/Plugins/Battle  
_Box/Source/Battle_Box/Public  
/Equation.h"] --> B["CoreMinimal.h"]; A --> C["Math/UnrealMathUtility.h"]
```

CoreMinimal.h

Math/UnrealMathUtility.h