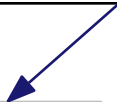


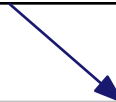
D:/UNrealProjects/Battl
_Box_Project/Plugins/Battle
_Box/Source/BB_Runtime_System
/Private/BB_Runtime_System.cpp



BB_Runtime_System/Public
/BB_Runtime_System.h



CoreMinimal.h



Modules/ModuleManager.h