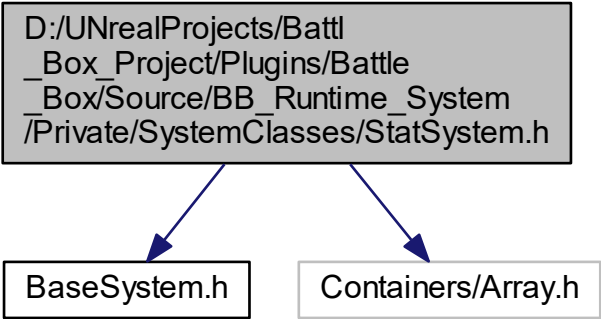


D:/UNrealProjects/Battl  
\_Box\_Project/Plugins/Battle  
\_Box/Source/BB\_Runtime\_System  
/Private/SystemClasses/StatSystem.h



```
graph TD; A["D:/UNrealProjects/Battl  
_Box_Project/Plugins/Battle  
_Box/Source/BB_Runtime_System  
/Private/SystemClasses/StatSystem.h"] --> B["BaseSystem.h"]; A --> C["Containers/Array.h"]
```

BaseSystem.h

Containers/Array.h