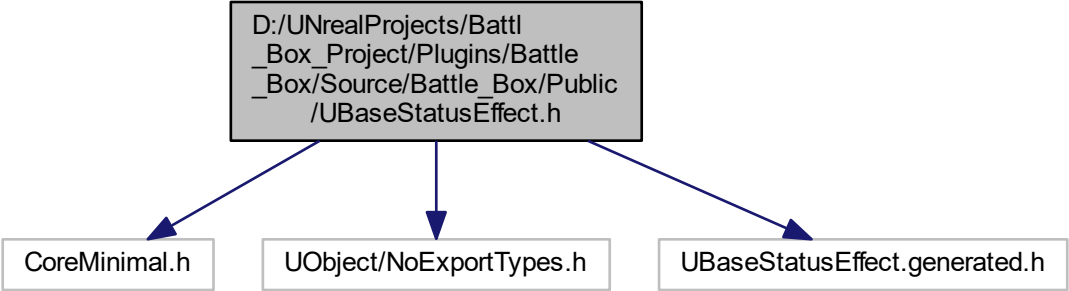


D:/UNrealProjects/Battl
_Box_Project/Plugins/Battle
_Box/Source/Battle_Box/Public
/UBaseStatusEffect.h



```
graph TD; A["D:/UNrealProjects/Battle_Box_Project/Plugins/Battle_Box/Source/Battle_Box/Public/UBaseStatusEffect.h"] --> B["CoreMinimal.h"]; A --> C["UObject/NoExportTypes.h"]; A --> D["UBaseStatusEffect.generated.h"];
```

The diagram illustrates the header file dependencies for `UBaseStatusEffect.h`. A central box at the top lists the file's path and name. Three arrows point downwards from this box to three separate boxes below, each representing a dependency: `CoreMinimal.h`, `UObject/NoExportTypes.h`, and `UBaseStatusEffect.generated.h`.

CoreMinimal.h

UObject/NoExportTypes.h

UBaseStatusEffect.generated.h