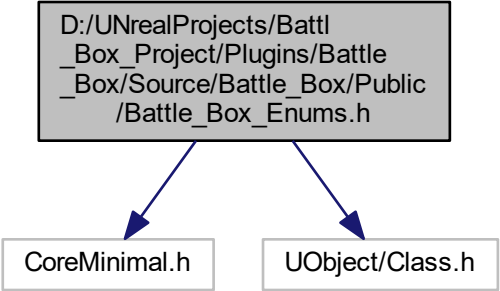


D:/UNrealProjects/Battl
_Box_Project/Plugins/Battle
_Box/Source/Battle_Box/Public
/Battle_Box_Enums.h



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

CoreMinimal.h

UObject/Class.h