

D:/UNrealProjects/Battl  
\_Box\_Project/Plugins/Battle  
\_Box/Source/Battle\_Box/Private  
/ActionClasses/CommandAction.h

BaseAction.h

CoreMinimal.h

```
graph TD; A["D:/UNrealProjects/Battl  
_Box_Project/Plugins/Battle  
_Box/Source/Battle_Box/Private  
/ActionClasses/CommandAction.h"] --> B["BaseAction.h"]; A --> C["CoreMinimal.h"]; B --> C;
```