

D:/UNrealProjects/Battl
_Box_Project/Plugins/Battle
_Box/Source/Battle_Box/Private
/ActionClasses/BaseAction.cpp

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

The diagram illustrates a dependency chain. At the top, a gray box contains the file path for BaseAction.cpp. A blue arrow points down to a white box labeled BaseAction.h. Another blue arrow points down from BaseAction.h to a white box labeled CoreMinimal.h.

BaseAction.h

CoreMinimal.h