

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

```
graph TD; A["D:/UNrealProjects/Battl_Box_Project/Plugins/Battle_Box/Source/BB_Runtime_System/Public/BB_Runtime_System.h"] --> B["CoreMinimal.h"]; A --> C["Modules/ModuleManager.h"]
```

CoreMinimal.h

Modules/ModuleManager.h