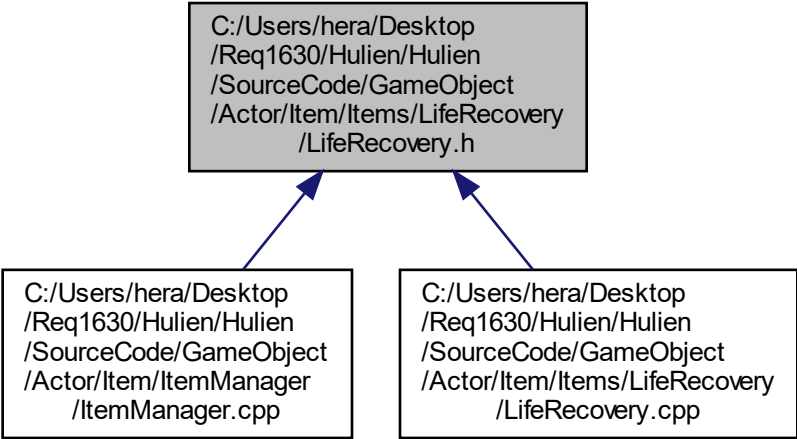


C:/Users/hera/Desktop
/Req1630/Hulien/Hulien
/SourceCode/GameObject
/Actor/Item/Items/LifeRecovery
/LifeRecovery.h



```
graph BT; IM[C:/Users/hera/Desktop/Req1630/Hulien/Hulien/SourceCode/GameObject/Actor/Item/ItemManager/ItemManager.cpp] --> LRH[C:/Users/hera/Desktop/Req1630/Hulien/Hulien/SourceCode/GameObject/Actor/Item/Items/LifeRecovery/LifeRecovery.h]; LRC[C:/Users/hera/Desktop/Req1630/Hulien/Hulien/SourceCode/GameObject/Actor/Item/Items/LifeRecovery/LifeRecovery.cpp] --> LRH;
```

C:/Users/hera/Desktop
/Req1630/Hulien/Hulien
/SourceCode/GameObject
/Actor/Item/ItemManager
/ItemManager.cpp

C:/Users/hera/Desktop
/Req1630/Hulien/Hulien
/SourceCode/GameObject
/Actor/Item/Items/LifeRecovery
/LifeRecovery.cpp