

AEnemy::Die\_Implementation

AEnemy::GetHit\_Implementation

ASlashCharacter::GetHit\_Implementation

ABaseCharacter::SetWeapon  
CollisionEnabled

```
graph LR; A[AEnemy::Die_Implementation] --> B[ABaseCharacter::SetWeapon CollisionEnabled]; C[AEnemy::GetHit_Implementation] --> B; D[ASlashCharacter::GetHit_Implementation] --> B;
```

The diagram illustrates a call to the function `ABaseCharacter::SetWeapon CollisionEnabled` from three different locations. On the left, three white rectangular boxes with black borders contain the following text: `AEnemy::Die_Implementation`, `AEnemy::GetHit_Implementation`, and `ASlashCharacter::GetHit_Implementation`. On the right, a gray rectangular box with a black border contains the text `ABaseCharacter::SetWeapon CollisionEnabled`. Three blue arrows originate from the right side of each white box and point towards the left side of the gray box, indicating that each of these three functions calls the `SetWeapon CollisionEnabled` function.