

AMainPlayer::AddArmor



```
graph LR; AMainPlayer::AddArmor --> UPlayerHUD::SetArmor
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'AMainPlayer::AddArmor'. The right box is white and contains the text 'UPlayerHUD::SetArmor'. A blue arrow points from the right side of the gray box to the left side of the white box.

UPlayerHUD::SetArmor