

AMainPlayer::SetupPlayer
InputComponent



```
graph LR; A[AMainPlayer::SetupPlayer InputComponent] --> B[AMainPlayer::Interact];
```

The diagram consists of two rectangular boxes connected by a blue arrow pointing from left to right. The left box is white with a black border and contains the text 'AMainPlayer::SetupPlayer' on the top line and 'InputComponent' on the bottom line. The right box is gray with a black border and contains the text 'AMainPlayer::Interact'. A solid blue arrow points from the right side of the first box to the left side of the second box.

AMainPlayer::Interact