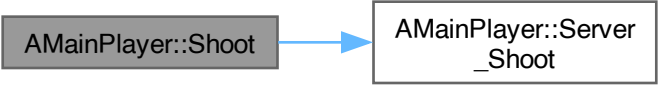


AMainPlayer::Shoot



```
graph LR; A[AMainPlayer::Shoot] --> B[AMainPlayer::Server_Shoot]
```

The diagram consists of two rectangular boxes connected by a blue arrow. The left box is gray and contains the text 'AMainPlayer::Shoot'. The right box is white with a black border and contains the text 'AMainPlayer::Server_Shoot'. A blue arrow points from the right side of the gray box to the left side of the white box.

AMainPlayer::Server
_Shoot