


AMainPlayer::CreateHUDWidget



```
graph LR; A[AMainPlayer::CreateHUDWidget] --> B[UPlayerHUD::SetHealth]
```

The diagram consists of two rectangular boxes connected by a horizontal blue arrow pointing from left to right. The left box is filled with a dark gray color and contains the text 'AMainPlayer::CreateHUDWidget'. The right box is white with a thin black border and contains the text 'UPlayerHUD::SetHealth'.

UPlayerHUD::SetHealth