

UPlayerPanelWidget
::GetAbilityToFire



```
graph LR; A[UPlayerPanelWidget::GetAbilityToFire] --> B[AMainPlayer::GetBehaviorSet]
```

A diagram showing a call from UPlayerPanelWidget to AMainPlayer::GetBehaviorSet. On the left, a gray box contains the text 'UPlayerPanelWidget' and '::GetAbilityToFire'. A blue arrow points from this box to a white box on the right, which contains the text 'AMainPlayer::GetBehaviorSet'.

AMainPlayer::GetBehaviorSet