

GameHUD.SetActions

```
graph LR; A[GameHUD.SetActions] --> B[MainAction.GetTypeAsStringEsp]; A --> C[SecondaryAction.GetTypeAsStringEsp];
```

The diagram illustrates a branching structure. A central box on the left, labeled 'GameHUD.SetActions', has two arrows pointing to the right. The top arrow points to a box labeled 'MainAction.GetTypeAsStringEsp'. The bottom arrow points to a box labeled 'SecondaryAction.GetTypeAsStringEsp'.

MainAction.GetTypeAsStringEsp

SecondaryAction.GetTypeAsStringEsp