

ShootingFunction



```
graph BT; SF_External --> ShootingFunction
```

A diagram illustrating a relationship between two classes. At the top is a white rectangular box with a black border containing the text "ShootingFunction". Below it is a gray rectangular box with a black border containing the text "SF\_External". A blue arrow points vertically from the top of the "SF\_External" box to the bottom of the "ShootingFunction" box, indicating that "SF\_External" inherits from or is a specialization of "ShootingFunction".

SF\_External