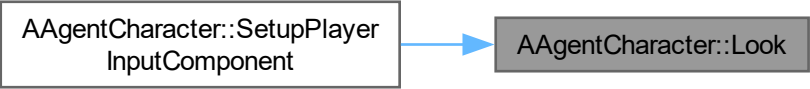


AAgentCharacter::SetupPlayer
InputComponent



```
graph LR; A[AAgentCharacter::SetupPlayer InputComponent] --> B[AAgentCharacter::Look];
```

AAgentCharacter::Look