

AAgentCharacter::SetupPlayer
InputComponent

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

The diagram illustrates a function call from a grey box on the left to two white boxes on the right. The grey box contains the text 'AAgentCharacter::SetupPlayer' and 'InputComponent'. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing 'AAgentCharacter::Look'. The bottom arrow points to a white box containing 'AAgentCharacter::Move'.

AAgentCharacter::Look

AAgentCharacter::Move