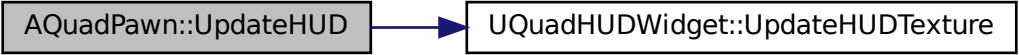


AQuadPawn::UpdateHUD



```
graph LR; A[AQuadPawn::UpdateHUD] --> B[UQuadHUDWidget::UpdateHUDTexture]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'AQuadPawn::UpdateHUD'. The right box is white with a black border and contains the text 'UQuadHUDWidget::UpdateHUDTexture'. A blue arrow points from the right side of the gray box to the left side of the white box.

UQuadHUDWidget::UpdateHUDTexture