

AQuadPawn::SetupPlayerInput
Component



```
graph LR; A[AQuadPawn::SetupPlayerInput Component] --> B[AQuadPawn::OnPitchAxis]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is white with a black border and contains the text 'AQuadPawn::SetupPlayerInput Component' on two lines. The right box is gray with a black border and contains the text 'AQuadPawn::OnPitchAxis' on one line. A blue arrow points from the right side of the left box to the left side of the right box.

AQuadPawn::OnPitchAxis