

sources/Component/Shaders  
/Items/AlphaCtxShaderComponent.hpp

```
graph TD; A["sources/Component/Shaders /Items/AlphaCtxShaderComponent.hpp"] --> B["Component/Component.hpp"]; A --> C["chrono"]; B --> D["vector"]; B --> E["string"]; B --> F["typeidindex"];
```

Component/Component.hpp

chrono

vector

string

typeidindex