

window/inc/api/GLFWKeyMapping.h



```
graph TD; A["window/inc/api/GLFWKeyMapping.h"] --> B["GLFW/glfw3.h"]; A --> C["WindowTypes.h"];
```

The diagram illustrates the header file dependencies for `GLFWKeyMapping.h`. It is a hierarchical structure where the top-level header file includes two other header files. The top-level header file is `window/inc/api/GLFWKeyMapping.h`, which is shown in a grey box. Two blue arrows point from this header file to two other header files: `GLFW/glfw3.h` and `WindowTypes.h`. The `GLFW/glfw3.h` header file is shown in a white box with a grey border, while the `WindowTypes.h` header file is shown in a white box with a black border.

GLFW/glfw3.h

WindowTypes.h