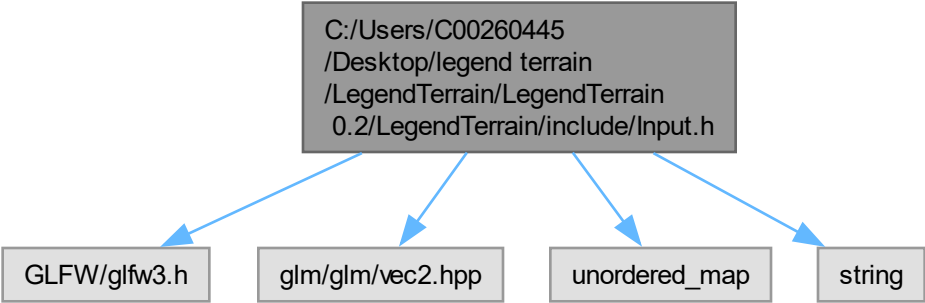


C:/Users/C00260445
/Desktop/legend terrain
/LegendTerrain/LegendTerrain
0.2/LegendTerrain/include/Input.h



```
graph TD; A["C:/Users/C00260445  
/Desktop/legend terrain  
/LegendTerrain/LegendTerrain  
0.2/LegendTerrain/include/Input.h"] --> B["GLFW/glfw3.h"]; A --> C["glm/glm/vec2.hpp"]; A --> D["unordered_map"]; A --> E["string"];
```

The diagram illustrates the include paths for the file `Input.h`. A central box at the top lists the full path to the file. Four blue arrows point from this box to four separate boxes below, each representing an included header or library: `GLFW/glfw3.h`, `glm/glm/vec2.hpp`, `unordered_map`, and `string`.

GLFW/glfw3.h

glm/glm/vec2.hpp

unordered_map

string