

C:/HAL/PG 00 00 /03

_00 00 00 00 00 00 00

/03_HAL 00 00 /00 00 00 00

/Project/source/04_Tool/GameObject
Manager/GameObjectReferenceManager
/GameObjectReferenceManager.h

LimitedPointerArray
\LimitedPointerArray.h

unordered_map

assert.h

SafeRelease/SafeRelease.h

Windows.h

```
graph TD; Root["C:/HAL/PG 00 00 /03<br/>_00 00 00 00 00 00 00<br/>/03_HAL 00 00 /00 00 00 00<br/>/Project/source/04_Tool/GameObject<br/>Manager/GameObjectReferenceManager<br/>/GameObjectReferenceManager.h"] --> LPA["LimitedPointerArray<br/>\\LimitedPointerArray.h"]; Root --> unordered_map["unordered_map"]; LPA --> unordered_map; LPA --> assert_h["assert.h"]; LPA --> SafeRelease["SafeRelease/SafeRelease.h"]; SafeRelease --> Windows_h["Windows.h"];
```