

ZPG/LightingChangeInputHandler.h

```
graph BT; A[ZPG/LightingChangeInputHandler.cpp] --> B[ZPG/LightingChangeInputHandler.h]; C[ZPG/LigtEngine.cpp] --> B;
```

The diagram illustrates a header file structure. At the top is a gray-shaded box labeled 'ZPG/LightingChangeInputHandler.h'. Below it are two white boxes: 'ZPG/LightingChangeInputHandler.cpp' on the left and 'ZPG/LigtEngine.cpp' on the right. Blue arrows point from each of these two boxes up to the header file box, indicating that both source files include the header.

ZPG/LightingChangeInputHandler.cpp

ZPG/LigtEngine.cpp