

UmiEngine/Light.h

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graph TD; A[UmiEngine/Light.h] --> B[glm\glm.hpp]; A --> C[glm\gtc\type_ptr.hpp];
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A diagram showing a header file 'UmiEngine/Light.h' at the top, which has two arrows pointing down to two other header files: 'glm\glm.hpp' on the left and 'glm\gtc\type_ptr.hpp' on the right. The top box is shaded gray, while the bottom two are white.

glm\glm.hpp

glm\gtc\type_ptr.hpp