

UmiTEST/Player.h



```
graph TD; A[UmiTEST/Player.h] --> B[IL/il.h]; A --> C[VisualObject.h];
```

The diagram illustrates a header file dependency structure. At the top is a gray box labeled 'UmiTEST/Player.h'. Two blue arrows originate from the bottom of this box and point downwards to two separate white boxes. The left box is labeled 'IL/il.h' and the right box is labeled 'VisualObject.h'. This indicates that 'UmiTEST/Player.h' includes both 'IL/il.h' and 'VisualObject.h'.

IL/il.h

VisualObject.h