

Source/CrimsonSkillTreeEditor  
/Nodes/Slate/SCrimsonSkillTree  
\_GraphEdge.h

```
graph TD; A["Source/CrimsonSkillTreeEditor /Nodes/Slate/SCrimsonSkillTree _GraphEdge.h"] --> B["CoreMinimal.h"]; A --> C["SGraphNode.h"];
```

CoreMinimal.h

SGraphNode.h