

Source/CrimsonSkillTreeEditor  
/Nodes/CrimsonSkillTree\_GraphNode.h

```
graph TD; A["Source/CrimsonSkillTreeEditor /Nodes/CrimsonSkillTree_GraphNode.h"] --> B["CoreMinimal.h"]; A --> C["CrimsonSkillTree_GraphNode.generated.h"]
```

CoreMinimal.h

CrimsonSkillTree\_GraphNode.generated.h