

Source/CrimsonSkillTreeEditor  
/Editor/CrimsonSkillTree  
\_GraphNodeDetailsCustomization.h

```
graph TD; A["Source/CrimsonSkillTreeEditor  
/Editor/CrimsonSkillTree  
_GraphNodeDetailsCustomization.h"] --> B["CoreMinimal.h"]; A --> C["IDetailCustomization.h"];
```

CoreMinimal.h

IDetailCustomization.h