

Source/CrimsonSkillTreeEditor  
/Factory/CrimsonSkillTree  
\_NodeFactory.h

```
graph TD; A["Source/CrimsonSkillTreeEditor/Factory/CrimsonSkillTree_NodeFactory.h"] --> B["EdGraphUtilities.h"]; A --> C["EdGraph/EdGraphNode.h"]
```

EdGraphUtilities.h

EdGraph/EdGraphNode.h