

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