

Source/CrimsonSkillTreeEditor
/Factory/CrimsonSkillTree
_SlateFactory.h

```
graph TD; A["Source/CrimsonSkillTreeEditor  
/Factory/CrimsonSkillTree  
_SlateFactory.h"] --> B["CoreMinimal.h"]; A --> C["UObject/Object.h"]; A --> D["CrimsonSkillTree_SlateFactory.generated.h"];
```

CoreMinimal.h

UObject/Object.h

CrimsonSkillTree_SlateFactory.generated.h