

Source/CrimsonSkillTreeEditor
/Editor/CrimsonSkillTree
_ActivationCondition_ParentLevel
_DetailsCustomization.h

```
graph TD; A["Source/CrimsonSkillTreeEditor  
/Editor/CrimsonSkillTree  
_ActivationCondition_ParentLevel  
_DetailsCustomization.h"] --> B["CoreMinimal.h"]; A --> C["IDetailCustomization.h"]; A --> D["UObject/Object.h"];
```

CoreMinimal.h

IDetailCustomization.h

UObject/Object.h