

Source/CrimsonSkillTree  
/Nodes/CrimsonSkillTree  
\_VisualNode.h

```
graph TD; A["Source/CrimsonSkillTree/Nodes/CrimsonSkillTree_VisualNode.h"] --> B["CoreMinimal.h"]; A --> C["UObject/Object.h"]; A --> D["CrimsonSkillTree_VisualNode.generated.h"];
```

CoreMinimal.h

UObject/Object.h

CrimsonSkillTree\_VisualNode.generated.h