

Source/CrimsonSkillTreeEditor
/Actions/AssetTypeActions
_CrimsonSkillTree.h

```
graph TD; A["Source/CrimsonSkillTreeEditor  
/Actions/AssetTypeActions  
_CrimsonSkillTree.h"] --> B["CoreMinimal.h"]; A --> C["AssetTypeActions_Base.h"]
```

CoreMinimal.h

AssetTypeActions_Base.h