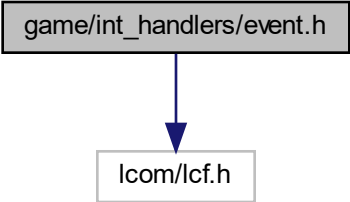


game/int\_handlers/event.h



```
graph TD; A[game/int_handlers/event.h] --> B[lcom/lcf.h]
```

lcom/lcf.h