

/home/runner/work/Raytracer
/Raytracer/src/Entities
/Transform/ITransform.hpp

Vector3f.hpp

ostream

ISetting.hpp

memory

libconfig.h++

```
graph TD; A["/home/runner/work/Raytracer  
/Raytracer/src/Entities  
/Transform/ITransform.hpp"] --> B[Vector3f.hpp]; B --> C[ostream]; B --> D[ISetting.hpp]; D --> E[memory]; D --> F[libconfig.h++]
```