

/home/runner/work/Raytracer  
/Raytracer/src/Entities  
/Transform/Vector2i.hpp

```
graph TD; A["/home/runner/work/Raytracer  
/Raytracer/src/Entities  
/Transform/Vector2i.hpp"] --> B[ostream]; A --> C[IConfig.hpp]; C --> D[memory]; C --> E[ISetting.hpp]; E --> D; E --> F[libconfig.h++];
```

This diagram illustrates the dependencies of the file `/home/runner/work/Raytracer/Raytracer/src/Entities/Transform/Vector2i.hpp`. It is a directed graph where nodes represent source files and arrows represent dependencies. The root node at the top is a gray box containing the full file path. It has two outgoing arrows: one to a white box labeled `ostream` and another to a white box labeled `IConfig.hpp`. From `IConfig.hpp`, two arrows point downwards: one to a white box labeled `memory` and another to a white box labeled `ISetting.hpp`. Finally, from `ISetting.hpp`, two arrows point downwards: one to the same `memory` box and another to a white box labeled `libconfig.h++`.

ostream

IConfig.hpp

ISetting.hpp

memory

libconfig.h++