

/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++];
```

ostream

IConfig.hpp

ISetting.hpp

memory

libconfig.h++