

/home/runner/work/Raytracer  
/Raytracer/src/Entities  
/Transform/Vector3f.hpp

ostream

ISetting.hpp

memory

libconfig.h++

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