

NoCodeGameEditor/Crosshair.h



```
graph TD; A[NoCodeGameEditor/Crosshair.h] --> B[iostream]; A --> C[SFML/Graphics.hpp];
```

The diagram illustrates the dependencies of the file NoCodeGameEditor/Crosshair.h. It is represented as a dark gray box at the top. Two blue arrows originate from the bottom of this box and point to two separate light gray boxes below it. The left box is labeled 'iostream' and the right box is labeled 'SFML/Graphics.hpp'.

iostream

SFML/Graphics.hpp