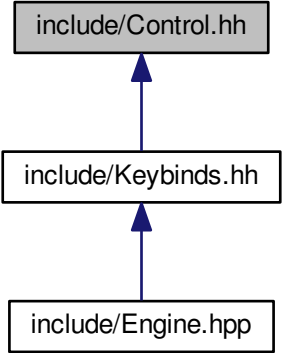


include/Control.hh



```
graph BT; Engine[include/Engine.hpp] --> Keybinds[include/Keybinds.hh]; Keybinds --> Control[include/Control.hh];
```

include/Keybinds.hh

include/Engine.hpp