

src/gameLogic/map/gameMap.hh

```
graph BT; A["src/gameLogic/map/gameMap.cc"] --> B["src/gameLogic/map/gameMap.hh"]; C["src/graphics/mapGl.cc"] --> B;
```

A diagram illustrating the dependencies of the header file `src/gameLogic/map/gameMap.hh`. The header file is shown in a grey box at the top. Below it, two source files are shown in white boxes: `src/gameLogic/map/gameMap.cc` on the left and `src/graphics/mapGl.cc` on the right. Blue arrows point from each source file box up to the header file box, indicating that both source files depend on the header file.

src/gameLogic/map/gameMap.cc

src/graphics/mapGl.cc