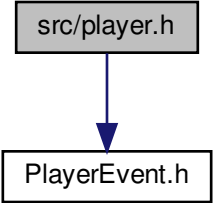


src/player.h



```
graph TD; A[src/player.h] --> B[PlayerEvent.h];
```

PlayerEvent.h