

Render/MnCamera.h



```
graph TD; A[Render/MnCamera.h] --> B[d3d11.h]; A --> C[DXTK\SimpleMath.h];
```

The diagram illustrates a header file dependency. At the top, a gray box labeled 'Render/MnCamera.h' has two blue arrows pointing downwards to two white boxes. The left box is labeled 'd3d11.h' and the right box is labeled 'DXTK\SimpleMath.h', indicating that 'Render/MnCamera.h' includes both of these files.

d3d11.h

DXTK\SimpleMath.h