

```
graph BT; A["/home/riche/VEX/Sim  
/RobotBuilder/Builder  
/vendor/imgui/backends  
/imgui_impl_dx12.h"]; B["/home/riche/VEX/Sim  
/RobotBuilder/Builder  
/vendor/imgui/backends  
/imgui_impl_dx12.cpp"]; C["/home/riche/VEX/Sim  
/RobotBuilder/Builder  
/vendor/imgui/examples  
/example_win32_directx12  
/main.cpp"]; B --> A; C --> A; style A fill:#808080,stroke:#333,stroke-width:1px; style B fill:#fff,stroke:#333,stroke-width:1px; style C fill:#fff,stroke:#333,stroke-width:1px;
```

/home/riche/VEX/Sim
/RobotBuilder/Builder
/vendor/imgui/backends
/imgui_impl_dx12.h

/home/riche/VEX/Sim
/RobotBuilder/Builder
/vendor/imgui/backends
/imgui_impl_dx12.cpp

/home/riche/VEX/Sim
/RobotBuilder/Builder
/vendor/imgui/examples
/example_win32_directx12
/main.cpp