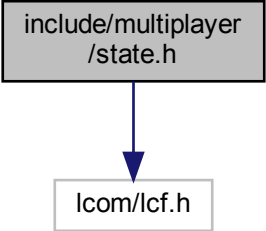


include/multiplayer  
/state.h



```
graph TD; A["include/multiplayer /state.h"] --> B["lcom/lcf.h"]
```

lcom/lcf.h