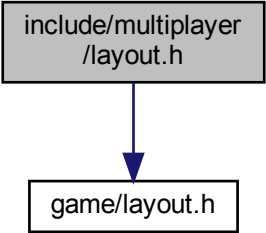


include/multiplayer  
/layout.h



```
graph TD; A["include/multiplayer<br>/layout.h"] --> B["game/layout.h"]
```

game/layout.h