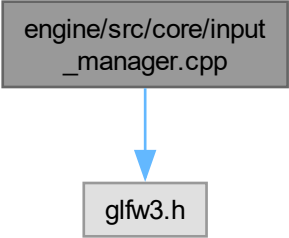


engine/src/core/input
_manager.cpp



```
graph TD; A[engine/src/core/input_manager.cpp] --> B[glfw3.h]
```

glfw3.h