

resource\_namespace  
\_remapper.hpp

```
graph TD; A["resource_namespace  
_remapper.hpp"] --> B["map"]; A --> C["string"]; A --> D["cstdint"];
```

The diagram illustrates a mapping from a single header file to three standard C++ types. At the top, a gray box contains the text 'resource\_namespace' followed by '\_remapper.hpp' on the next line. Three blue arrows originate from the bottom edge of this box and point downwards to three separate white boxes. The leftmost box contains 'map', the middle box contains 'string', and the rightmost box contains 'cstdint'.

map

string

cstdint