

src/Server/Zone/Game  
/Entities/Creature/Companion  
/Elemental.hpp

```
graph BT; A["src/Server/Zone/Game/Entities/Creature/Companion/Elemental.cpp"] --> C["src/Server/Zone/Game/Entities/Creature/Companion/Elemental.hpp"]; B["src/Server/Zone/Game/Map/Grid/Notifiers/GridNotifiers.cpp"] --> C;
```

This diagram illustrates a header file dependency. A central header file, `src/Server/Zone/Game/Entities/Creature/Companion/Elemental.hpp`, is included by two other source files. The file on the left, `src/Server/Zone/Game/Entities/Creature/Companion/Elemental.cpp`, and the file on the right, `src/Server/Zone/Game/Map/Grid/Notifiers/GridNotifiers.cpp`, both have blue arrows pointing to the header file, indicating that they include it.

src/Server/Zone/Game  
/Entities/Creature/Companion  
/Elemental.cpp

src/Server/Zone/Game  
/Map/Grid/Notifiers/GridNotifiers.cpp