

include/Kamil/EditorCam.h

```
graph TD; A[include/Kamil/EditorCam.h] --> B[SFML/Graphics/Drawable.hpp]; A --> C[SFML/Graphics/RenderWindow.hpp];
```

The diagram illustrates the include relationships for the file `include/Kamil/EditorCam.h`. It is shown at the top in a dark gray box. Two blue arrows point downwards from this box to two other boxes below it. The left box, in a light gray box, contains the text `SFML/Graphics/Drawable.hpp`. The right box, also in a light gray box, contains the text `SFML/Graphics/RenderWindow.hpp`.

SFML/Graphics/Drawable.hpp

SFML/Graphics/RenderWindow.hpp