

C:/Dev/Scarlet/Source
/Scarlet/Core/Input/InputConfiguration
Component.h

```
graph BT; A["C:/Dev/Scarlet/Source /Scarlet/Character/AgentPlayer Character.cpp"] --> B["C:/Dev/Scarlet/Source /Scarlet/Core/Input/InputConfiguration Component.h"]; C["C:/Dev/Scarlet/Source /Scarlet/Core/Input/InputConfiguration Component.cpp"] --> B;
```

The diagram illustrates a file dependency structure. At the top is a grey box representing a header file: C:/Dev/Scarlet/Source /Scarlet/Core/Input/InputConfiguration Component.h. Below it are two white boxes representing source files. The left box is C:/Dev/Scarlet/Source /Scarlet/Character/AgentPlayer Character.cpp, and the right box is C:/Dev/Scarlet/Source /Scarlet/Core/Input/InputConfiguration Component.cpp. Blue arrows point from the bottom of each source file box up to the header file box, indicating that both source files include the header file.

C:/Dev/Scarlet/Source
/Scarlet/Character/AgentPlayer
Character.cpp

C:/Dev/Scarlet/Source
/Scarlet/Core/Input/InputConfiguration
Component.cpp