

C:/Dev/Scarlet/Source  
/Scarlet/Core/Input/Scarlet  
NativeGameplayTags.cpp

```
graph TD; A["C:/Dev/Scarlet/Source  
/Scarlet/Core/Input/Scarlet  
NativeGameplayTags.cpp"] --> B["ScarletNativeGameplayTags.h"]; B --> C["CoreMinimal.h"]; B --> D["NativeGameplayTags.h"];
```

The diagram illustrates the relationship between a C++ source file and its header file, and the header file's dependencies. At the top, a grey box contains the file path and name: C:/Dev/Scarlet/Source /Scarlet/Core/Input/Scarlet NativeGameplayTags.cpp. A blue arrow points down from this box to a white box with a black border containing the header file name: ScarletNativeGameplayTags.h. From this central header box, two blue arrows point down to two separate grey boxes at the bottom: CoreMinimal.h on the left and NativeGameplayTags.h on the right.

ScarletNativeGameplayTags.h

CoreMinimal.h

NativeGameplayTags.h