

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

```
graph BT; A["C:/Dev/Scarlet/Source /Scarlet/Core/Input/Scarlet InputConfigComponent.cpp"] --> B["C:/Dev/Scarlet/Source /Scarlet/Core/Input/Scarlet NativeGameplayTags.h"]; C["C:/Dev/Scarlet/Source /Scarlet/Core/Input/Scarlet NativeGameplayTags.cpp"] --> B;
```

This diagram illustrates the relationship between three source files in a project. At the top is a header file, `NativeGameplayTags.h`, which is included by two other files below it. The file on the left is `InputConfigComponent.cpp`, and the file on the right is `NativeGameplayTags.cpp`. Both of these files have blue arrows pointing to the header file, indicating that they include it.

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

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