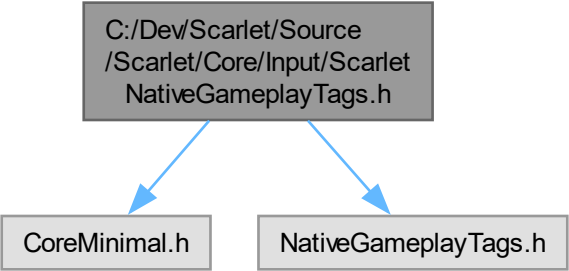


C:/Dev/Scarlet/Source
/Scarlet/Core/Input/Scarlet
NativeGameplayTags.h



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

CoreMinimal.h

NativeGameplayTags.h