

C:/Users/robbe/source
/repos/lolrobbe2/luna
/luna/src/nodes/ui/spriteNode.h

```
graph BT; A["C:/Users/robbe/source<br/>/repos/lolrobbe2/luna<br/>/luna/src/nodes/ui/spriteNode.h"] --> B["C:/Users/robbe/source<br/>/repos/lolrobbe2/luna<br/>/apollo/src/panels/sceneHierarchy<br/>Panel.cpp"]; A --> C["C:/Users/robbe/source<br/>/repos/lolrobbe2/luna<br/>/luna/src/nodes/ui/spriteNode.cpp"];
```

The diagram illustrates a file dependency structure. At the top is a grey box containing the path to a header file: C:/Users/robbe/source/repos/lolrobbe2/luna/luna/src/nodes/ui/spriteNode.h. Below this box are two white boxes. The left box contains the path to a source file: C:/Users/robbe/source/repos/lolrobbe2/luna/apollo/src/panels/sceneHierarchy/Panel.cpp. The right box contains the path to another source file: C:/Users/robbe/source/repos/lolrobbe2/luna/luna/src/nodes/ui/spriteNode.cpp. Two blue arrows point from the bottom of the left and right boxes up to the bottom of the top box, indicating that both source files include the header file.

C:/Users/robbe/source
/repos/lolrobbe2/luna
/apollo/src/panels/sceneHierarchy
Panel.cpp

C:/Users/robbe/source
/repos/lolrobbe2/luna
/luna/src/nodes/ui/spriteNode.cpp