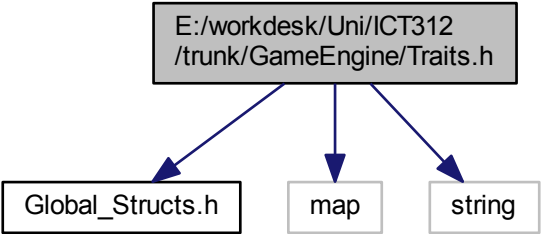


E:/workdesk/Uni/ICT312
/trunk/GameEngine/Traits.h



```
graph TD; A["E:/workdesk/Uni/ICT312 /trunk/GameEngine/Traits.h"] --> B["Global_Structs.h"]; A --> C["map"]; A --> D["string"];
```

Global_Structs.h

map

string