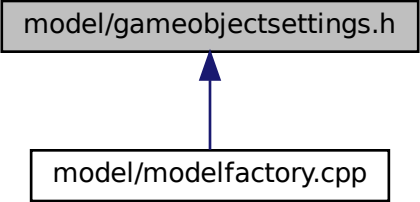


model/gameobjectsettings.h



```
graph BT; A[model/modelfactory.cpp] --> B[model/gameobjectsettings.h];
```

A diagram illustrating a dependency. At the bottom is a white rectangular box with a black border containing the text 'model/modelfactory.cpp'. A blue arrow points vertically upwards from the center of this box to the center of a gray rectangular box with a black border at the top, which contains the text 'model/gameobjectsettings.h'.

model/modelfactory.cpp