

Source/QuadSimCore
/Public/QuadSimGameModePlugin.h

```
graph TD; A[Source/QuadSimCore /Public/QuadSimGameModePlugin.h] --> B[GameFramework/GameModeBase.h]; A --> C[QuadSimGameModePlugin.generated.h];
```

GameFramework/GameModeBase.h

QuadSimGameModePlugin.generated.h