

src/platform/openemu
/mGBAGameCore.h

```
graph TD; A["src/platform/openemu/mGBAGameCore.h"] --> B["Cocoa/Cocoa.h"]; A --> C["OpenEmuBase/OEGameCore.h"];
```

The diagram illustrates a file inheritance or dependency structure. At the top, a grey box contains the file path 'src/platform/openemu/mGBAGameCore.h'. Two blue arrows point downwards from this box to two separate white boxes below. The left box contains 'Cocoa/Cocoa.h' and the right box contains 'OpenEmuBase/OEGameCore.h', indicating that the top-level file depends on or inherits from both of these.

Cocoa/Cocoa.h

OpenEmuBase/OEGameCore.h