

/mnt/hdd/fnky/C0de  
/CAPSTONE/clean\_build  
/include/Components/Transform  
Component.h

```
graph TD; A["/mnt/hdd/fnky/C0de  
/CAPSTONE/clean_build  
/include/Components/Transform  
Component.h"] --> B[Component.h]; A --> C[glm/glm.hpp]; A --> D[glm/gtc/matrix_transform.hpp]; B --> E[memory];
```

Component.h

glm/glm.hpp

glm/gtc/matrix\_transform.hpp

memory