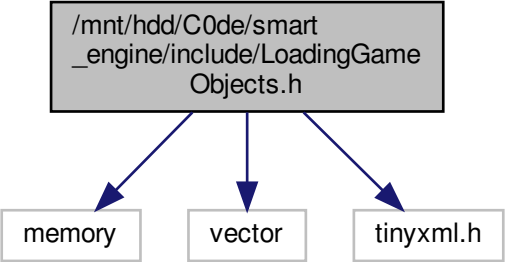


/mnt/hdd/C0de/smart  
\_engine/include/LoadingGame  
Objects.h



```
graph TD; A["/mnt/hdd/C0de/smart_engine/include/LoadingGameObjects.h"] --> B[memory]; A --> C[vector]; A --> D[tinyxml.h];
```

The diagram illustrates the dependencies of the file LoadingGameObjects.h. It is located at the path /mnt/hdd/C0de/smart\_engine/include/. Three blue arrows point from the bottom of the LoadingGameObjects.h box to three separate boxes below it: memory, vector, and tinyxml.h, indicating that LoadingGameObjects.h includes these three files.

memory

vector

tinyxml.h