

logic/SH_AdaptDatabaseState.h

```
graph TD; A[logic/SH_AdaptDatabaseState.h] --> B[SH_GenericDebugableState.h]; B --> C[QState]; B --> D[SH_NamedObject.h]; D --> E[QString];
```

SH_GenericDebugableState.h

QState

SH_NamedObject.h

QString