

Source/Pyrano/Public
/Simulation/IrradianceScheduler.h

```
graph BT; A["Source/Pyrano/Private/Simulation/IrradianceScheduler.cpp"] --> C["Source/Pyrano/Public/Simulation/IrradianceScheduler.h"]; B["Source/PyranoEditor/Private/Subsystems/PyranoEditorSubsystem.cpp"] --> C;
```

The diagram illustrates a header file dependency. At the top is a grey box representing the header file: Source/Pyrano/Public/Simulation/IrradianceScheduler.h. Below it are two white boxes representing source files. A blue arrow points from the left source file, Source/Pyrano/Private/Simulation/IrradianceScheduler.cpp, to the header file. Another blue arrow points from the right source file, Source/PyranoEditor/Private/Subsystems/PyranoEditorSubsystem.cpp, to the same header file.

Source/Pyrano/Private
/Simulation/IrradianceScheduler.cpp

Source/PyranoEditor
/Private/Subsystems
/PyranoEditorSubsystem.cpp