

trunk/bwapi/BWAPIClient/Source/TemplatesImpl.h

```
graph BT; G[trunk/bwapi/BWAPIClient/Source/GameImpl.cpp] --> T[trunk/bwapi/BWAPIClient/Source/TemplatesImpl.h]; U[trunk/bwapi/BWAPIClient/Source/UnitImpl.cpp] --> T;
```

The diagram illustrates a file dependency structure. At the top is a gray rectangular box containing the header file path: `trunk/bwapi/BWAPIClient/Source/TemplatesImpl.h`. Below this box are two white rectangular boxes. The left box contains the source file path: `trunk/bwapi/BWAPIClient/Source/GameImpl.cpp`. The right box contains the source file path: `trunk/bwapi/BWAPIClient/Source/UnitImpl.cpp`. Two blue arrows point from the top edge of each bottom box to the bottom edge of the top box, indicating that both `GameImpl.cpp` and `UnitImpl.cpp` include `TemplatesImpl.h`.

trunk/bwapi/BWAPIClient/Source/GameImpl.cpp

trunk/bwapi/BWAPIClient/Source/UnitImpl.cpp