

trunk/bwapi/BWAPI_ChaosLauncherInjector/source/DLLMain.cpp

```
graph TD; A[trunk/bwapi/BWAPI_ChaosLauncherInjector/source/DLLMain.cpp] --> B[stdio.h]; A --> C[windows.h]; A --> D[string]; A --> E[assert.h]; A --> F[../../svnrev.h]; A --> G[../../starcraftver.h]; A --> H[../../Debug.h];
```

The diagram illustrates the dependencies of the file `trunk/bwapi/BWAPI_ChaosLauncherInjector/source/DLLMain.cpp`. It is represented as a central grey box at the top. Seven dark blue arrows point downwards from this box to seven separate white boxes arranged horizontally below it. Each arrow originates from the bottom edge of the top box and points to the top edge of one of the bottom boxes. The boxes below contain the following text from left to right: `stdio.h`, `windows.h`, `string`, `assert.h`, `../../svnrev.h`, `../../starcraftver.h`, and `../../Debug.h`. The boxes for `../../starcraftver.h` and `../../Debug.h` have black borders, while the others have grey borders.

stdio.h

windows.h

string

assert.h

../../svnrev.h

../../starcraftver.h

../../Debug.h