

trunk/bwapi/BWAPI/Source/Graphics.h

```
graph BT; A[trunk/bwapi/BWAPI/Source/BWAPI/GameDrawing.cpp] --> C[trunk/bwapi/BWAPI/Source/Graphics.h]; B[trunk/bwapi/BWAPI/Source/Graphics.cpp] --> C;
```

A diagram illustrating file dependencies. At the top is a gray box containing the header file path: `trunk/bwapi/BWAPI/Source/Graphics.h`. Below it are two white boxes. The left box contains `trunk/bwapi/BWAPI/Source/BWAPI/GameDrawing.cpp` and the right box contains `trunk/bwapi/BWAPI/Source/Graphics.cpp`. Blue arrows point from each of these two boxes up to the header file box, indicating that both source files include the header.

trunk/bwapi/BWAPI/Source/BWAPI/GameDrawing.cpp

trunk/bwapi/BWAPI/Source/Graphics.cpp