

trunk/bwapi/BWScriptEmulator/ScriptThread.h

```
graph BT; A[trunk/bwapi/BWScriptEmulator/BWScriptEmulator.cpp] --> C[trunk/bwapi/BWScriptEmulator/ScriptThread.h]; B[trunk/bwapi/BWScriptEmulator/ScriptThread.cpp] --> C;
```

The diagram illustrates a header file dependency. At the top is a gray box containing the header file path: `trunk/bwapi/BWScriptEmulator/ScriptThread.h`. Below it are two white boxes representing source files. A blue arrow points from the left source file, `trunk/bwapi/BWScriptEmulator/BWScriptEmulator.cpp`, to the header file. Another blue arrow points from the right source file, `trunk/bwapi/BWScriptEmulator/ScriptThread.cpp`, to the same header file.

trunk/bwapi/BWScriptEmulator/BWScriptEmulator.cpp

trunk/bwapi/BWScriptEmulator/ScriptThread.cpp