

src/MipMap.h

```
graph TD; A[src/MipMap.h] --> B[GL/glu.h]; A --> C[string];
```

A diagram showing a dependency structure. At the top is a gray box labeled 'src/MipMap.h'. Two blue arrows point downwards from this box to two white boxes below it. The left white box is labeled 'GL/glu.h' and the right white box is labeled 'string'.

GL/glu.h

string