include/BBOP/Graphics/VBO.h
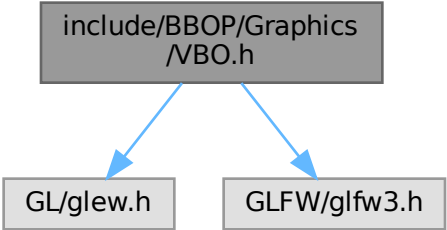
GL/glew.h

GLFW/glfw3.h