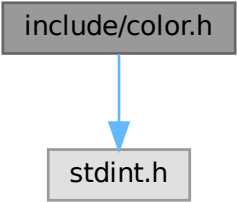


include/color.h



```
graph TD; A[include/color.h] --> B[stdint.h]
```

stdint.h