

cmake-build-debug/
_deps/raylib-src/src
/external/glfw/include
/GLFW/glfw3.h

```
graph TD; A["cmake-build-debug/_deps/raylib-src/src/external/glfw/include/GLFW/glfw3.h"] --> B["stddef.h"]; A --> C["stdint.h"]; A --> D["GL/gl.h"];
```

stddef.h

stdint.h

GL/gl.h