

glimac/src/tiny_obj_loader.h



```
graph TD; A[glimac/src/tiny_obj_loader.h] --> B[string]; A --> C[vector]; A --> D[map];
```

The diagram illustrates the dependencies of the file `glimac/src/tiny_obj_loader.h`. It is represented as a central gray box at the top. Three blue arrows point downwards from this box to three separate white boxes below it, labeled `string`, `vector`, and `map`. This indicates that the `tiny_obj_loader.h` file includes or depends on these three standard C++ library components.

string

vector

map