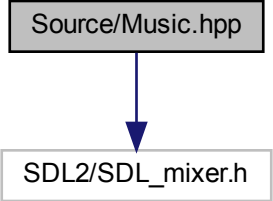


Source/Music.hpp



```
graph TD; A[Source/Music.hpp] --> B[SDL2/SDL_mixer.h]
```

SDL2/SDL\_mixer.h