

Source/Texture.hpp

```
graph TD; A[Source/Texture.hpp] --> B[GL/glew.h]; A --> C[string];
```

A diagram illustrating the dependencies of the file Source/Texture.hpp. The file is shown in a grey box at the top. Two blue arrows point downwards from its bottom edge to two white boxes below. The left box contains the text 'GL/glew.h' and the right box contains the text 'string'.

GL/glew.h

string