

BGE/ShaderFunctions.h



```
graph TD; A[BGE/ShaderFunctions.h] --> B[GL/gl.h]
```

A diagram illustrating a dependency. A gray rectangular box at the top contains the text "BGE/ShaderFunctions.h". A blue arrow points vertically downwards from the bottom center of this box to the top center of a white rectangular box below it. The white box contains the text "GL/gl.h".

GL/gl.h