

/home/carla/git/ijengine
-ICG_GL/include/sdl2texture.h

```
graph TD; A["/home/carla/git/ijengine  
-ICG_GL/include/sdl2texture.h"] --> B["SDL2/SDL.h"]; A --> C["string"]; A --> D["texture.h"]; A --> E["canvas.h"];
```

SDL2/SDL.h

string

texture.h

canvas.h