

/home/carla/git/ijengine  
-ICG\_GL/include/renderer3d.h

```
graph TD; A["/home/carla/git/ijengine<br>-ICG_GL/include/renderer3d.h"] --> B["contextinfo.h"]; A --> C["framebufferinfo.h"]; C --> D["SDL2/SDL.h"]
```

contextinfo.h

framebufferinfo.h

SDL2/SDL.h