

src/io/gltexture\_loader.h

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graph BT; A[src/io/gltexture_loader.c] --> B[src/io/gltexture_loader.h]; C[src/physics/collision.c] --> B; D[src/physics/collision_util.c] --> B; E[src/physics/physics.c] --> B; F[src/render/render.c] --> B; G[ ] -.-> B;
```

src/io/gltexture\_loader.c

src/physics/collision.c

src/physics/collision  
\_util.c

src/physics/physics.c

src/render/render.c