

shaders/material/DRand48.h



```
graph TD; A[shaders/material/DRand48.h] --> B[stdint.h]
```

A diagram illustrating a file dependency. A gray rectangular box at the top contains the text 'shaders/material/DRand48.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 'stdint.h'.

stdint.h