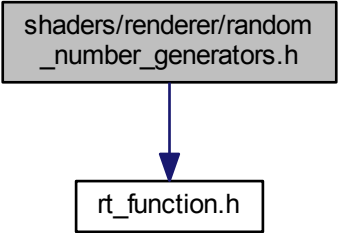


shaders/renderer/random
_number_generators.h



```
graph TD; A[shaders/renderer/random_number_generators.h] --> B[rt_function.h];
```

A diagram showing a dependency. A gray rectangular box at the top contains the text 'shaders/renderer/random_number_generators.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 'rt_function.h'.

rt_function.h