

lib/OxShmolli2Colormap.h

```
graph TD; A[lib/OxShmolli2Colormap.h] --> B[vector]; A --> C[string]; A --> D[iostream]; A --> E[gdcmGlobal.h]; A --> F[gdcmBase64.h];
```

vector

string

iostream

gdcmGlobal.h

gdcmBase64.h