

gfx::bit\_t

```
graph BT; A[gfx::ten_bit_t] --> B[gfx::RGB]; B --> C[gfx::bit_t];
```

A diagram showing three types in a vertical hierarchy. At the bottom is a box labeled 'gfx::ten\_bit\_t'. An arrow points from the top of this box to the bottom of a middle box labeled 'gfx::RGB'. Another arrow points from the top of the middle box to the bottom of a top box labeled 'gfx::bit\_t'. The top box is enclosed in a dashed border, while the middle and bottom boxes have solid borders.

gfx::RGB

gfx::ten\_bit\_t