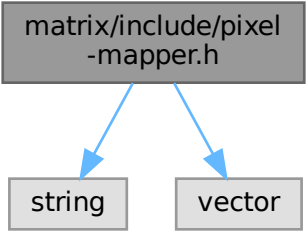


matrix/include/pixel
-mapper.h



```
graph TD; A["matrix/include/pixel-mapper.h"] --> B["string"]; A --> C["vector"]
```

A diagram showing a header file at the top with two arrows pointing down to two other header files. The top box is dark gray and contains the text 'matrix/include/pixel-mapper.h'. Two blue arrows point from the bottom of this box to two light gray boxes below it. The left box contains the text 'string' and the right box contains the text 'vector'.

string

vector