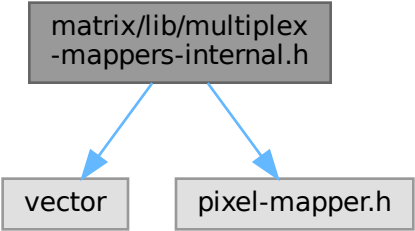


matrix/lib/multiplex
-mappers-internal.h



```
graph TD; A[matrix/lib/multiplex-mappers-internal.h] --> B[vector]; A --> C[pixel-mapper.h]
```

vector

pixel-mapper.h