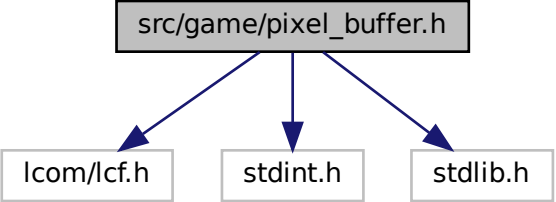


src/game/pixel_buffer.h



```
graph TD; A[src/game/pixel_buffer.h] --> B[lcom/lcf.h]; A --> C[stdint.h]; A --> D[stdlib.h];
```

The diagram illustrates the dependencies of the header file `src/game/pixel_buffer.h`. It is represented by a gray rectangular box at the top. Three blue arrows originate from the bottom of this box and point to three separate white rectangular boxes below it. These boxes represent the files that `pixel_buffer.h` includes: `lcom/lcf.h` on the left, `stdint.h` in the center, and `stdlib.h` on the right.

lcom/lcf.h

stdint.h

stdlib.h