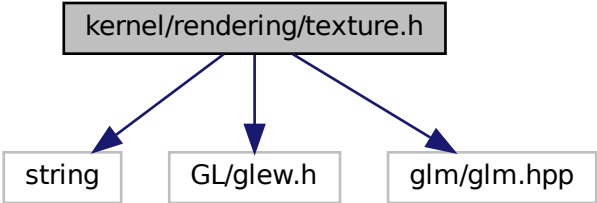


kernel/rendering/texture.h



```
graph TD; A[kernel/rendering/texture.h] --> B[string]; A --> C[GL/glew.h]; A --> D[glm/glm.hpp];
```

string

GL/glew.h

glm/glm.hpp