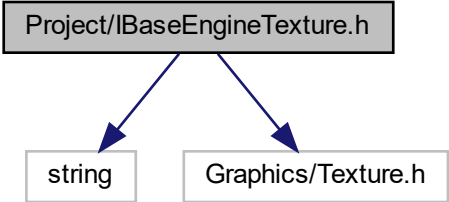


Project/IBaseEngineTexture.h



```
graph TD; A[Project/IBaseEngineTexture.h] --> B[string]; A --> C[Graphics/Texture.h]
```

The diagram illustrates the dependencies of the header file Project/IBaseEngineTexture.h. It is represented as a box at the top with two arrows pointing downwards to two other boxes: string and Graphics/Texture.h.

string

Graphics/Texture.h