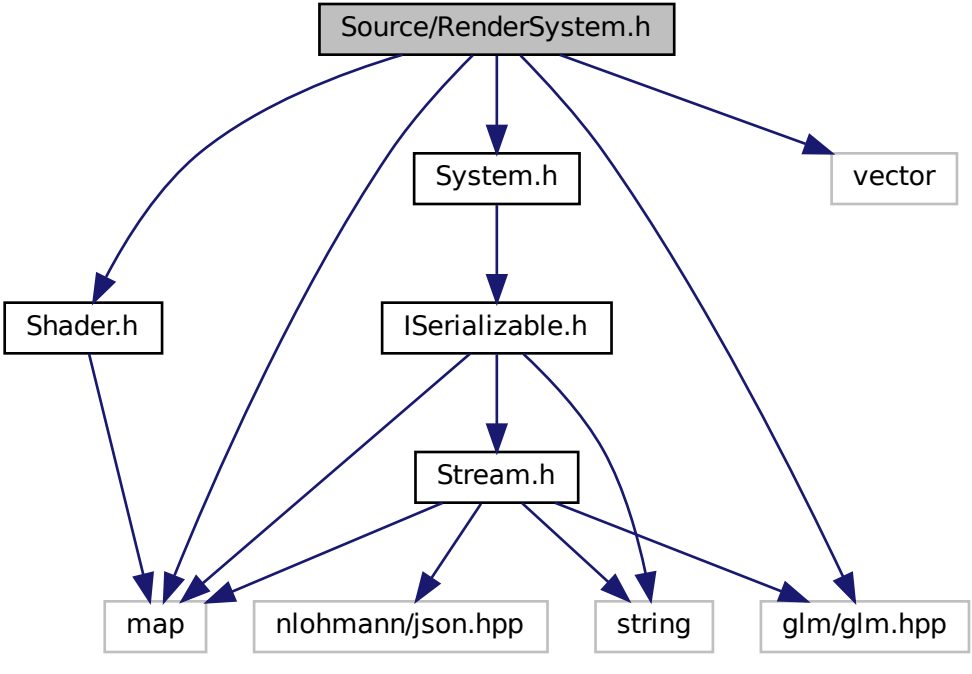
Source/RenderSystem.h
System.h
vector
Shader.h
ISerializable.h
Stream.h
map
nlohmann/json.hpp
string
glm/glm.hpp