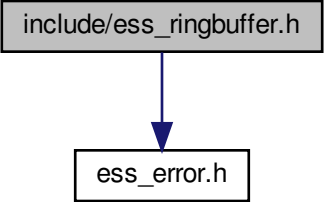


include/ess\_ringbuffer.h



```
graph TD; A[include/ess_ringbuffer.h] --> B[ess_error.h]
```

ess\_error.h