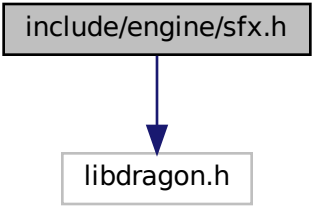


include/engine/sfx.h



```
graph TD; A[include/engine/sfx.h] --> B[libdragon.h]
```

libdragon.h