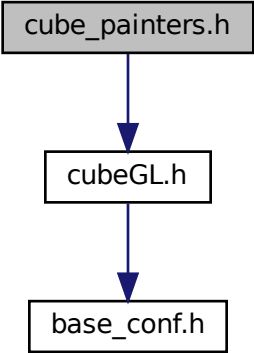


cube\_painters.h



```
graph TD; A[cube_painters.h] --> B[cubeGL.h]; B --> C[base_conf.h];
```

cubeGL.h

base\_conf.h