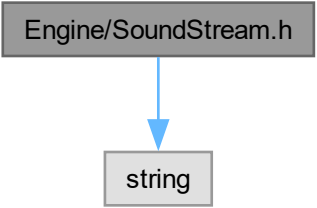


Engine/SoundStream.h



```
graph TD; A[Engine/SoundStream.h] --> B[string];
```

A diagram illustrating a dependency. A dark gray rectangular box at the top contains the text "Engine/SoundStream.h". A blue arrow points vertically downwards from the bottom center of this box to the top center of a light gray rectangular box below it. The light gray box contains the text "string".

string