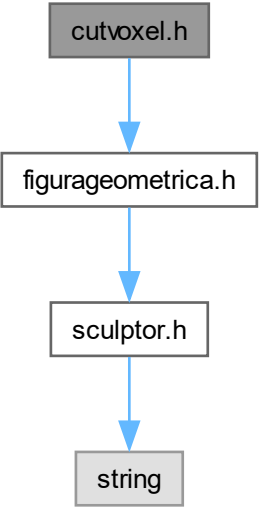


cutvoxel.h



```
graph TD; A[cutvoxel.h] --> B[figurageometrica.h]; B --> C[sculptor.h]; C --> D[string];
```

figurageometrica.h

sculptor.h

string