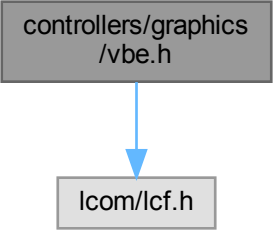


controllers/graphics
/vbe.h



```
graph TD; A[controllers/graphics/vbe.h] --> B[lcom/lcf.h]
```

lcom/lcf.h