

Object3D.h



```
graph TD; A[Object3D.h] --> B[cstdint]; A --> C[GL/gl.h]
```

A diagram showing a header file 'Object3D.h' at the top, which includes two other header files: 'cstdint' and 'GL/gl.h'. Arrows point from 'Object3D.h' down to each of the two included files.

cstdint

GL/gl.h