

GL/glew.h

GL/glxew.h

GL/gl.h

GL/glu.h

SpGLHeaders.h

```
graph BT; SpGLHeaders.h --> GL_glew_h[GL/glew.h]; SpGLHeaders.h --> GL_glxew_h[GL/glxew.h]; SpGLHeaders.h --> GL_gl_h[GL/gl.h]; SpGLHeaders.h --> GL_glu_h[GL/glu.h];
```

The diagram illustrates the relationship between a custom header file and standard OpenGL headers. At the bottom center is a black rectangular box labeled 'SpGLHeaders.h' in white text. Four blue arrows originate from the top edge of this box and point upwards to four separate white rectangular boxes with gray borders. From left to right, these boxes are labeled 'GL/glew.h', 'GL/glxew.h', 'GL/gl.h', and 'GL/glu.h'. This visualizes 'SpGLHeaders.h' as a central header that includes or defines the contents of these four standard OpenGL header files.