

OpenGL/GL/freeglut.h



```
graph TD; A[OpenGL/GL/freeglut.h] --> B[freeglut_std.h]; A --> C[freeglut_ext.h];
```

The diagram illustrates the header file structure for FreeGLUT. At the top, a grey box labeled 'OpenGL/GL/freeglut.h' has two blue arrows pointing down to two white boxes: 'freeglut_std.h' on the left and 'freeglut_ext.h' on the right.

freeglut_std.h

freeglut_ext.h