

OpenGL/glmatrix.h

```
graph TD; A[OpenGL/glmatrix.h] --> B[GL/gl.h]; A --> C[QString];
```

A diagram showing a dependency structure. At the top is a gray rectangular box with a black border containing the text "OpenGL/glmatrix.h". Two blue arrows originate from the bottom edge of this box. The arrow on the left points to a white rectangular box with a gray border containing the text "GL/gl.h". The arrow on the right points to another white rectangular box with a gray border containing the text "QString".

GL/gl.h

QString