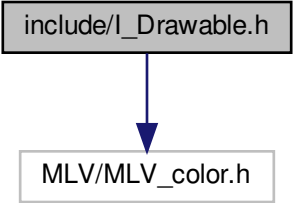


include/I\_Drawable.h



```
graph TD; A[include/I_Drawable.h] --> B[MLV/MLV_color.h]
```

MLV/MLV\_color.h