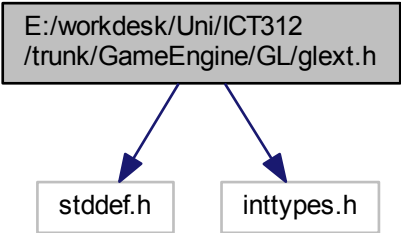


E:/workdesk/Uni/ICT312  
/trunk/GameEngine/GL/glext.h



```
graph TD; A["E:/workdesk/Uni/ICT312  
/trunk/GameEngine/GL/glext.h"] --> B["stddef.h"]; A --> C["inttypes.h"]
```

stddef.h

inttypes.h