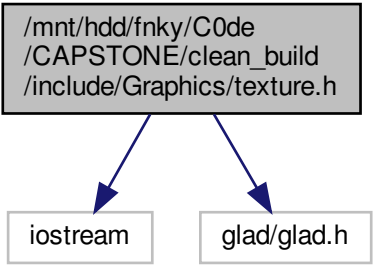/mnt/hdd/fnky/C0de
/CAPSTONE/clean_build
/include/Graphics/texture.h

iostream

glad/glad.h