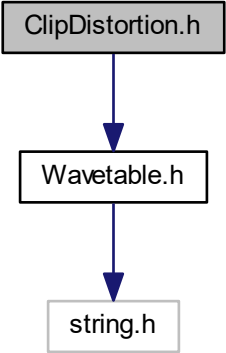


ClipDistortion.h



```
graph TD; A[ClipDistortion.h] --> B[Wavetable.h]; B --> C[string.h];
```

Wavetable.h

string.h