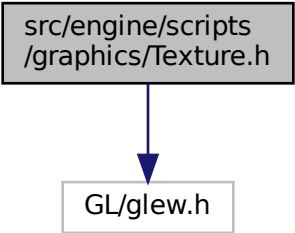


src/engine/scripts
/graphics/Texture.h



GL/glew.h