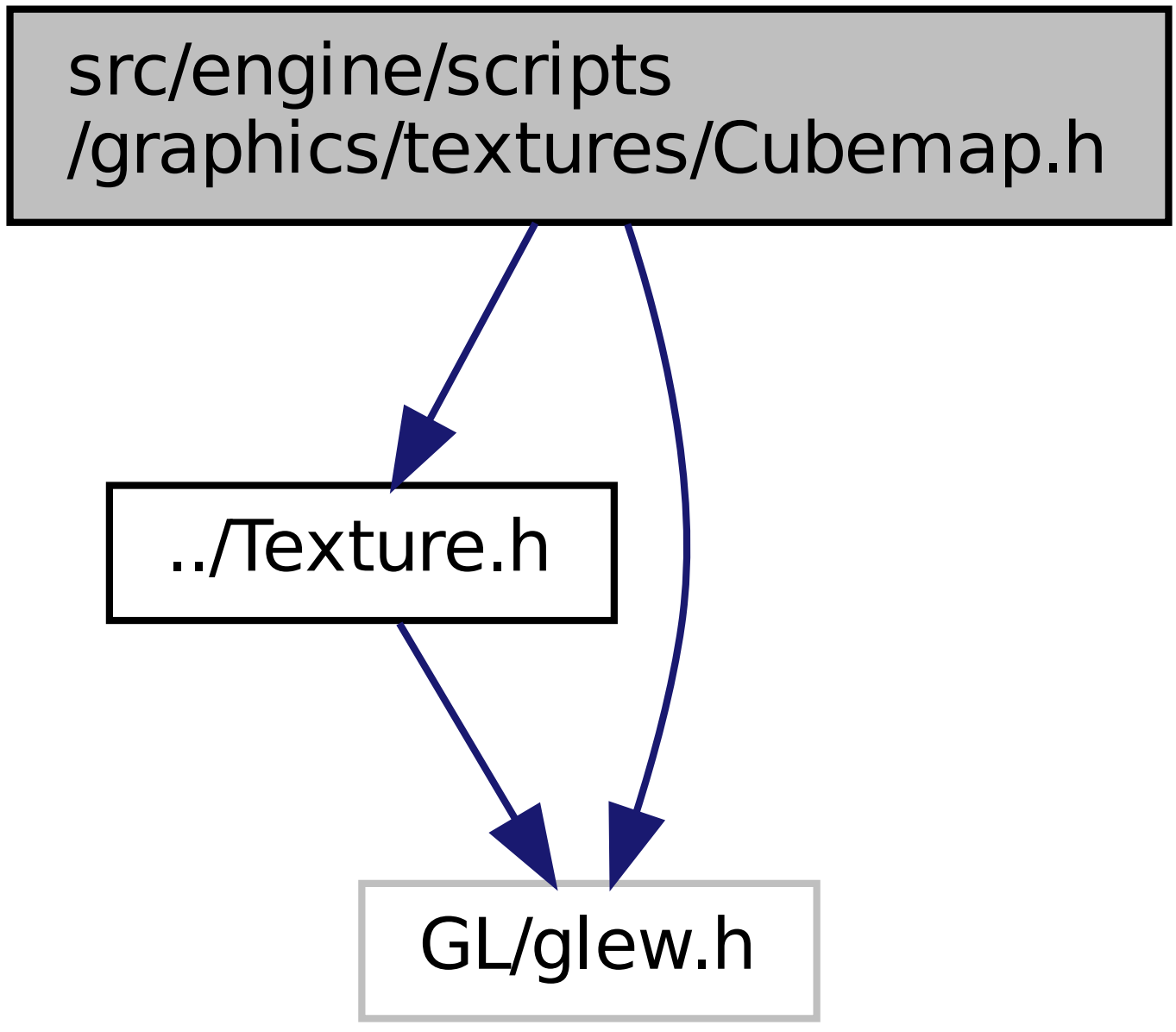
src/engine/scripts
/graphics/textures/Cubemap.h
../Texture.h
GL/glew.h