

D:/TL/Vscode/VsCode
_C/Learn_opengl/src
/Engine/Render/Texture.h

```
graph TD; A["D:/TL/Vscode/VsCode  
_C/Learn_opengl/src  
/Engine/Render/Texture.h"] --> B["GLFW/glfw3.h"]; A --> C["GL/glew.h"]; A --> D["iostream"]; A --> E["SOIL2/SOIL2.h"]; A --> F["string"];
```

GLFW/glfw3.h

GL/glew.h

iostream

SOIL2/SOIL2.h

string