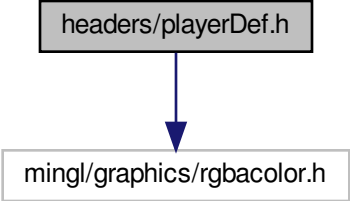


headers/playerDef.h



```
graph TD; A[headers/playerDef.h] --> B[mingl/graphics/rgbacolor.h]
```

mingl/graphics/rgbacolor.h