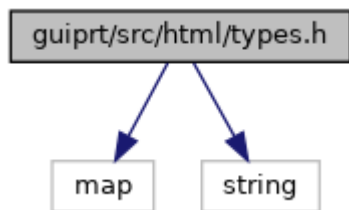


types.h File Reference

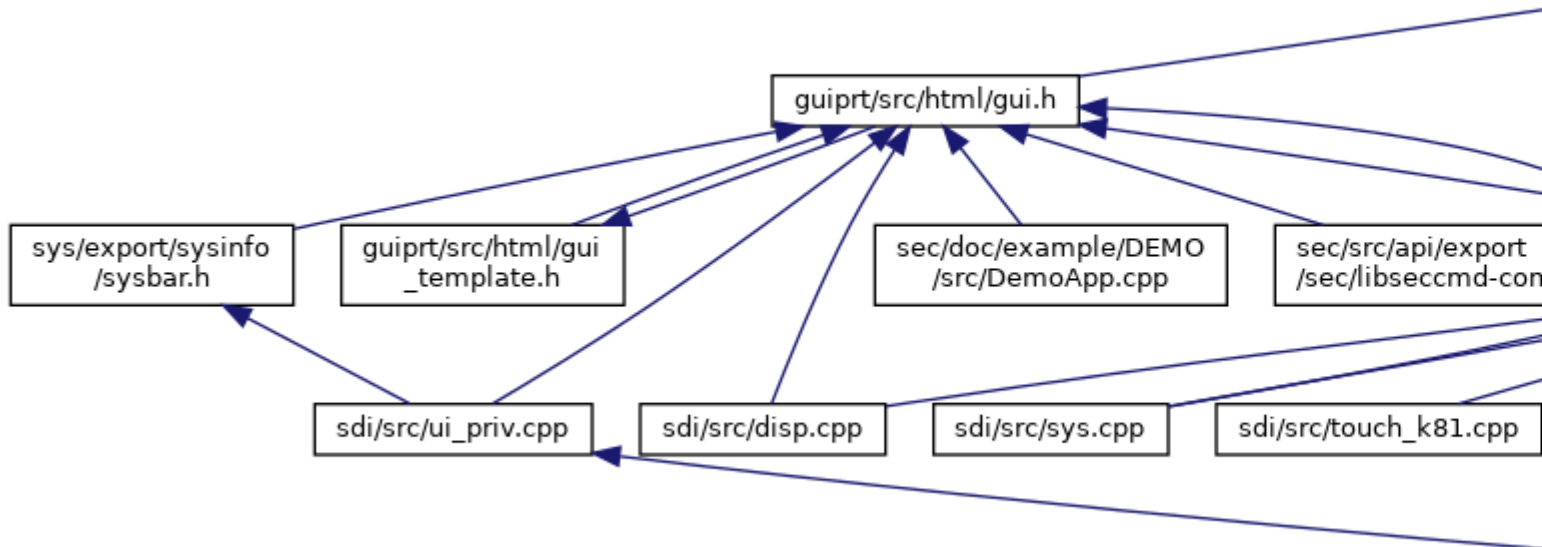
```
#include <map>
```

```
#include <string>
```

Include dependency graph for types.h:



This graph shows which files directly or indirectly include this file:



[Go to the source code of this file.](#)

Namespaces

[vfihtml](#)

Typedefs

```
typedef std::map< std::string, std::string > stringmap
```