

modes.h

```
graph LR; modes_h[modes.h] --> speex_h[speex/speex.h]; modes_h --> speex_bits_h[speex/speex_bits.h]; modes_h --> misc_h[misc.h]; misc_h --> arch_h[arch.h];
```

speex/speex.h

speex/speex_bits.h

misc.h

arch.h