

*Arcade::ILibrary*

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graph BT; A[Arcade::Allegro] --> B[Arcade::ILibrary]; C[Arcade::LibCaca] --> B; D[Arcade::SDL] --> B; E[Arcade::SFML] --> B;
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*Arcade::Allegro*

*Arcade::LibCaca*

*Arcade::SDL*

*Arcade::SFML*