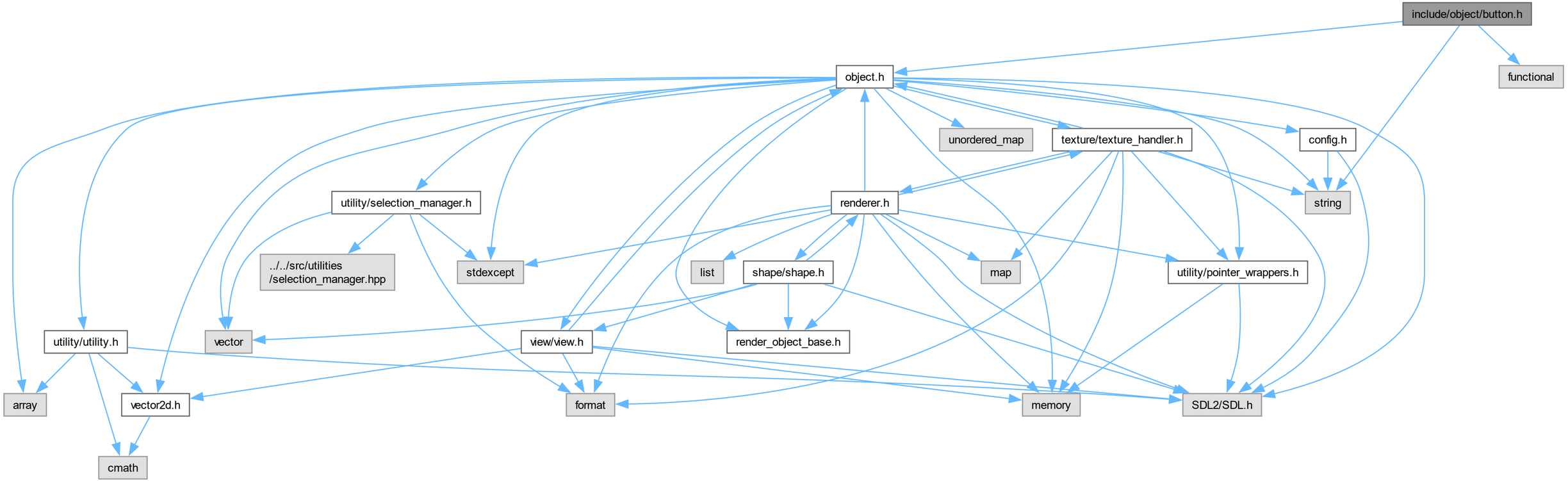
include/object/button.h
functional
object.h
unordered_map
texture/texture_handler.h
config.h
string
utility/selection_manager.h
renderer.h
../../src/utilities
/selection_manager.hpp
stdexcept
list
shape/shape.h
map
utility/pointer_wrappers.h
utility/utility.h
vector
view/view.h
render_object_base.h
array
vector2d.h
format
memory
SDL2/SDL.h
cmath