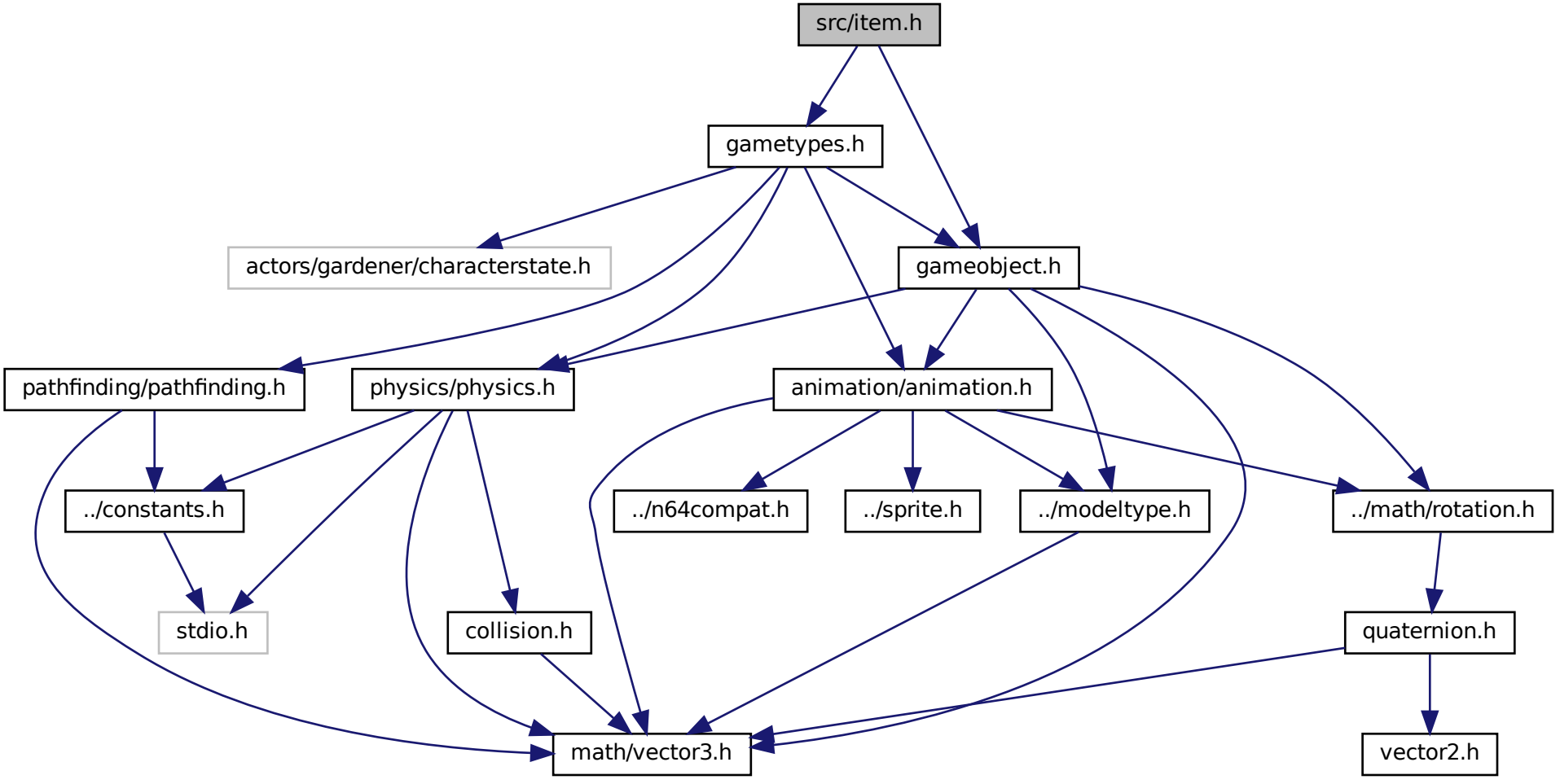
src/item.h
gametypes.h
actors/gardener/characterstate.h
gameobject.h
pathfinding/pathfinding.h
physics/physics.h
animation/animation.h
../constants.h
../n64compat.h
../sprite.h
../modeltype.h
../math/rotation.h
stdio.h
collision.h
quaternion.h
math/vector3.h
vector2.h