

LOCOM-main/proj/src  
/Views/views.c

views.h

Models/arena.h

Models/HighScore.h

../xpm/bullet.xpm

../xpm/tank\_green.xpm

../xpm/tank\_red.xpm

../xpm/bomb.xpm

../xpm/highscore.xpm

../xpm/menuscore.xpm

../xpm/numbers/number0.xpm

../xpm/numbers/number1.xpm

../xpm/numbers/number2.xpm

../xpm/numbers/number3.xpm

../xpm/numbers/number4.xpm

../xpm/numbers/number5.xpm

../xpm/numbers/number6.xpm

../xpm/numbers/number7.xpm

../xpm/numbers/number8.xpm

../xpm/numbers/number9.xpm

../xpm/numbers/number0resize.xpm

../xpm/numbers/number1resize.xpm

../xpm/numbers/number2resize.xpm

../xpm/numbers/number3resize.xpm

../xpm/numbers/number4resize.xpm

../xpm/numbers/number5resize.xpm

../xpm/numbers/number6resize.xpm

../xpm/numbers/number7resize.xpm

../xpm/numbers/number8resize.xpm

../xpm/numbers/number9resize.xpm

../xpm/blocks/block1.xpm

../xpm/blocks/block2.xpm

../xpm/blocks/block3.xpm

../xpm/blocks/block4.xpm

../xpm/blocks/block5.xpm

../xpm/blocks/block6.xpm

../xpm/blocks/block7.xpm

../xpm/blocks/block8.xpm

../xpm/blocks/block9.xpm

../xpm/blocks/block10.xpm

../xpm/martelo.xpm

../xpm/menu.xpm

../xpm/mapa1.xpm

Tank.h

mouse.h

obstacle.h

bomb.h

Models/bullet.h

Models/menu.h

dev\_interface/devices  
/video\_gr.h