	lib/commun.h		
src/backup_and_load.c src/combat.c src/demo.c src/equipment.c src/fish.c src/fonctions_pratiques.c src/game.c src/interface.c src/interface.c	rface_options.c src/inventory.c src/items.c src/move.c src/perso.c src/quete_search.c src/quete_soin.c src/quetes.c src/quetes.c src/test_backup.c src/test_combat.c src/test_combat.c	est_creation_items.c src/test_eat_or_drink.c src/test_inventory.c src/test_item.c src/test_item_in_inventory.c src/test_load.c src/test_quete_bandits.c src/test_quete_bandits.c	ker.c src/test_quete_frontiere.c src/test_quete_montagne.c src/test_quete_recherche.c src/test_quete_soin.c src/turn.c src/world_generation.c