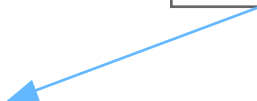


Source/PlanningTool
_ET/PT_GameModeBase.cpp



PT_GameModeBase.h



CoreMinimal.h

GameFramework/GameModeBase.h

PT_GameModeBase.generated.h