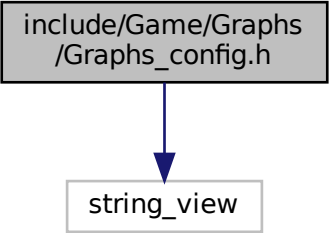


include/Game/Graphs
/Graphs_config.h



string_view