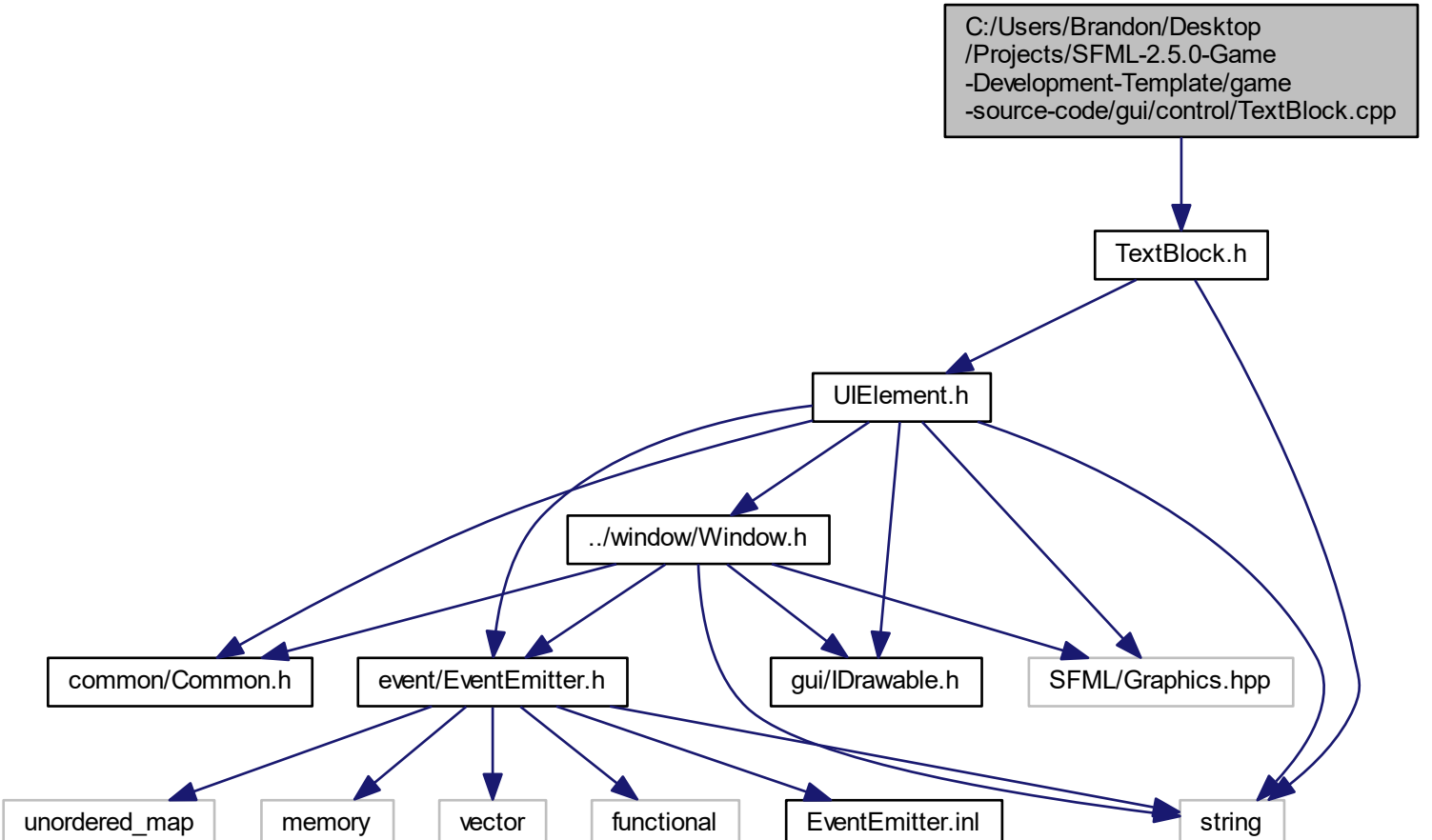
C:/Users/Brandon/Desktop/Projects/SFML-2.5.0-Game-Development-Template/game-source-code/gui/control/TextBlock.cpp
TextBlock.h
UIElement.h
../window/Window.h
common/Common.h
event/EventEmitter.h
gui/IDrawable.h
SFML/Graphics.hpp
unordered_map
memory
vector
functional
EventEmitter.inl
string