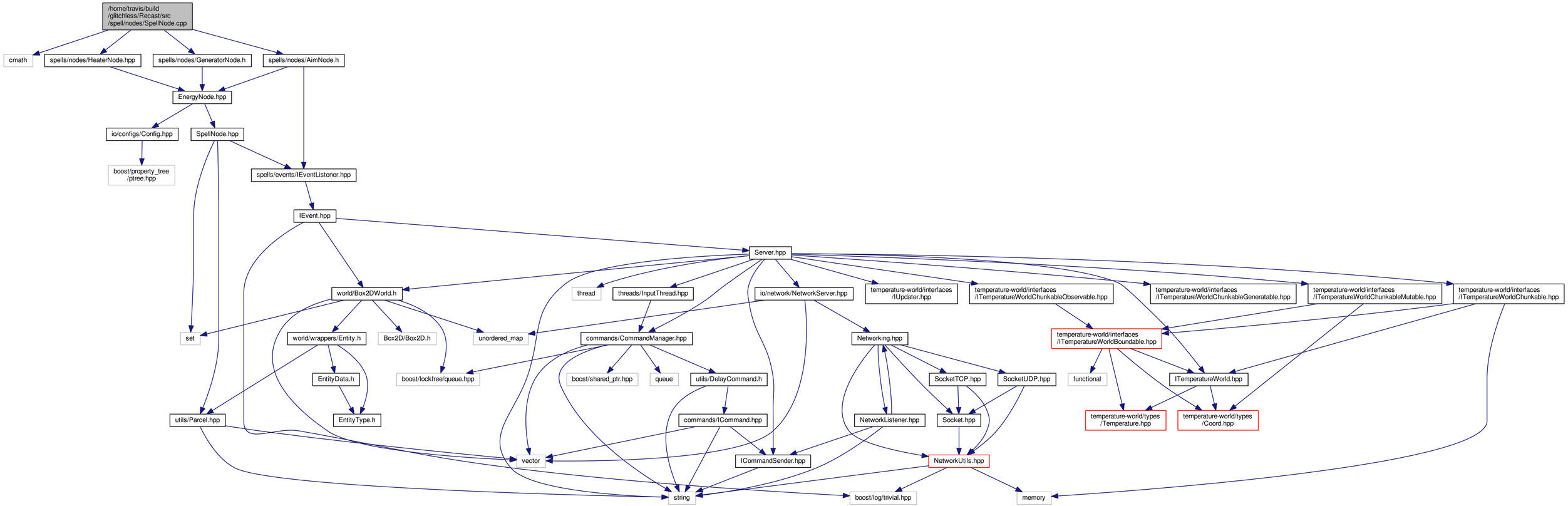
/home/travis/build /glitchless/Recast/src /spell/nodes/SpellNode.cpp
cmath
spells/nodes/HeaterNode.hpp
spells/nodes/GeneratorNode.h
spells/nodes/AimNode.h
EnergyNode.hpp
io/configs/Config.hpp
SpellNode.hpp
boost/property_tree /ptree.hpp
spells/events/IEventListener.hpp
IEvent.hpp
Server.hpp
world/Box2DWorld.h
thread
threads/InputThread.hpp
io/network/NetworkServer.hpp
temperature-world/interfaces /IUpdater.hpp
temperature-world/interfaces /ITemperatureWorldChunkableObservable.hpp
temperature-world/interfaces /ITemperatureWorldChunkableGeneratable.hpp
temperature-world/interfaces /ITemperatureWorldChunkableMutable.hpp
temperature-world/interfaces /ITemperatureWorldChunkable.hpp
set
world/wrappers/Entity.h
Box2D/Box2D.h
unordered_map
commands/CommandManager.hpp
Networking.hpp
temperature-world/interfaces /ITemperatureWorldBoundable.hpp
EntityData.h
boost/lockfree/queue.hpp
boost/shared_ptr.hpp
queue
utils/DelayCommand.h
SocketTCP.hpp
SocketUDP.hpp
functional
ITemperatureWorld.hpp
utils/Parcel.hpp
EntityType.h
commands/ICommand.hpp
NetworkListener.hpp
Socket.hpp
temperature-world/types /Temperature.hpp
temperature-world/types /Coord.hpp
vector
ICommandSender.hpp
NetworkUtils.hpp
string
boost/log/trivial.hpp
memory