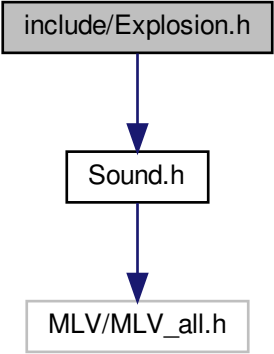


include/Explosion.h



```
graph TD; A[include/Explosion.h] --> B[Sound.h]; B --> C[MLV/MLV_all.h];
```

Sound.h

MLV/MLV_all.h