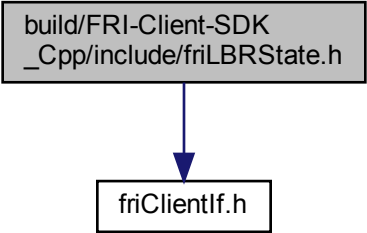


build/FRI-Client-SDK  
\_Cpp/include/friLBRState.h



friClientIf.h