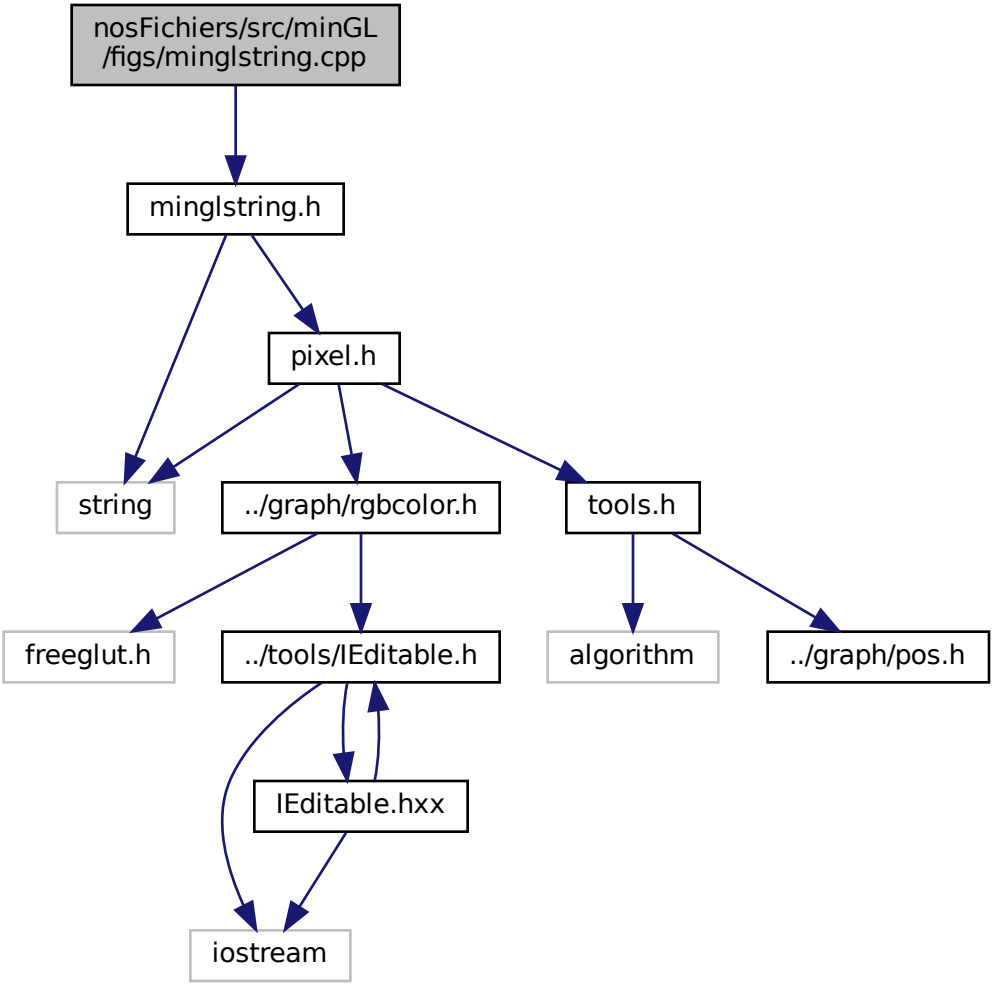
nosFichiers/src/minGL
/figs/minglstring.cpp
minglstring.h
pixel.h
string
../graph/rgbcolor.h
tools.h
freeglut.h
../tools/IEditable.h
algorithm
../graph/pos.h
IEditable.hxx
iostream