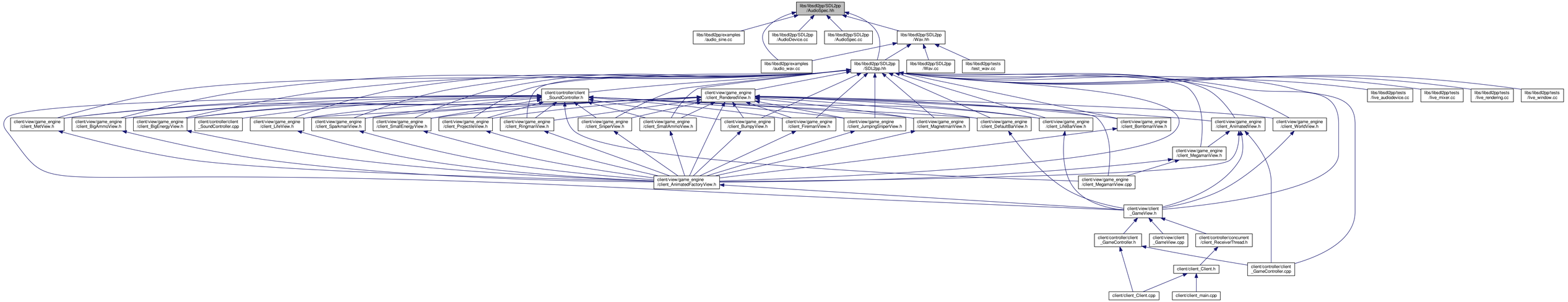
libs/libsdl2pp/SDL2pp/AudioSpec.hh
libs/libsdl2pp/examples/audio_sine.cc
libs/libsdl2pp/SDL2pp/AudioDevice.cc
libs/libsdl2pp/SDL2pp/AudioSpec.cc
libs/libsdl2pp/SDL2pp/Wav.hh
libs/libsdl2pp/examples/audio_wav.cc
libs/libsdl2pp/SDL2pp/SDL2pp.hh
libs/libsdl2pp/SDL2pp/Wav.cc
libs/libsdl2pp/tests/test_wav.cc
client/controller/client_SoundController.h
client/view/game_engine/client_RenderedView.h
libs/libsdl2pp/tests/live_audiodevice.cc
libs/libsdl2pp/tests/live_mixer.cc
libs/libsdl2pp/tests/live_rendering.cc
libs/libsdl2pp/tests/live_window.cc
client/view/game_engine/client_MetView.h
client/view/game_engine/client_BigAmmoView.h
client/view/game_engine/client_BigEnergyView.h
client/controller/client_SoundController.cpp
client/view/game_engine/client_LifeView.h
client/view/game_engine/client_SparkmanView.h
client/view/game_engine/client_SmallEnergyView.h
client/view/game_engine/client_ProjectileView.h
client/view/game_engine/client_RingmanView.h
client/view/game_engine/client_SniperView.h
client/view/game_engine/client_SmallAmmoView.h
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client/view/game_engine/client_JumpingSniperView.h
client/view/game_engine/client_MagnetmanView.h
client/view/game_engine/client_DefaultBarView.h
client/view/game_engine/client_LifeBarView.h
client/view/game_engine/client_BombmanView.h
client/view/game_engine/client_AnimatedView.h
client/view/game_engine/client_WorldView.h
client/view/game_engine/client_MegamanView.h
client/view/game_engine/client_AnimatedFactoryView.h
client/view/game_engine/client_MegamanView.cpp
client/view/client_GameView.h
client/controller/client_GameController.h
client/view/client_GameView.cpp
client/controller/concurrent/client_ReceiverThread.h
client/client_Client.h
client/controller/client_GameController.cpp
client/client_Client.cpp
client/client_main.cpp