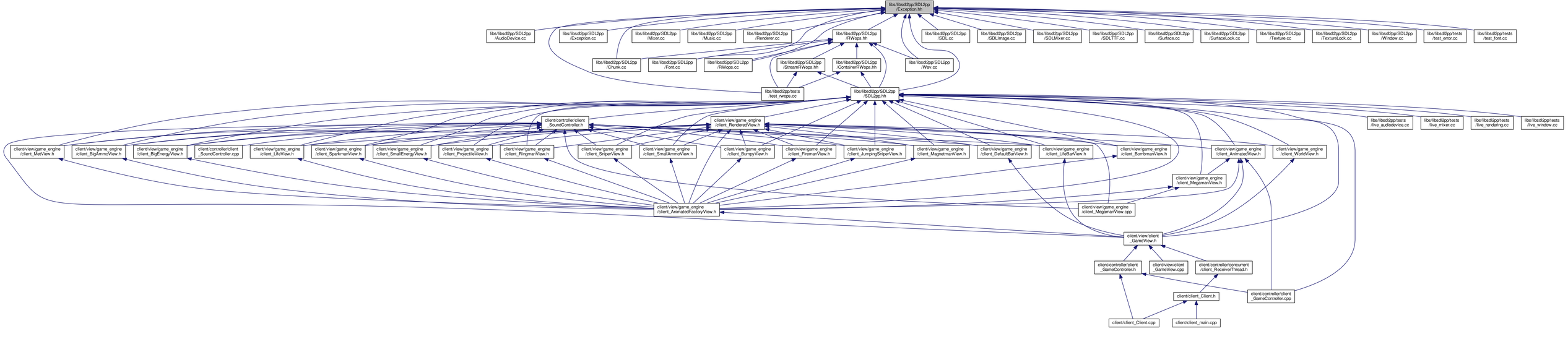
libs/libsdl2pp/SDL2pp/Exception.hh
libs/libsdl2pp/SDL2pp/AudioDevice.cc
libs/libsdl2pp/SDL2pp/Exception.cc
libs/libsdl2pp/SDL2pp/Mixer.cc
libs/libsdl2pp/SDL2pp/Music.cc
libs/libsdl2pp/SDL2pp/Renderer.cc
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libs/libsdl2pp/SDL2pp/SDL.cc
libs/libsdl2pp/SDL2pp/SDLImage.cc
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libs/libsdl2pp/SDL2pp/SDLTTF.cc
libs/libsdl2pp/SDL2pp/Surface.cc
libs/libsdl2pp/SDL2pp/SurfaceLock.cc
libs/libsdl2pp/SDL2pp/Texture.cc
libs/libsdl2pp/SDL2pp/TextureLock.cc
libs/libsdl2pp/SDL2pp/Window.cc
libs/libsdl2pp/tests/test_error.cc
libs/libsdl2pp/tests/test_font.cc
libs/libsdl2pp/SDL2pp/Chunk.cc
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libs/libsdl2pp/SDL2pp/RWops.cc
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libs/libsdl2pp/SDL2pp/ContainerRWops.hh
libs/libsdl2pp/SDL2pp/Wav.cc
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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/controller/client_SoundController.h
client/view/game_engine/client_RenderedView.h
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
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client/controller/client_GameController.h
client/view/client_GameView.cpp
client/controller/concurrent/client_ReceiverThread.h
client/controller/client_GameController.cpp
client/client_Client.h
client/client_Client.cpp
client/client_main.cpp