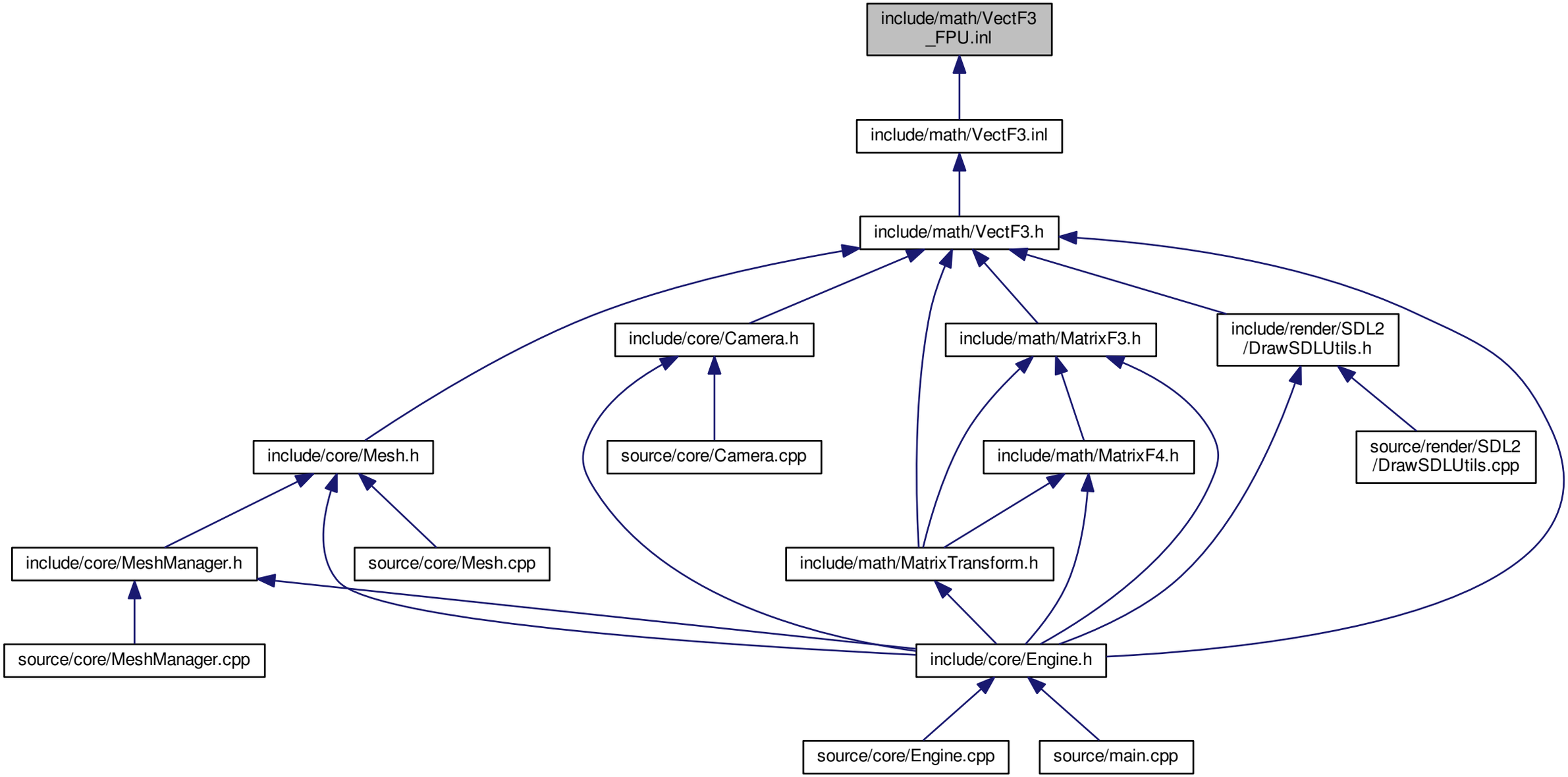
include/math/VectF3
_FPU.inl
include/math/VectF3.inl
include/math/VectF3.h
include/core/Camera.h
include/math/MatrixF3.h
include/render/SDL2
/DrawSDLUtils.h
include/core/Mesh.h
source/core/Camera.cpp
include/math/MatrixF4.h
source/render/SDL2
/DrawSDLUtils.cpp
include/core/MeshManager.h
source/core/Mesh.cpp
include/math/MatrixTransform.h
source/core/MeshManager.cpp
include/core/Engine.h
source/core/Engine.cpp
source/main.cpp