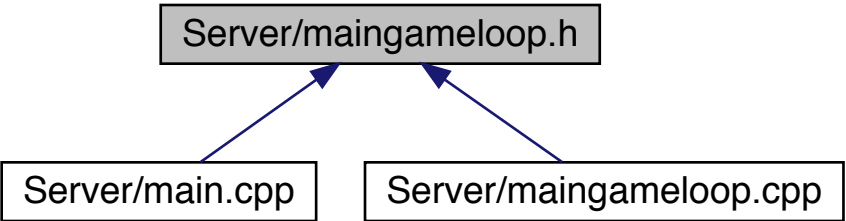


Server/maingameloop.h



```
graph BT; A[Server/main.cpp] --> C[Server/maingameloop.h]; B[Server/maingameloop.cpp] --> C;
```

Server/main.cpp

Server/maingameloop.cpp