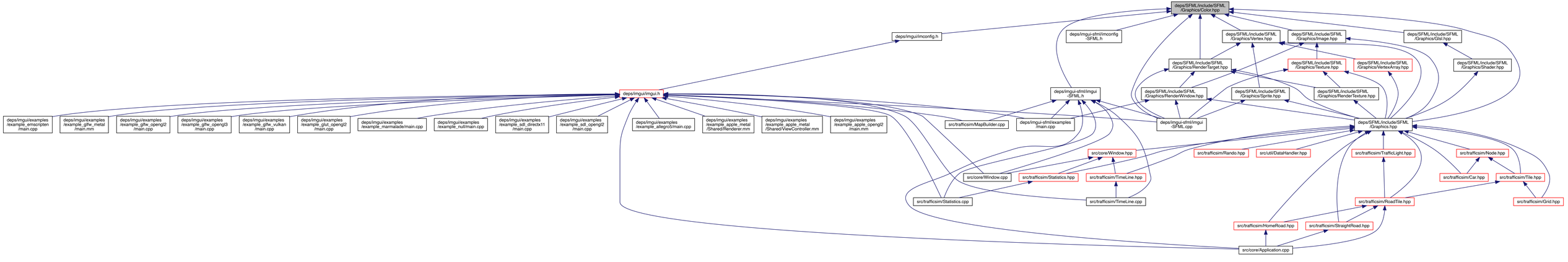
deps/SFML/include/SFML/Graphics/Color.hpp
deps/imgui/imconfig.h
deps/imgui-sfml/imconfig-SFML.h
deps/SFML/include/SFML/Graphics/Vertex.hpp
deps/SFML/include/SFML/Graphics/Image.hpp
deps/SFML/include/SFML/Graphics/Glsl.hpp
deps/SFML/include/SFML/Graphics/RenderTarget.hpp
deps/SFML/include/SFML/Graphics/Texture.hpp
deps/SFML/include/SFML/Graphics/VertexArray.hpp
deps/SFML/include/SFML/Graphics/Shader.hpp
deps/imgui/imgui.h
deps/imgui-sfml/imgui-SFML.h
deps/SFML/include/SFML/Graphics/RenderWindow.hpp
deps/SFML/include/SFML/Graphics/Sprite.hpp
deps/SFML/include/SFML/Graphics/RenderTexture.hpp
deps/imgui/examples/example_emscripten/main.cpp
deps/imgui/examples/example_glfw_metal/main.mm
deps/imgui/examples/example_glfw_opengl2/main.cpp
deps/imgui/examples/example_glfw_opengl3/main.cpp
deps/imgui/examples/example_glfw_vulkan/main.cpp
deps/imgui/examples/example_glut_opengl2/main.cpp
deps/imgui/examples/example_marmalade/main.cpp
deps/imgui/examples/example_null/main.cpp
deps/imgui/examples/example_sdl_directx11/main.cpp
deps/imgui/examples/example_sdl_opengl2/main.cpp
deps/imgui/examples/example_allegro5/main.cpp
deps/imgui/examples/example_apple_metal/Shared/Renderer.mm
deps/imgui/examples/example_apple_metal/Shared/ViewController.mm
deps/imgui/examples/example_apple_opengl2/main.mm
src/trafficsim/MapBuilder.cpp
deps/imgui-sfml/examples/main.cpp
deps/imgui-sfml/imgui-SFML.cpp
deps/SFML/include/SFML/Graphics.hpp
src/core/Window.hpp
src/trafficsim/Rando.hpp
src/util/DataHandler.hpp
src/trafficsim/TrafficLight.hpp
src/trafficsim/Node.hpp
src/core/Window.cpp
src/trafficsim/Statistics.hpp
src/trafficsim/TimeLine.hpp
src/trafficsim/Car.hpp
src/trafficsim/Tile.hpp
src/trafficsim/Statistics.cpp
src/trafficsim/TimeLine.cpp
src/trafficsim/RoadTile.hpp
src/trafficsim/Grid.hpp
src/trafficsim/HomeRoad.hpp
src/trafficsim/StraightRoad.hpp
src/core/Application.cpp