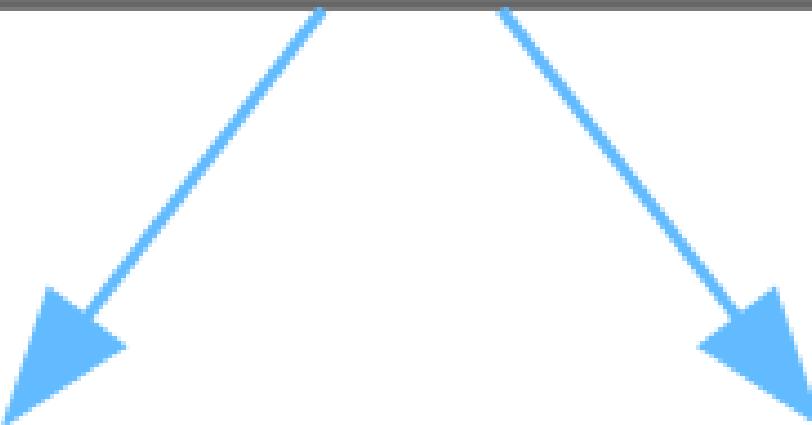


gui/UniqueQueue.h



queue

unordered_set