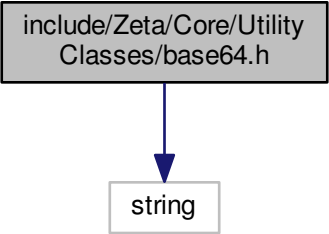


include/Zeta/Core/Utility
Classes/base64.h



string