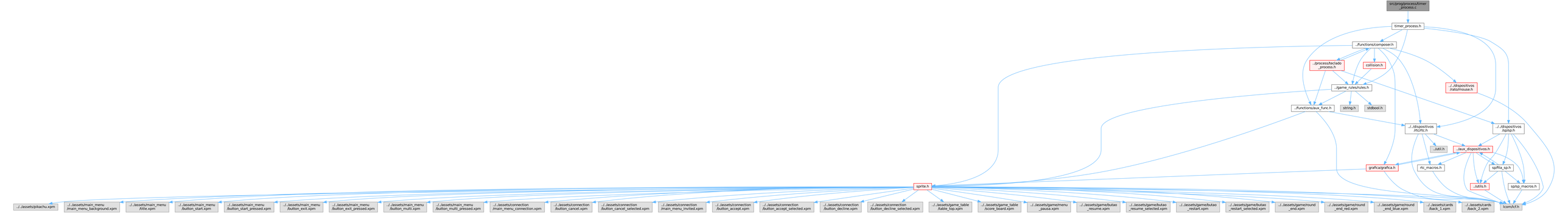
src/prog/process/timer_process.c
timer_process.h
../functions/composer.h
../process/fecciado_process.h
collision.h
../game_rules/rules.h
../functions/aux_func.h
string.h
stdbool.h
../../dispositivos/rats/mouse.h
../../dispositivos/rtc/rtc.h
../../dispositivos/spisp.h
../util.h
../aux_dispositivos.h
grafica/grafica.h
rtc_macros.h
spifila_sp.h
../utils.h
spisp_macros.h
sprite.h
../../assets/pikachu.xpm
../../assets/main_menu/main_menu_background.xpm
../../assets/main_menu/title.xpm
../../assets/main_menu/button_start.xpm
../../assets/main_menu/button_start_pressed.xpm
../../assets/main_menu/button_exit.xpm
../../assets/main_menu/button_exit_pressed.xpm
../../assets/main_menu/button_multi.xpm
../../assets/main_menu/button_multi_pressed.xpm
../../assets/connection/main_menu_connection.xpm
../../assets/connection/button_cancel.xpm
../../assets/connection/button_cancel_selected.xpm
../../assets/connection/main_menu_invited.xpm
../../assets/connection/button_accept.xpm
../../assets/connection/button_accept_selected.xpm
../../assets/connection/button_decline.xpm
../../assets/connection/button_decline_selected.xpm
../../assets/game_table/table_top.xpm
../../assets/game_table/score_board.xpm
../../assets/game/menu_pausa.xpm
../../assets/game/butao_resume.xpm
../../assets/game/butao_resume_selected.xpm
../../assets/game/butao_restart.xpm
../../assets/game/butao_restart_selected.xpm
../../assets/game/round_end.xpm
../../assets/game/round_end_red.xpm
../../assets/game/round_end_blue.xpm
../../assets/cards/back_1.xpm
../../assets/cards/back_2.xpm
icons/icf.h