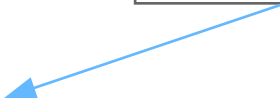


renderer/src/RenderCommand.cpp



2XD2/renderer/RenderCommand.h



SFML/Graphics/Drawable.hpp

SFML/System/Vector2.hpp

2XD2/core/RenderLayer.h