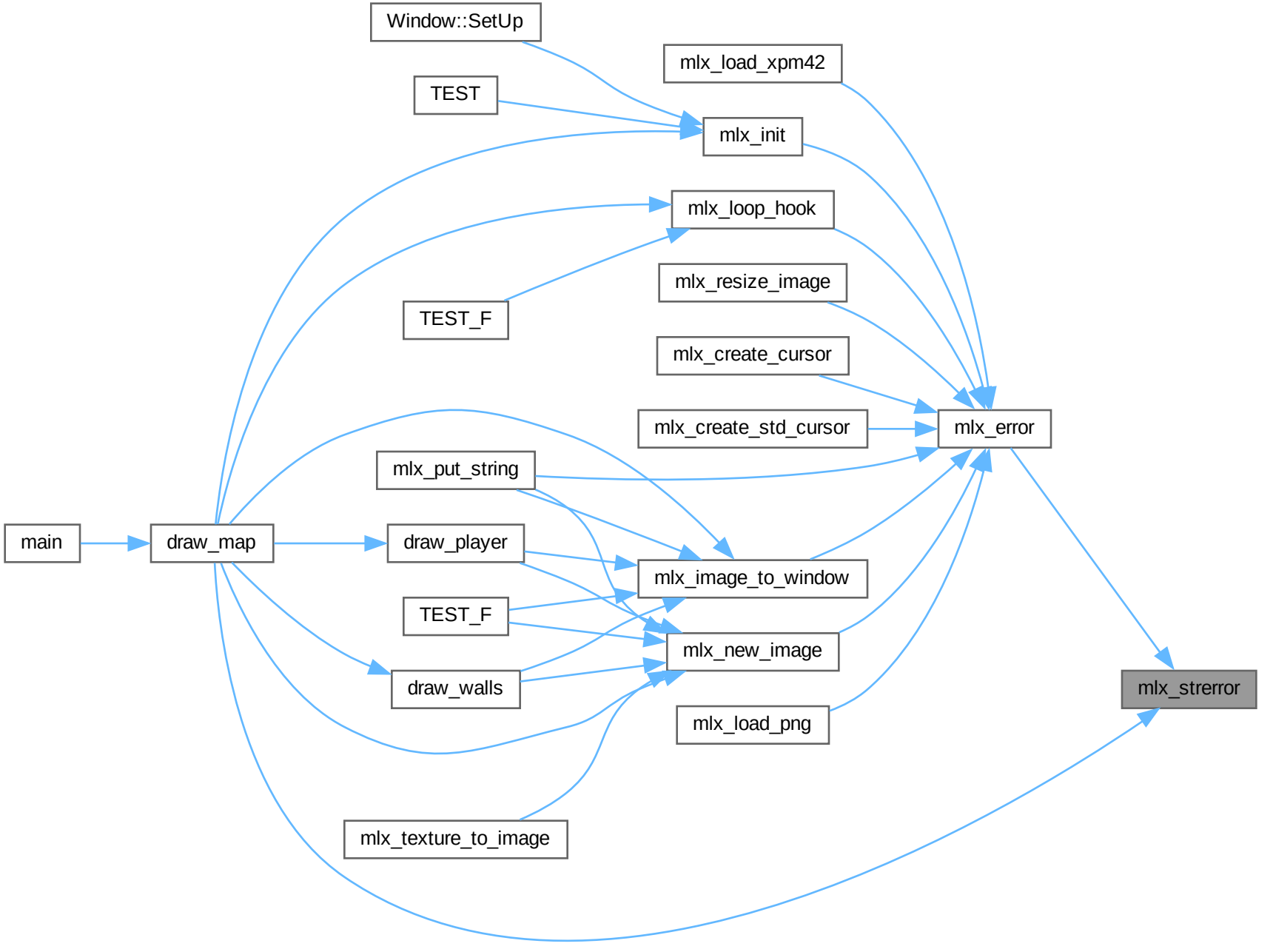
Window::SetUp
mlx_load_xpm42
TEST
mlx_init
mlx_loop_hook
mlx_resize_image
TEST_F
mlx_create_cursor
mlx_create_std_cursor
mlx_error
mlx_put_string
main
draw_map
draw_player
mlx_image_to_window
TEST_F
mlx_new_image
draw_walls
mlx_strerror
mlx_load_png
mlx_texture_to_image