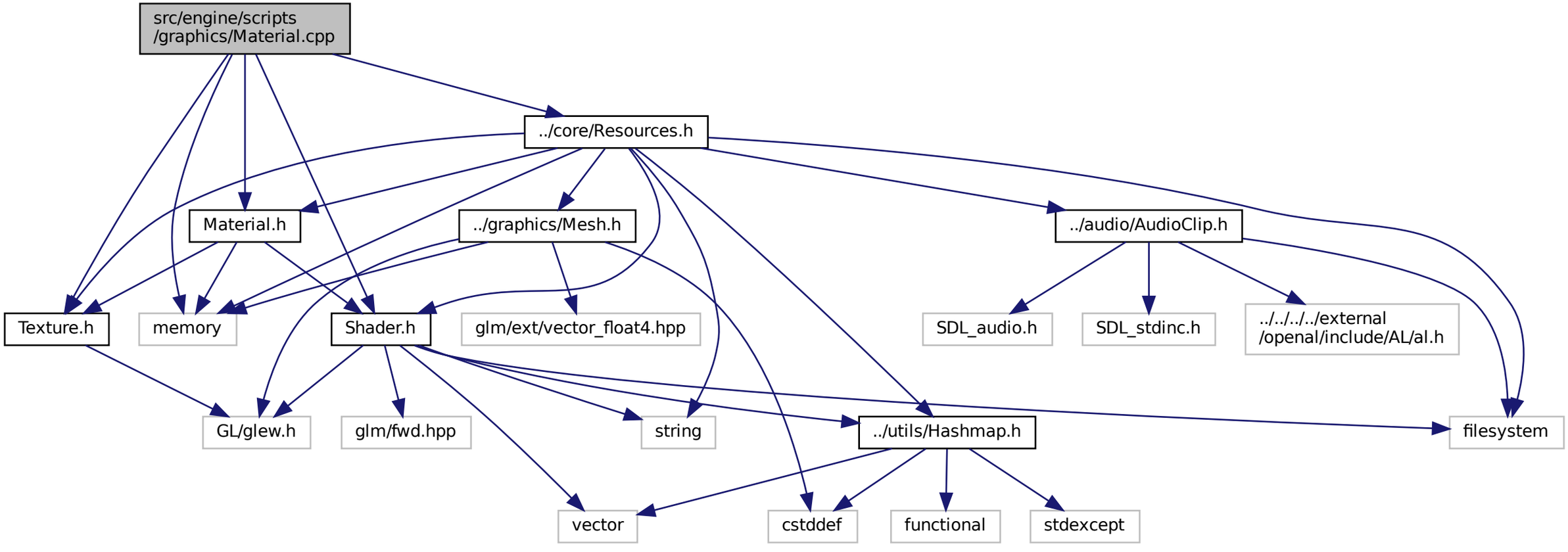
src/engine/scripts
/graphics/Material.cpp
../core/Resources.h
Material.h
../graphics/Mesh.h
../audio/AudioClip.h
Texture.h
memory
Shader.h
glm/ext/vector_float4.hpp
SDL_audio.h
SDL_stdinc.h
../../../../external
/openal/include/AL/al.h
GL/glew.h
glm/fwd.hpp
string
../utils/Hashmap.h
filesystem
vector
cstddef
functional
stdexcept