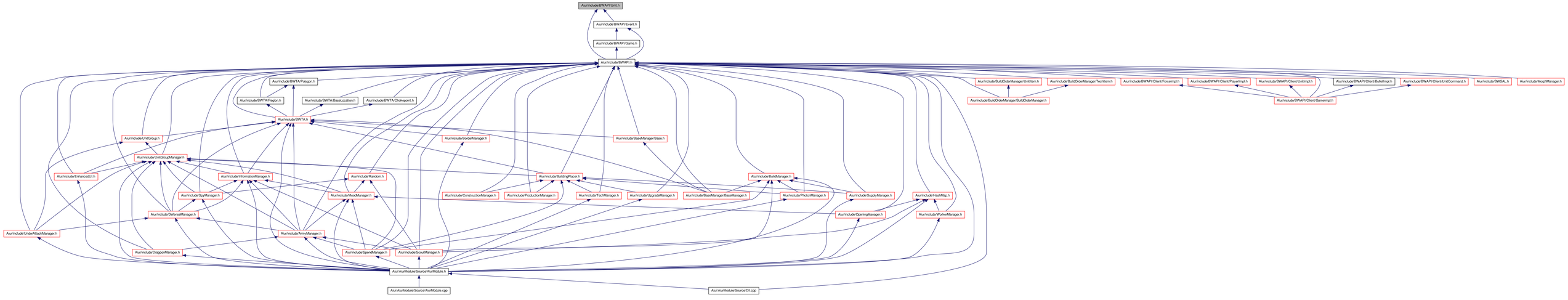
Aur:include/BWAPI/Unit.h
Aur:include/BWAPI/Event.h
Aur:include/BWAPI/Game.h
Aur:include/BWAPI.h
Aur:include/BWTA/Polygon.h
Aur:include/BWTA/Region.h
Aur:include/BWTA/BaseLocation.h
Aur:include/BWTA/Chokepoint.h
Aur:include/BWTA.h
Aur:include/UnitGroup.h
Aur:include/UnitGroupManager.h
Aur:include/EnhancedUI.h
Aur:include/InformationManager.h
Aur:include/Random.h
Aur:include/SpyManager.h
Aur:include/MoodManager.h
Aur:include/DefenseManager.h
Aur:include/UnderAttackManager.h
Aur:include/ArmyManager.h
Aur:include/DragoonManager.h
Aur:include/SpendManager.h
Aur:include/ScoutManager.h
Aur:include/BorderManager.h
Aur:include/BaseManager/Base.h
Aur:include/BuildingPlacer.h
Aur:include/ConstructionManager.h
Aur:include/ProductionManager.h
Aur:include/TechManager.h
Aur:include/UpgradeManager.h
Aur:include/BaseManager/BaseManager.h
Aur:include/BuildManager.h
Aur:include/PhotonManager.h
Aur:include/SupplyManager.h
Aur:include/OpeningManager.h
Aur:include/HeatMap.h
Aur:include/WorkerManager.h
Aur:AurModule/Source/AurModule.h
Aur:AurModule/Source/AurModule.cpp
Aur:AurModule/Source/Dll.cpp
Aur:include/BuildOrderManager/UnitItem.h
Aur:include/BuildOrderManager/TechItem.h
Aur:include/BuildOrderManager/BuildOrderManager.h
Aur:include/BWAPI/Client/ForceImpl.h
Aur:include/BWAPI/Client/PlayerImpl.h
Aur:include/BWAPI/Client/UnitImpl.h
Aur:include/BWAPI/Client/GameImpl.h
Aur:include/BWAPI/Client/BulletImpl.h
Aur:include/BWAPI/Client/UnitCommand.h
Aur:include/BWSAL.h
Aur:include/MoopiManager.h