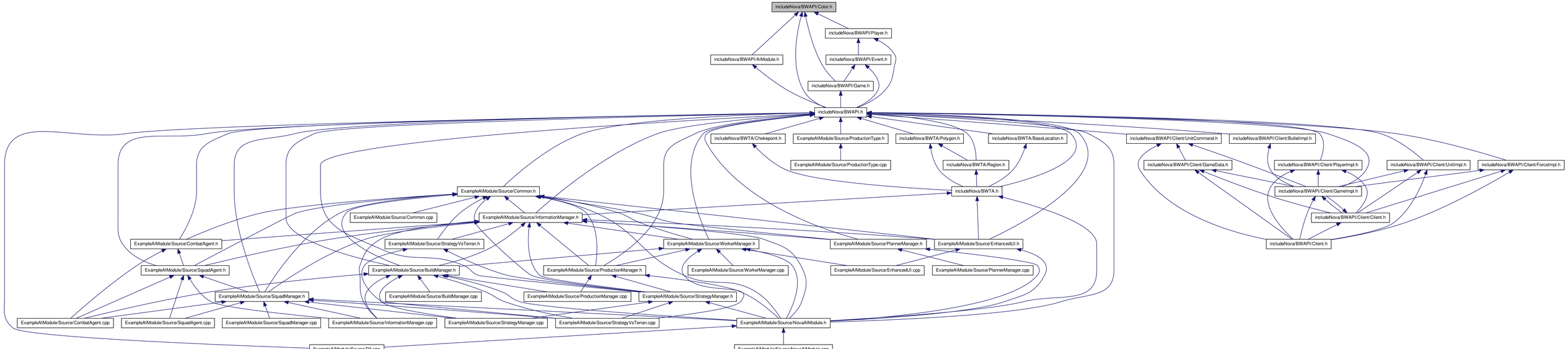
includeNova/BWAPI/Color.h
includeNova/BWAPI/Player.h
includeNova/BWAPI/AIModule.h
includeNova/BWAPI/Event.h
includeNova/BWAPI/Game.h
includeNova/BWAPI.h
includeNova/BWTA/Chokepoint.h
ExampleAIModule/Source/ProductionType.h
includeNova/BWTA/Polygon.h
includeNova/BWTA/BaseLocation.h
includeNova/BWAPI/Client/UnitCommand.h
includeNova/BWAPI/Client/BulletImpl.h
ExampleAIModule/Source/ProductionType.cpp
includeNova/BWTA/Region.h
includeNova/BWAPI/Client/GameData.h
includeNova/BWAPI/Client/PlayerImpl.h
includeNova/BWAPI/Client/UnitImpl.h
includeNova/BWAPI/Client/ForceImpl.h
includeNova/BWAPI/Client/GameImpl.h
includeNova/BWTA.h
ExampleAIModule/Source/Common.h
ExampleAIModule/Source/Common.cpp
ExampleAIModule/Source/InformationManager.h
includeNova/BWAPI/Client/Client.h
ExampleAIModule/Source/CombatAgent.h
ExampleAIModule/Source/StrategyVsTerran.h
ExampleAIModule/Source/WorkerManager.h
ExampleAIModule/Source/PlannerManager.h
ExampleAIModule/Source/EnhancedUI.h
includeNova/BWAPI/Client.h
ExampleAIModule/Source/SquadAgent.h
ExampleAIModule/Source/BuildManager.h
ExampleAIModule/Source/ProductionManager.h
ExampleAIModule/Source/WorkerManager.cpp
ExampleAIModule/Source/EnhancedUI.cpp
ExampleAIModule/Source/PlannerManager.cpp
ExampleAIModule/Source/SquadManager.h
ExampleAIModule/Source/BuildManager.cpp
ExampleAIModule/Source/ProductionManager.cpp
ExampleAIModule/Source/StrategyManager.h
ExampleAIModule/Source/CombatAgent.cpp
ExampleAIModule/Source/SquadAgent.cpp
ExampleAIModule/Source/SquadManager.cpp
ExampleAIModule/Source/InformationManager.cpp
ExampleAIModule/Source/StrategyManager.cpp
ExampleAIModule/Source/StrategyVsTerran.cpp
ExampleAIModule/Source/NovaAIModule.h
ExampleAIModule/Source/Dll.cpp
ExampleAIModule/Source/NovaAIModule.cpp