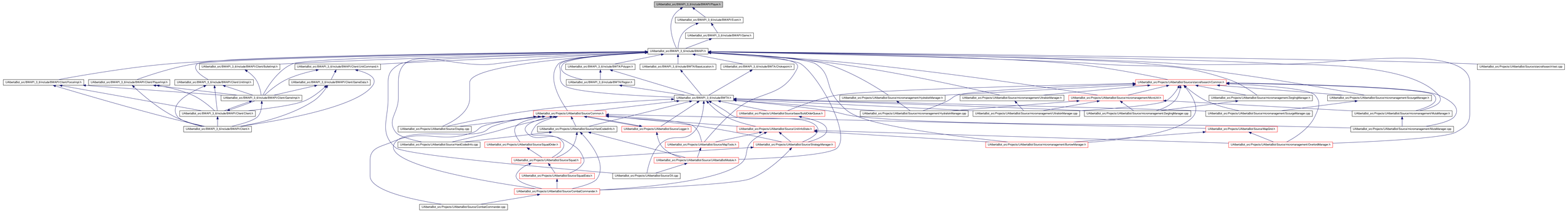
UAlbertaBot_src/BWAPI_3_6/include/BWAPI/Player.h
UAlbertaBot_src/BWAPI_3_6/include/BWAPI/Event.h
UAlbertaBot_src/BWAPI_3_6/include/BWAPI/Game.h
UAlbertaBot_src/BWAPI_3_6/include/BWAPI.h
UAlbertaBot_src/BWAPI_3_6/include/BWAPI/Client/Bulletimpl.h
UAlbertaBot_src/BWAPI_3_6/include/BWAPI/Client/UnitCommand.h
UAlbertaBot_src/BWAPI_3_6/include/BWAPI/Client/Forceimpl.h
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UAlbertaBot_src/BWAPI_3_6/include/BWAPI/Client/Unitimpl.h
UAlbertaBot_src/BWAPI_3_6/include/BWAPI/Client/GameData.h
UAlbertaBot_src/BWAPI_3_6/include/BWAPI/Client/Gameimpl.h
UAlbertaBot_src/BWAPI_3_6/include/BWAPI/Client.h
UAlbertaBot_src/BWAPI_3_6/include/BWAPI/Client/Client.h
UAlbertaBot_src/BWAPI_3_6/include/BWTA/Polygon.h
UAlbertaBot_src/BWAPI_3_6/include/BWTA/BaseLocation.h
UAlbertaBot_src/BWAPI_3_6/include/BWTA/Chokepoint.h
UAlbertaBot_src/BWAPI_3_6/include/BWTA/Region.h
UAlbertaBot_src/BWAPI_3_6/include/BWTA.h
UAlbertaBot_src/Projects/UAlbertaBot/Source/stancraftsearch/Common.h
UAlbertaBot_src/Projects/UAlbertaBot/Source/stancraftsearch/Net.cpp
UAlbertaBot_src/Projects/UAlbertaBot/Source/micromanagement/HydraliskManager.h
UAlbertaBot_src/Projects/UAlbertaBot/Source/micromanagement/UltraliskManager.h
UAlbertaBot_src/Projects/UAlbertaBot/Source/micromanagement/MicroUtil.h
UAlbertaBot_src/Projects/UAlbertaBot/Source/micromanagement/ZerglingManager.h
UAlbertaBot_src/Projects/UAlbertaBot/Source/micromanagement/ScourgeManager.h
UAlbertaBot_src/Projects/UAlbertaBot/Source/Common.h
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UAlbertaBot_src/Projects/UAlbertaBot/Source/micromanagement/MutaManager.h
UAlbertaBot_src/Projects/UAlbertaBot/Source/Display.cpp
UAlbertaBot_src/Projects/UAlbertaBot/Source/HardCodeInfo.h
UAlbertaBot_src/Projects/UAlbertaBot/Source/Logger.h
UAlbertaBot_src/Projects/UAlbertaBot/Source/UnitInfoState.h
UAlbertaBot_src/Projects/UAlbertaBot/Source/MapGrid.h
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