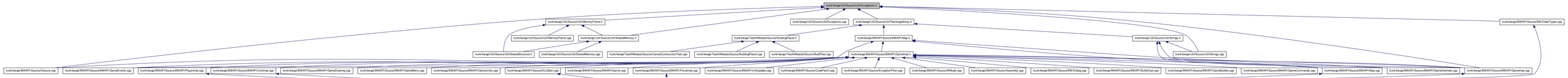
bwk:bwapi/Util/Source/Util/Exceptions.h
bwk:bwapi/Util/Source/Util/MemoryFrame.h
bwk:bwapi/Util/Source/Util/Exceptions.cpp
bwk:bwapi/Util/Source/Util/RectangleArray.h
bwk:bwapi/BWAPI/Source/BW/OrderTypes.cpp
bwk:bwapi/Util/Source/Util/MemoryFrame.cpp
bwk:bwapi/Util/Source/Util/SharedMemory.h
bwk:bwapi/TestAIModule/Source/BuildingPlacer.h
bwk:bwapi/BWAPI/Source/BWAPI/Map.h
bwk:bwapi/Util/Source/Util/Strings.h
bwk:bwapi/Util/Source/Util/SharedStructure.h
bwk:bwapi/Util/Source/Util/SharedMemory.cpp
bwk:bwapi/TestAIModule/Source/CancelConstructionTest.cpp
bwk:bwapi/TestAIModule/Source/BuildingPlacer.cpp
bwk:bwapi/TestAIModule/Source/BuildTest.cpp
bwk:bwapi/BWAPI/Source/BWAPI/Game/Game.h
bwk:bwapi/Util/Source/Util/Strings.cpp
bwk:bwapi/BWAPI/Source/Debuts.cpp
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bwk:bwapi/BWAPI/Source/fastbuild.cpp