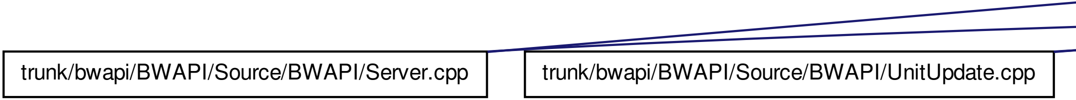
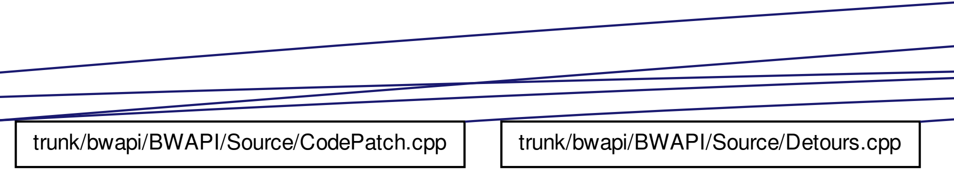
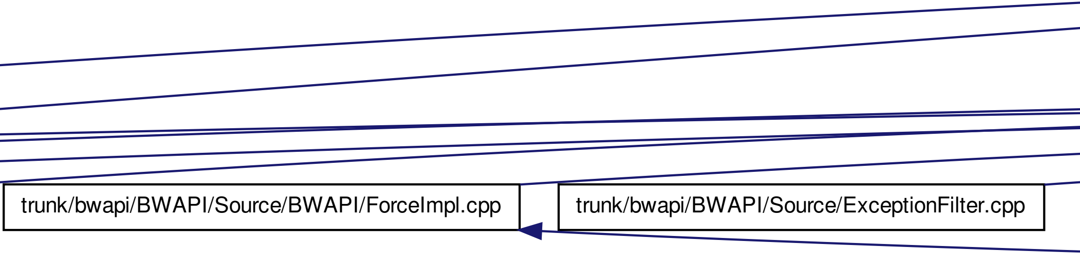
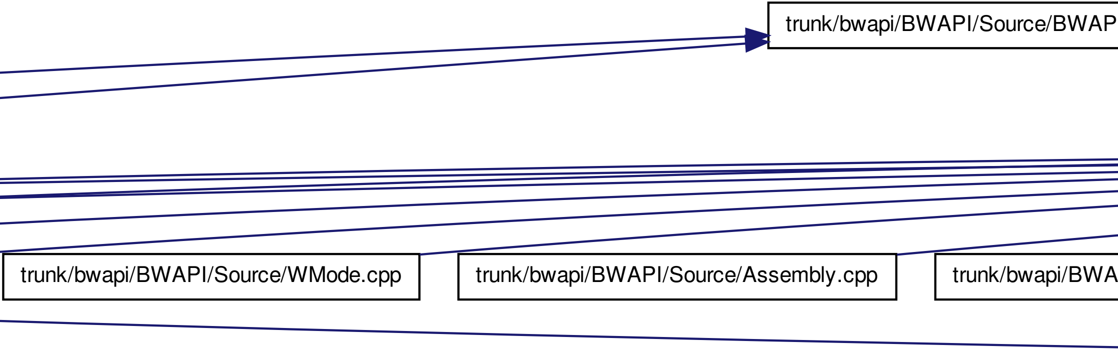
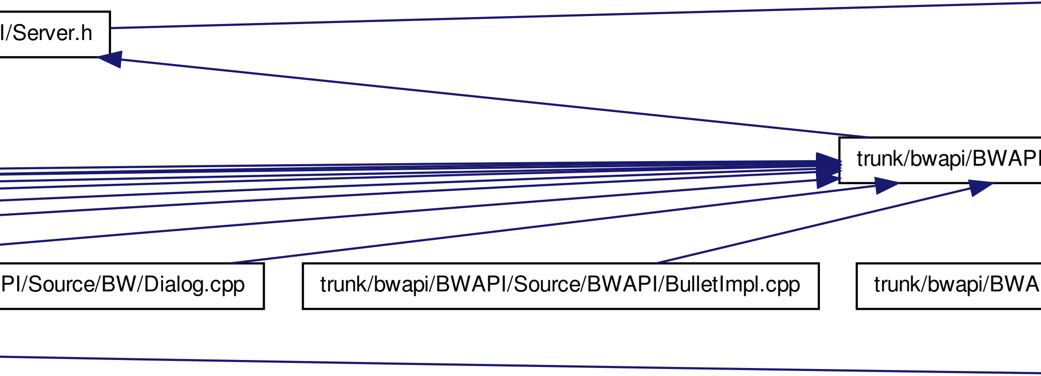
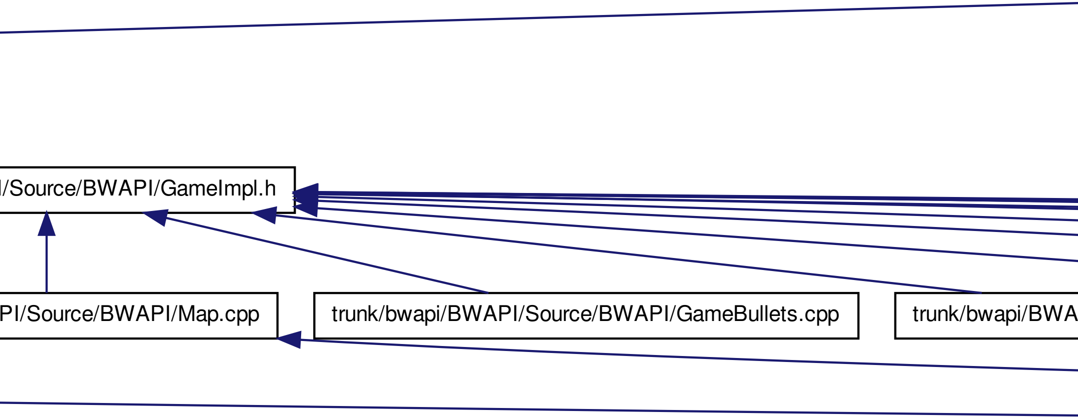

trunk/bwapi/BWAPI/Source/BWAPI/Server.cpp
trunk/bwapi/BWAPI/Source/BWAPI/UnitUpdate.cpp

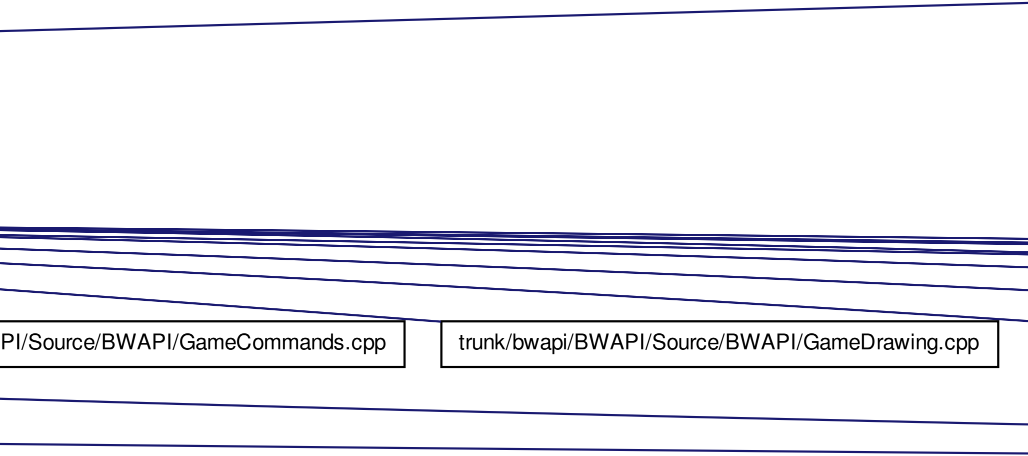

trunk/bwapi/BWAPI/Source/CodePatch.cpp
trunk/bwapi/BWAPI/Source/Detours.cpp

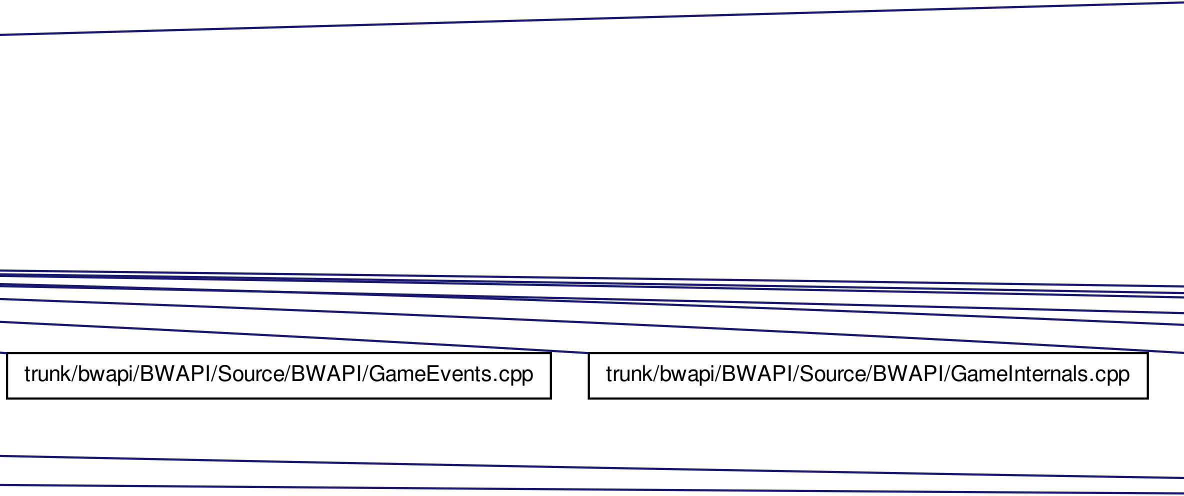

trunk/bwapi/BWAPI/Source/BWAPI/ForceImpl.cpp
trunk/bwapi/BWAPI/Source/ExceptionFilter.cpp

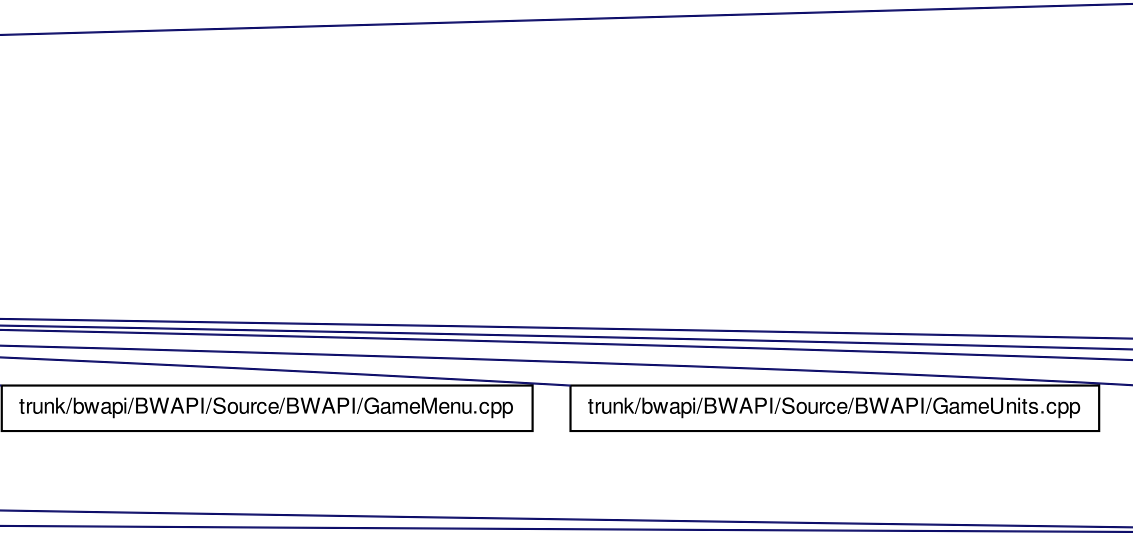

trunk/bwapi/BWAPI/Source/BWAP
trunk/bwapi/BWAPI/Source/WMode.cpp
trunk/bwapi/BWAPI/Source/Assembly.cpp
trunk/bwapi/BWA

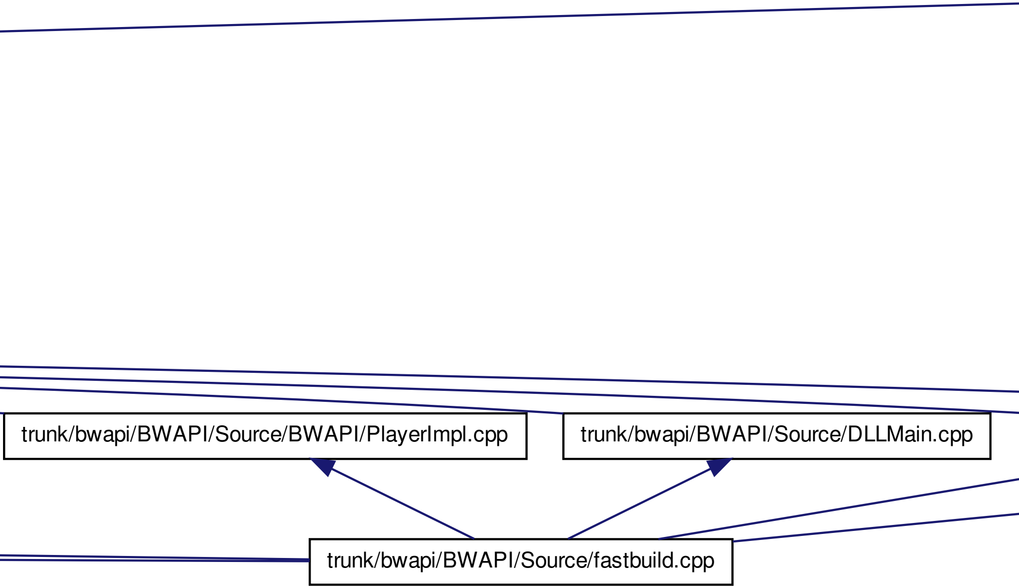

I/Server.h
trunk/bwapi/BWAPI
PI/Source/BW/Dialog.cpp
trunk/bwapi/BWAPI/Source/BWAPI/BulletImpl.cpp
trunk/bwapi/BWA

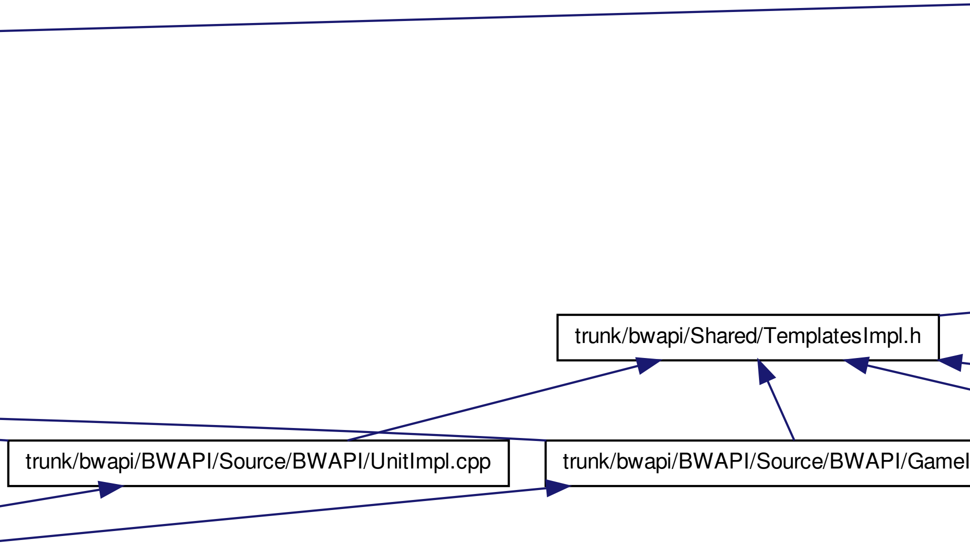

I/Source/BWAPI/GameImpl.h
PI/Source/BWAPI/Map.cpp
trunk/bwapi/BWAPI/Source/BWAPI/GameBullets.cpp
trunk/bwapi/BWA

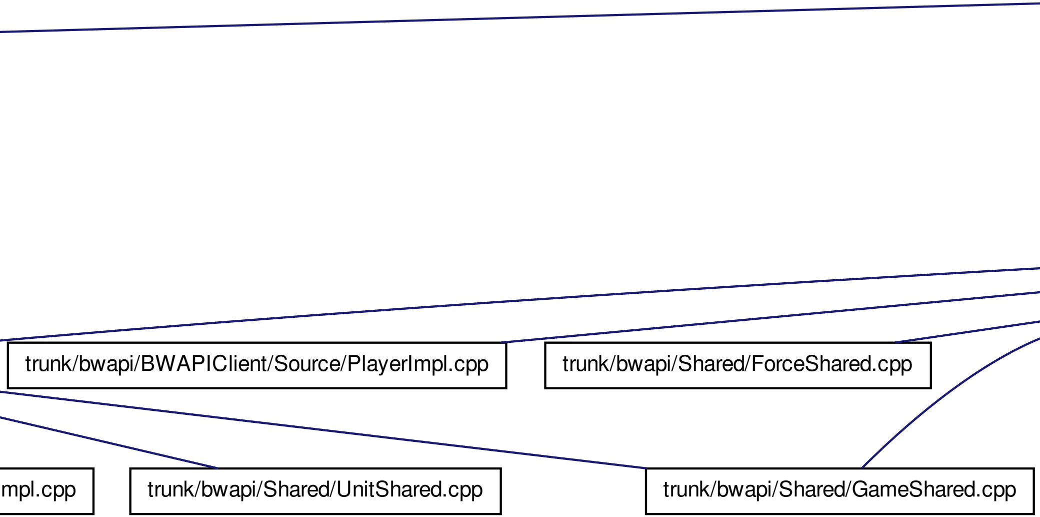

PI/Source/BWAPI/GameCommands.cpp
trunk/bwapi/BWAPI/Source/BWAPI/GameDrawing.cpp


trunk/bwapi/BWAPI/Source/BWAPI/GameEvents.cpp
trunk/bwapi/BWAPI/Source/BWAPI/GameInternals.cpp

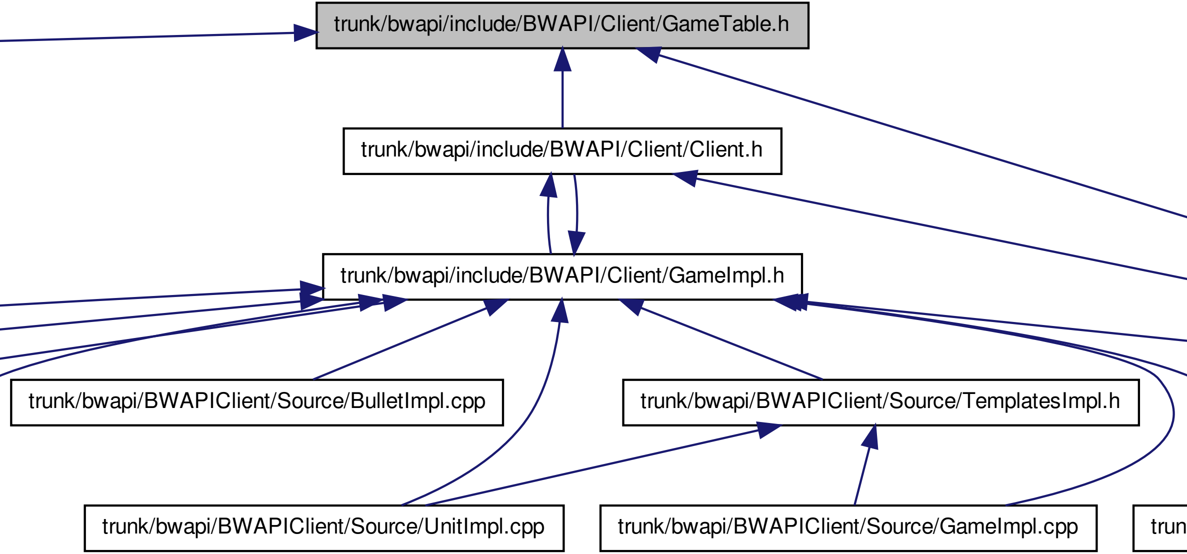

trunk/bwapi/BWAPI/Source/BWAPI/GameMenu.cpp
trunk/bwapi/BWAPI/Source/BWAPI/GameUnits.cpp

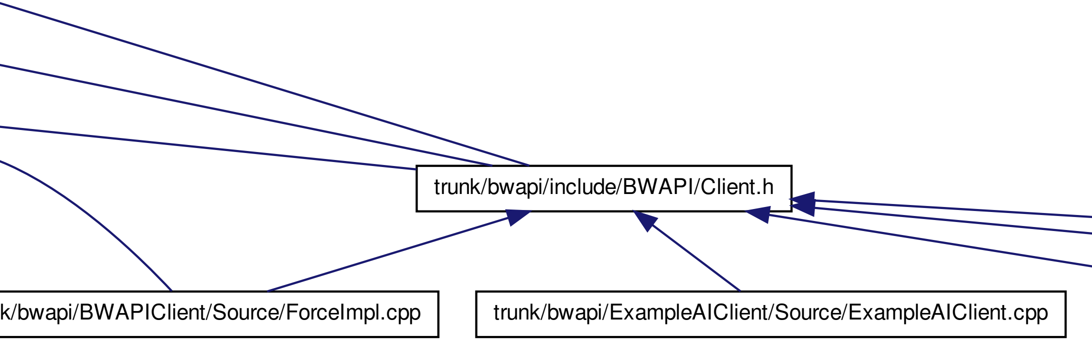

trunk/bwapi/BWAPI/Source/BWAPI/PlayerImpl.cpp
trunk/bwapi/BWAPI/Source/DLLMain.cpp
trunk/bwapi/BWAPI/Source/fastbuild.cpp

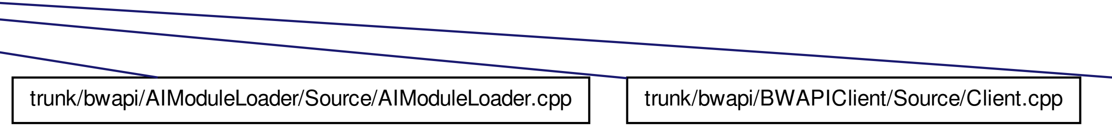

trunk/bwapi/Shared/TemplatesImpl.h
trunk/bwapi/BWAPI/Source/BWAPI/UnitImpl.cpp
trunk/bwapi/BWAPI/Source/BWAPI/GameI

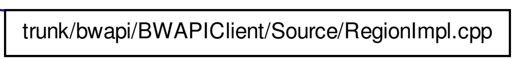


trunk/bwapi/BWAPIClient/Source/PlayerImpl.cpp
trunk/bwapi/Shared/ForceShared.cpp
mpl.cpp
trunk/bwapi/Shared/UnitShared.cpp
trunk/bwapi/Shared/GameShared.cpp


trunk/bwapi/include/BWAPI/Client/GameTable.h
trunk/bwapi/include/BWAPI/Client/Client.h
trunk/bwapi/include/BWAPI/Client/GameImpl.h
trunk/bwapi/BWAPIClient/Source/BulletImpl.cpp
trunk/bwapi/BWAPIClient/Source/TemplatesImpl.h
trunk/bwapi/BWAPIClient/Source/UnitImpl.cpp
trunk/bwapi/BWAPIClient/Source/GameImpl.cpp
trun


trunk/bwapi/include/BWAPI/Client.h
k/bwapi/BWAPIClient/Source/ForceImpl.cpp
trunk/bwapi/ExampleAIClient/Source/ExampleAIClient.cpp


trunk/bwapi/AIModuleLoader/Source/AIModuleLoader.cpp
trunk/bwapi/BWAPIClient/Source/Client.cpp



trunk/bwapi/BWAPIClient/Source/RegionImpl.cpp