trunk/swagr/include/BRAFX/Client/PlayerData.h
trunk/swagr/include/BRAFX/Player.h
trunk/swagr/include/BRAFX/Event.h
trunk/swagr/include/BRAFX.h
trunk/swagr/include/BRAFX/Client/GameData.h
trunk/swagr/include/BRAFX/Client/PlayerImpl.h
trunk/swagr/BRAFX/Source/BRAFX/Server.h
trunk/swagr/BRAFX/Source/BRAFX/PlayerImpl.h
trunk/swagr/BRAFX/Source/BRAFX/GameImpl.h
trunk/swagr/BRAFX/Source/BRAFX/Server.h
trunk/swagr/include/BRAFX/Client/Client.h
trunk/swagr/include/BRAFX/Client/GameImpl.h
trunk/swagr/BRAFX/Source/BRAFX/Client/Source/PlayerImpl.cpp
trunk/swagr/BRAFX/Source/BRAFX/Client/Source/GameImpl.cpp
trunk/swagr/BRAFX/Source/BRAFX/Client/Source/Templates/Impl.h
trunk/swagr/BRAFX/Source/BRAFX/Client/Source/UnitImpl.cpp
trunk/swagr/BRAFX/Source/BRAFX/Client/Source/Client.cpp
trunk/swagr/BRAFX/Source/BRAFX/Client/Source/ForceImpl.cpp
trunk/swagr/BRAFX/Source/BRAFX/Client/Source/RegionImpl.cpp
trunk/swagr/BRAFX/Source/BRAFX/Client/Source/BuildImpl.cpp
trunk/swagr/BRAFX/Source/BRAFX/Client/Source/Command.h
trunk/swagr/BRAFX/Source/BRAFX/Client/Source/Command.h
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trunk/swagr/BRAFX/Source/BRAFX/Shared/ForceShared.cpp
trunk/swagr/BRAFX/Source/BRAFX/Shared/Templates/Impl.h
trunk/swagr/BRAFX/Source/BRAFX/Map.cpp
trunk/swagr/BRAFX/Source/BRAFX/PlayerImpl.cpp
trunk/swagr/BRAFX/Source/BRAFX/RoomMp.cpp
trunk/swagr/BRAFX/Source/BRAFX/GameInterfaces.cpp
trunk/swagr/BRAFX/Source/BRAFX/GameUnits.cpp
trunk/swagr/BRAFX/Source/BRAFX/Debuns.cpp
trunk/swagr/BRAFX/Source/BRAFX/GameEvents.cpp
trunk/swagr/BRAFX/Source/BRAFX/Command.h
trunk/swagr/BRAFX/Source/BRAFX/GameCommands.cpp
trunk/swagr/BRAFX/Source/BRAFX/Dialog.cpp
trunk/swagr/BRAFX/Source/BRAFX/GameBullets.cpp
trunk/swagr/BRAFX/Source/BRAFX/GameDrawing.cpp
trunk/swagr/BRAFX/Source/BRAFX/GameMisc.cpp
trunk/swagr/BRAFX/Source/BRAFX/CodePatch.cpp
trunk/swagr/BRAFX/Source/ExceptionFilter.cpp
trunk/swagr/BRAFX/Source/WMMs.cpp
trunk/swagr/BRAFX/Source/BRAFX/UnitUpdate.cpp
trunk/swagr/BRAFX/Source/CLMain.cpp
trunk/swagr/BRAFX/Source/BRAFX/GameImpl.cpp
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trunk/swagr/AModuleLoader/Source AModuleLoader.cpp
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trunk/swagr/BRAFX/Source/fastbuild.cpp