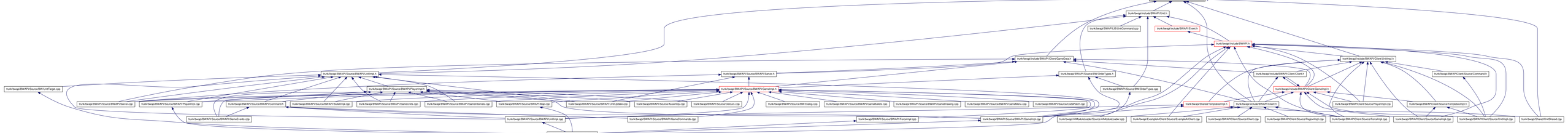
trunk/swarp/include/BWAPI/ClientUnitData.h
trunk/swarp/include/BWAPI/Unit.h
trunk/swarp/BWAPILIB/UnitCommand.cpp
trunk/swarp/include/BWAPI/Client.h
trunk/swarp/include/BWAPI.h
trunk/swarp/include/BWAPI/Client/GameData.h
trunk/swarp/include/BWAPI/Client/UnitImpl.h
trunk/swarp/BWAPI/Source/BWAPI/UnitImpl.h
trunk/swarp/BWAPI/Source/BWAPI/Server.h
trunk/swarp/BWAPI/Source/BWOrderTypes.h
trunk/swarp/BWAPI/Source/BWOrderTypes.cpp
trunk/swarp/include/BWAPI/Client/Client.h
trunk/swarp/include/BWAPI/Client/GameImpl.h
trunk/swarp/BWAPI/Source/BWUnitTarget.cpp
trunk/swarp/BWAPI/Source/BWAPI/PlayerImpl.h
trunk/swarp/BWAPI/Source/BWAPI/GameImpl.h
trunk/swarp/BWAPI/Source/BWDialog.cpp
trunk/swarp/BWAPI/Source/BWGameBullets.cpp
trunk/swarp/BWAPI/Source/BWGameOrdering.cpp
trunk/swarp/BWAPI/Source/BWGameAlliances.cpp
trunk/swarp/BWAPI/Source/BWCodePatch.cpp
trunk/swarp/Shared/TemplateImpl.h
trunk/swarp/include/BWAPI/Client.h
trunk/swarp/BWAPI/Source/BWAPI/Server.cpp
trunk/swarp/BWAPI/Source/BWAPI/PlayerImpl.cpp
trunk/swarp/BWAPI/Source/BWAPI/Command.h
trunk/swarp/BWAPI/Source/BWAPI/BulletImpl.cpp
trunk/swarp/BWAPI/Source/BWAPI/GameUnits.cpp
trunk/swarp/BWAPI/Source/BWAPI/GameInternals.cpp
trunk/swarp/BWAPI/Source/BWAPI/Map.cpp
trunk/swarp/BWAPI/Source/BWAPI/UnitUpdate.cpp
trunk/swarp/BWAPI/Source/Assert9b.cpp
trunk/swarp/BWAPI/Source/Debugs.cpp
trunk/swarp/BWAPI/Source/BWAPI/GameEvents.cpp
trunk/swarp/BWAPI/Source/BWAPI/UnitImpl.cpp
trunk/swarp/BWAPI/Source/BWAPI/GameCommands.cpp
trunk/swarp/BWAPI/Source/BWAPI/ForceImpl.cpp
trunk/swarp/BWAPI/Source/BWAPI/GameImpl.cpp
trunk/swarp/AIModuleLoader/Source/AIModuleLoader.cpp
trunk/swarp/ExampleAIClient/Source/ExampleAIClient.cpp
trunk/swarp/BWAPIClient/Source/Client.cpp
trunk/swarp/BWAPIClient/Source/PlayerImpl.cpp
trunk/swarp/BWAPIClient/Source/TemplateImpl.h
trunk/swarp/BWAPIClient/Source/Command.h
trunk/swarp/BWAPIClient/Source/PlayerImpl.cpp
trunk/swarp/BWAPIClient/Source/ForceImpl.cpp
trunk/swarp/BWAPIClient/Source/GameImpl.cpp
trunk/swarp/BWAPIClient/Source/UnitImpl.cpp
trunk/swarp/Shared/UnitShared.cpp
trunk/swarp/BWAPI/Source/tasBuild.cpp