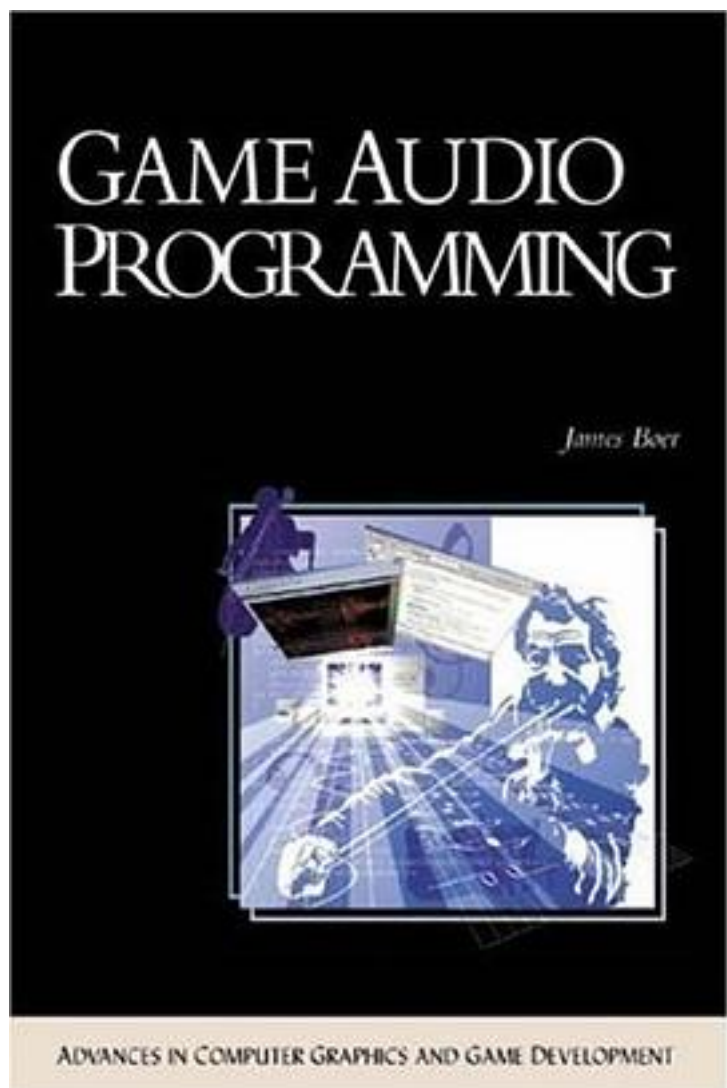


Game Audio Programming (Advances in Computer Graphics and Game Development Series)



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