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This game was remade by DICE Studios for the PlayStation 3 console and was released in North America on November 23, 2006. Reception The game was met with positive reviews from most critics. See also UEFA Champions League 2006–07 2006–07 UEFA Champions League References External links Category:EA Sports games Category:2006 video games Category:Europe (franchise) video games 2006-07 Category:Multiplayer and single-player video games Category:PlayStation 2 games Category:Video games developed in Canada Category:Video games set in 2006 Category:Video games set in Spain Category:Video games set in Portugal Category:Video games set in Scotland Category:Video games set in the Czech Republic Category:Video games set in Switzerland Category:Video games set in Turkey Category:Video games set in the Netherlands Category:Video games set in Monaco Category:Video games set in England Category:Video games set in Norway Category:Video games set in Denmark Category:Video games set in Germany Category:Video games set in the United States Category:UEFA Champions League video games Category:Xbox gamesQ: How to Change the XML syntax in build.sbt? I have created an XML file in build.sbt file like below lazy val log = xml. This creates output like below I want the format like below A: Use fenced code blocks (especially literal single quotes) to define XML, as suggested in the comments. import org.scalatest._ Being a person with OCD, you may not know what exactly your disorder is. I was never diagnosed because I didn't have any outward symptoms until I was 21 and my OCD got to a point where it was out of control and I couldn't stop myself. To complicate matters, I had some serious depression and anxiety going on as well. It took me a while to realize that what I was experiencing was an obsession not unlike those many who 82157476af

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