

C:/Users/Brandon/Desktop /Projects/SFML-2.5.0-Game -Development-Template/game -source-code/qui/control/UIElement.cpp

C:/Users/Brandon/Desktop

/Projects/SFML-2.5.0-Game

-Development-Template/game

C:/Users/Brandon/Desktop /Projects/SFML-2.5.0-Game -Development-Template/game -source-code/gui/window/Window.cpp -source-code/input/Mouse.cpp