

/home/nelaty/Development
/Repositories/EyeCandy3D
/EyeCandy3D/include/EC3D
/Graphics/Geometry/Vertex.h

EC3D/Common/Common.h

EC3D/Common/Config.h

glm/glm.hpp

```
graph TD; A["/home/nelaty/Development  
/Repositories/EyeCandy3D  
/EyeCandy3D/include/EC3D  
/Graphics/Geometry/Vertex.h"] --> B["EC3D/Common/Common.h"]; A --> D["glm/glm.hpp"]; B --> C["EC3D/Common/Config.h"]; C --> D;
```