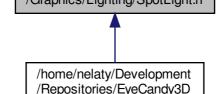
/home/nelaty/Development /Repositories/EyeCandy3D /EyeCandy3D/include/EC3D /Graphics/Lighting/SpotLight.h



/EyeCandy3D/src/Graphics
/Lighting/SpotLight.cpp