

/home/nelaty/Development
/Repositories/EyeCandy3D
/EyeCandy3D/src/Graphics
/Lighting/OmniLight.cpp

EC3D/Graphics/Lighting
/OmniLight.h

Light.h

LightType.h

EC3D/Core/Node.h

EC3D/Core/Transform3D.h

vector

EC3D/Common/Common.h

EC3D/Common/Config.h

glm/glm.hpp

