

D:/Programming/Repositories  
/GamePhysics/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/include  
/EC3D/Core/Shader/ShaderTimed.h

```
graph BT; A["D:/Programming/Repositories  
/GamePhysics/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/src/Core  
/Shader/ShaderManager.cpp"] --> B["D:/Programming/Repositories  
/GamePhysics/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/include  
/EC3D/Core/Shader/ShaderTimed.h"]; C["D:/Programming/Repositories  
/GamePhysics/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/src/Core  
/Shader/ShaderTimed.cpp"] --> B;
```

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/Shader/ShaderTimed.cpp