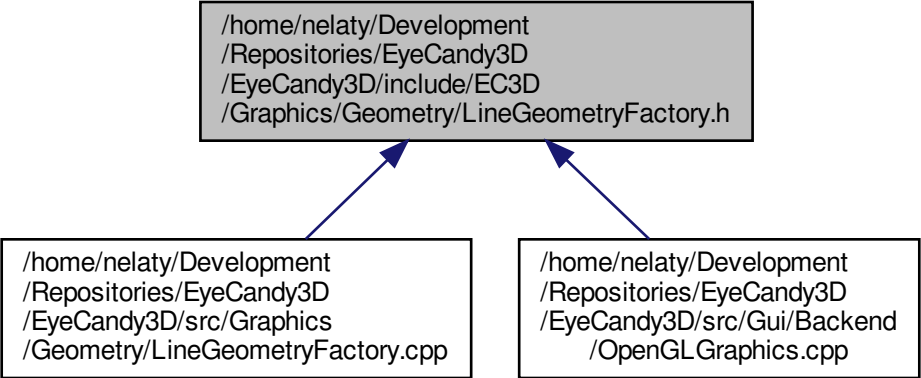


/home/nelaty/Development  
/Repositories/EyeCandy3D  
/EyeCandy3D/include/EC3D  
/Graphics/Geometry/LineGeometryFactory.h



```
graph BT; A["/home/nelaty/Development  
/Repositories/EyeCandy3D  
/EyeCandy3D/src/Graphics  
/Geometry/LineGeometryFactory.cpp"] --> B["/home/nelaty/Development  
/Repositories/EyeCandy3D  
/EyeCandy3D/include/EC3D  
/Graphics/Geometry/LineGeometryFactory.h"]; C["/home/nelaty/Development  
/Repositories/EyeCandy3D  
/EyeCandy3D/src/Gui/Backend  
/OpenGLGraphics.cpp"] --> B;
```

/home/nelaty/Development  
/Repositories/EyeCandy3D  
/EyeCandy3D/src/Graphics  
/Geometry/LineGeometryFactory.cpp

/home/nelaty/Development  
/Repositories/EyeCandy3D  
/EyeCandy3D/src/Gui/Backend  
/OpenGLGraphics.cpp