

D:/Programming/Repositories  
/GamePhysics/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/include  
/EC3D/Gui/Backend/OpenGLFontLoader.h

```
graph BT; A["D:/Programming/Repositories  
/GamePhysics/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/src/Gui  
/Backend/OpenGLFontLoader.cpp"] --> C["D:/Programming/Repositories  
/GamePhysics/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/include  
/EC3D/Gui/Backend/OpenGLFontLoader.h"]; B["D:/Programming/Repositories  
/GamePhysics/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/src/Gui  
/MiniAgui.cpp"] --> C;
```

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/Backend/OpenGLFontLoader.cpp

D:/Programming/Repositories  
/GamePhysics/SimulationVisualization  
/EyeCandy3D/EyeCandy3D/src/Gui  
/MiniAgui.cpp