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

```
D:/Programming/Repositories
/GamePhysics/SimulationVisualization
/EyeCandy3D/EyeCandy3D/src/Core
/Shader/ShaderManager.cpp
```

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D:/Programming/Repositories
/GamePhysics/SimulationVisualization
/EyeCandy3D/EyeCandy3D/src/Core
/Shader/ShaderTimed.cpp
```