

/home/nelaty/Development
/Repositories/EyeCandy3D
/EyeCandy3D/include/EC3D
/Gui/MiniAgui.h



```
graph BT; A["/home/nelaty/Development  
/Repositories/EyeCandy3D  
/EyeCandy3D/src/Core/Application.cpp"] --> C["/home/nelaty/Development  
/Repositories/EyeCandy3D  
/EyeCandy3D/include/EC3D  
/Gui/MiniAgui.h"]; B["/home/nelaty/Development  
/Repositories/EyeCandy3D  
/EyeCandy3D/src/Gui/MiniAgui.cpp"] --> C;
```

/home/nelaty/Development
/Repositories/EyeCandy3D
/EyeCandy3D/src/Core/Application.cpp

/home/nelaty/Development
/Repositories/EyeCandy3D
/EyeCandy3D/src/Gui/MiniAgui.cpp