

D:/Application/_Git
/_LocalRepository/DirectX9
GameFramework/Project/Project
/SourceFiles/Develop/Application
/Game/GameObjects/Component/AudioComponent.h

```
graph TD; A["D:/Application/_Git  
/_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/Game/GameObjects/Component/AudioComponent.h"] --> B["../Component.h"]; A --> C["../../Manager/SoundManager.h"]; C --> D["XAudio2.h"]
```

../Component.h

../../Manager/SoundManager.h

XAudio2.h