

```
graph BT; A["D:/Application/_Git  
/_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/DX9Graphics/DX9GraphicsRenderer.h"] <--> B["D:/Application/_Git  
/_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/DX9Graphics/DX9GraphicsRenderer.cpp"]; A <--> C["D:/Application/_Git  
/_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/DX9Graphics/DX9Graphics.cpp"]
```

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/DX9Graphics/DX9GraphicsRenderer.h

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