

D:/Application/\_Git  
/\_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/Game/Manager/JSONManager/JSONManager.h

```
graph BT; A["D:/Application/_Git  
/_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/Game/Manager/JSONManager/JSONManager.h"] --> B["D:/Application/_Git  
/_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/Game/Manager/JSONManager/JSONManager.cpp"]; A --> C["D:/Application/_Git  
/_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/Game/Manager/SaveDataManager.cpp"];
```

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/\_LocalRepository/DirectX9  
GameFramework/Project/Project  
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/Game/Manager/JSONManager/JSONManager.cpp

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GameFramework/Project/Project  
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