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

D:/Application/\_Git
/\_LocalRepository/DirectX9
GameFramework/Project/Project
/SourceFiles/Develop/Application
/Game/Manager/LightManager.cpp

D:/Application/\_Git
/\_LocalRepository/DirectX9
GameFramework/Project/Project
/SourceFiles/Develop/Application
/Game/Resource/Light/DirectionalLight.cpp

D:/Application/\_Git
/\_LocalRepository/DirectX9
GameFramework/Project/Project
/SourceFiles/Develop/Application
/Game/Resource/Light.cpp