

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

```
graph TD; A["D:/Application/_Git  
/_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/Game/Manager/EffectManager.h"] --> B["Effekseer.h"]; A --> C["EffekseerRendererDX9.h"]; A --> D["EffekseerSoundXAudio2.h"]; A --> E["X3DAudio.h"];
```

Effekseer.h

EffekseerRendererDX9.h

EffekseerSoundXAudio2.h

X3DAudio.h