

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



```
graph BT; A["D:/Application/_Git  
/_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/Game/GameObjects/Component/AudioComponent.h"]; B["D:/Application/_Git  
/_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/Game/GameObjects/Component/AudioComponent.cpp"]; C["D:/Application/_Git  
/_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/Game/GameObjects/GameObject/_Test  
/_AudioTest.cpp"]; B --> A; C --> A;
```

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/_LocalRepository/DirectX9
GameFramework/Project/Project
/SourceFiles/Develop/Application
/Game/GameObjects/Component/AudioComponent.cpp

D:/Application/_Git
/_LocalRepository/DirectX9
GameFramework/Project/Project
/SourceFiles/Develop/Application
/Game/GameObjects/GameObject/_Test
/_AudioTest.cpp