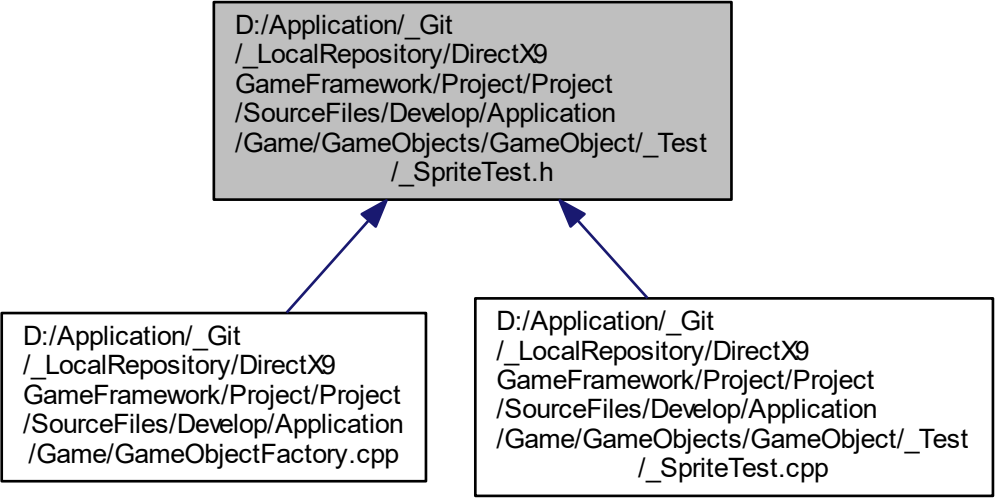


D:/Application/_Git
/_LocalRepository/DirectX9
GameFramework/Project/Project
/SourceFiles/Develop/Application
/Game/GameObjects/GameObject/_Test
/_SpriteTest.h



```
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GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/Game/GameObjects/GameObject/_Test  
/_SpriteTest.h"] <--> B["D:/Application/_Git  
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/SourceFiles/Develop/Application  
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GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/Game/GameObjects/GameObject/_Test  
/_SpriteTest.cpp"];
```

D:/Application/_Git
/_LocalRepository/DirectX9
GameFramework/Project/Project
/SourceFiles/Develop/Application
/Game/GameObjectFactory.cpp

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