

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

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

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

D:/Application/\_Git  
/\_LocalRepository/DirectX9  
GameFramework/Project/Project  
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/MessageLoop.cpp