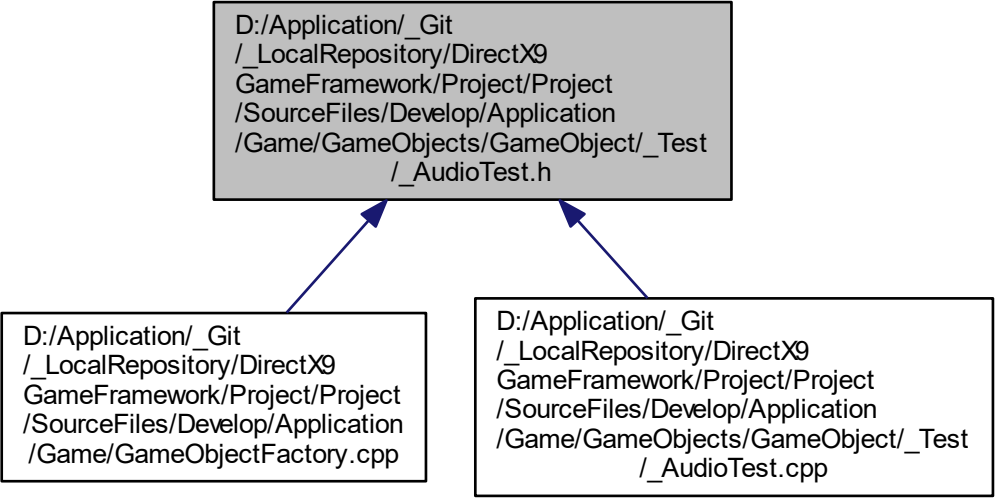


D:/Application/\_Git  
/\_LocalRepository/DirectX9  
GameFramework/Project/Project  
/SourceFiles/Develop/Application  
/Game/GameObjects/GameObject/\_Test  
/\_AudioTest.h



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

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