```
/mnt/hdd/fnky/C0de
                              /CAPSTONE/clean build
                              /include/Actors/Text Actor.h
                                /mnt/hdd/fnky/C0de
                                                              /mnt/hdd/fnky/C0de
/mnt/hdd/fnky/C0de
                                /CAPSTONE/clean build
                                                              /CAPSTONE/clean build
/CAPSTONE/clean build
                                /src/States/game play
                                                              /src/States/loading play
```

state.cpp

state.cpp

/src/Actors/Text Actor.cpp