		src/math/math.h		
src/collision/collide src/collision/collision src/collision/dynamic _swept.c _scene.c _object.c	src/collision/mesh src/collision/shapes src/collision/shapes _collider.c /box.c /capsule.c	src/collision/shapes /cone.c src/collision/shapes /cylinder.c	src/collision/shapes src/math/math.c src/math/quaternion.c src/math/quaternion.c	src/math/vector3.c src/render/camera.c src/render/render_batch.c