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	src/classes/nodes/lights src/c	cc/classes/nodes/lights	src/classes/nodes/lights	src/classes/nodes/lights	src/classes/nodes/physics	src/classes/nodes/physics	src/classes/nodes/physics	src/classes/nodes/physics	src/classes/nodes/physics	src/classes/nodes/physics						
src/buffer.c	/directional_light.class.c	/light.class.c	/point_light.class.c	/spot_light.class.c	/area.class.c	/bodies/body.class.c	src/classes/nodes/physics /bodies/kinematic_body.class.c	/bodies/rigid_body.class.c	/bodies/static_body.class.c	/physical_node.class.c	src/io/node_loader.c	src/io/scene_loader.c	src/main.c	src/physics/collision.c	src/physics/physics.c	src/render/render.c