

C:/Library/Job/Projekte
/SimulationVisualization
/Rumble3D/Rumble3D/include
/R3D/RigidBodyEngine/CollisionResolution
/FrictionResolver.h

```
graph BT; A["C:/Library/Job/Projekte  
/SimulationVisualization  
/Rumble3D/Rumble3D/src/RigidBodyEngine/CollisionResolution/CollisionResolver.cpp"] --> B["C:/Library/Job/Projekte  
/SimulationVisualization  
/Rumble3D/Rumble3D/include  
/R3D/RigidBodyEngine/CollisionResolution/FrictionResolver.h"]; C["C:/Library/Job/Projekte  
/SimulationVisualization  
/Rumble3D/Rumble3D/src/RigidBodyEngine/CollisionResolution/FrictionResolver.cpp"] --> B;
```

C:/Library/Job/Projekte
/SimulationVisualization
/Rumble3D/Rumble3D/src/RigidBody
Engine/CollisionResolution/CollisionResolver.cpp

C:/Library/Job/Projekte
/SimulationVisualization
/Rumble3D/Rumble3D/src/RigidBody
Engine/CollisionResolution/FrictionResolver.cpp