

C:/Library/Job/Projekte  
/SimulationVisualization  
/Rumble3D/Rumble3D/include  
/R3D/RigidBodyEngine/CollisionResolution  
/VelocityResolver.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/VelocityResolver.h"]; C["C:/Library/Job/Projekte  
/SimulationVisualization  
/Rumble3D/Rumble3D/src/RigidBodyEngine/CollisionResolution/VelocityResolver.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/VelocityResolver.cpp