

C:/Library/Job/Projekte  
/SimulationVisualization  
/Rumble3D/Rumble3D/include  
/R3D/Utility/InertiaTensorGenerator.h

```
graph BT; A["C:/Library/Job/Projekte<br>/SimulationVisualization<br>/Rumble3D/Rumble3D/src/RigidBody<br>Engine/CollisionSphere.cpp"] --> C["C:/Library/Job/Projekte<br>/SimulationVisualization<br>/Rumble3D/Rumble3D/include<br>/R3D/Utility/InertiaTensorGenerator.h"]; B["C:/Library/Job/Projekte<br>/SimulationVisualization<br>/Rumble3D/Rumble3D/src/Utility<br>/InertiaTensorGenerator.cpp"] --> C;
```

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/SimulationVisualization  
/Rumble3D/Rumble3D/src/RigidBody  
Engine/CollisionSphere.cpp

C:/Library/Job/Projekte  
/SimulationVisualization  
/Rumble3D/Rumble3D/src/Utility  
/InertiaTensorGenerator.cpp