

D:/Library/Documents  
/Job/Forschungsmaster  
/Projekte/Rumble3D/Rumble3D  
/include/R3D/RigidBodyEngine  
/CollisionObject.h

```
graph TD; A["D:/Library/Documents<br>/Job/Forschungsmaster<br>/Projekte/Rumble3D/Rumble3D<br>/include/R3D/RigidBodyEngine<br>/CollisionObject.h"] --> B["R3D/Common/Common.h"]; B --> C["Config.h"];
```

R3D/Common/Common.h

Config.h