

D:/Library/Documents  
/Job/Forschungsmaster  
/Projekte/Rumble3D/Rumble3D  
/src/RigidBodyEngine/BoundingBoxSphere.cpp

R3D/RigidBodyEngine  
/BoundingBoxSphere.h

corect\_math\_defines.h

glm/gtx/norm.hpp

glm/gtc/constants.hpp

R3D/Common/Common.h

R3D/Common/Precision.h

glm/glm.hpp

Config.h

cmath

limits

