

D:/Job/Forschungsmaster  
/Projekte/SimulationVisualization  
/Rumble3D/Rumble3D/include/R3D  
/RigidBodyEngine/CollisionDetection  
/CollisionMask.h

```
graph TD; A["D:/Job/Forschungsmaster  
/Projekte/SimulationVisualization  
/Rumble3D/Rumble3D/include/R3D  
/RigidBodyEngine/CollisionDetection  
/CollisionMask.h"] --> B["R3D/Common/Common.h"]; B --> C["Config.h"];
```

R3D/Common/Common.h

Config.h