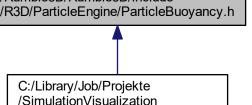
C:/Library/Job/Projekte /SimulationVisualization /Rumble3D/Rumble3D/include /R3D/ParticleEngine/ParticleBuoyancy.h



/Rumble3D/Rumble3D/src/Particle Engine/ParticleBuoyancy.cpp