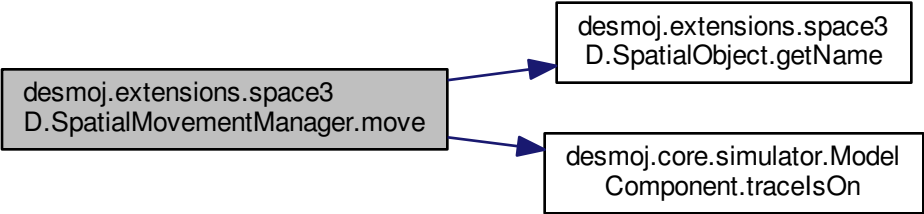


desmoj.extensions.space3
D.SpatialMovementManager.move



```
graph LR; A["desmoj.extensions.space3  
D.SpatialMovementManager.move"] --> B["desmoj.extensions.space3  
D.SpatialObject.getName"]; A --> C["desmoj.core.simulator.Model  
Component.tracelsOn"]
```

The diagram illustrates a method call sequence. A central box on the left, with a gray background, represents the caller: `desmoj.extensions.space3 D.SpatialMovementManager.move`. Two blue arrows originate from the right side of this box. The top arrow points to a white box containing `desmoj.extensions.space3 D.SpatialObject.getName`. The bottom arrow points to another white box containing `desmoj.core.simulator.Model Component.tracelsOn`.

desmoj.extensions.space3
D.SpatialObject.getName

desmoj.core.simulator.Model
Component.tracelsOn