

desmoj.extensions.space3
D.SpatialSimProcess.resetRotation

```
graph LR; A["desmoj.extensions.space3  
D.SpatialSimProcess.resetRotation"] --> B["desmoj.extensions.space3  
D.SpatialObject.getName"]; A --> C["desmoj.core.simulator.Model  
Component.presentTime"]
```

desmoj.extensions.space3
D.SpatialObject.getName

desmoj.core.simulator.Model
Component.presentTime