

desmoj.extensions.space3
D.SpatialLayoutManager.getTrack
StraightTo

```
graph LR; A["desmoj.extensions.space3  
D.SpatialLayoutManager.getTrack  
StraightTo"] --> B["desmoj.core.simulator.Named  
Object.getName"]; A --> C["desmoj.extensions.dimensions.  
Quantity.toString"]
```

desmoj.core.simulator.Named
Object.getName

desmoj.extensions.dimensions.
Quantity.toString