

D:/Programming/Repositories  
/GamePhysics/SimulationVisualization  
/Rumble3D/Rumble3D/include/R3D  
/Utility/InertiaTensorGenerator.h

```
graph BT; A["D:/Programming/Repositories<br>/GamePhysics/SimulationVisualization<br>/Rumble3D/Rumble3D/src/RigidBodyEngine<br>/CollisionSphere.cpp"] --> C["D:/Programming/Repositories<br>/GamePhysics/SimulationVisualization<br>/Rumble3D/Rumble3D/include/R3D<br>/Utility/InertiaTensorGenerator.h"]; B["D:/Programming/Repositories<br>/GamePhysics/SimulationVisualization<br>/Rumble3D/Rumble3D/src/Utility<br>/InertiaTensorGenerator.cpp"] --> C;
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