

```
graph BT; A["/home/nelaty/Development  
/Repositories/Rumble3D  
/src/RigidBodyEngine/CollisionResolution  
/CollisionResolver.cpp"] --> C["/home/nelaty/Development  
/Repositories/Rumble3D  
/include/R3D/RigidBodyEngine  
/CollisionResolution/VelocityResolver.h"]; B["/home/nelaty/Development  
/Repositories/Rumble3D  
/src/RigidBodyEngine/CollisionResolution  
/VelocityResolver.cpp"] --> C;
```

/home/nelaty/Development  
/Repositories/Rumble3D  
/include/R3D/RigidBodyEngine  
/CollisionResolution/VelocityResolver.h

/home/nelaty/Development  
/Repositories/Rumble3D  
/src/RigidBodyEngine/CollisionResolution  
/CollisionResolver.cpp

/home/nelaty/Development  
/Repositories/Rumble3D  
/src/RigidBodyEngine/CollisionResolution  
/VelocityResolver.cpp