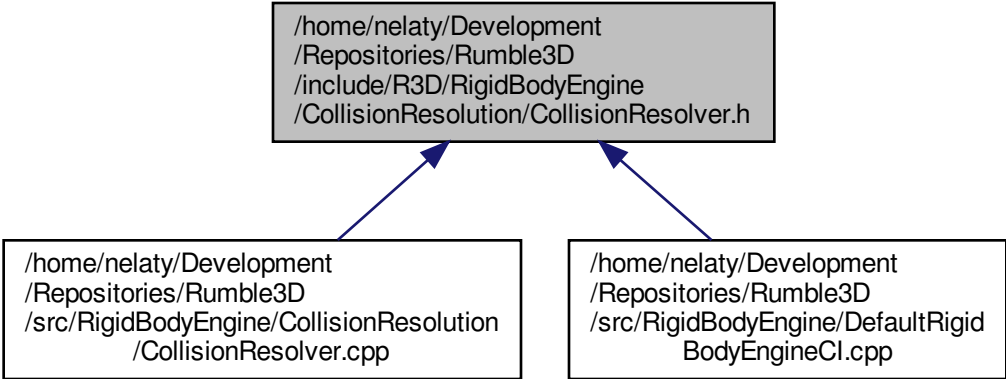


/home/nelaty/Development  
/Repositories/Rumble3D  
/include/R3D/RigidBodyEngine  
/CollisionResolution/CollisionResolver.h



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

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

/home/nelaty/Development  
/Repositories/Rumble3D  
/src/RigidBodyEngine/DefaultRigid  
BodyEngineCl.cpp