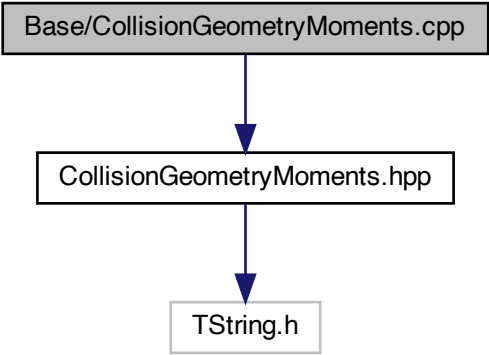


Base/CollisionGeometryMoments.cpp



```
graph TD; A[Base/CollisionGeometryMoments.cpp] --> B[CollisionGeometryMoments.hpp]; B --> C[TString.h];
```

CollisionGeometryMoments.hpp

TString.h