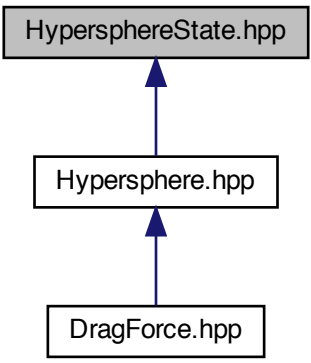


HypersphereState.hpp



```
graph BT; DragForce.hpp --> Hypersphere.hpp; Hypersphere.hpp --> HypersphereState.hpp
```

Hypersphere.hpp

DragForce.hpp