

includes/playrho/Common
/Real.hpp

```
graph TD; A[includes/playrho/Common/Real.hpp] --> B[PlayRho/Common/Fixed.hpp]; A --> C[PlayRho/Common/FixedMath.hpp]; A --> D[PlayRho/Common/FixedLimits.hpp];
```

PlayRho/Common/Fixed.hpp

PlayRho/Common/FixedMath.hpp

PlayRho/Common/FixedLimits.hpp