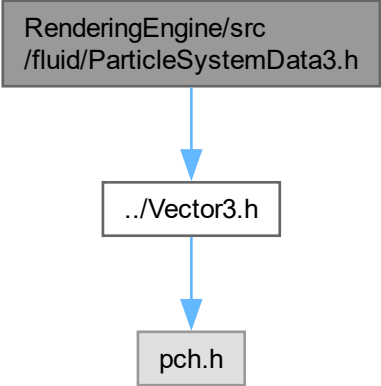


RenderingEngine/src  
/fluid/ParticleSystemData3.h



```
graph TD; A["RenderingEngine/src  
/fluid/ParticleSystemData3.h"] --> B["..../Vector3.h"]; B --> C["pch.h"]
```

..../Vector3.h

pch.h