

core/terrain/tgGround.h

```
graph BT; tgBoxGround["core/terrain/tgBoxGround.h"] --> tgBulletGround["core/terrain/tgBulletGround.h"]; tgBulletGround --> tgGround["core/terrain/tgGround.h"]
```

core/terrain/tgBulletGround.h

core/terrain/tgBoxGround.h