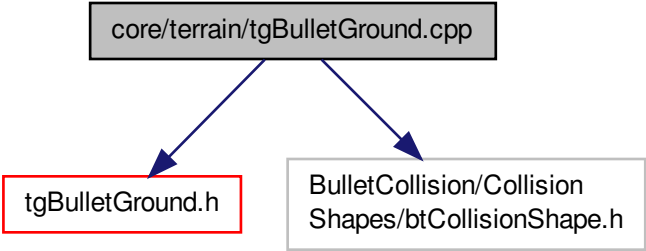


core/terrain/tgBulletGround.cpp



```
graph TD; A[core/terrain/tgBulletGround.cpp] --> B[tgBulletGround.h]; A --> C["BulletCollision/Collision Shapes/btCollisionShape.h"]
```

The diagram illustrates the dependencies of the file `core/terrain/tgBulletGround.cpp`. It is represented as a box at the top with a black border and a light gray fill. Two blue arrows originate from the bottom of this box. The left arrow points to a box with a red border containing the text `tgBulletGround.h`. The right arrow points to a box with a gray border containing the text `BulletCollision/Collision Shapes/btCollisionShape.h`.

tgBulletGround.h

BulletCollision/Collision
Shapes/btCollisionShape.h