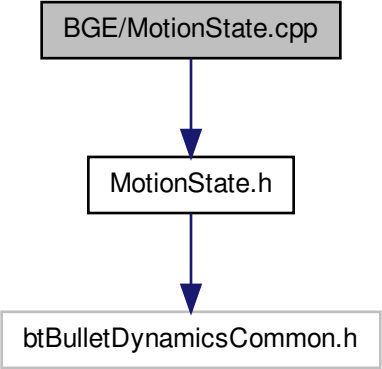


BGE/MotionState.cpp



```
graph TD; A[BGE/MotionState.cpp] --> B[MotionState.h]; B --> C[btBulletDynamicsCommon.h];
```

MotionState.h

btBulletDynamicsCommon.h