

IlIaControllerV3.IsPoseColliding

InchwormRobotController.  
IsPoseColliding

CollisionSensor.CheckCollision

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graph LR; A[IlIaControllerV3.IsPoseColliding] --> C[CollisionSensor.CheckCollision]; B[InchwormRobotController.IsPoseColliding] --> C;
```

The diagram illustrates two method calls, 'IlIaControllerV3.IsPoseColliding' and 'InchwormRobotController.IsPoseColliding', both of which point via blue arrows to a common target method, 'CollisionSensor.CheckCollision'. The target method is highlighted with a gray background, while the source methods are in white boxes with black borders.