

TerrainCell::getAABB

TerrainObject::ShowCells  
UnderCollidable

CollisionVolumeAABB  
::ComputeData

```
graph LR; A[TerrainCell::getAABB] --> C[CollisionVolumeAABB::ComputeData]; B[TerrainObject::ShowCells UnderCollidable] --> C;
```

The diagram illustrates a call graph where two functions, 'TerrainCell::getAABB' and 'TerrainObject::ShowCells UnderCollidable', both call the 'CollisionVolumeAABB::ComputeData' function. The source functions are in white boxes, and the target function is in a gray box. Blue arrows indicate the direction of the calls.