

tesseract_collision
/bullet/include/tesseract
_collision/bullet/tesseract
_compound_compound_collision
_algorithm.h

```
graph BT; A["tesseract_collision_collision_configuration.cpp"] --> C["tesseract_collision_compound_collision_algorithm.h"]; B["tesseract_collision_compound_collision_algorithm.cpp"] --> C;
```

The diagram illustrates the relationship between three files in the Bullet physics engine's Tesseract collision module. At the top is a header file, `tesseract_collision_compound_collision_algorithm.h`, located in `/bullet/include/tesseract_collision/bullet/tesseract_compound_compound_collision_algorithm.h`. Below it are two source files. The file on the left, `tesseract_collision_collision_configuration.cpp` (located in `/bullet/src/tesseract_collision_collision_configuration.cpp`), has a blue arrow pointing to the header file. The file on the right, `tesseract_collision_compound_collision_algorithm.cpp` (located in `/bullet/src/tesseract_compound_compound_collision_algorithm.cpp`), also has a blue arrow pointing to the same header file. The header file box is shaded gray, while the source file boxes are white.

tesseract_collision
/bullet/src/tesseract
_collision_configuration.cpp

tesseract_collision
/bullet/src/tesseract
_compound_compound_collision
_algorithm.cpp