

tesseract\_collision  
/include/tesseract\_collision  
/bullet/tesseract\_compound  
\_compound\_collision\_algorithm.h

```
graph BT; A["tesseract_collision  
/src/bullet/tesseract  
_collision_configuration.cpp"] --> C["tesseract_collision  
/include/tesseract_collision  
/bullet/tesseract_compound  
_compound_collision_algorithm.h"]; B["tesseract_collision  
/src/bullet/tesseract  
_compound_compound_collision  
_algorithm.cpp"] --> C;
```

The diagram illustrates the relationship between three source files in the Bullet physics engine. At the top is a header file, `tesseract_collision/include/tesseract_collision/bullet/tesseract_compound_compound_collision_algorithm.h`, which is shaded gray. Below it are two source files: `tesseract_collision/src/bullet/tesseract_collision_configuration.cpp` on the left and `tesseract_collision/src/bullet/tesseract_compound_compound_collision_algorithm.cpp` on the right. Both source files have blue arrows pointing to the header file, indicating that they include it.

tesseract\_collision  
/src/bullet/tesseract  
\_collision\_configuration.cpp

tesseract\_collision  
/src/bullet/tesseract  
\_compound\_compound\_collision  
\_algorithm.cpp