

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_`. Below it are two source files. The file on the left, `tesseract_collision_collision_configuration.cpp`, is located in `/bullet/src/tesseract_collision_`. The file on the right, `tesseract_collision_compound_collision_algorithm.cpp`, is located in `/bullet/src/tesseract_compound_compound_collision_`. Both source files have blue arrows pointing to the header file, indicating that they include it.

tesseract_collision
/bullet/src/tesseract
_collision_configuration.cpp

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/bullet/src/tesseract
_compound_compound_collision
_algorithm.cpp