

tesseract_collision
/include/tesseract_collision
/bullet/tesseract_convex
_convex_algorithm.h

```
graph BT; A["tesseract_collision  
/src/bullet/tesseract  
_collision_configuration.cpp"] --> C["tesseract_collision  
/include/tesseract_collision  
/bullet/tesseract_convex  
_convex_algorithm.h"]; B["tesseract_collision  
/src/bullet/tesseract  
_convex_convex_algorithm.cpp"] --> C;
```

This diagram illustrates the relationship between two source files and a header file in the Bullet physics engine's Tesseract collision module. Two source files at the bottom point to a single header file at the top. The header file is located in the 'include' directory, while the source files are in the 'src' directory. The header file is named 'tesseract_convex_convex_algorithm.h' and the source files are 'tesseract_collision_configuration.cpp' and 'tesseract_convex_convex_algorithm.cpp'.

tesseract_collision
/src/bullet/tesseract
_collision_configuration.cpp

tesseract_collision
/src/bullet/tesseract
_convex_convex_algorithm.cpp