

tesseract\_collision  
/include/tesseract\_collision  
/bullet/tesseract\_collision  
\_configuration.h

```
graph TD; A["tesseract_collision  
/include/tesseract_collision  
/bullet/tesseract_collision  
_configuration.h"] --> B["tesseract_common/macros.h"]; A --> C["BulletCollision/Collision  
Dispatch/btDefaultCollisionConfiguration.h"];
```

The diagram illustrates the include structure for the tesseract\_collision module. A central box at the top lists the include paths: tesseract\_collision, /include/tesseract\_collision, /bullet/tesseract\_collision, and \_configuration.h. Two arrows point from this box to two other boxes below it. The left box contains tesseract\_common/macros.h, and the right box contains BulletCollision/Collision and Dispatch/btDefaultCollisionConfiguration.h.

tesseract\_common/macros.h

BulletCollision/Collision  
Dispatch/btDefaultCollisionConfiguration.h