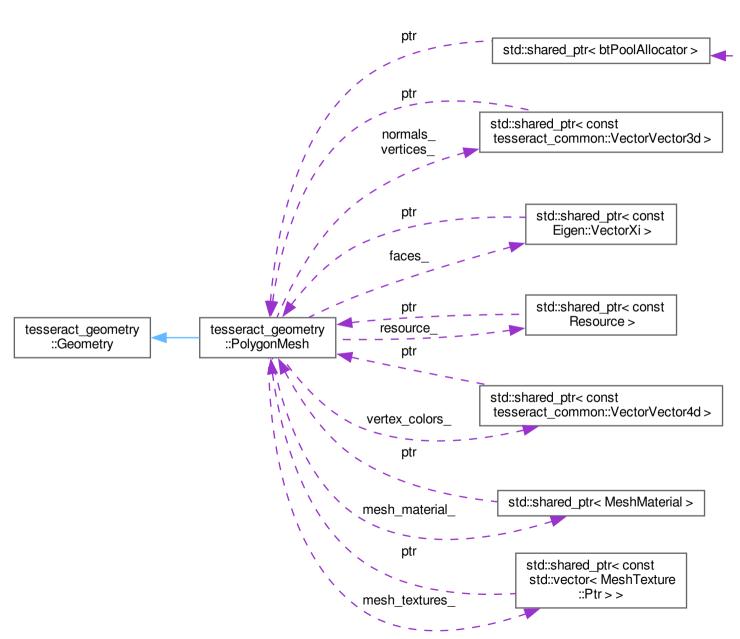
btDefaultCollisionConstructionInfo



collision_algorithm _pool_ persistent_manifold _pool_ tesseract_collision ::tesseract_collision _bullet::TesseractCollisionConfigurationInfo