

tesseract_collision
/bullet/include/tesseract
_collision/bullet/tesseract
_convex_convex_algorithm.h

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

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

tesseract_collision
/bullet/src/tesseract
_collision_configuration.cpp

tesseract_collision
/bullet/src/tesseract
_convex_convex_algorithm.cpp