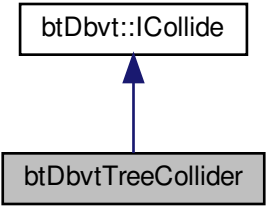


btDbvt::ICollide



```
graph BT; A[btDbvtTreeCollider] --> B[btDbvt::ICollide]
```

btDbvtTreeCollider