

src/engine/scripts  
/physics/Collision.cpp

Collision.h

BulletCollision/NarrowPhase  
Collision/btManifoldPoint.h

glm/ext/vector\_float3.hpp



```
graph TD; A["src/engine/scripts /physics/Collision.cpp"] --> B["Collision.h"]; A --> C["BulletCollision/NarrowPhase Collision/btManifoldPoint.h"]; B --> C; B --> D["glm/ext/vector_float3.hpp"];
```

The diagram illustrates the dependencies of the file `src/engine/scripts /physics/Collision.cpp`. It is represented by a grey box at the top. Two arrows originate from this box: one points to a white box labeled `Collision.h`, and the other points to a white box containing two lines of text: `BulletCollision/NarrowPhase` and `Collision/btManifoldPoint.h`. From the `Collision.h` box, two more arrows originate: one points to the same box containing `BulletCollision/NarrowPhase` and `Collision/btManifoldPoint.h`, and the other points to a white box labeled `glm/ext/vector_float3.hpp`.