

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 as a root node in a grey box at the top. Three arrows originate from this root: one points to `Collision.h` (a white box), one points directly to `BulletCollision/NarrowPhase Collision/btManifoldPoint.h` (a white box), and another points to `Collision.h`. From `Collision.h`, two more arrows point to `BulletCollision/NarrowPhase Collision/btManifoldPoint.h` and `glm/ext/vector_float3.hpp` (a white box).