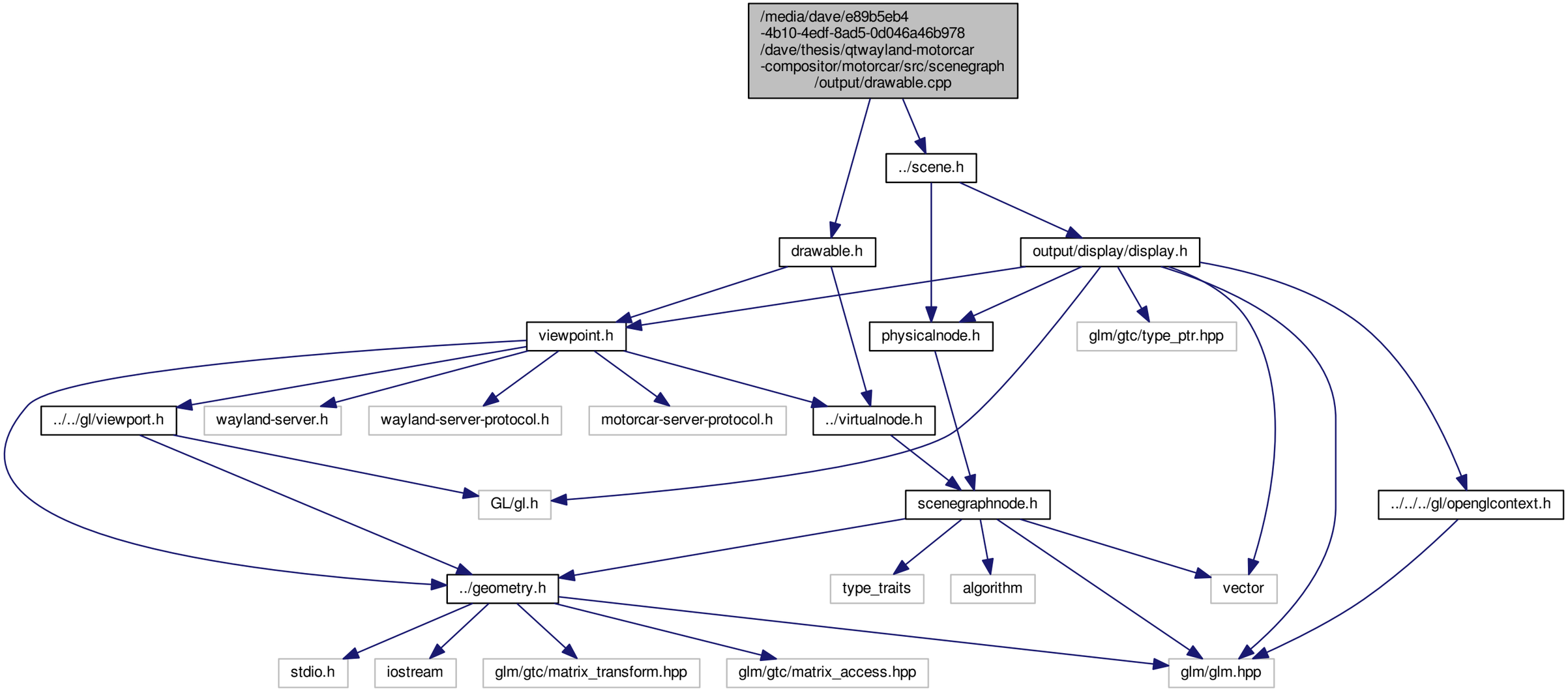
/media/dave/e89b5eb4-4b10-4edf-8ad5-0d046a46b978/dave/thesis/qtwayland-motorcar-compositor/motorcar/src/scenegraph/output/drawable.cpp
../scene.h
drawable.h
output/display/display.h
viewpoint.h
physicalnode.h
glm/gtc/type_ptr.hpp
../../gl/viewport.h
wayland-server.h
wayland-server-protocol.h
motorcar-server-protocol.h
../virtualnode.h
GL/gl.h
scenegraphnode.h
../../../gl/openglcontext.h
../geometry.h
type_traits
algorithm
vector
stdio.h
iostream
glm/gtc/matrix_transform.hpp
glm/gtc/matrix_access.hpp
glm/glm.hpp