

/media/dave/e89b5eb4
-4b10-4edf-8ad5-0d046a46b978
/dave/thesis/qtwayland-motorcar
-compositor/motorcar/src/scenegraph
/physicalnode.cpp

physicalnode.h

scenegraphnode.h

type_traits

vector

algorithm

../geometry.h

glm/glm.hpp

glm/gtc/matrix_transform.hpp

glm/gtc/matrix_access.hpp

stdio.h

iostream

