/home/dave/thesis/motorcar /src/compositor/qt/qtwaylandmotorcaropenglcontext.h qt/qopenglwindow.h motorcar.h windowmanager.h QOpenGLContext QSurfaceFormat QWindow scenegraph/scenegraph.h scenegraph/output/wayland wayland/input/waylandinput.h displayserver.h map scenegraph/output/output.h scenegraph/input/input.h /motorcarsurfacenode.h scenegraph/output/wayland wayland/input/keyboard.h wayland/input/pointer.h compositor.h scenegraph/scene.h /waylandsurfacenode.h scenegraph/output/display shell.h gl/openglshader.h scenegraph/output/drawable.h wayland/input/seat.h /display.h streambuf wayland/output/waylandsurface.h gl/openglcontext.h fstream scenegraph/output/viewpoint.h glm/gtc/type\_ptr.hpp scenegraph/physicalnode.h GL/gl.h wayland-server-protocol.h scenegraph/virtualnode.h events/events.h wayland-server.h motorcar-server-protocol.h events/keyboardevent.h events/sixdofevent.h scenegraph/scenegraphnode.h vector geometry.h events/mouseevent.h glm/glm.hpp glm/gtc/matrix\_access.hpp events/event.h stdio.h iostream glm/gtc/matrix\_transform.hpp