

/home/dave/thesis/qtwayland  
-motorcar-compositor/motorcar  
/src/scenegraph/virtualnode.cpp

virtualnode.h

scenegraphnode.h

type\_traits

vector

algorithm

../geometry.h

foo.h

glm/glm.hpp

glm/gtc/matrix\_transform.hpp

glm/gtc/matrix\_access.hpp

stdio.h

iostream

