

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

physicalnode.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

