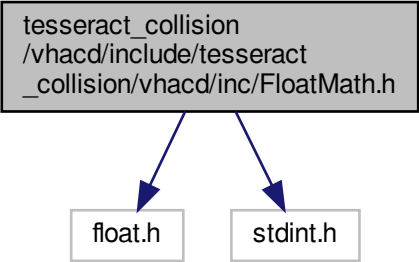


tesseract\_collision  
/vhacd/include/tesseract  
\_collision/vhacd/inc/FloatMath.h



float.h

stdint.h