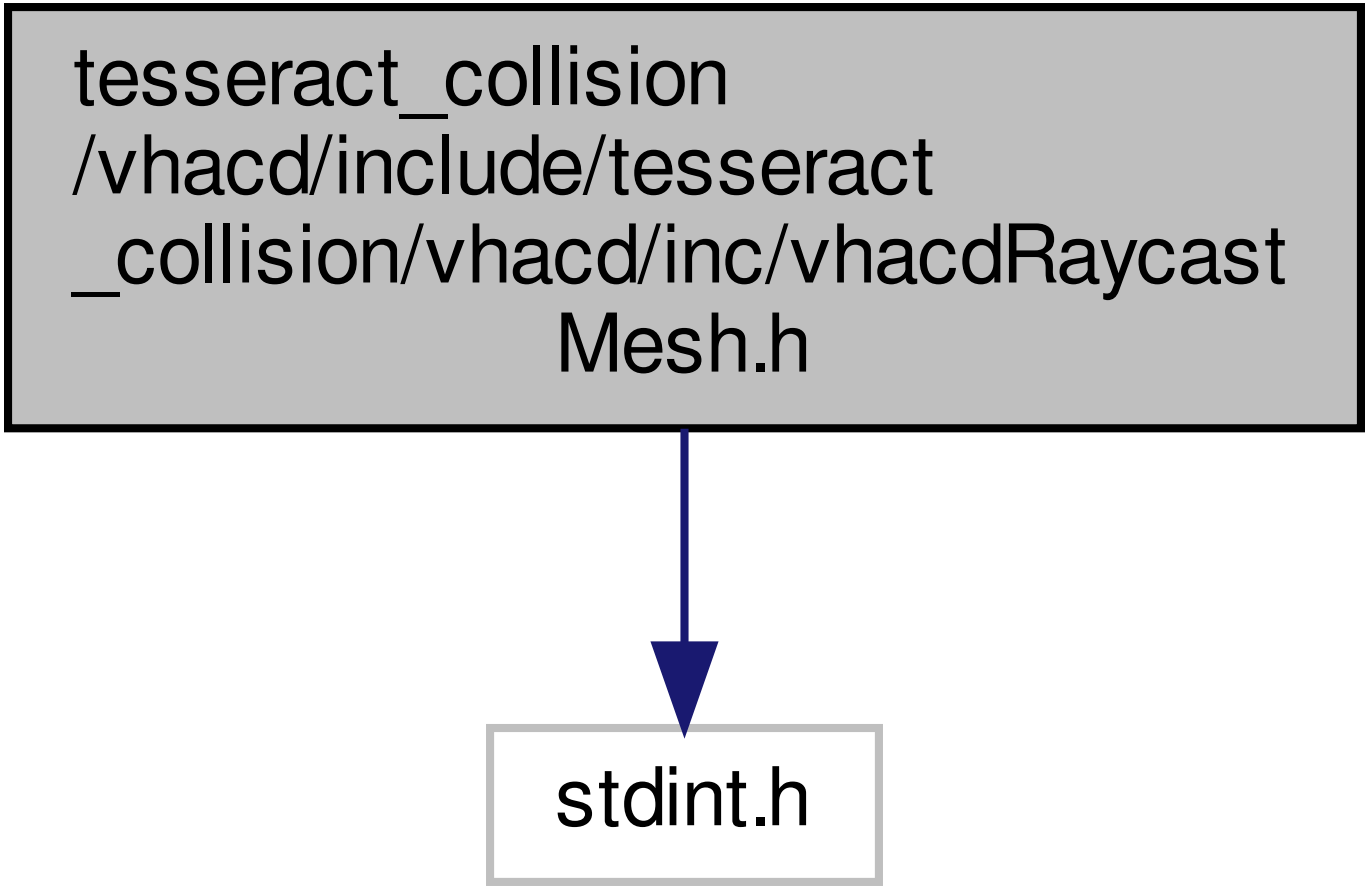
tesseract_collision /vhacd/include/tesseract _collision/vhacd/inc/vhacdRaycast Mesh.h
stdint.h