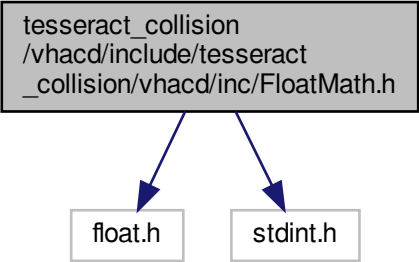


tesseract_collision
/vhacd/include/tesseract
_collision/vhacd/inc/FloatMath.h



float.h

stdint.h