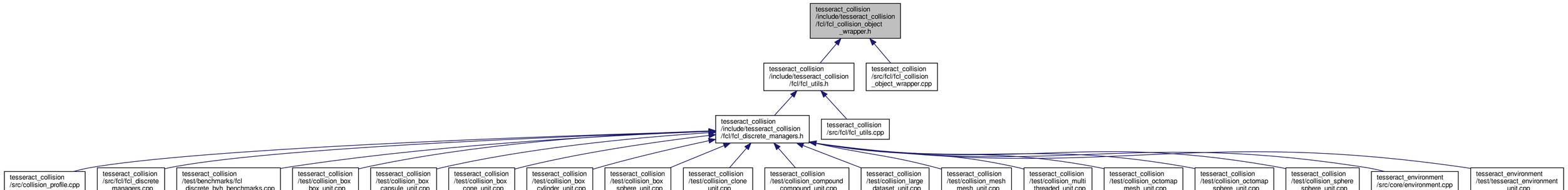
tesseract_collision /include/tesseract_collision /fcl/fcl_collision_object _wrapper.h
tesseract_collision /include/tesseract_collision /fcl/fcl_utils.h
tesseract_collision /src/fcl/fcl_collision _object_wrapper.cpp
tesseract_collision /include/tesseract_collision /fcl/fcl_discrete_managers.h
tesseract_collision /src/fcl/fcl_utils.cpp
tesseract_collision /src/collision_profile.cpp
tesseract_collision /src/fcl/fcl_discrete _managers.cpp
tesseract_collision /test/benchmarks/fcl _discrete_bvh_benchmarks.cpp
tesseract_collision /test/collision_box _box_unit.cpp
tesseract_collision /test/collision_box _capsule_unit.cpp
tesseract_collision /test/collision_box _cone_unit.cpp
tesseract_collision /test/collision_box _cylinder_unit.cpp
tesseract_collision /test/collision_box _sphere_unit.cpp
tesseract_collision /test/collision_clone _unit.cpp
tesseract_collision /test/collision_compound _compound_unit.cpp
tesseract_collision /test/collision_large _dataset_unit.cpp
tesseract_collision /test/collision_mesh _mesh_unit.cpp
tesseract_collision /test/collision_multi _threaded_unit.cpp
tesseract_collision /test/collision_octomap _mesh_unit.cpp
tesseract_collision /test/collision_octomap _sphere_unit.cpp
tesseract_collision /test/collision_sphere _sphere_unit.cpp
tesseract_environment /src/core/environment.cpp
tesseract_environment /test/tesseract_environment _unit.cpp