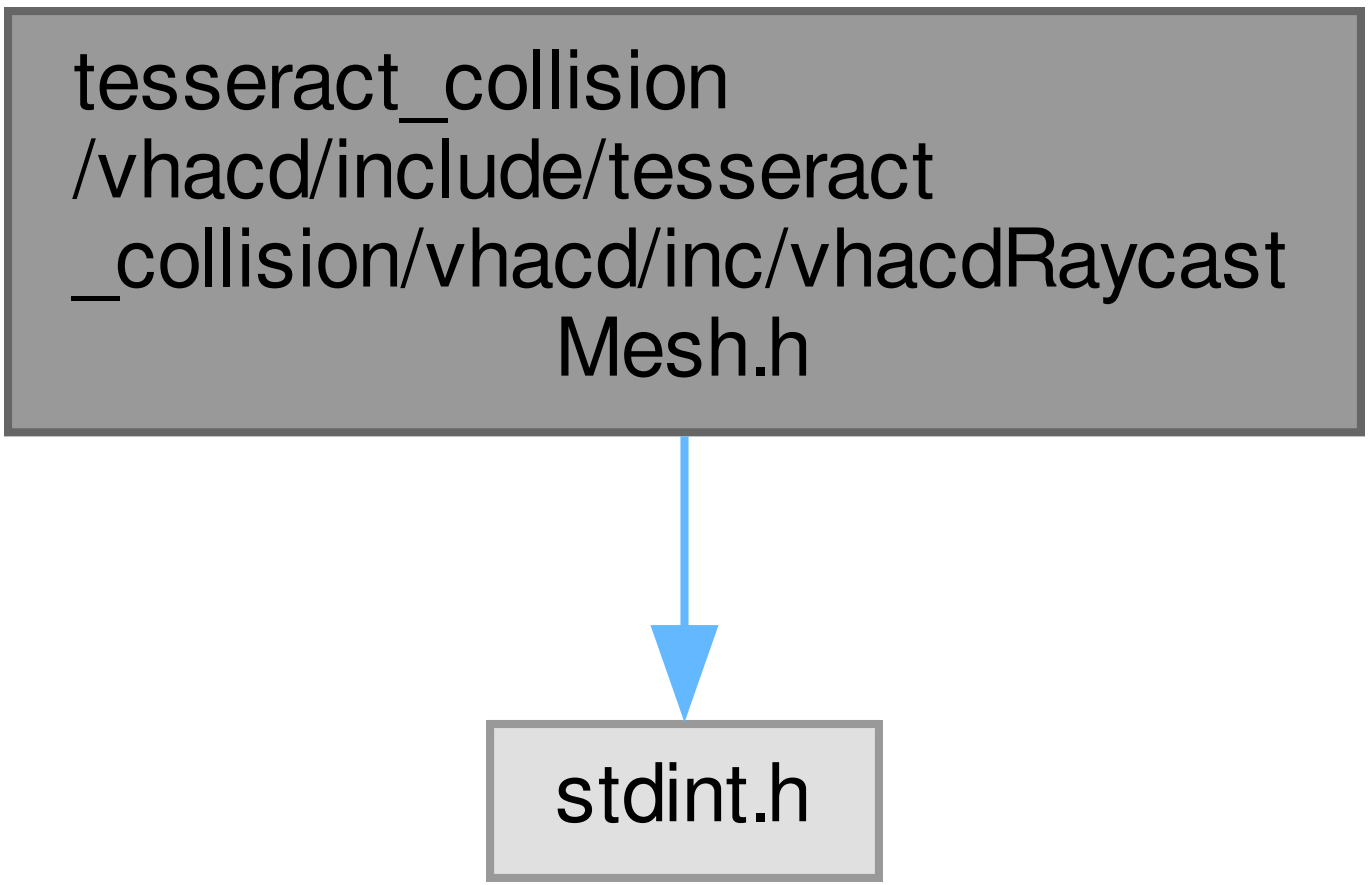
tesseract_collision
/vhacd/include/tesseract
_collision/vhacd/inc/vhacdRaycast
Mesh.h
stdint.h