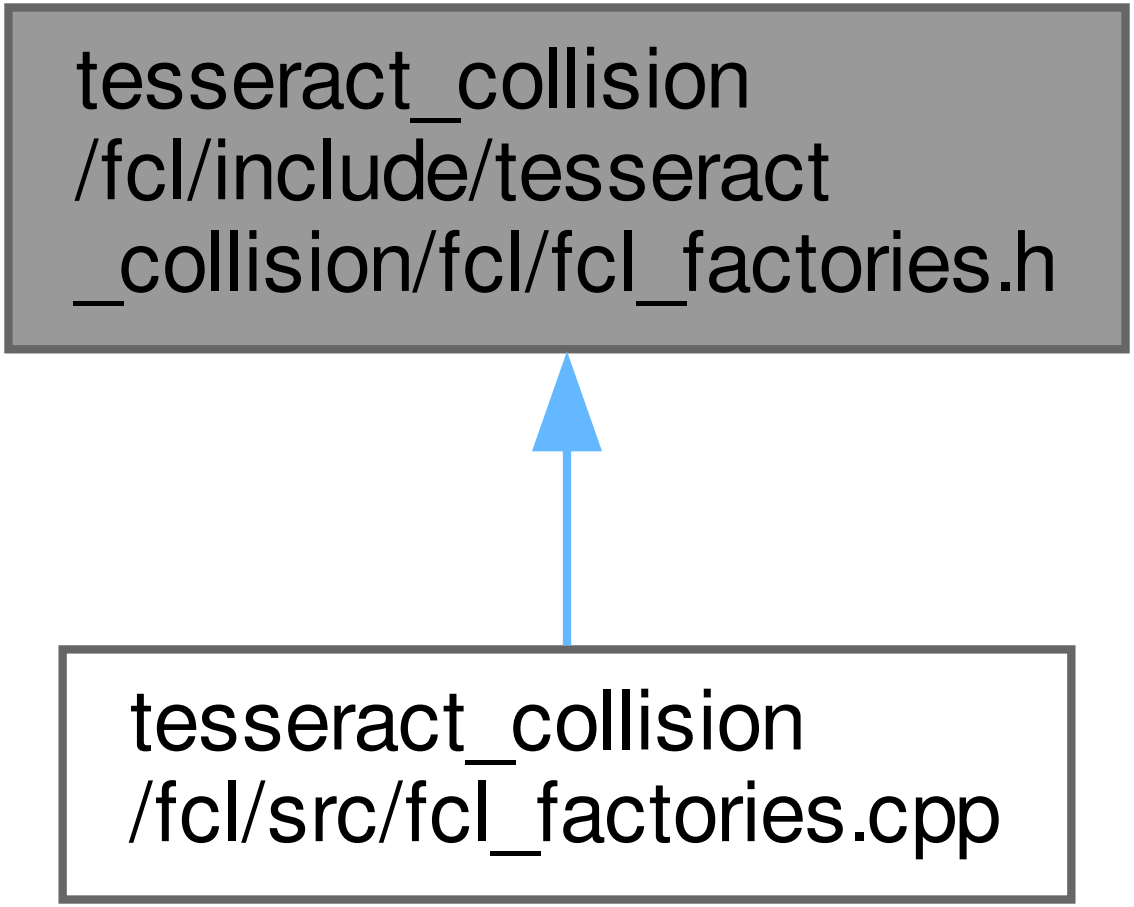
tesseract_collision
/fcl/include/tesseract
_collision/fcl/fcl_factories.h
tesseract_collision
/fcl/src/fcl_factories.cpp