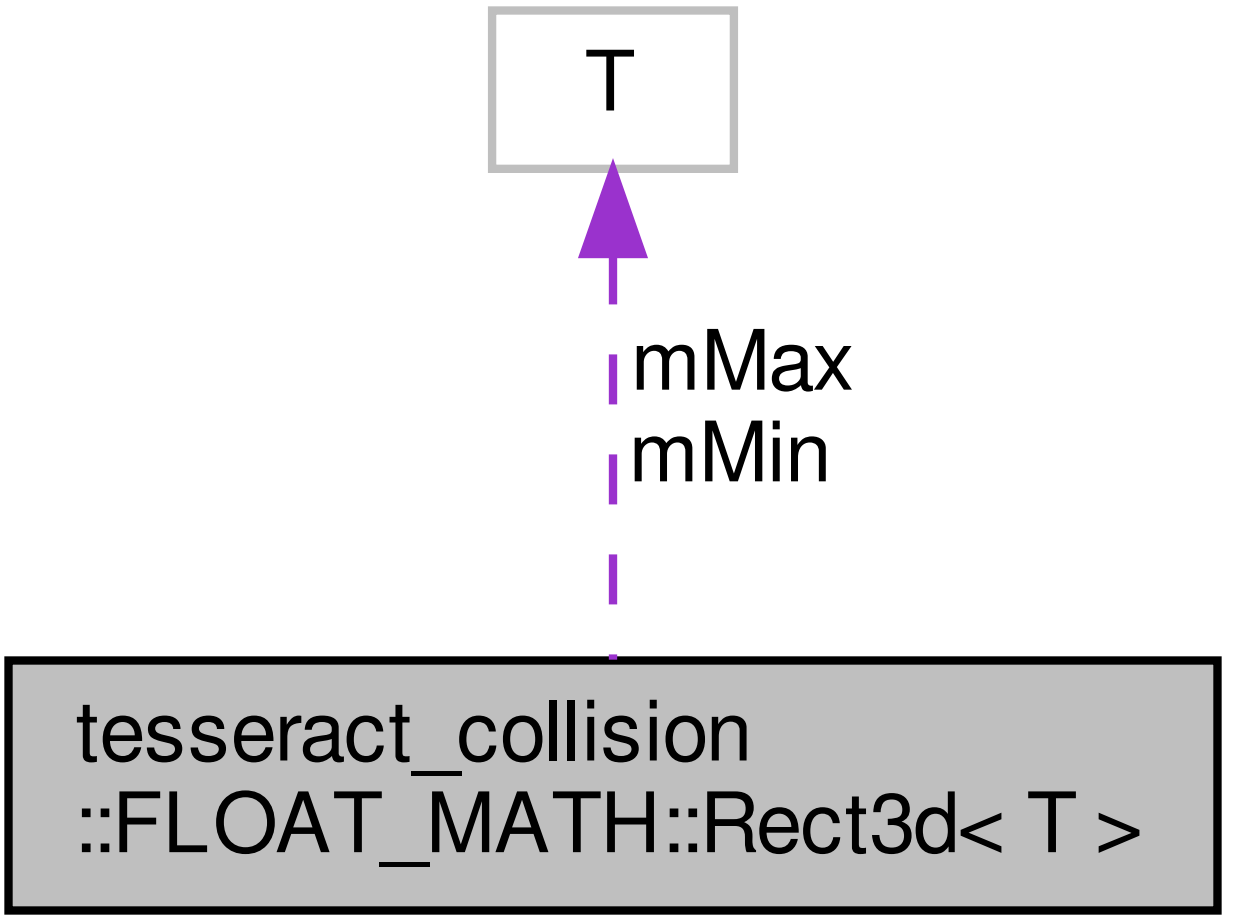
T
mMax
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tesseract_collision
::FLOAT_MATH::Rect3d< T >