

tesseract_environment
::Command



```
graph BT; A[tesseract_environment::ChangeCollisionMarginsCommand] --> B[tesseract_environment::Command];
```

The diagram illustrates a class hierarchy. At the bottom is a gray box representing the base class, `tesseract_environment::ChangeCollisionMarginsCommand`. A blue arrow points upwards from this box to a white box at the top, which represents the derived class, `tesseract_environment::Command`.

tesseract_environment
::ChangeCollisionMarginsCommand