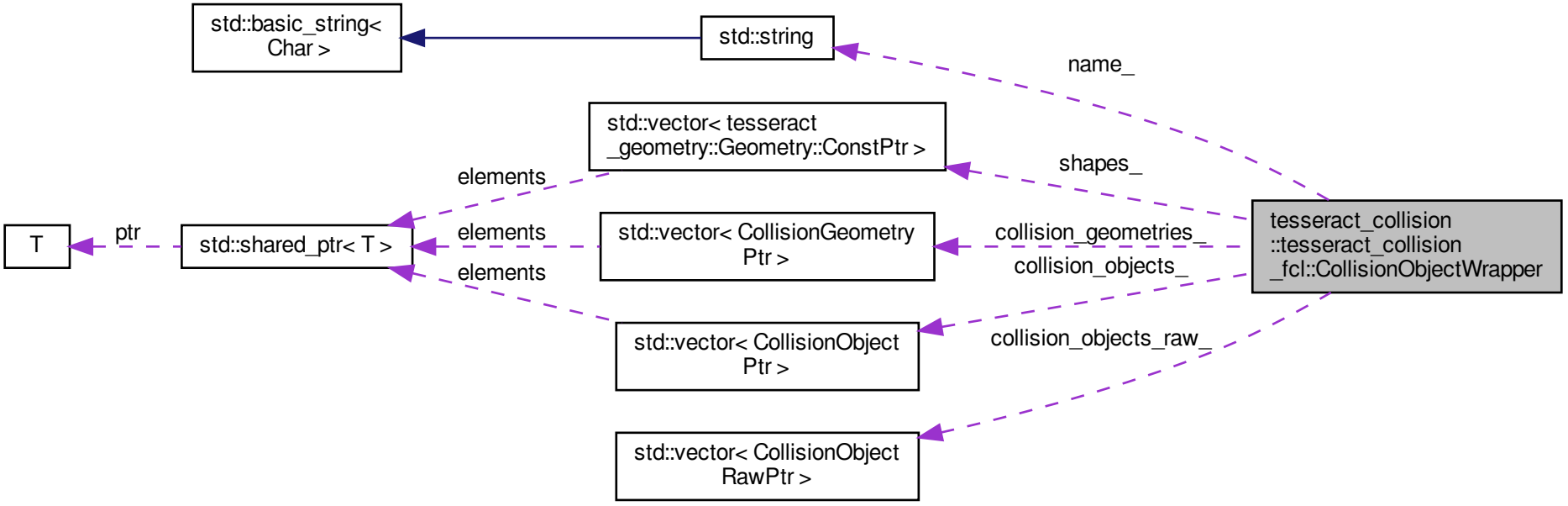
std::basic_string< Char >
std::string
name_
std::vector< tesseract _geometry::Geometry::ConstPtr >
shapes_
elements
T
ptr
std::shared_ptr< T >
elements
std::vector< CollisionGeometry Ptr >
collision_geometries_
tesseract_collision ::tesseract_collision _fcl::CollisionObjectWrapper
elements
collision_objects_
std::vector< CollisionObject Ptr >
collision_objects_raw_
std::vector< CollisionObject RawPtr >