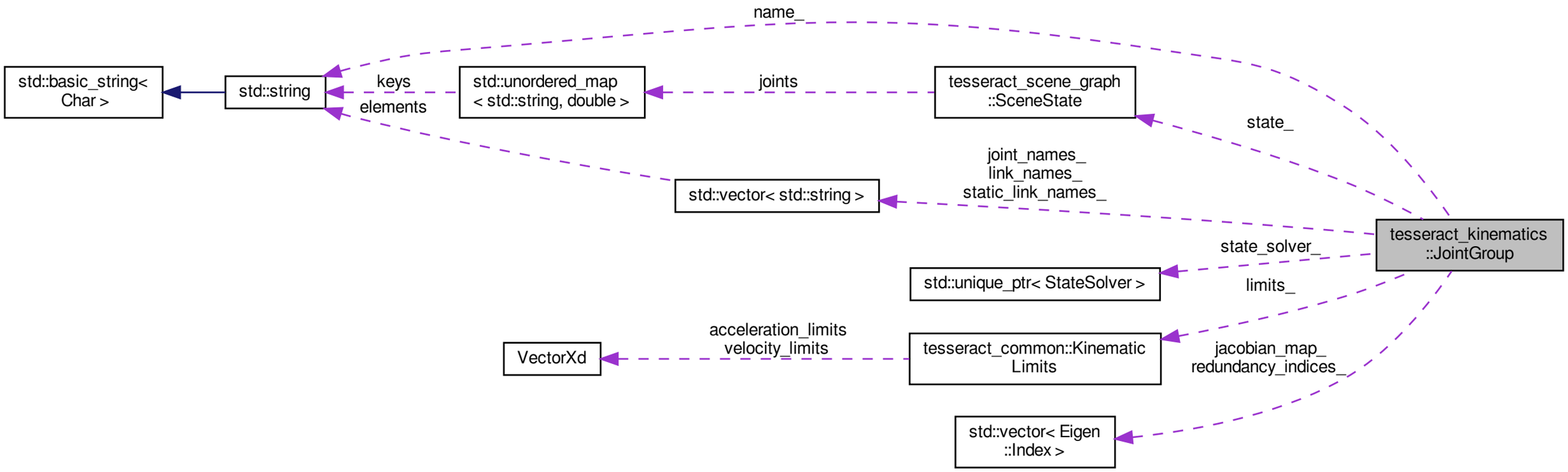
name_
std::basic_string< Char >
std::string
keys
elements
std::unordered_map < std::string, double >
joints
tesseract_scene_graph ::SceneState
state_
joint_names_
link_names_
static_link_names_
std::vector< std::string >
tesseract_kinematics ::JointGroup
state_solver_
std::unique_ptr< StateSolver >
limits_
acceleration_limits
velocity_limits
VectorXd
tesseract_common::Kinematic Limits
jacobian_map_
redundancy_indices_
std::vector< Eigen ::Index >