

```
std::shared_ptr< const  
tesseract_common::VectorVector2d >
```

```
std::shared_ptr< Resource >
```

uvs\_  
texture\_image\_

```
tesseract_geometry  
::MeshTexture
```

The diagram illustrates the relationship between a MeshTexture object and its associated data. A central box on the right, labeled 'tesseract\_geometry::MeshTexture', has two dashed purple arrows pointing left. The top arrow, labeled 'uvs\_', points to a box containing 'std::shared\_ptr< const tesseract\_common::VectorVector2d >'. The bottom arrow, labeled 'texture\_image\_', points to a box containing 'std::shared\_ptr< Resource >'. The central box has a black border and a light gray fill, while the target boxes have gray borders and white fills.