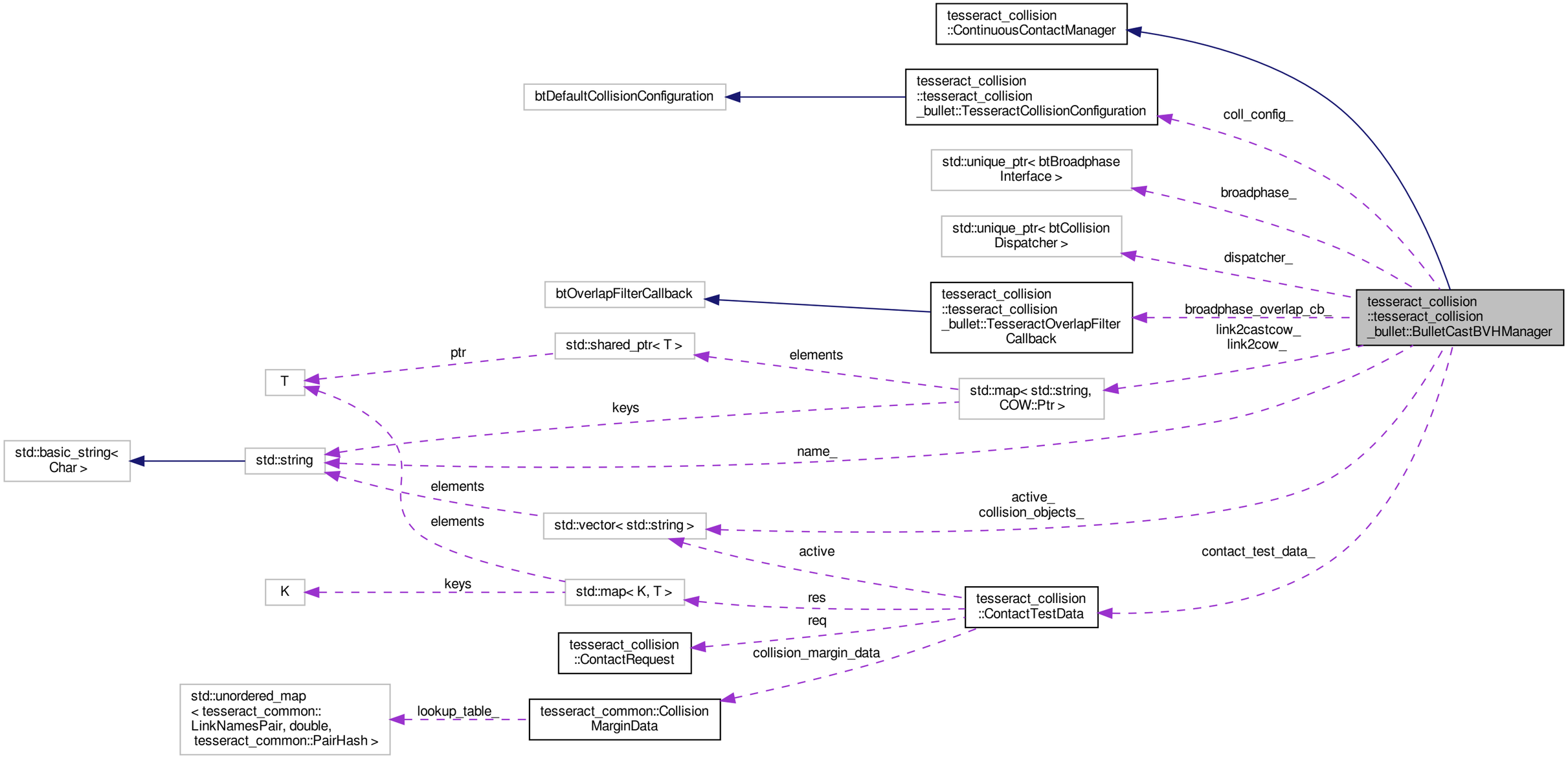
tesseract_collision ::ContinuousContactManager
btDefaultCollisionConfiguration
tesseract_collision ::tesseract_collision _bullet::TesseractCollisionConfiguration
coll_config_
std::unique_ptr< btBroadphase Interface >
broadphase_
std::unique_ptr< btCollision Dispatcher >
dispatcher_
btOverlapFilterCallback
tesseract_collision ::tesseract_collision _bullet::TesseractOverlapFilter Callback
broadphase_overlap_cb_
tesseract_collision ::tesseract_collision _bullet::BulletCastBVHManager
link2castcow_
link2cow_
ptr
std::shared_ptr< T >
elements
T
std::map< std::string, COW::Ptr >
keys
std::basic_string< Char >
std::string
name_
elements
active_
collision_objects_
elements
std::vector< std::string >
active
contact_test_data_
K
keys
std::map< K, T >
res
tesseract_collision ::ContactTestData
req
tesseract_collision ::ContactRequest
collision_margin_data
std::unordered_map < tesseract_common:: LinkNamesPair, double, tesseract_common::PairHash >
lookup_table_
tesseract_common::Collision MarginData