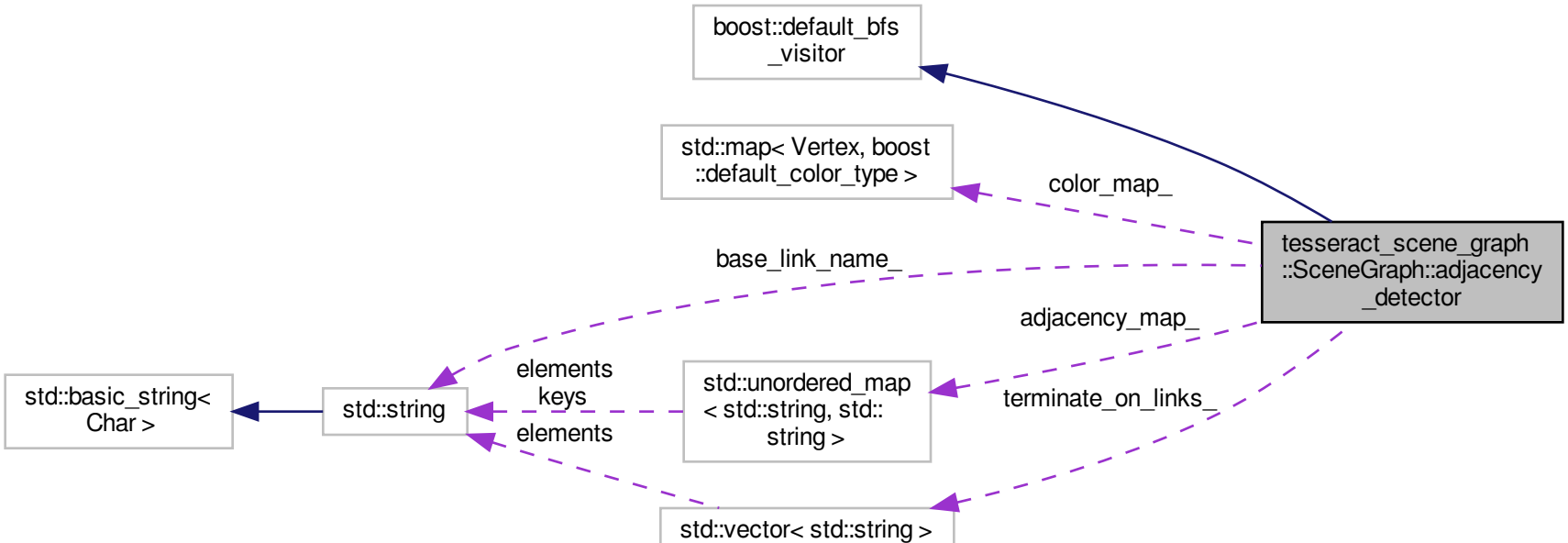
boost::default_bfs
_visitor
std::map< Vertex, boost
::default_color_type >
color_map_
tesseract_scene_graph
::SceneGraph::adjacency
_detector
base_link_name_
adjacency_map_
elements
keys
elements
std::basic_string<
Char >
std::string
std::unordered_map
< std::string, std::
string >
terminate_on_links_
std::vector< std::string >