

```
std::vector< typename  
descartes_light::EdgeEvaluator  
< FloatType >::ConstPtr >
```

edge\_evaluators

```
std::vector< typename  
descartes_light::WaypointSampler  
< FloatType >::ConstPtr >
```

samplers

```
tesseract_planning  
::DescartesProblem<  
FloatType >
```

