

ompl::base::MotionValidator

std::map< unsigned  
long int, tesseract  
\_collision::ContinuousContact  
Manager::Ptr >

std::mutex

std::basic\_string<  
Char >

std::string

elements

std::vector< std::string >

continuous\_contact  
\_managers\_

mutex\_

links\_

tesseract\_planning  
::ContinuousMotionValidator