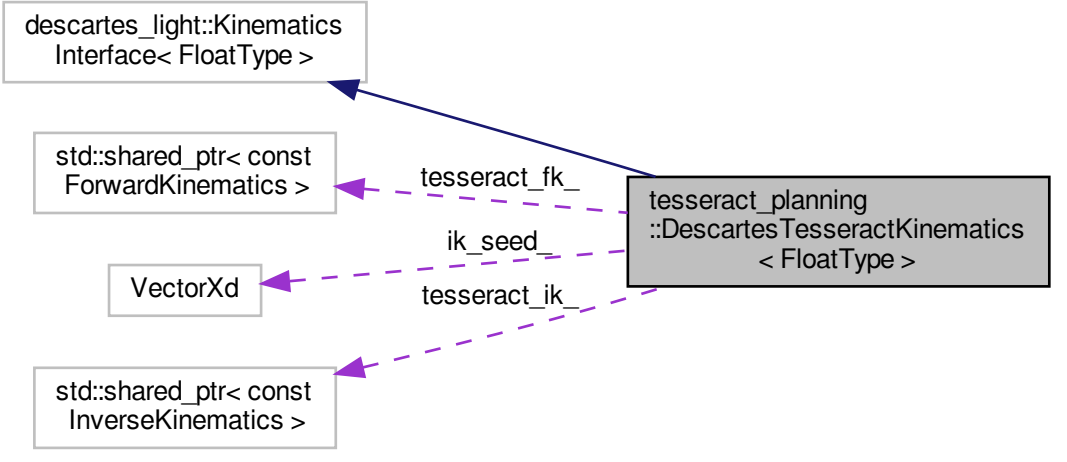
descartes_light::Kinematics Interface< FloatType >
std::shared_ptr< const ForwardKinematics >
tesseract_fk_
tesseract_planning ::DescartesTesseractKinematics < FloatType >
ik_seed_
VectorXd
tesseract_ik_
std::shared_ptr< const InverseKinematics >