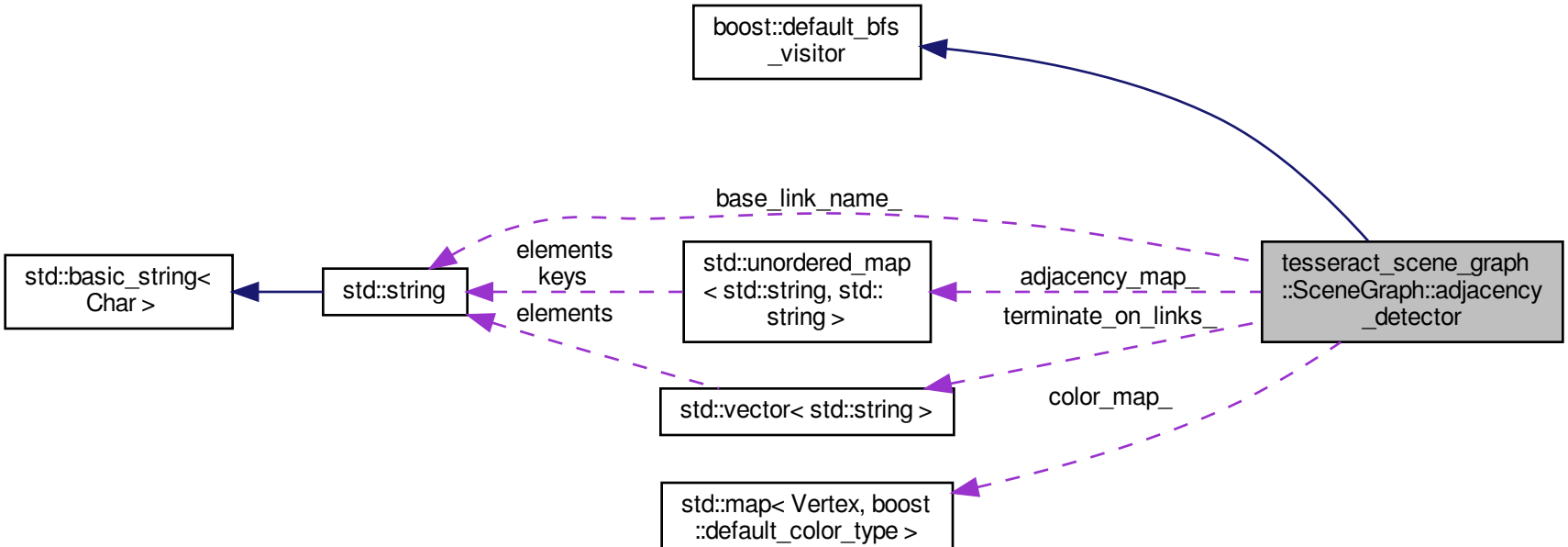
boost::default_bfs
_visitor
base_link_name_
elements
keys
elements
std::basic_string<
Char >
std::string
std::unordered_map
< std::string, std::
string >
adjacency_map_
terminate_on_links_
tesseract_scene_graph
::SceneGraph::adjacency
_detector
std::vector< std::string >
color_map_
std::map< Vertex,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