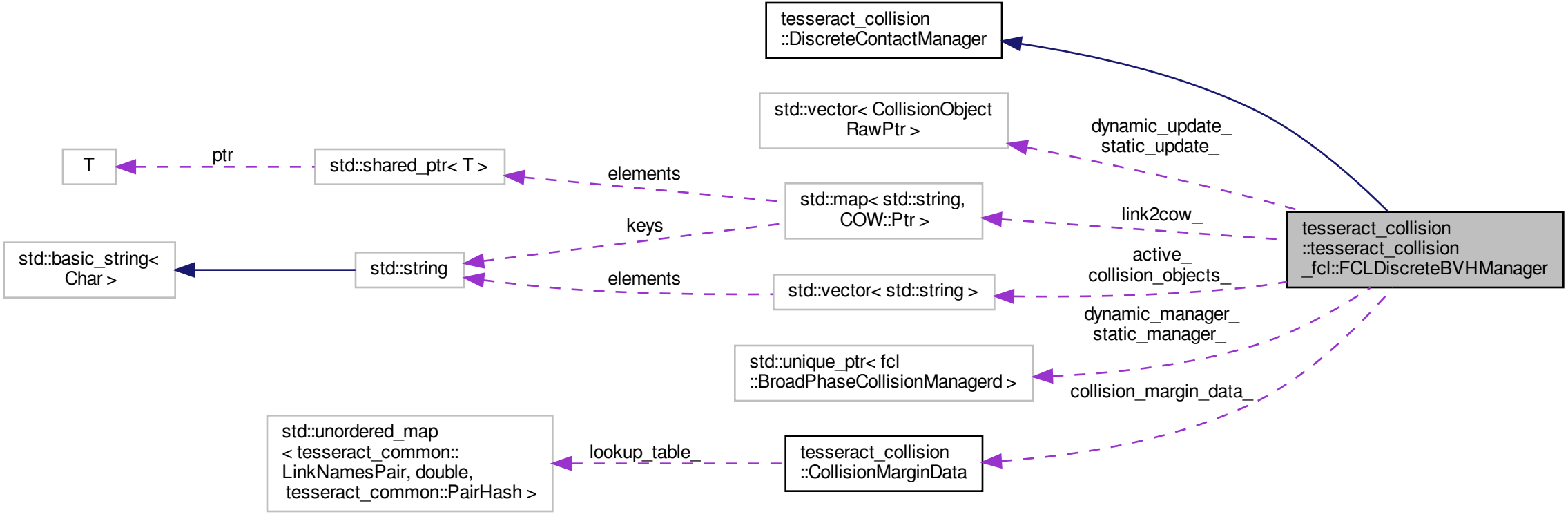
tesseract_collision
::DiscreteContactManager
std::vector< CollisionObject
RawPtr >
dynamic_update_
static_update_
T
ptr
std::shared_ptr< T >
elements
std::map< std::string,
COW::Ptr >
link2cow_
keys
tesseract_collision
::tesseract_collision
_fcl::FCLDiscreteBVHManager
std::basic_string<
Char >
std::string
elements
std::vector< std::string >
active_
collision_objects_
dynamic_manager_
static_manager_
std::unique_ptr< fcl
::BroadPhaseCollisionManagerd >
collision_margin_data_
std::unordered_map
< tesseract_common::
LinkNamesPair, double,
tesseract_common::PairHash >
lookup_table_
tesseract_collision
::CollisionMarginData