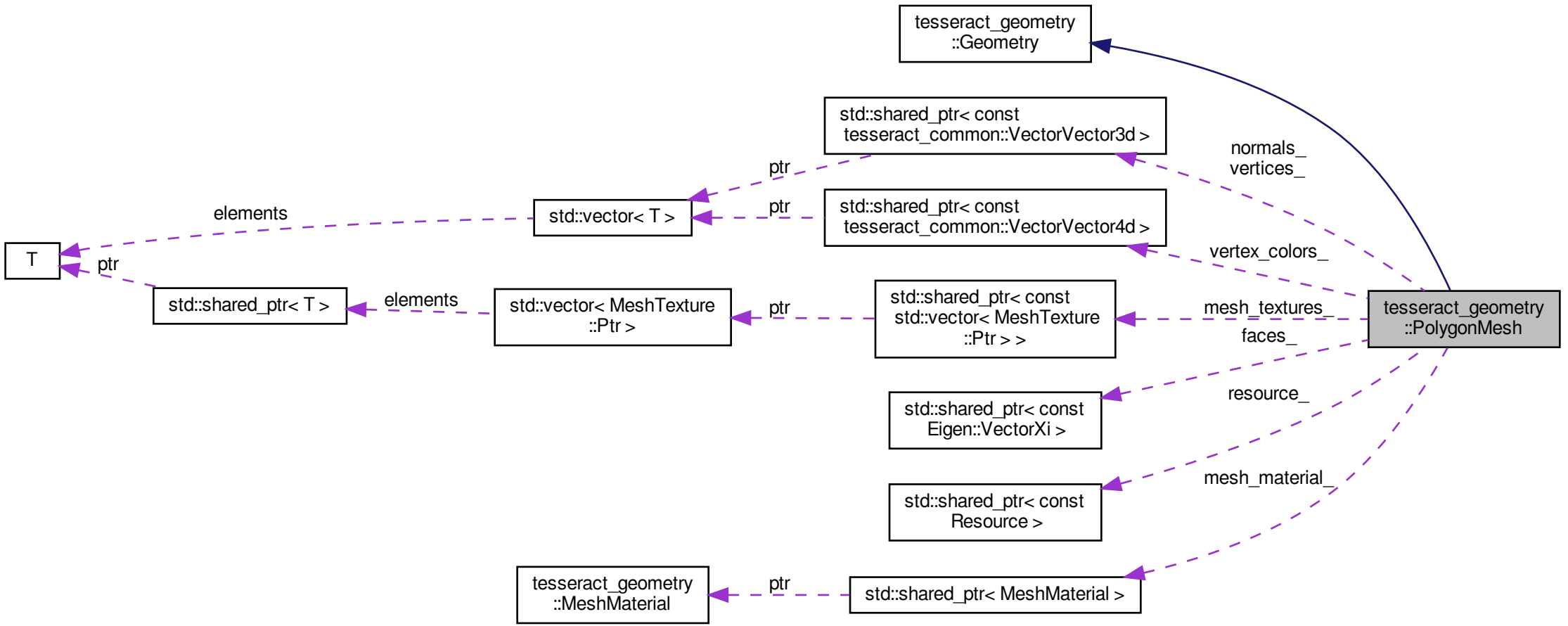
tesseract_geometry
::Geometry
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tesseract_common::VectorVector3d >
normals_
vertices_
ptr
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elements
T
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vertex_colors_
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std::vector< MeshTexture
::Ptr >
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::Ptr > >
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tesseract_geometry
::PolygonMesh
faces_
resource_
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Resource >
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::MeshMaterial
ptr
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