

tesseract_environment
::Command



```
graph BT; A[tesseract_environment::ChangeCollisionMarginsCommand] --> B[tesseract_environment::Command];
```

A diagram illustrating a class hierarchy. At the bottom is a gray rectangular box containing the text 'tesseract_environment' followed by '::ChangeCollisionMarginsCommand' on the next line. A blue arrow points vertically upwards from the top center of this box to the bottom center of a white rectangular box above it. The white box contains the text 'tesseract_environment' followed by '::Command' on the next line.

tesseract_environment
::ChangeCollisionMarginsCommand