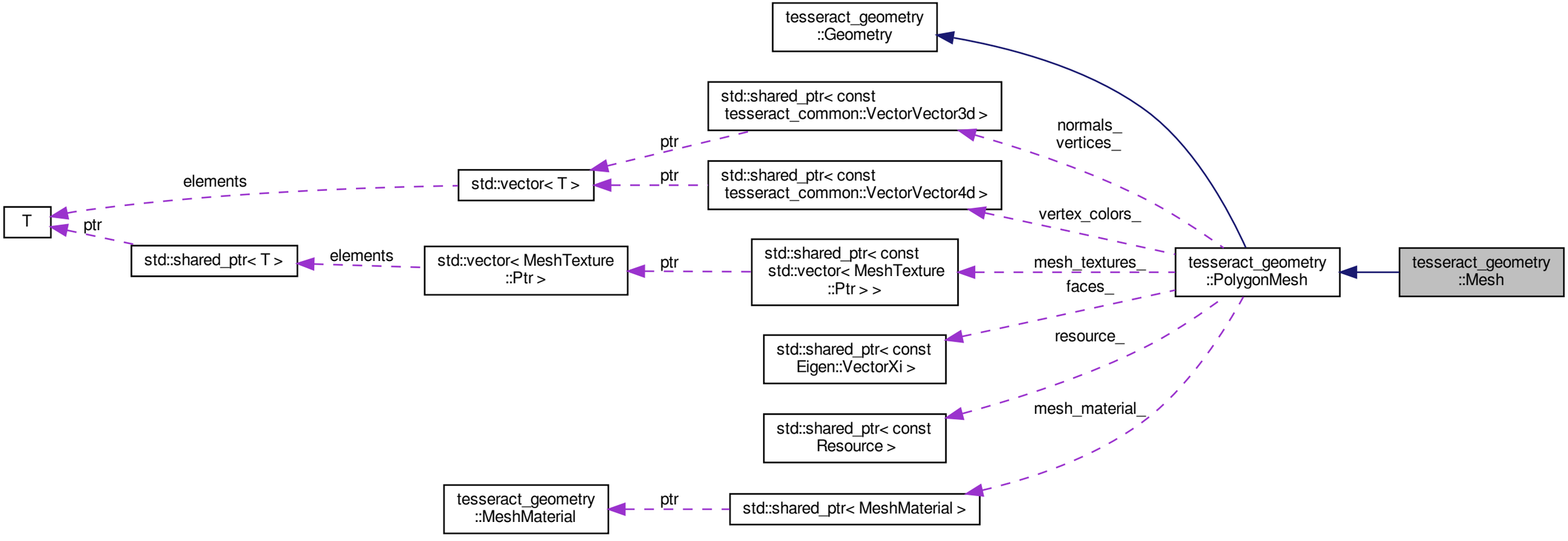
tesseract_geometry ::Geometry
std::shared_ptr< const tesseract_common::VectorVector3d >
normals_
vertices_
ptr
std::vector< T >
ptr
std::shared_ptr< const tesseract_common::VectorVector4d >
elements
T
ptr
vertex_colors_
std::shared_ptr< T >
elements
std::vector< MeshTexture ::Ptr >
ptr
std::shared_ptr< const std::vector< MeshTexture ::Ptr > >
mesh_textures_
tesseract_geometry ::PolygonMesh
tesseract_geometry ::Mesh
faces_
resource_
std::shared_ptr< const Eigen::VectorXi >
mesh_material_
std::shared_ptr< const Resource >
tesseract_geometry ::MeshMaterial
ptr
std::shared_ptr< MeshMaterial >