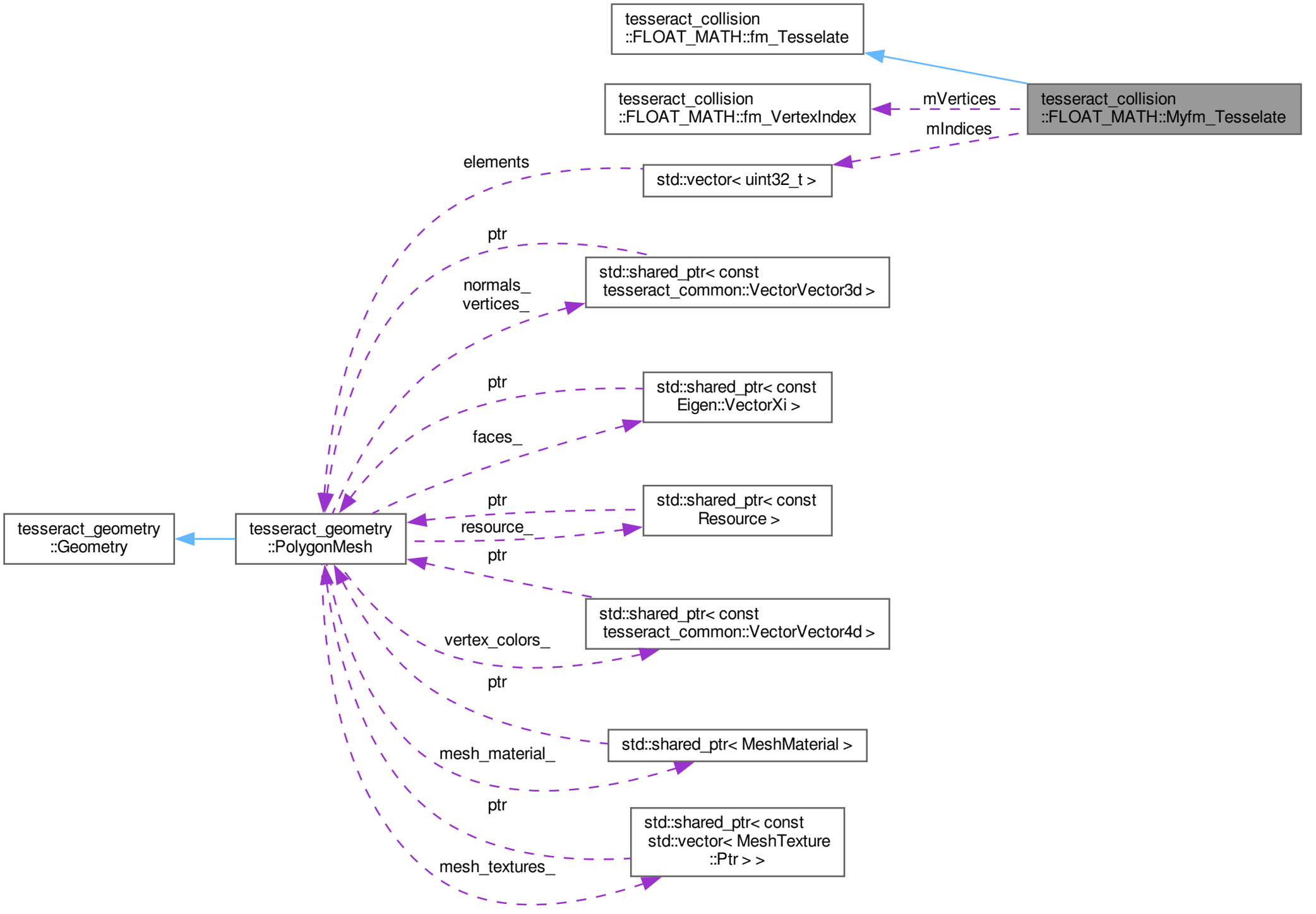
tesseract_collision ::FLOAT_MATH::fm_Tesselate
tesseract_collision ::FLOAT_MATH::fm_VertexIndex
mVertices
tesseract_collision ::FLOAT_MATH::Myfm_Tesselate
mIndices
elements
std::vector< uint32_t >
ptr
std::shared_ptr< const tesseract_common::VectorVector3d >
normals_
vertices_
ptr
std::shared_ptr< const Eigen::VectorXi >
faces_
ptr
std::shared_ptr< const Resource >
resource_
tesseract_geometry ::Geometry
tesseract_geometry ::PolygonMesh
ptr
std::shared_ptr< const tesseract_common::VectorVector4d >
vertex_colors_
ptr
std::shared_ptr< MeshMaterial >
mesh_material_
ptr
std::shared_ptr< const std::vector< MeshTexture ::Ptr > >
mesh_textures_