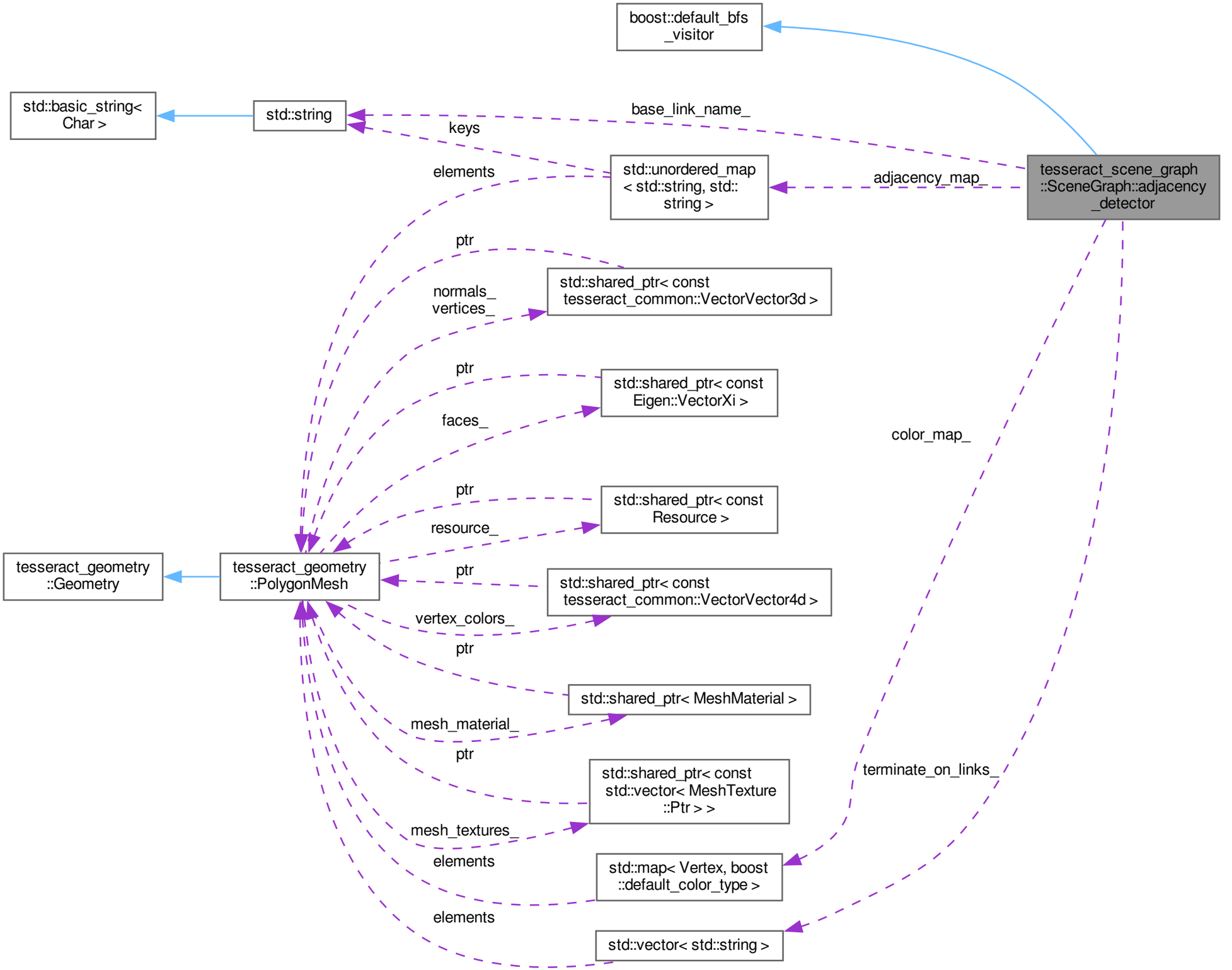
boost::default_bfs
_visitor
std::basic_string<
Char >
std::string
base_link_name_
keys
elements
std::unordered_map
< std::string, std::
string >
adjacency_map_
tesseract_scene_graph
::SceneGraph::adjacency
_detector
ptr
normals_
vertices_
std::shared_ptr< const
tesseract_common::VectorVector3d >
ptr
std::shared_ptr< const
Eigen::VectorXi >
faces_
color_map_
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 > >
terminate_on_links_
mesh_textures_
elements
std::map< Vertex, boost
::default_color_type >
elements
std::vector< std::string >