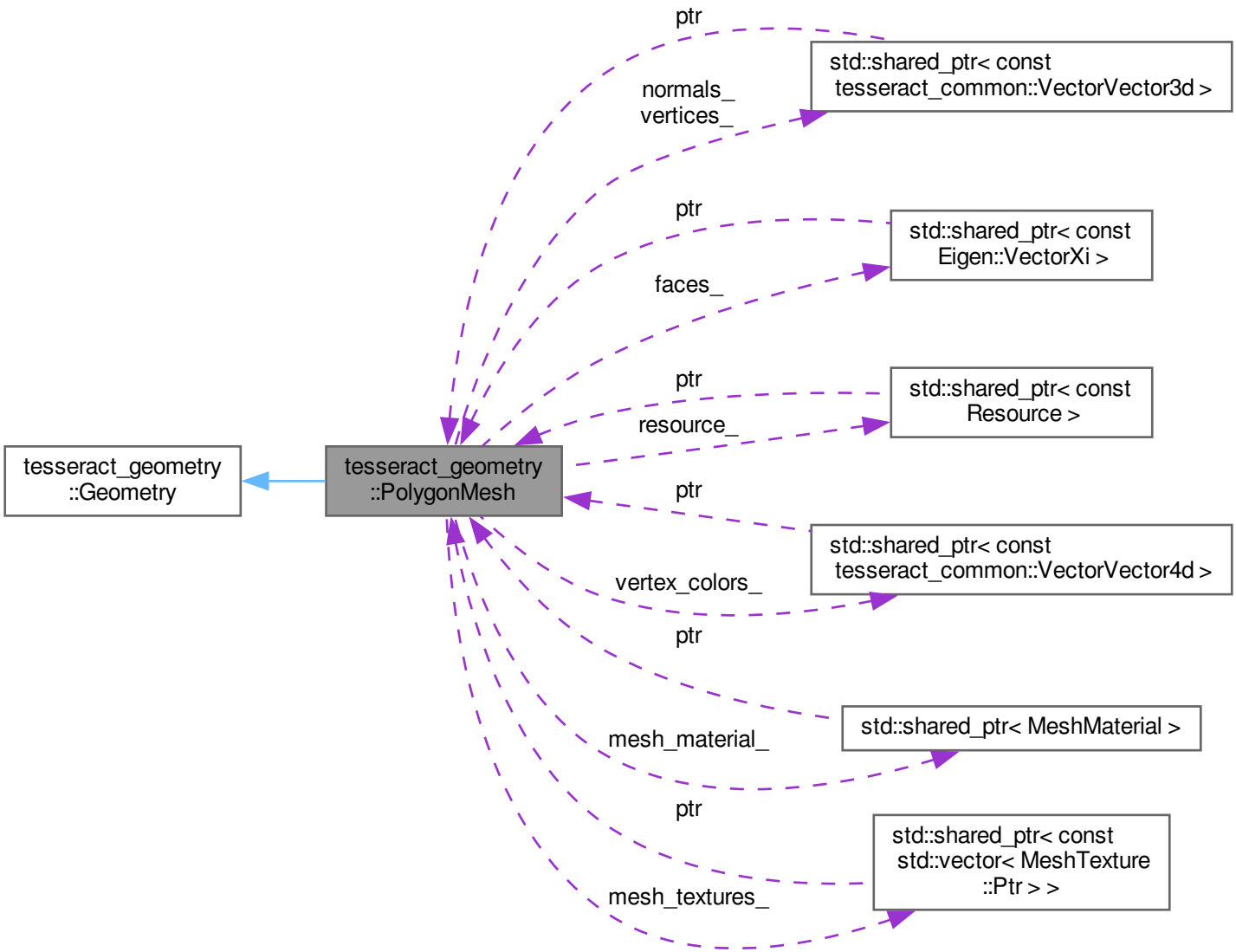
tesseract_geometry
::Geometry
tesseract_geometry
::PolygonMesh
ptr
normals_
vertices_
std::shared_ptr< const
tesseract_common::VectorVector3d >
ptr
faces_
std::shared_ptr< const
Eigen::VectorXi >
ptr
resource_
std::shared_ptr< const
Resource >
ptr
vertex_colors_
std::shared_ptr< const
tesseract_common::VectorVector4d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