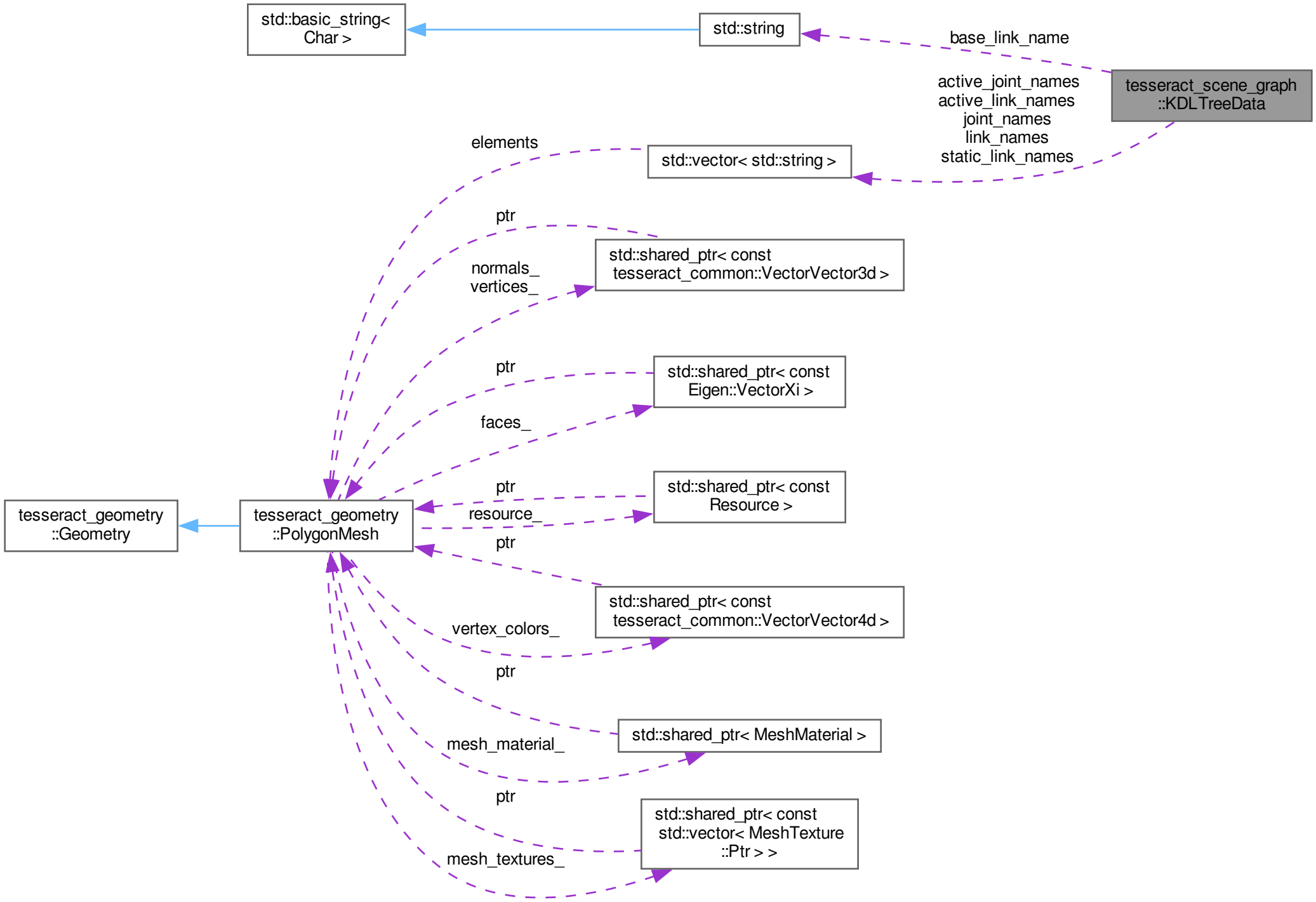
std::basic_string< Char >
std::string
base_link_name
tesseract_scene_graph ::KDLTreeData
active_joint_names
active_link_names
joint_names
link_names
static_link_names
elements
std::vector< std::string >
ptr
normals_
vertices_
std::shared_ptr< const tesseract_common::VectorVector3d >
ptr
faces_
std::shared_ptr< const Eigen::VectorXi >
ptr
resource_
std::shared_ptr< const Resource >
ptr
tesseract_geometry ::Geometry
tesseract_geometry ::PolygonMesh
vertex_colors_
std::shared_ptr< const tesseract_common::VectorVector4d >
ptr
mesh_material_
std::shared_ptr< MeshMaterial >
ptr
mesh_textures_
std::shared_ptr< const std::vector< MeshTexture ::Ptr > >