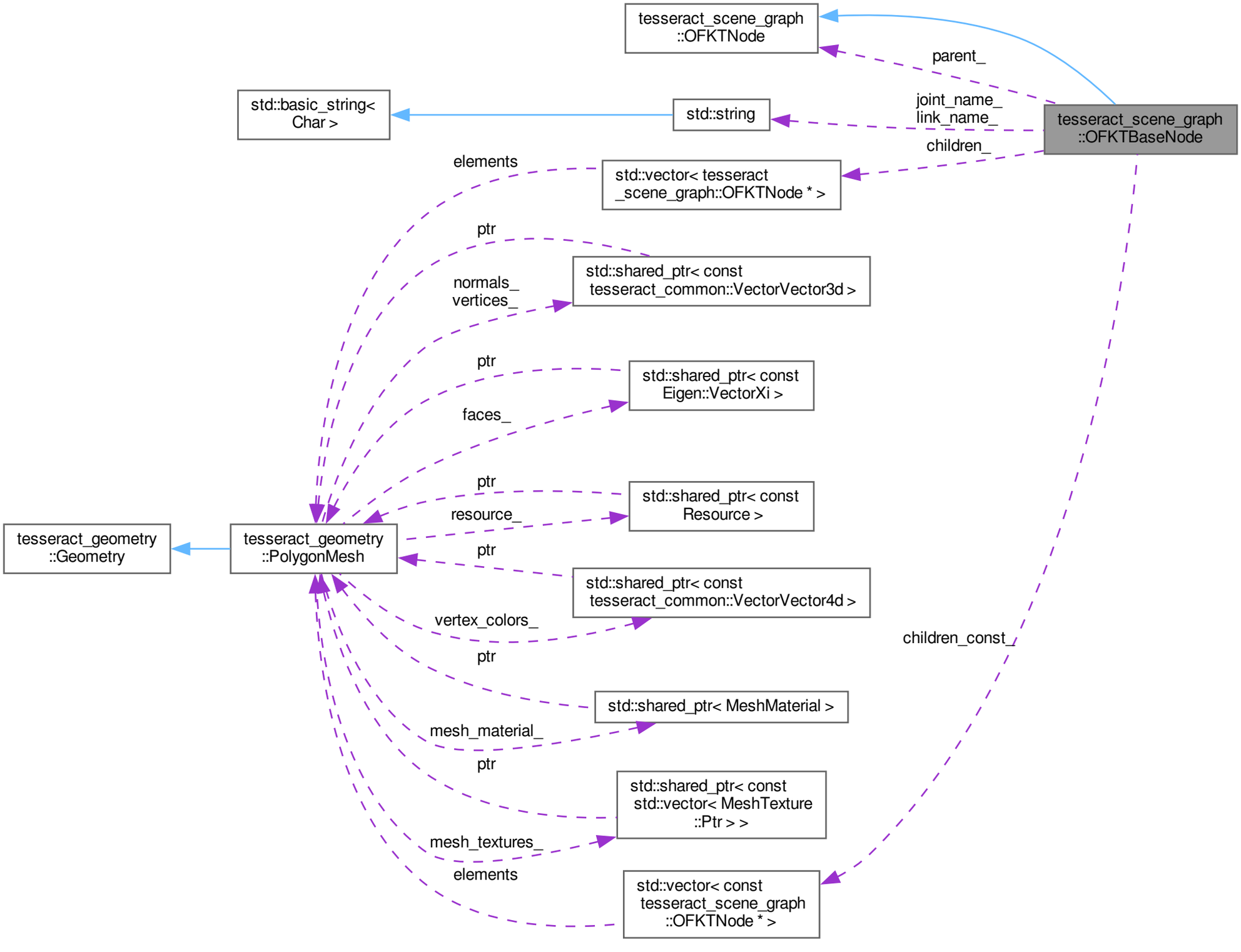
tesseract_scene_graph ::OFKTNode
parent_
joint_name_
link_name_
children_
tesseract_scene_graph ::OFKTBaseNode
std::basic_string< Char >
std::string
elements
std::vector< tesseract _scene_graph::OFKTNode * >
ptr
normals_
vertices_
std::shared_ptr< const tesseract_common::VectorVector3d >
ptr
faces_
std::shared_ptr< const Eigen::VectorXi >
ptr
resource_
std::shared_ptr< const Resource >
tesseract_geometry ::Geometry
tesseract_geometry ::PolygonMesh
ptr
std::shared_ptr< const tesseract_common::VectorVector4d >
vertex_colors_
children_const_
ptr
std::shared_ptr< MeshMaterial >
mesh_material_
ptr
std::shared_ptr< const std::vector< MeshTexture ::Ptr > >
mesh_textures_
elements
std::vector< const tesseract_scene_graph ::OFKTNode * >