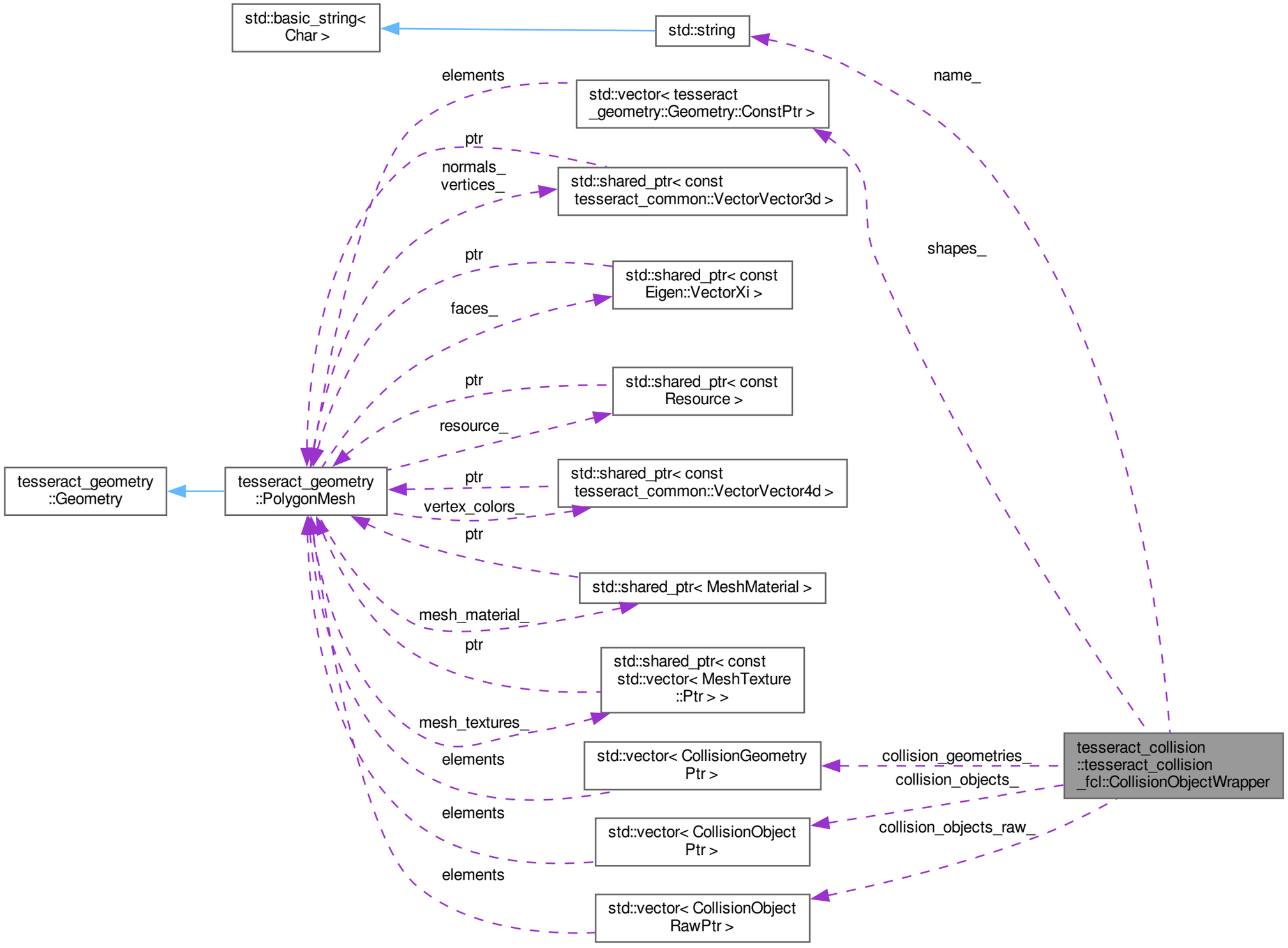
std::basic_string< Char >
std::string
name_
elements
std::vector< tesseract _geometry::Geometry::ConstPtr >
shapes_
ptr
normals_
vertices_
std::shared_ptr< const tesseract_common::VectorVector3d >
ptr
std::shared_ptr< const Eigen::VectorXi >
faces_
ptr
std::shared_ptr< const Resource >
resource_
tesseract_geometry ::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_
elements
std::vector< CollisionGeometry Ptr >
collision_geometries_
tesseract_collision ::tesseract_collision _fcl::CollisionObjectWrapper
collision_objects_
elements
std::vector< CollisionObject Ptr >
collision_objects_raw_
elements
std::vector< CollisionObject RawPtr >