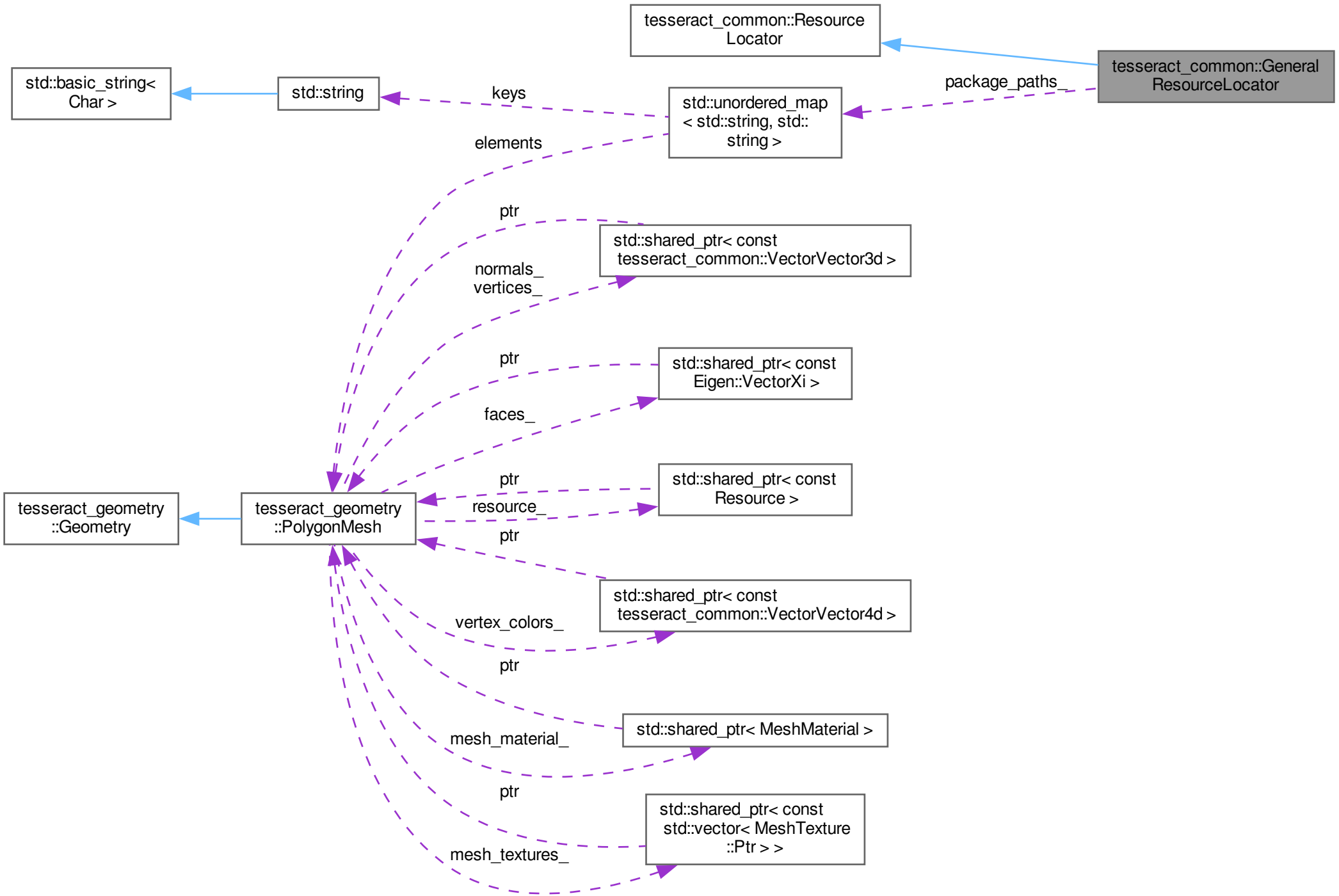
tesseract_common::Resource Locator
tesseract_common::General ResourceLocator
package_paths_
std::basic_string< Char >
std::string
keys
std::unordered_map < std::string, std:: string >
elements
ptr
std::shared_ptr< const tesseract_common::VectorVector3d >
normals_
vertices_
ptr
std::shared_ptr< const 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_