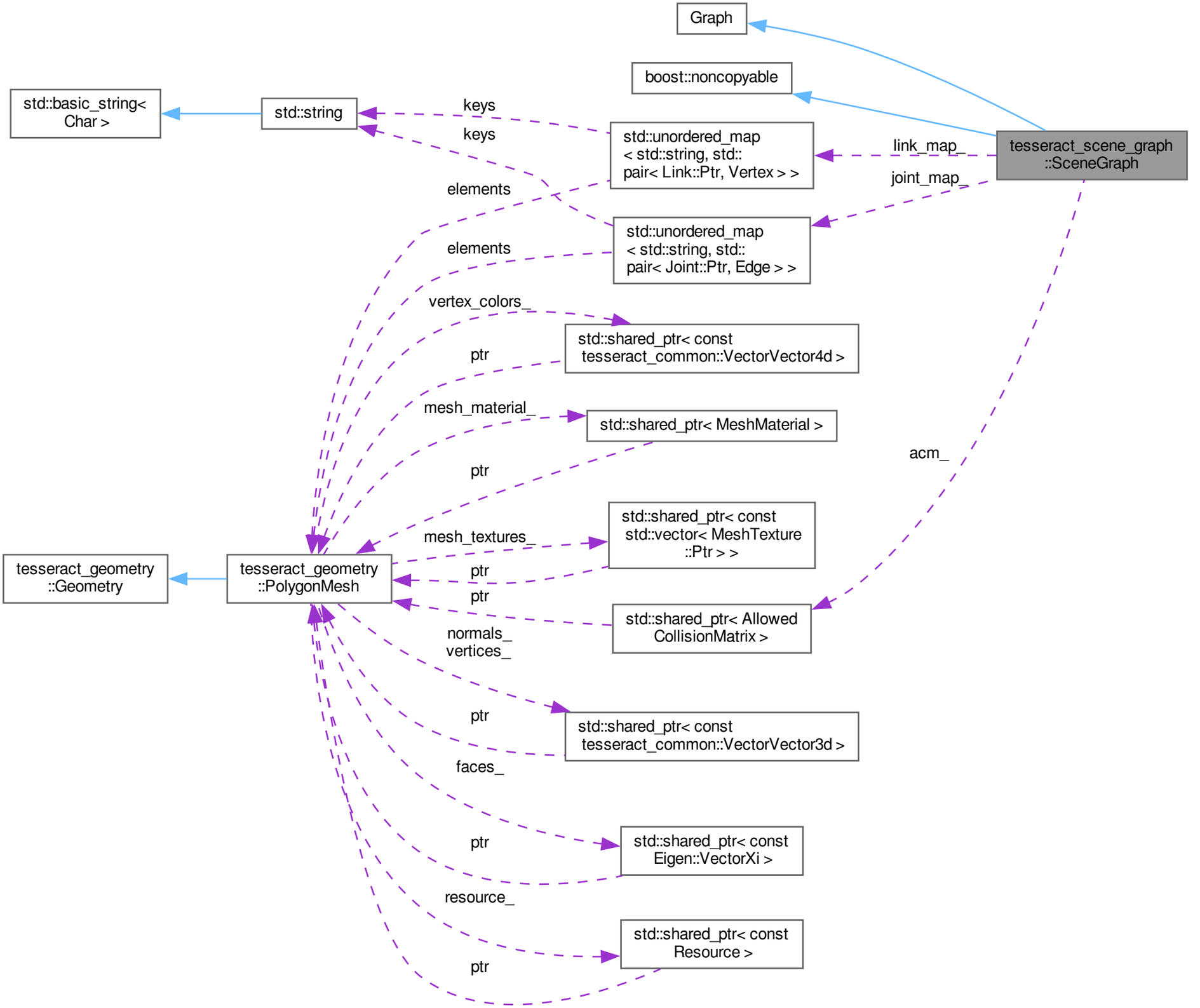
Graph
boost::noncopyable
tesseract_scene_graph ::SceneGraph
std::basic_string< Char >
std::string
keys
keys
std::unordered_map < std::string, std:: pair< Link::Ptr, Vertex > >
link_map_
joint_map_
elements
elements
std::unordered_map < std::string, std:: pair< Joint::Ptr, Edge > >
vertex_colors_
std::shared_ptr< const tesseract_common::VectorVector4d >
ptr
mesh_material_
std::shared_ptr< MeshMaterial >
acm_
ptr
mesh_textures_
std::shared_ptr< const std::vector< MeshTexture ::Ptr > >
tesseract_geometry ::Geometry
tesseract_geometry ::PolygonMesh
ptr
ptr
std::shared_ptr< Allowed CollisionMatrix >
normals_
vertices_
ptr
std::shared_ptr< const tesseract_common::VectorVector3d >
faces_
ptr
std::shared_ptr< const Eigen::VectorXi >
resource_
std::shared_ptr< const Resource >
ptr