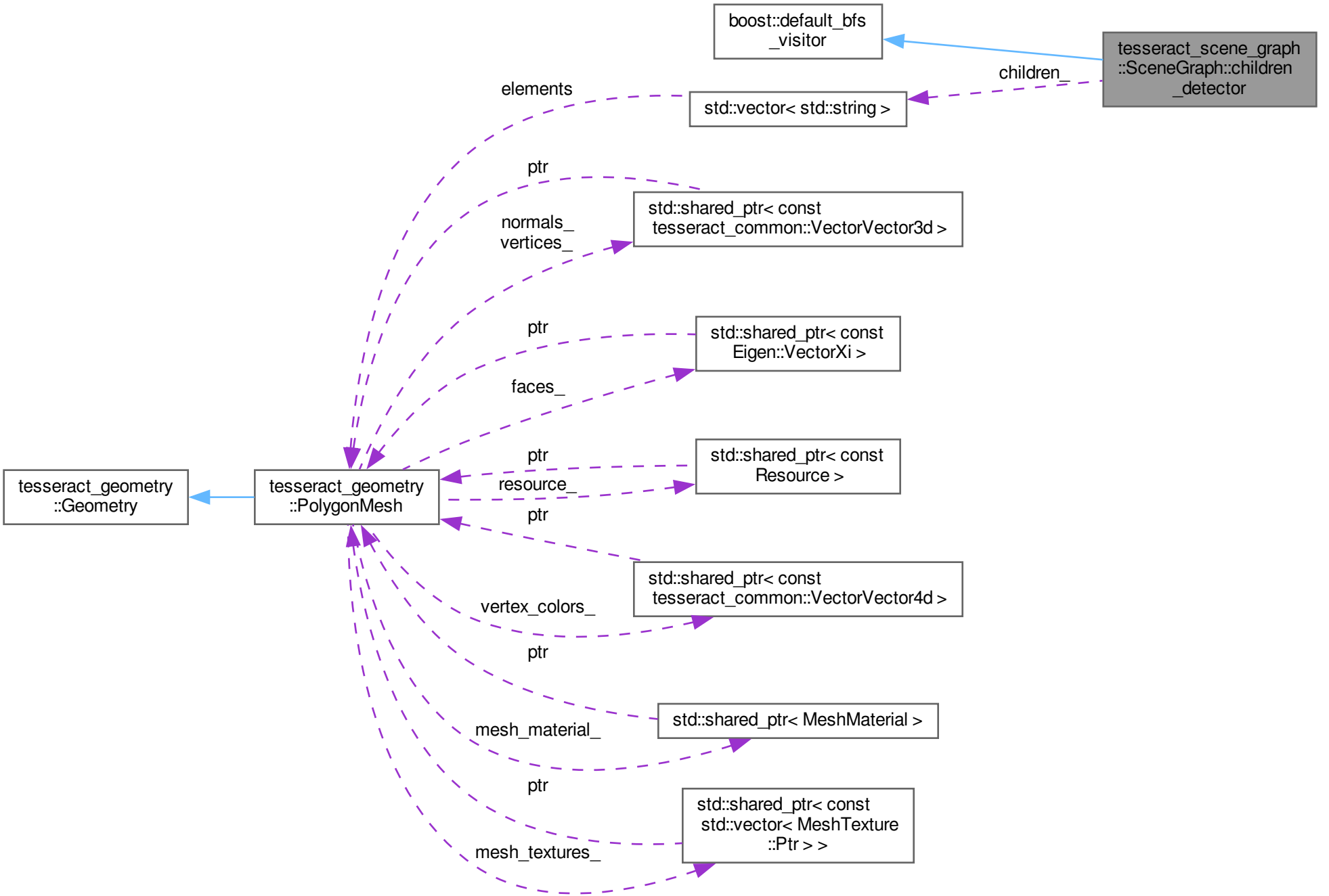
boost::default_bfs
_visitor
tesseract_scene_graph
::SceneGraph::children
_detector
children_
elements
std::vector< std::string >
ptr
std::shared_ptr< const
tesseract_common::VectorVector3d >
normals_
vertices_
ptr
std::shared_ptr< const
Eigen::VectorXi >
faces_
ptr
std::shared_ptr< const
Resource >
resource_
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_