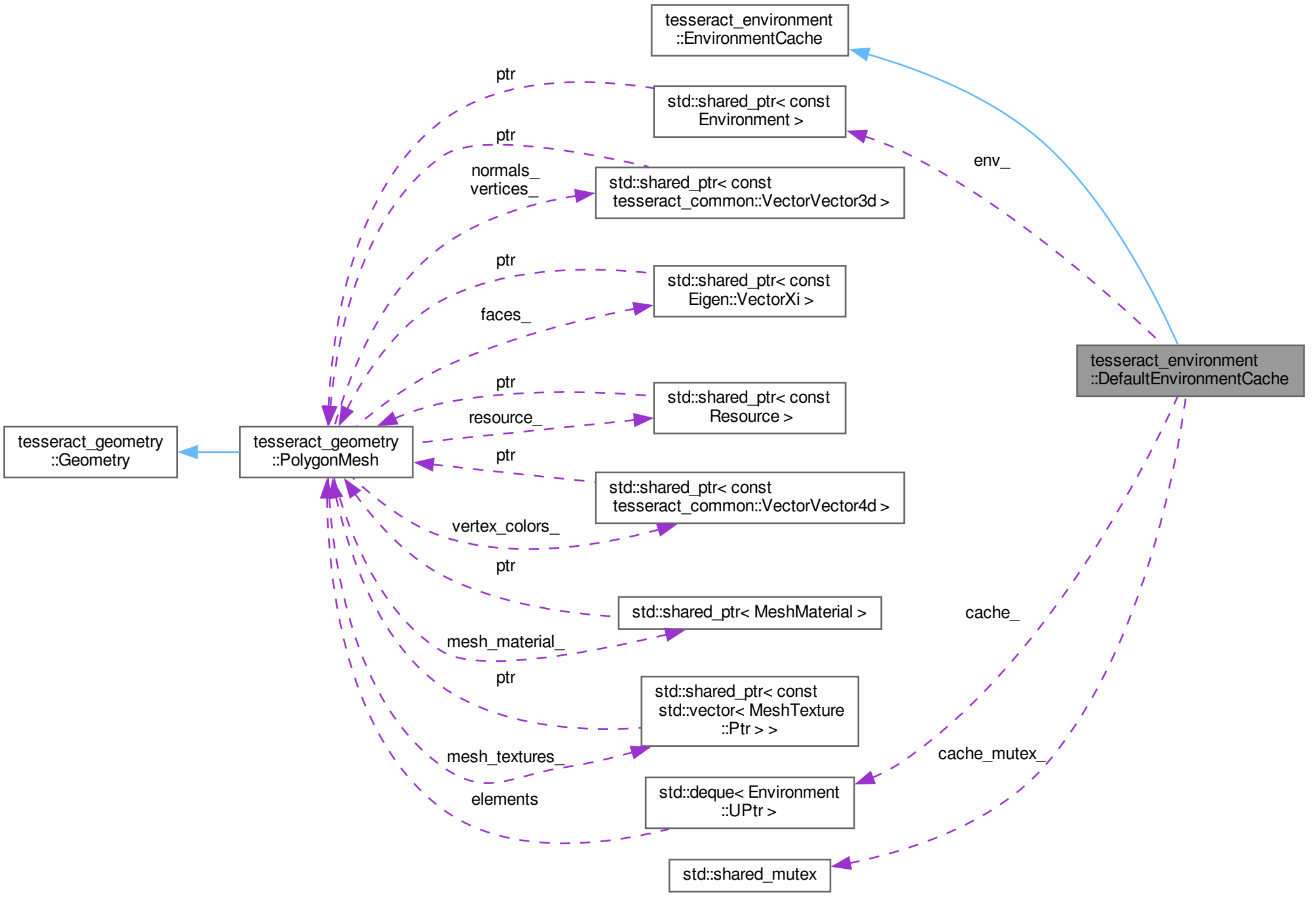
tesseract_environment ::EnvironmentCache
std::shared_ptr< const Environment >
std::shared_ptr< const tesseract_common::VectorVector3d >
std::shared_ptr< const Eigen::VectorXi >
std::shared_ptr< const Resource >
std::shared_ptr< const tesseract_common::VectorVector4d >
std::shared_ptr< MeshMaterial >
std::shared_ptr< const std::vector< MeshTexture ::Ptr > >
std::deque< Environment ::UPtr >
std::shared_mutex
tesseract_environment ::DefaultEnvironmentCache
tesseract_geometry ::Geometry
tesseract_geometry ::PolygonMesh
ptr
ptr
normals_
vertices_
ptr
faces_
ptr
resource_
ptr
vertex_colors_
ptr
mesh_material_
ptr
mesh_textures_
elements
env_
cache_
cache_mutex_