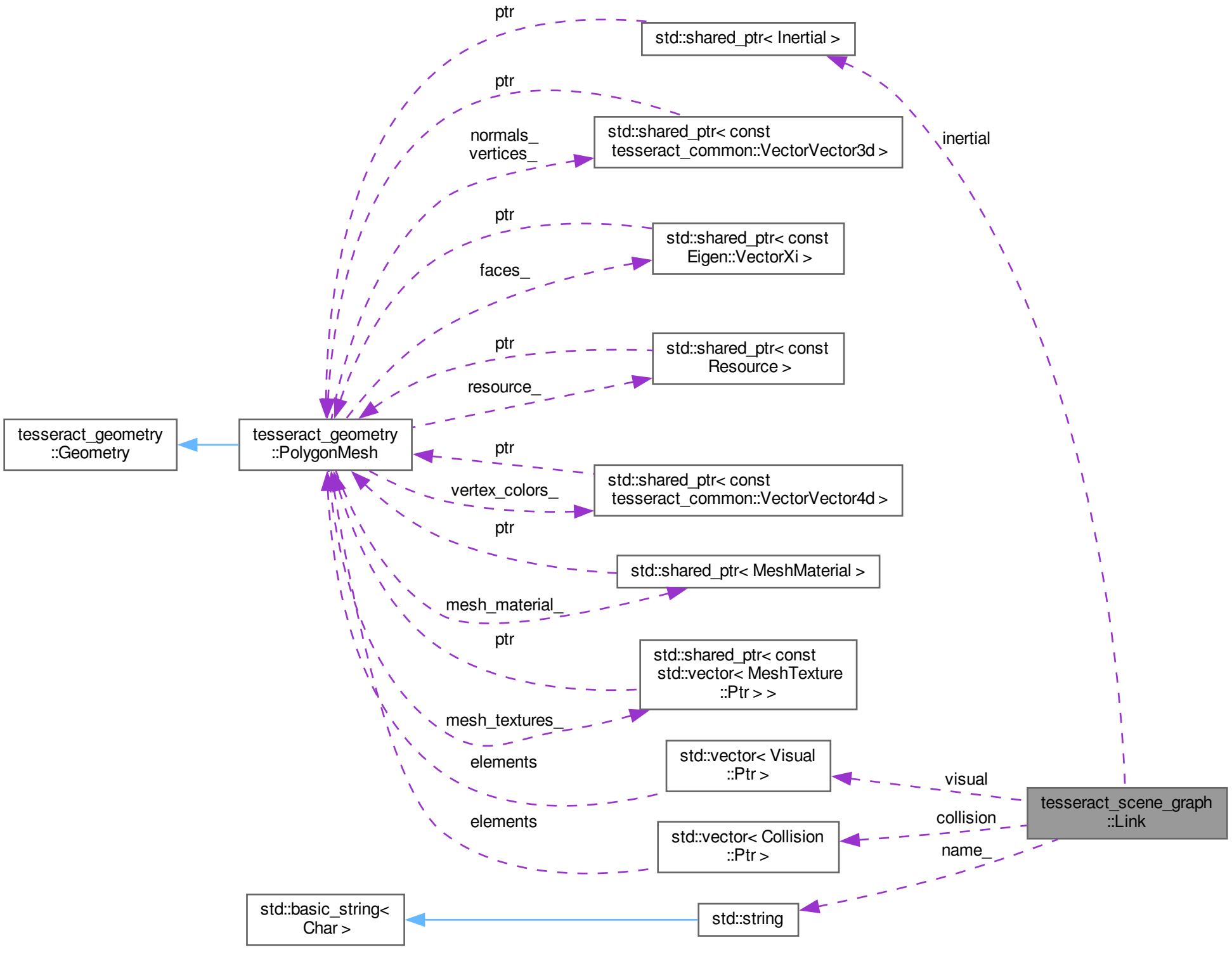
ptr
std::shared_ptr< Inertial >
ptr
normals_
vertices_
std::shared_ptr< const tesseract_common::VectorVector3d >
inertial
ptr
faces_
std::shared_ptr< const Eigen::VectorXi >
ptr
resource_
std::shared_ptr< const Resource >
tesseract_geometry ::Geometry
tesseract_geometry ::PolygonMesh
ptr
vertex_colors_
std::shared_ptr< const tesseract_common::VectorVector4d >
ptr
std::shared_ptr< MeshMaterial >
mesh_material_
ptr
std::shared_ptr< const std::vector< MeshTexture ::Ptr > >
mesh_textures_
elements
std::vector< Visual ::Ptr >
visual
tesseract_scene_graph ::Link
elements
collision
std::vector< Collision ::Ptr >
name_
std::basic_string< Char >
std::string