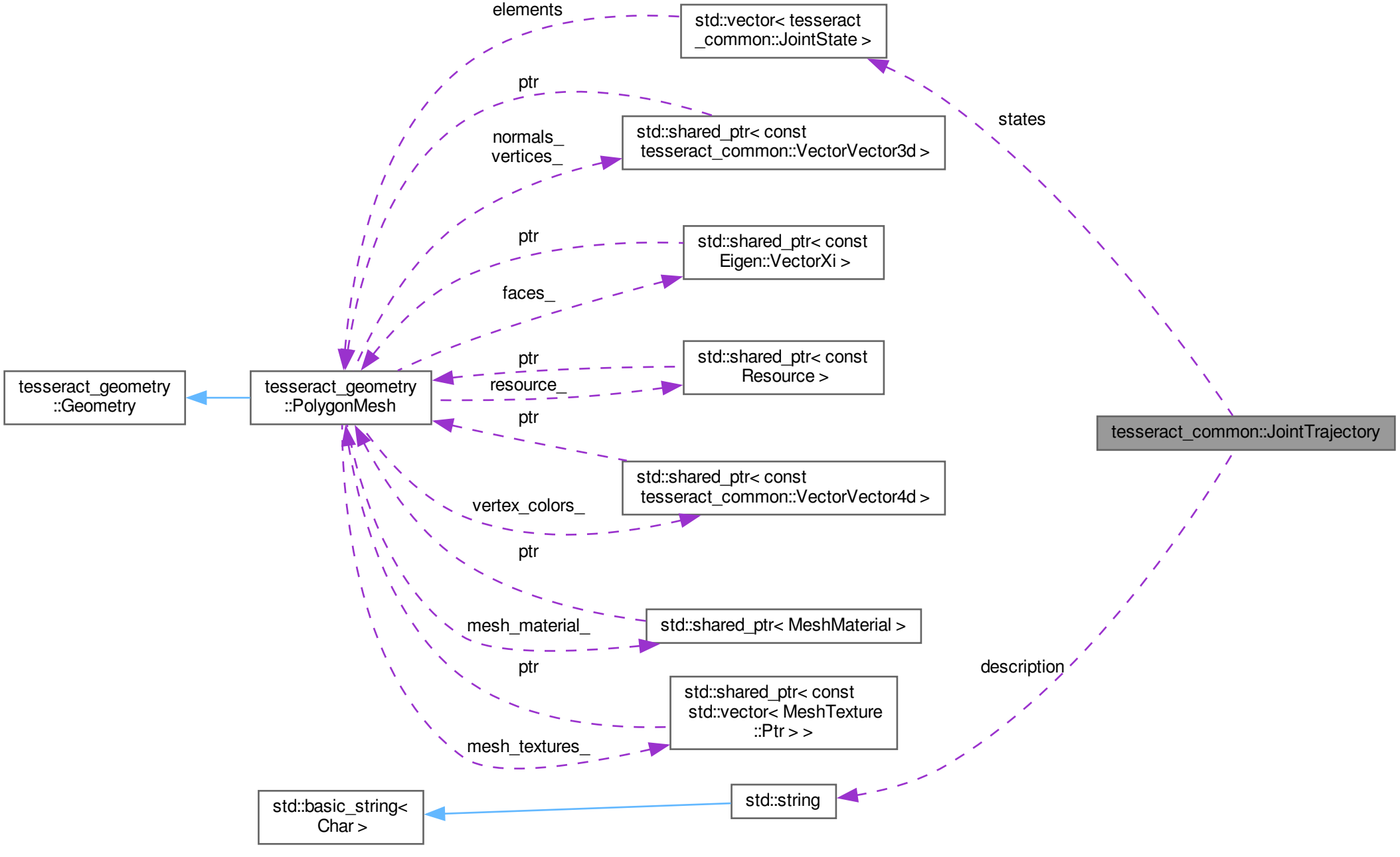
tesseract_common::JointTrajectory
states
std::vector< tesseract _common::JointState >
elements
description
std::string
std::basic_string< Char >
tesseract_geometry ::Geometry
tesseract_geometry ::PolygonMesh
ptr
std::shared_ptr< const tesseract_common::VectorVector3d >
normals_
vertices_
std::shared_ptr< const Eigen::VectorXi >
faces_
std::shared_ptr< const Resource >
resource_
std::shared_ptr< const tesseract_common::VectorVector4d >
vertex_colors_
std::shared_ptr< MeshMaterial >
mesh_material_
std::shared_ptr< const std::vector< MeshTexture ::Ptr > >
mesh_textures_