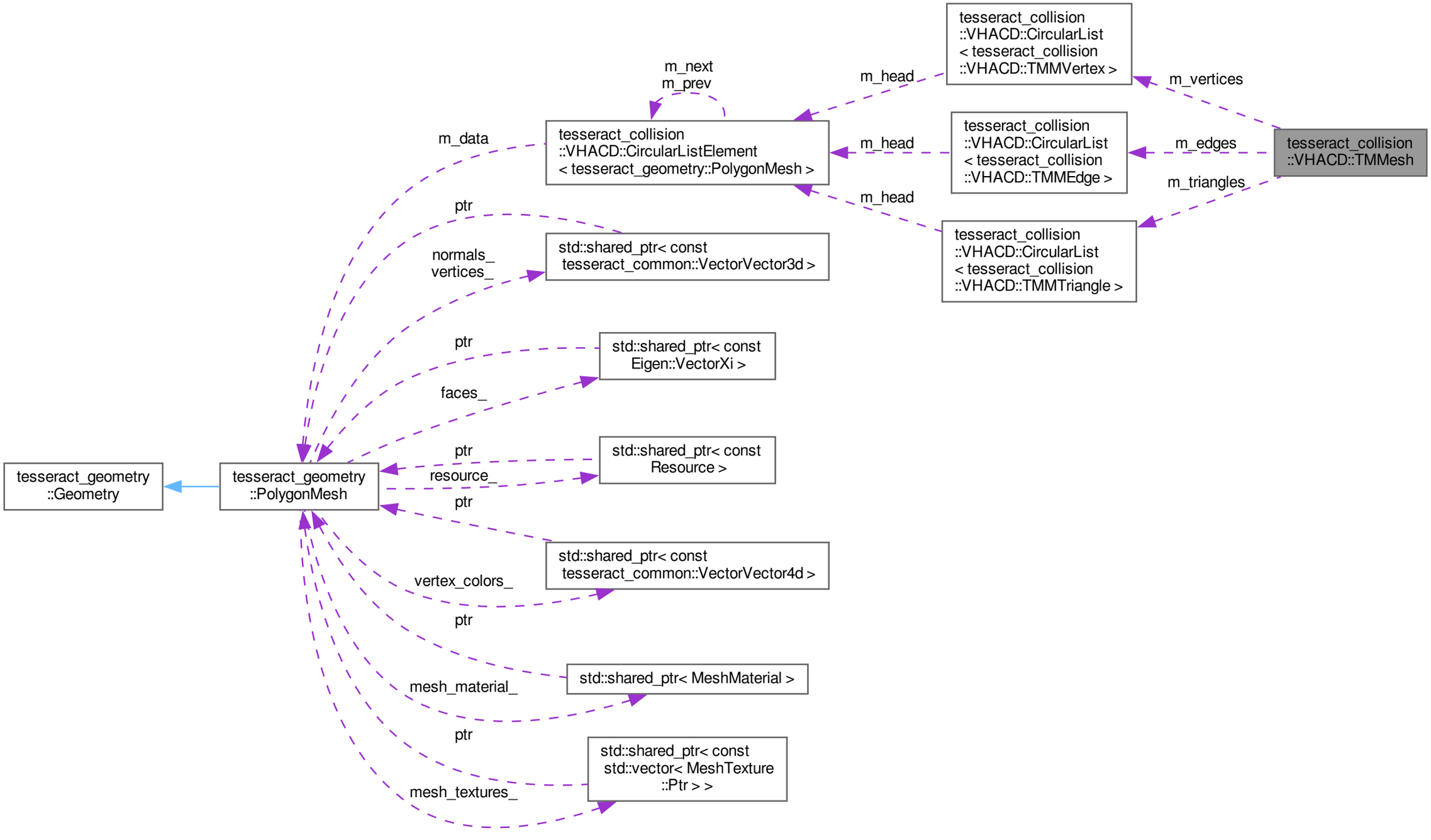
tesseract_collision ::VHACD::CircularList < tesseract_collision ::VHACD::TMMVertex >
m_vertices
m_head
m_next
m_prev
tesseract_collision ::VHACD::CircularListElement < tesseract_geometry::PolygonMesh >
m_data
tesseract_collision ::VHACD::CircularList < tesseract_collision ::VHACD::TMMEdge >
m_edges
m_head
tesseract_collision ::VHACD::TMMMesh
m_triangles
m_head
tesseract_collision ::VHACD::CircularList < tesseract_collision ::VHACD::TMMTriangle >
ptr
normals_
vertices_
std::shared_ptr< const tesseract_common::VectorVector3d >
ptr
std::shared_ptr< const Eigen::VectorXi >
faces_
ptr
resource_
std::shared_ptr< const 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_