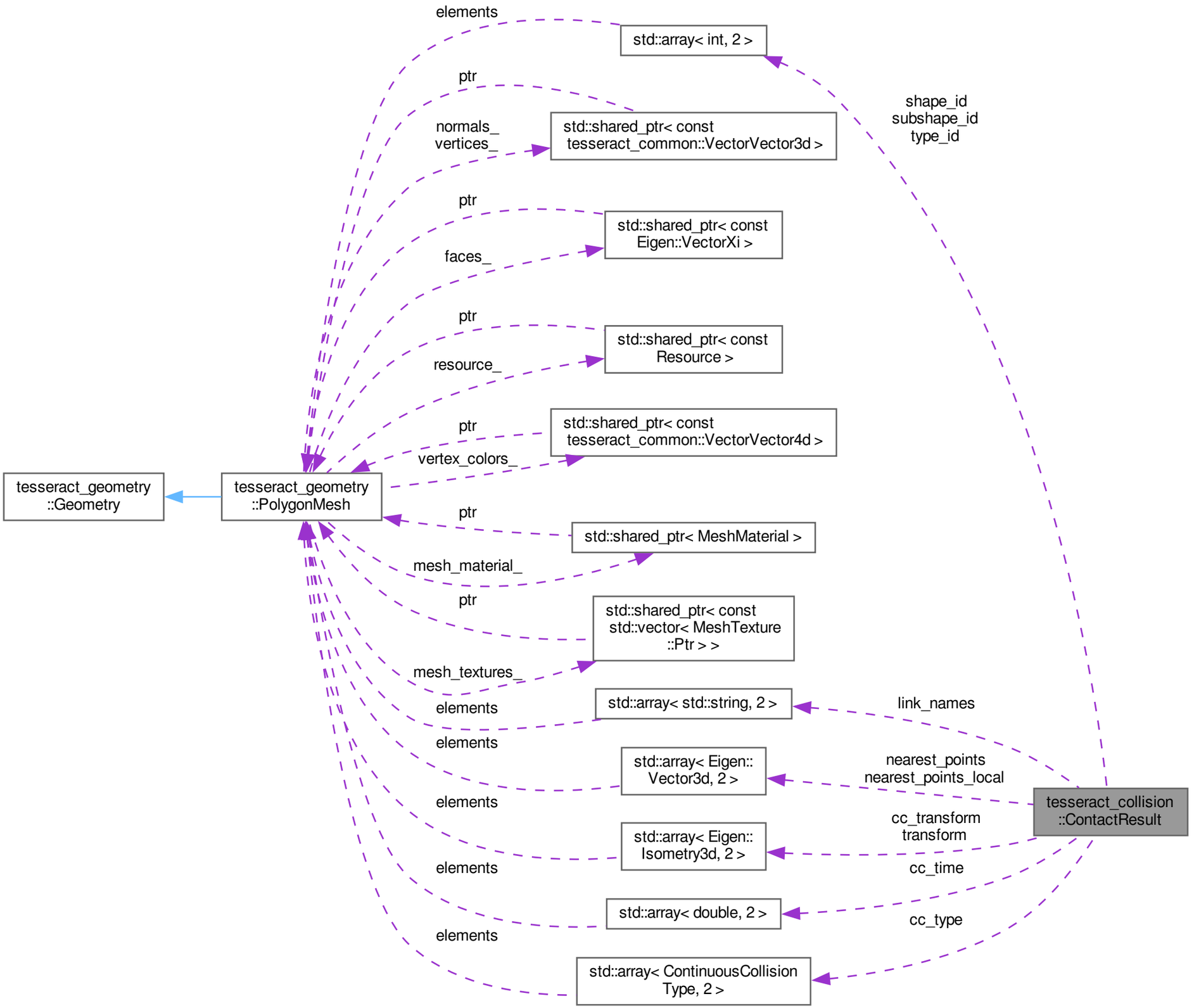
tesseract_geometry ::Geometry
tesseract_geometry ::PolygonMesh
elements
std::array< int, 2 >
ptr
std::shared_ptr< const tesseract_common::VectorVector3d >
normals_
vertices_
ptr
std::shared_ptr< const Eigen::VectorXi >
faces_
ptr
std::shared_ptr< const Resource >
resource_
ptr
std::shared_ptr< const tesseract_common::VectorVector4d >
vertex_colors_
ptr
std::shared_ptr< MeshMaterial >
mesh_material_
ptr
std::shared_ptr< const std::vector< MeshTexture ::Ptr > >
mesh_textures_
elements
std::array< std::string, 2 >
elements
std::array< Eigen:: Vector3d, 2 >
elements
std::array< Eigen:: Isometry3d, 2 >
elements
std::array< double, 2 >
elements
std::array< ContinuousCollision Type, 2 >
shape_id
subshape_id
type_id
link_names
nearest_points
nearest_points_local
cc_transform
transform
cc_time
cc_type
tesseract_collision ::ContactResult