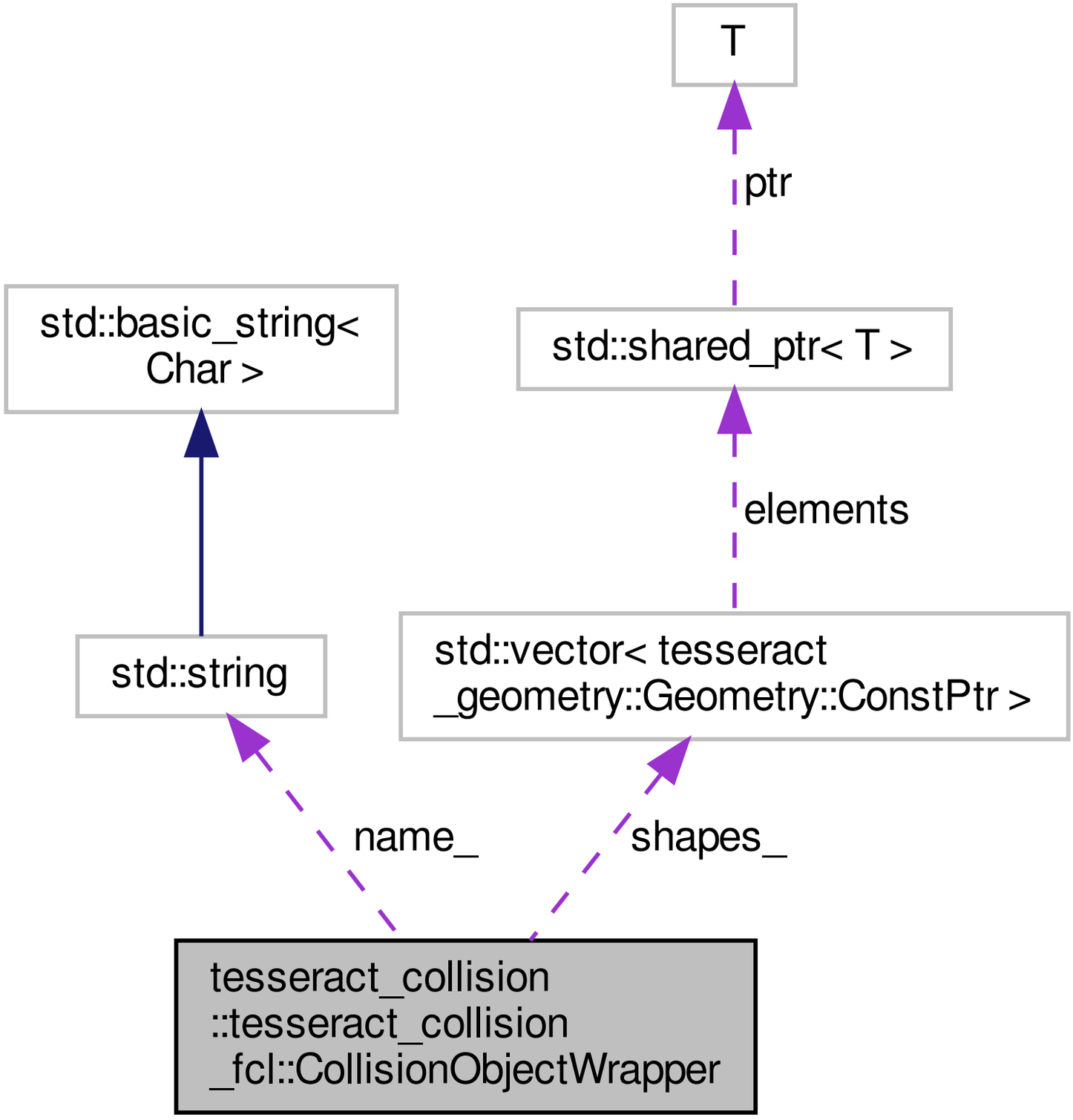
T
ptr
std::basic_string< Char >
std::shared_ptr< T >
elements
std::string
std::vector< tesseract _geometry::Geometry::ConstPtr >
name_
shapes_
tesseract_collision ::tesseract_collision _fcl::CollisionObjectWrapper