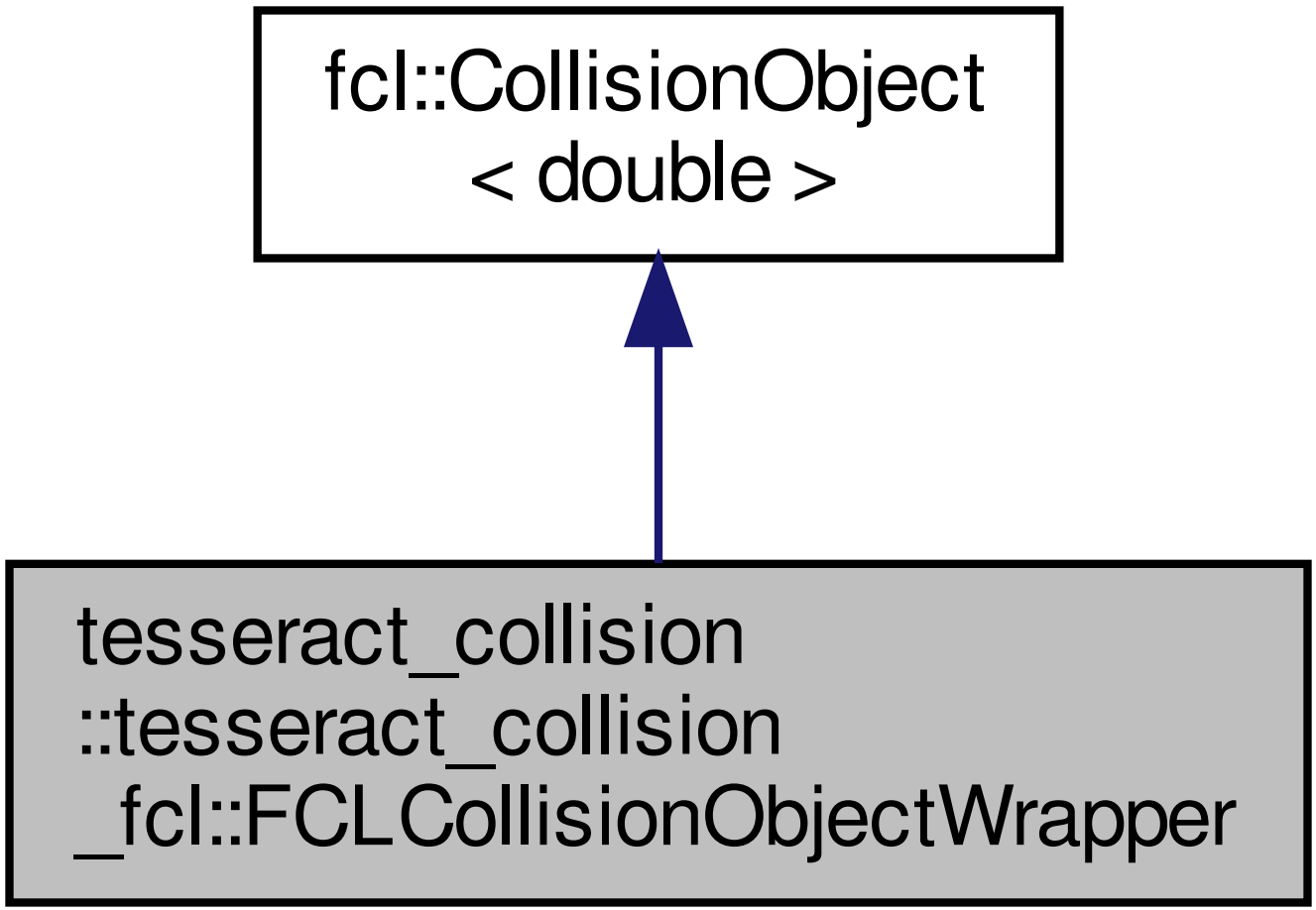
fcl::CollisionObject
< double >
tesseract_collision
::tesseract_collision
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