

tesseract\_environment  
::Command



```
graph BT; A[tesseract_environment::AddSceneGraphCommand] --> B[tesseract_environment::Command];
```

The diagram illustrates a class hierarchy. At the bottom is a gray box labeled 'tesseract\_environment::AddSceneGraphCommand'. A blue arrow points upwards from this box to a white box at the top labeled 'tesseract\_environment::Command', indicating that 'AddSceneGraphCommand' inherits from 'Command'.

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::AddSceneGraphCommand