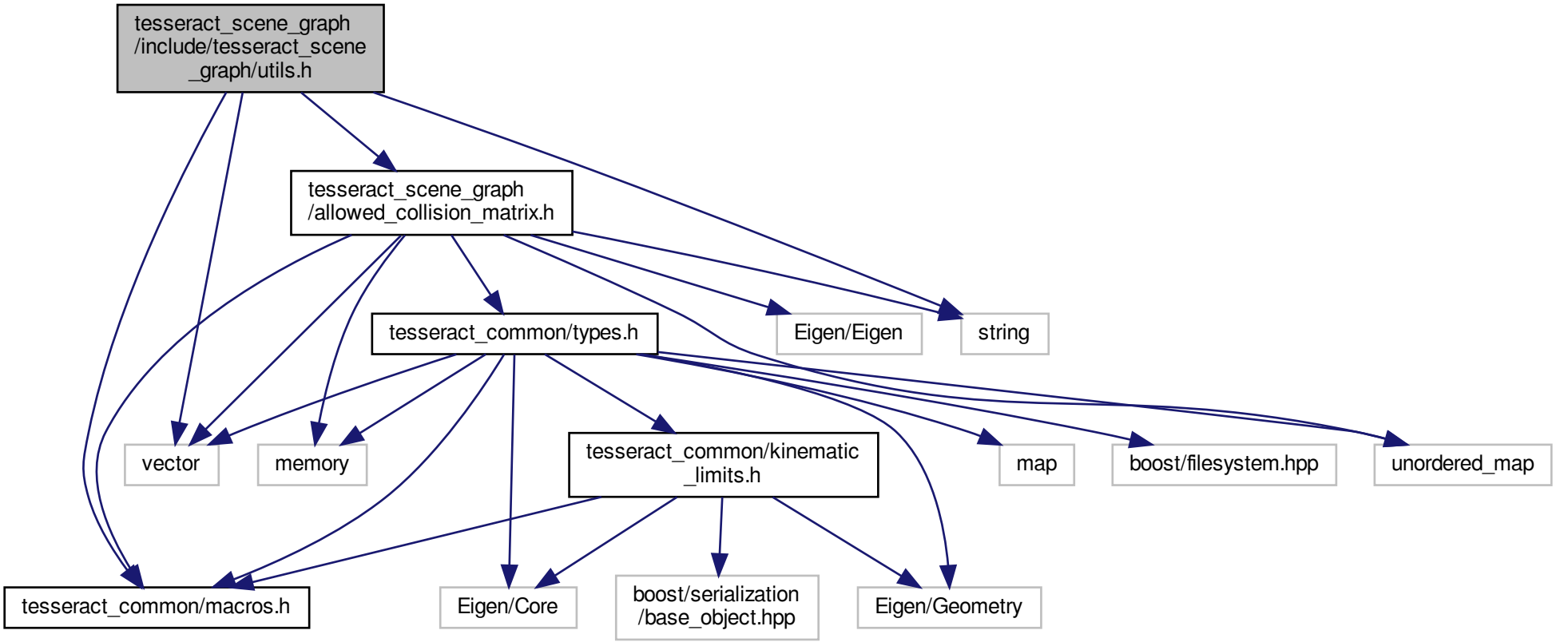
tesseract_scene_graph /include/tesseract_scene _graph/utils.h
tesseract_scene_graph /allowed_collision_matrix.h
tesseract_common/types.h
Eigen/Eigen
string
vector
memory
tesseract_common/kinematic _limits.h
map
boost/filesystem.hpp
unordered_map
tesseract_common/macros.h
Eigen/Core
boost/serialization /base_object.hpp
Eigen/Geometry