```
tesseract kinematics
                         /include/tesseract kinematics
                         /core/rep inverse kinematics.h
tesseract environment
                             tesseract kinematics
                                                         tesseract kinematics
/src/core/manipulator
                             /src/core/rep inverse
                                                         /test/rep kinematics
                                kinematics.cpp
                                                               unit.cpp
    manager.cpp
```