

ScenePublisher

- collisionObjects_: std::vector<moveit_msgs::msg::CollisionObject>
 - file_: std::fstream
 - filePath_: std::string
 - frameId_: std::string = "world"
 - line_: std::string
 - sceneName_: std::string = "noname"
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- createObject(std::vector<std::string>): moveit_msgs::msg::CollisionObject
 - createObjectStringVector(): std::vector<std::string>
 - + getCollisionObjects(): std::vector<moveit_msgs::msg::CollisionObject>
 - + getFrameId(): std::string
 - + getSceneFilePath(): std::string
 - + getSceneName(): std::string
 - + load_scene(): void
 - + readScenefile(): void
 - + ScenePublisher(rclcpp::NodeOptions&)
 - + setFrameId(std::string): void
 - + setSceneFilePath(std::string): void
 - + setSceneName(std::string): void
 - split(std::string&, char): std::vector<std::string>