

```
std::shared_ptr< const  
tesseract_common::VectorVector2d >
```

```
std::shared_ptr< Resource >
```

uvs\_  
texture\_image\_

```
tesseract_geometry  
::MeshTexture
```

The diagram illustrates the relationship between the `tesseract_geometry::MeshTexture` class and two shared pointers. Dashed purple arrows originate from the `uvs_` and `texture_image_` fields of the `MeshTexture` class and point to the `std::shared_ptr< const tesseract_common::VectorVector2d >` and `std::shared_ptr< Resource >` respectively. The `MeshTexture` class box is shaded gray, while the pointer boxes are white with gray borders.