

```
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. On the right, a grey box represents the `tesseract_geometry::MeshTexture` class. Two dashed purple arrows originate from this box and point to the left. The top arrow points to the `std::shared_ptr< const tesseract_common::VectorVector2d >` box and is labeled `uvs_`. The bottom arrow points to the `std::shared_ptr< Resource >` box and is labeled `texture_image_`.