

TriangularFace

- _node: **GLint**[3]

+ **TriangularFace**()

+ <<**const**>> **operator** [] (index: **GLint**) : **const GLint**&

+ **operator** [] (index: **GLint**) : **GLint**&

+ <<**const**>> **address**() : **const GLint** * **const**

+ <<**const**>> **clone**() : **TriangularFace***

<<**friend**>> **operator** <<(lhs: **std::ostream**&, rhs: **const TriangularFace**&) : **std::ostream**&

<<**friend**>> **operator** >>(lhs: **std::istream**&, rhs: **TriangularFace**&) : **std::istream**&