

oomph::TriangleMeshCurve

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graph BT; A[oomph::ImmersedRigidBodyTriangleMeshPolygon] --> B[oomph::TriangleMeshPolygon]; B --> C[oomph::TriangleMeshClosedCurve]; C --> D[oomph::TriangleMeshCurve];
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oomph::TriangleMeshClosedCurve

oomph::TriangleMeshPolygon

oomph::ImmersedRigidBodyTriangleMeshPolygon