

```
tesseract_collision  
::VHACD::CircularList  
< tesseract_collision  
::VHACD::TMMVertex >
```

m\_vertices

```
tesseract_collision  
::VHACD::CircularList  
< tesseract_collision  
::VHACD::TMMTriangle >
```

m\_triangles

m\_edges

```
tesseract_collision  
::VHACD::TMMesh
```

```
tesseract_collision  
::VHACD::CircularList  
< tesseract_collision  
::VHACD::TMMEdge >
```

