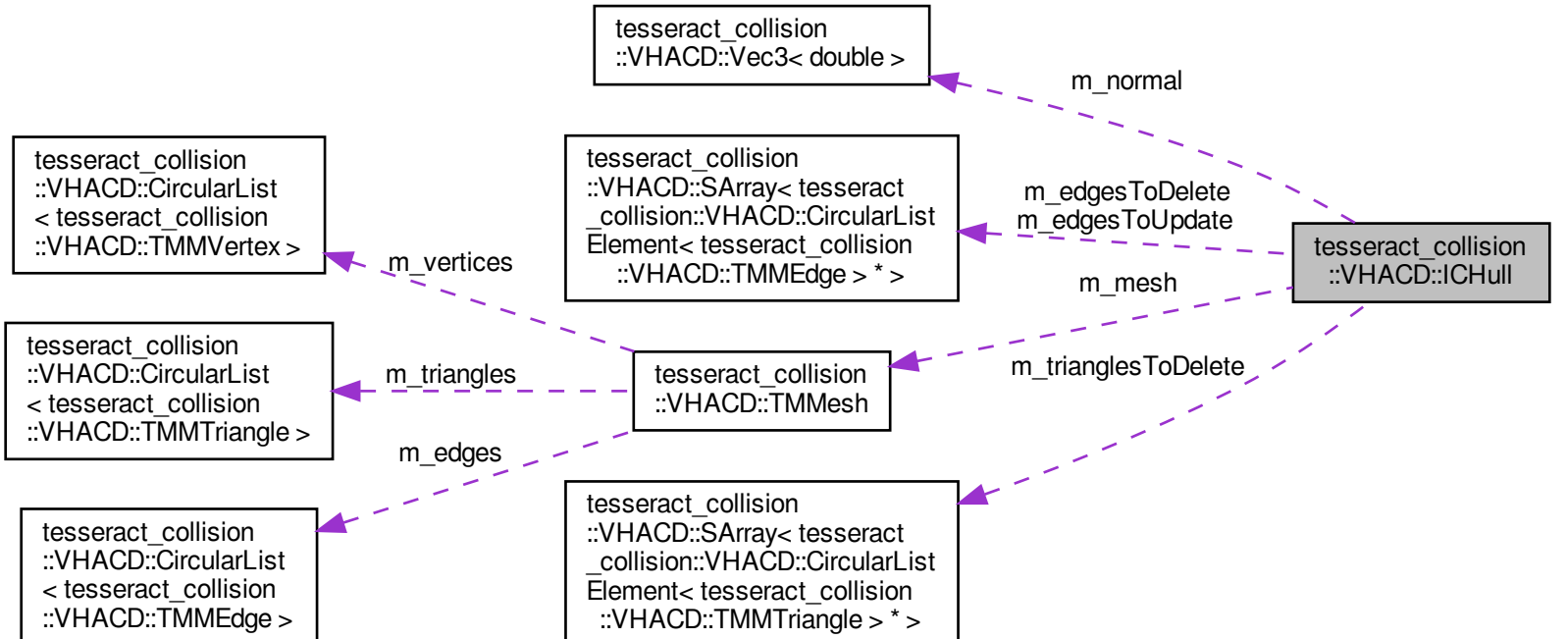
tesseract_collision ::VHACD::Vec3< double >
m_normal
tesseract_collision ::VHACD::CircularList < tesseract_collision ::VHACD::TMMVertex >
tesseract_collision ::VHACD::SArray< tesseract _collision::VHACD::CircularList Element< tesseract_collision ::VHACD::TMMEdge > * >
m_edgesToDelete
m_edgesToUpdate
tesseract_collision ::VHACD::ICHull
m_vertices
m_mesh
tesseract_collision ::VHACD::CircularList < tesseract_collision ::VHACD::TMMTriangle >
m_triangles
tesseract_collision ::VHACD::TMMesh
m_trianglesToDelete
m_edges
tesseract_collision ::VHACD::CircularList < tesseract_collision ::VHACD::TMMEdge >
tesseract_collision ::VHACD::SArray< tesseract _collision::VHACD::CircularList Element< tesseract_collision ::VHACD::TMMTriangle > * >