```
tesseract_collision
                                 m center
 ::VHACD::Vec3< double >
                                 m maxBB
                                 m minBB
tesseract collision
::VHACD::SArray< tesseract
                                 m_points
                                                 tesseract collision
collision::VHACD::Vec3
                                                   ::VHACD::Mesh
       < double > >
                                m_triangles
tesseract collision
::VHACD::SArray< tesseract
collision::VHACD::Vec3
       < int32 t>>
```