

## namespace mesh

### VertexBufferRoot

vertex data



### VertexBufferNode

left, right child



### VertexBufferBase

bounding sphere  
range

### VertexBufferLeaf

vertex indices  
bounding box



### VertexBufferDist

VertexBufferBase  
left, right child



**co::Object**

### InitData

modelID  
...



namespace eqPly