

namespace mesh

VertexBufferRoot

vertex data



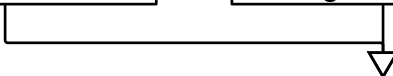
VertexBufferNode

left, right child



VertexBufferLeaf

vertex indices



VertexBufferBase

BoundingSphere
Range



InitData

modelID

...



VertexBufferDist

VertexBufferBase
left, right child



namespace eqPly

eqNet::Object