quickhull::MeshBuilder< T >
+ m_faces + m_halfEdges + m_disabledFaces + m_disabledHalfEdges
+ addFace() + addHalfEdge() + disableFace() + disableHalfEdge() + MeshBuilder() + setup() + getVertexIndicesOfFace() + getVertexIndicesOfHalfEdge() + getHalfEdgeIndicesOfFace()