

quickhull::MeshBuilder
< T >::Face

- + m_he
- + m_P
- + m_mostDistantPointDist
- + m_mostDistantPoint
- + m_visibilityCheckedOnIteration
- + m_isVisibleFaceOnCurrentIteration
- + m_inFaceStack
- + m_horizonEdgesOnCurrentIteration
- + m_pointsOnPositiveSide

- + Face()
- + disable()
- + isDisabled()