

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()