

Triangle

- + Triangle()
- + ~Triangle()
- + Triangle()
- + hit()
- + hitNoCull()
- + operator==()
- + getVertex0()
- + getVertex1()
- + getVertex2()
- + getNormal()
- + setNormal()
- + flipNormal()
- + centroid()
- + centroidXY()
- + updateNormal()