```
SemantisedTriangleMesh
+ EPSILON
# x
# y
# z
# info
+ Point()
+ Point()
+ norm()
+ normalise()
+ compute2OrthogonalVersors()
+ print()
+ setPosition()
+ getX()
+ setX()
+ getY()
+ setY()
+ getZ()
+ setZ()
+ operator==()
+ operator==()
+ operator!=()
+ operator+()
+ operator+=()
+ operator-()
+ operator-=()
+ operator*()
+ operator*()
+ operator*=()
+ operator&()
+ operator&
+ operator/()
+ operator/=()
+ operator=()
+ toDoubleArray()
+ computeAngle()
+ distanceFromLine()
+ computePointSegmentDistance()
+ computeProjectionOnLine()
+ computePointPlaneDistance()
+ isInSegment()
+ getInfo()
+ setInfo()
+ orientation()
+ findExtremePoints()
                 Д
     SemantisedTriangleMesh
              ::Vertex
     # id
     # e0
     # information
     # associated_flags
     + Vertex()
     + Vertex()
     + Vertex()
+ Vertex()
     + Vertex()
     + Vertex()
+ ~Vertex()
     + getE0()
     + setE0()
     + getInformation()
     + setInformation()
     + getAssociatedFlags()
     + setAssociatedFlags()
     + getVV()
     + getVE()
     + getVT()
+ getCommonEdge()
     + computeNormal()
     + getNeighbourhood()
     + addFlag()
     + searchFlag()
     + removeFlag()
      removeFlag()
     + addInformation()
     + searchInfo()
     + removeInfo()
     + removeInfo()
     + clearInfo()
      getId()
     + setId()
```

+ print()