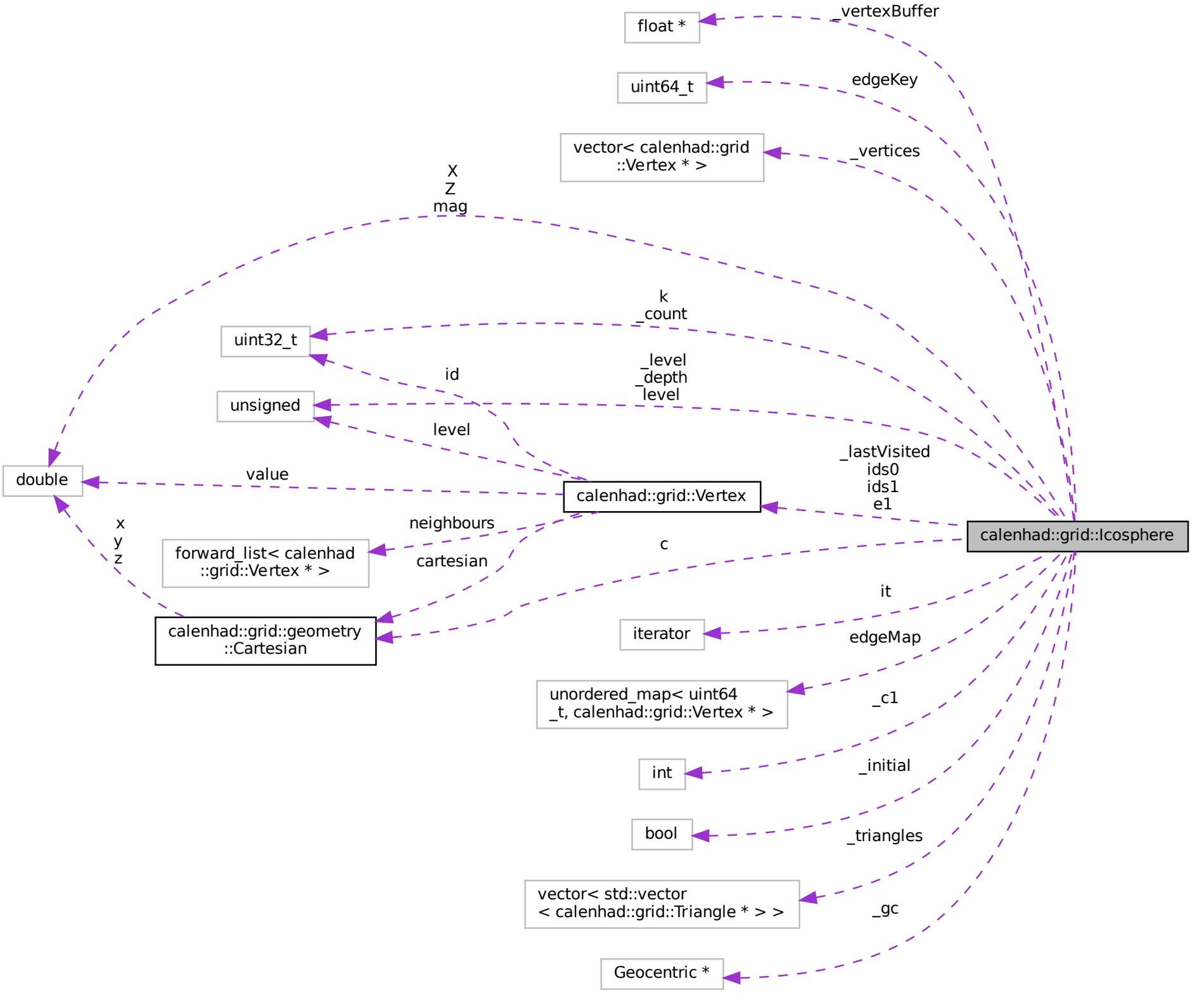
calenhad::grid::Icosphere
float *
_vertexBuffer
uint64_t
edgeKey
vector< calenhad::grid ::Vertex * >
_vertices
X
Z
mag
uint32_t
k
_count
unsigned
id
_level
_depth
_level
level
double
value
calenhad::grid::Vertex
_lastVisited
ids0
ids1
e1
x
y
z
forward_list< calenhad ::grid::Vertex * >
neighbours
cartesian
c
calenhad::grid::geometry ::Cartesian
iterator
it
edgeMap
unordered_map< uint64 _t, calenhad::grid::Vertex * >
_c1
int
_initial
bool
_triangles
vector< std::vector < calenhad::grid::Triangle * > >
_gc
Geocentric *