

C Exporter

- this()
- run(m: adt.Mesh): io.Structs.Mesh
- registerVertices(m: adt.Mesh, builder: io.Mesh.Builder): Map<adt.Vertex, Int>
- registerSegments(m: adt.Mesh, builder: io.Mesh.Builder, reg: Map<adt.Vertex, Int>): Map<adt.PairOfVertex, Int>
- registerPolygons(m: adt.Mesh, builder: io.Mesh.Builder, reg: Map<adt.PairOfVertex, Int>)
- buildVertexRegistry(m: Mesh): Map<adt.Vertex, Int>
- buildSegmentRegistry(m: Mesh): Map<adt.PairOfVertex, Int>
- buildPolygonRegistry(m: Mesh): Map<adt.Polygon, Int>

