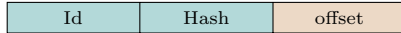
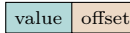


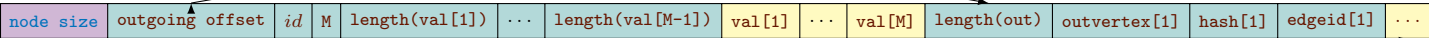
*VertexIndex*



*HashOffset*



*Vertex Vals*



*values*

*out*