Mesh

+ vertices
+ mesh
# property_

+ ~Mesh()
+ GetMesh()
+ ~Mesh()
+ GetProperty()
+ Mesh()
+ ~Mesh()
+ Draw()
+ Erase()
+ Save()
+ ~Mesh()
and 23 more...

VoxelMesh

+ VoxelMesh()
+ ~VoxelMesh()
+ GetVertices()
+ AddChildMesh()
+ GetChildMesh()
+ RemoveChildMesh()
+ VoxelMesh()
+ ~VoxelMesh()
+ GetVertices()
+ AddChildMesh()
+ GetChildMesh()
+ RemoveChildMesh()