```
Mesh
+ vertices
+ mesh
# property
+ ~Mesh()
+ GetMesh()
+ ~Mesh()
+ GetProperty()
+ Mesh()
+ ~Mesh()
+ Draw()
+ Erase()
+ Save()
+ ~Mesh()
and 23 more...
```



- + RegularMesh() + ~RegularMesh()
- + ~RegularMesh() + AddMeshProperties()