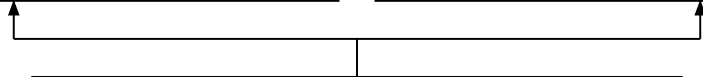


GeometryCache< DIM >

GeometryCache< DIM >



EdgeCache< value_type, DIM >