IndexedTriangleNoMaterial

+ mIdx

+ IndexedTriangleNoMaterial()

+ IndexedTriangleNoMaterial()

+ operator==()

+ IsEquivalent()

+ IsOpposite()

+ IsDegenerate()

+ Rotate()

+ GetCentroid()

IndexedTriangle

+ mMaterialIndex

+ IndexedTriangle()

+ operator==()

+ GetLowestIndexFirst()

+ IndexedTriangleNoMaterial()

+ IndexedTriangleNoMaterial()