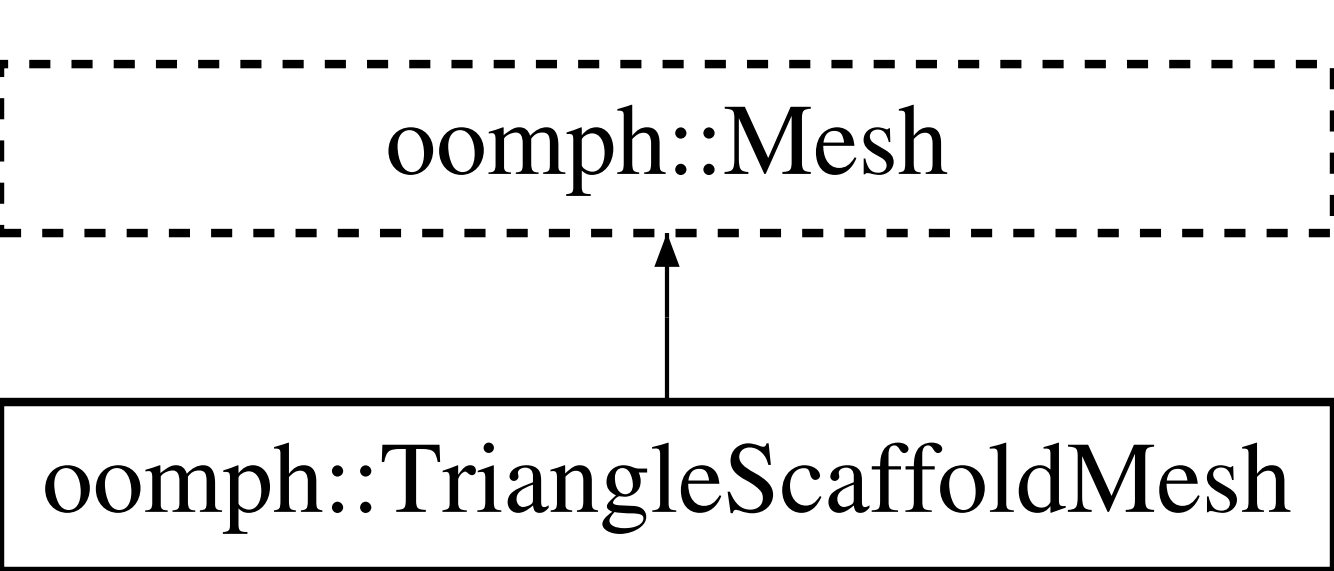


oomph::Mesh



```
graph BT; A[oomph::TriangleScaffoldMesh] --> B[oomph::Mesh]
```

oomph::TriangleScaffoldMesh