```
btAlignedObjectArray
< Vectormath::Aos::Vector3 >
                                     m normal
 btAlignedObjectArray
                                  m vertexIndices
                                                        btSoftBodyTriangleData
 < btSoftBodyTriangleData
    ::TriangleNodeSet >
                                       m area
    btAlignedObjectArray
          < float >
```