IterTy: typename iterator TriangleProxylterator_impl m_iter: IterTy m_iterEnd: IterTy m_transform: Objet3DTransform* {readOnly} m_triangleCache: Triangle getTransform(): class Objet3DTransform* {query} loadCacheTransform(): void operator--(): TriangleProxylterator_impl<lterTy>& operator--(int): TriangleProxylterator_impl<IterTy> operator-=(size_t): TriangleProxylterator_impl<IterTy>& operator->(): Triangle* {query} operator IterTy() {query} operator!=(TriangleProxylterator_impl<lterTy>&): bool {query} operator*(): Triangle& {query} + operator++(): TriangleProxylterator_impl<lterTy>& + operator++(int): TriangleProxylterator_impl<IterTy> + operator+=(size_t): TriangleProxyIterator_impl<IterTy>& + operator==(TriangleProxylterator_impl<IterTy>&): bool {query} setTransform(class Objet3DTransform*): void TriangleProxylterator_impl<IterTy>(IterTy&, IterTy&, class Objet3DTransform*) TriangleProxylterator_impl<lterTy>(TriangleProxylterator_impl<lterTy>&) PolyFusion3D:: PolyFusion3D::TriangleContainer:: TriangleContainer:: iterator const_iterator std::iterator