```
tesseract collision
                                 m center
 ::VHACD::Vec3< double >
                                m maxBB
                                m_minBB
tesseract collision
::VHACD::SArray< tesseract
                                m_points
                                                tesseract collision
                                                                       m_convexHull
                                                                                           tesseract collision
collision::VHACD::Vec3
                                                  ::VHACD::Mesh
                                                                                           ::VHACD::PrimitiveSet
       < double > >
                               m_triangles
tesseract collision
```

::VHACD::SArray< tesseract _collision::VHACD::Vec3 < int32 t >>