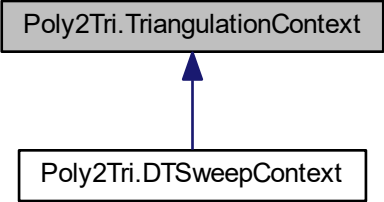


Poly2Tri.TriangulationContext



Poly2Tri.DTSweepContext