

OpenVolumeMesh::BaseProperty

OpenVolumeMesh::PropertyPtr< PropT, HandleT >

OpenVolumeMesh::PropertyPtr< OpenVolumeMeshPropertyT< ACG::Vec2f >, PropHandleT< Entity > >

OpenVolumeMesh::PropertyPtr< OpenVolumeMeshPropertyT< ACG::Vec4f >, PropHandleT< Entity > >

OpenVolumeMesh::PropertyPtr< OpenVolumeMeshPropertyT< ColT >, PropHandleT< Entity > >

OpenVolumeMesh::PropertyPtr< OpenVolumeMeshPropertyT< OpenMesh::VectorT >, PropHandleT< Entity > >

OpenVolumeMesh::PropertyPtr< OpenVolumeMeshPropertyT< OpenVolumeMesh::OpenVolumeMeshStatus >, PropHandleT< Entity > >

OpenVolumeMesh::PropertyPtr< OpenVolumeMeshPropertyT< T >, PropHandleT< Entity > >

OpenVolumeMesh::PropertyPtr< OpenVolumeMeshPropertyT< TexCoordT >, PropHandleT< Entity > >

OpenVolumeMesh::PropertyPtr< OpenVolumeMeshPropertyT< typename GeomKernelT::PointT >, PropHandleT< Entity > >

OpenVolumeMesh::PropertyPtr< OpenVolumeMeshPropertyT< typename MeshT::PointT >, PropHandleT< Entity > >

OpenVolumeMesh::PropertyPtr< OpenVolumeMeshPropertyT< typename VolumeMesh::PointT >, PropHandleT< Entity > >

OpenVolumeMesh::PropertyPtr< OpenVolumeMeshPropertyT< typename VolumeMeshT::PointT >, PropHandleT< Entity > >