

`OpenMesh::Subdivider::Uniform::CompositeT< MeshType, RealType >::Coeff`



`OpenMesh::Subdivider::Uniform::CompositeSqrt3T< MeshType, RealType >::FVCoef`

`OpenMesh::Subdivider::Uniform::CompositeLoopT< MeshType, RealType >::EVCoef`