

TriangleBSPCoreT< OpenMeshTriangleBSPTraits< Mesh > >

BSPImplT< TriangleBSPCoreT< OpenMeshTriangleBSPTraits< Mesh > > >

TriangleBSPT< OpenMeshTriangleBSPTraits< Mesh > >

OpenMeshTriangleBSPT< Mesh >