

OpenMesh::BaseHandle	
	OpenMesh::BasePropHandleT< bool >
	OpenMesh::BasePropHandleT< Color >
	OpenMesh::BasePropHandleT< double >
	OpenMesh::BasePropHandleT< EdgeData >
	OpenMesh::BasePropHandleT< FaceData >
	OpenMesh::BasePropHandleT< float >
	OpenMesh::BasePropHandleT< HalfedgeData >
	OpenMesh::BasePropHandleT< HalfedgeHandle >
	OpenMesh::BasePropHandleT< int >
	OpenMesh::BasePropHandleT< level_1 >
	OpenMesh::BasePropHandleT< Normal >
	OpenMesh::BasePropHandleT< NormalType >
	OpenMesh::BasePropHandleT< OpenMesh::Attributes::StatusInfo >
	OpenMesh::BasePropHandleT< OpenMesh::Geometry::QuadricT< double > >
	OpenMesh::BasePropHandleT< OpenMesh::NormalConcT >
	OpenMesh::BasePropHandleT< Point >
	OpenMesh::BasePropHandleT< Points >
	OpenMesh::BasePropHandleT< Scalar >
	OpenMesh::BasePropHandleT< size_1 >
	OpenMesh::BasePropHandleT< StatusInfo >
	OpenMesh::BasePropHandleT< std::pair< typename MeshType::VertexHandle, typename MeshType::VertexHandle > >
	OpenMesh::BasePropHandleT< TexCoord >
	OpenMesh::BasePropHandleT< TexCoord1D >
	OpenMesh::BasePropHandleT< TexCoord2D >
	OpenMesh::BasePropHandleT< TexCoord3D >
	OpenMesh::BasePropHandleT< TextureIndex >
	OpenMesh::BasePropHandleT< typename Mesh::Normal >
	OpenMesh::BasePropHandleT< typename Mesh::Point >
	OpenMesh::BasePropHandleT< typename mesh_1::Point >
	OpenMesh::BasePropHandleT< typename MeshT::Scalar >
	OpenMesh::BasePropHandleT< typename MeshType::Point >
	OpenMesh::BasePropHandleT< typename MeshType::VertexHandle >
	OpenMesh::BasePropHandleT< unsigned int >
	OpenMesh::BasePropHandleT< VertexData >
	OpenMesh::BasePropHandleT< T >
	OpenMesh::EdgeHandle
	OpenMesh::FaceHandle
	OpenMesh::HalfedgeHandle
	OpenMesh::MeshHandle
	OpenMesh::Subdivider::Adaptive::RuleHandleT< R >
	OpenMesh::VDPM::VHierarchyNodeHandle
	OpenMesh::VertexHandle