

OpenMesh::BaseHandle		OpenMesh::BasePropHandleT< bool >
		OpenMesh::BasePropHandleT< Color >
		OpenMesh::BasePropHandleT< double >
		OpenMesh::BasePropHandleT< EdgeData >
		OpenMesh::BasePropHandleT< FaceData >
		OpenMesh::BasePropHandleT< float >
		OpenMesh::BasePropHandleT< Geometry::QuadricT< double > >
		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::NormalConeT >
		OpenMesh::BasePropHandleT< Point >
		OpenMesh::BasePropHandleT< Points >
		OpenMesh::BasePropHandleT< Scalar >
		OpenMesh::BasePropHandleT< size_1 >
		OpenMesh::BasePropHandleT< StatusInfo >
		OpenMesh::BasePropHandleT< std::pair< typename MeshType::OpenMesh::VertexHandle, typename MeshType::OpenMesh::VertexHandle > >
		OpenMesh::BasePropHandleT< TextCoord >
		OpenMesh::BasePropHandleT< TextCoord1D >
		OpenMesh::BasePropHandleT< TextCoord2D >
		OpenMesh::BasePropHandleT< TextCoord3D >
		OpenMesh::BasePropHandleT< TextureIndex >
		OpenMesh::BasePropHandleT< typename Mesh::Point >
		OpenMesh::BasePropHandleT< typename mesh_1::Point >
		OpenMesh::BasePropHandleT< typename MeshT::Scalar >
		OpenMesh::BasePropHandleT< typename MeshType::OpenMesh::VertexHandle >
		OpenMesh::BasePropHandleT< typename MeshType::Point >
		OpenMesh::BasePropHandleT< typename OpenMesh::TriMesh_ArrayKernelT::Normal >
		OpenMesh::BasePropHandleT< unsigned int >
		OpenMesh::BasePropHandleT< VertexData >
		OpenMesh::BasePropHandleT< T >
		OpenMesh::EdgeHandle
		OpenMesh::FaceHandle
		OpenMesh::HalfedgeHandle
		OpenMesh::Subdivider::Adaptive::RuleHandleT< R >
		OpenMesh::VDPM::VHierarchyNodeHandle
		OpenMesh::VertexHandle