

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_t >	
	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_t >	
	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_t::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	