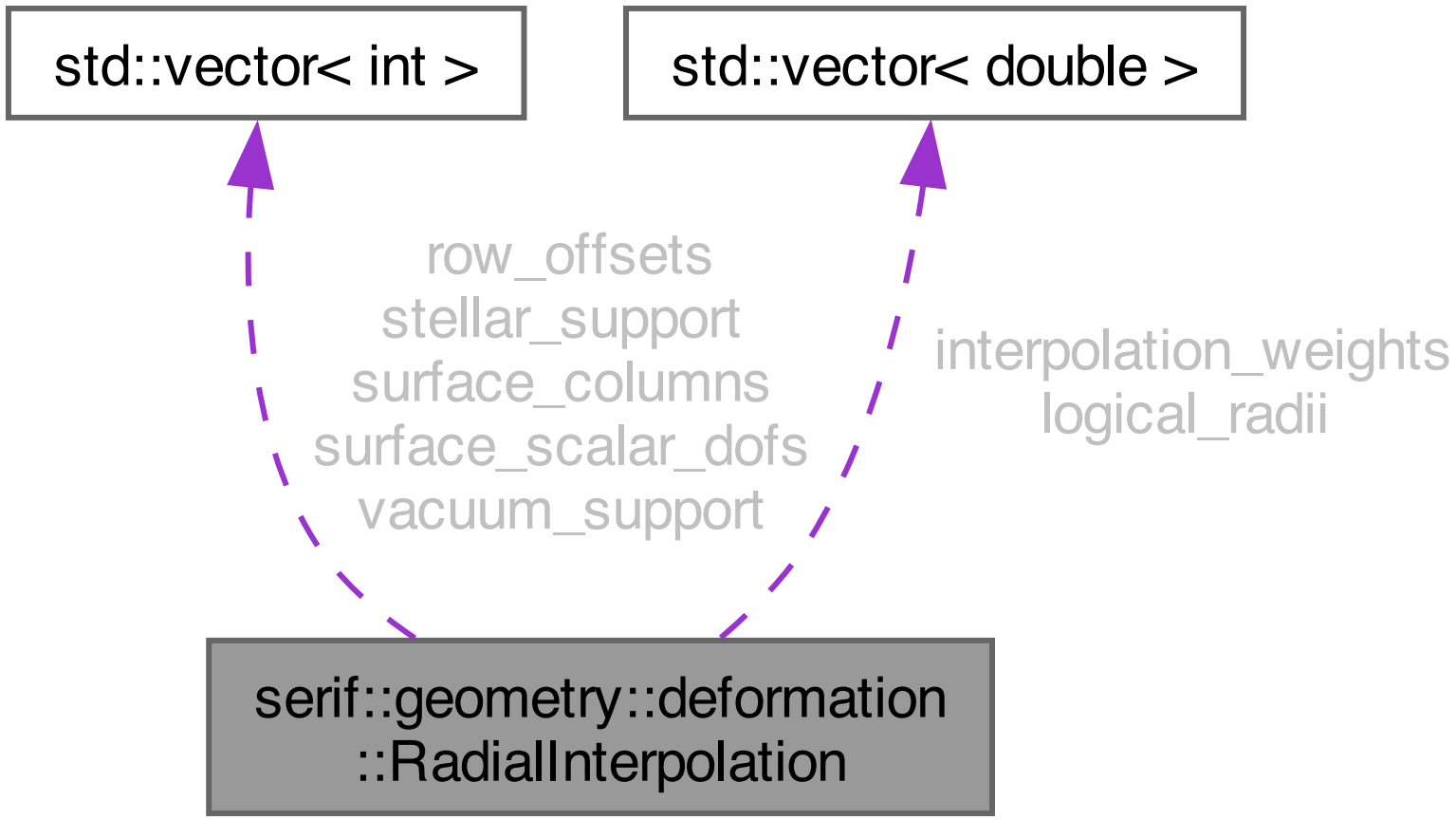

std::vector< int >
std::vector< double >
row_offsets
stellar_support
surface_columns
surface_scalar_dofs
vacuum_support
interpolation_weights
logical_radii
serif::geometry::deformation
::RadialInterpolation