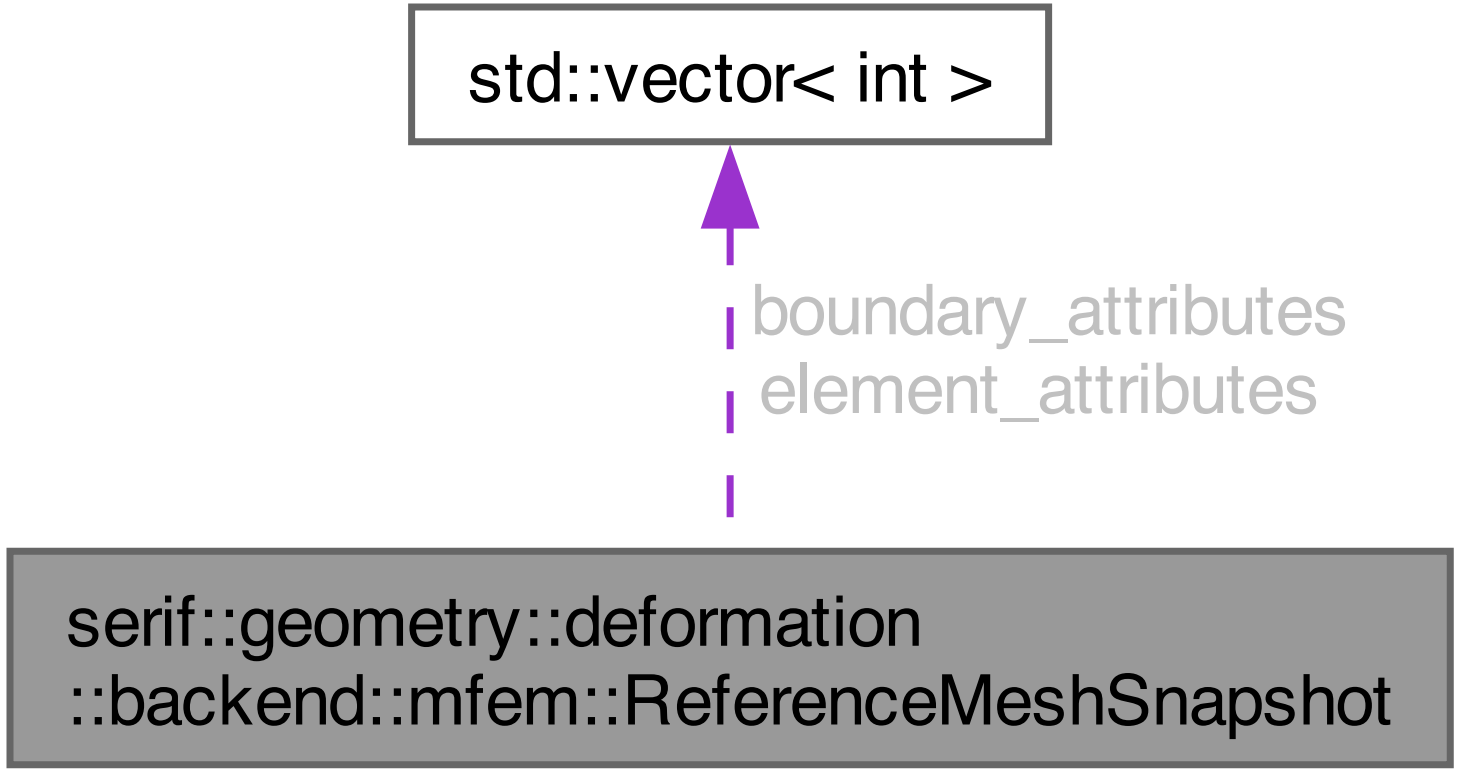

std::vector< int >
boundary_attributes
element_attributes
serif::geometry::deformation
::backend::mfem::ReferenceMeshSnapshot