Visual Paradigm Standard(Ilmenau University of Technology)

## GeometryInfo

+scdc(inSurface : MNEBEMSurface const &, vertSubSet : vector<int> const & = {}) : MatirxXd\*

+scdc(inSurface : MNEBEMSurface const &, cancelDistance : double, vertSubSet : vector<int> const & = {}) : MatrixXd\*

+projectSenors(inSurface : MNEBEMSurface const &, sensorPositions : vector<Vector3D> const &) : vector<int>\*

-GeometryInfo()