GeometryInfo

Actor

1: scdc(inSurface : MNEBEMSurface const &, vertSubSet : QVector<qint32> const & = QVector<qint32>())

1.1:  MatirxXd *

2: scdc(inSurface : MNEBEMSurface const &, cancelDistance : double, vertSubSet : QVector<qint32> const & = QVector<qint32>())

2.1:  MatirxXd *

3: projectSenors(sensorPositions : QVector<Vector3D> const &)

3.1:  QVector<qint32> *