Visual Paradigm Standard(Ilmenau University of Technology)

## GeometryInfo

+scdc(inSurface: MNEBEMSurface const &, vertSubSet: QVector<qint32> const & = QVector<qint32>()): MatrixXd\*
+scdc(inSurface: MNEBEMSurface const &, cancelDistance: double, vertSubSet: QVector<qint32> const & = QVector<qint32>()): MatrixXd\*
+projectSensors(inSurface: MNEBEMSurface const &, sensorPositions: QVector<Vector3D> const &): QVector<qint32>\*

-GeometryInfo()