

SphereDepthData::setVertices



```
graph LR; A[SphereDepthData::setVertices] --> B[SphereDepthData::updateMaxPointsPerTriangle]
```

The diagram consists of two rectangular boxes connected by a horizontal arrow. The left box is shaded gray and contains the text 'SphereDepthData::setVertices'. A dark blue arrow points from the right side of this box to the left side of the right box. The right box is white with a black border and contains the text 'SphereDepthData::updateMaxPointsPerTriangle' on two lines.

SphereDepthData::updateMax
PointsPerTriangle