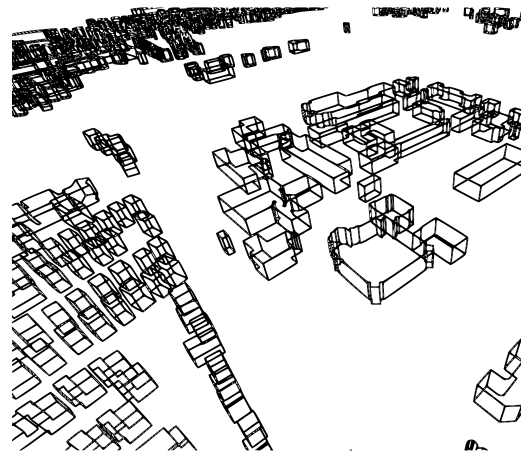
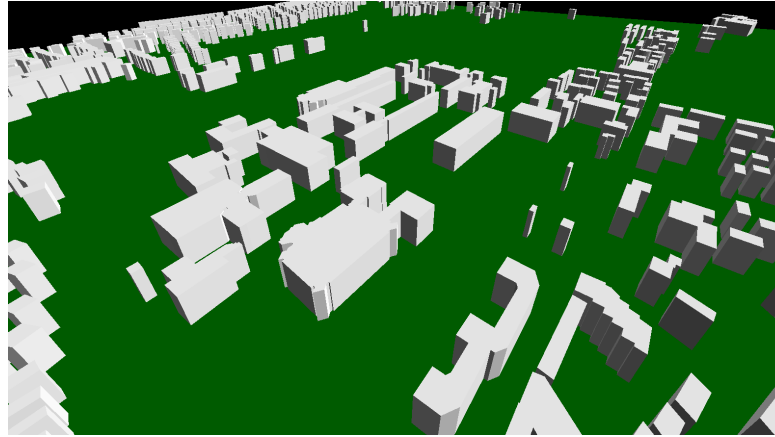




Map-Preprocessing

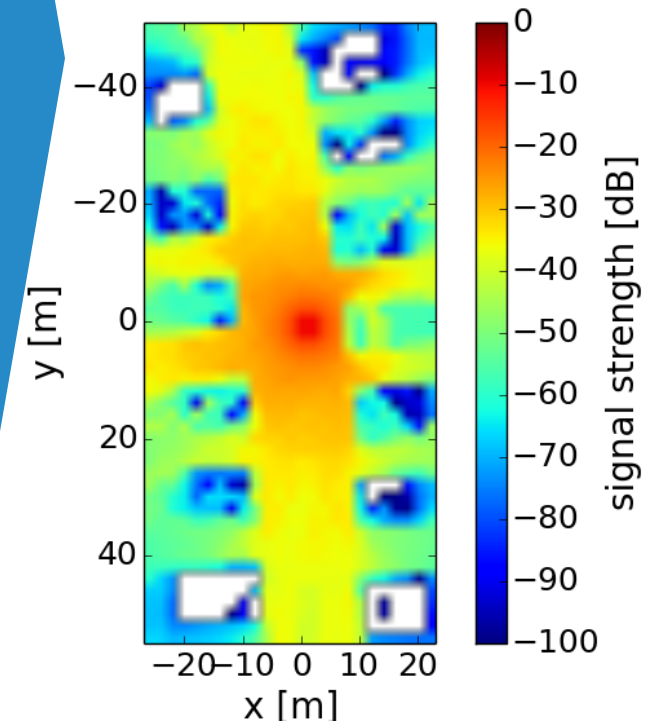
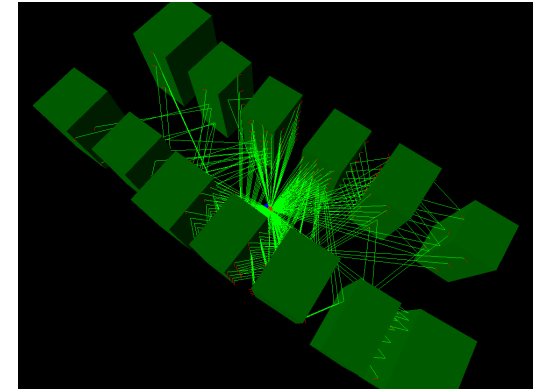
Polygons



Edges

Ray-Launching-Simulation

Rays



Coverage Map

ns-3-Preprocessing

