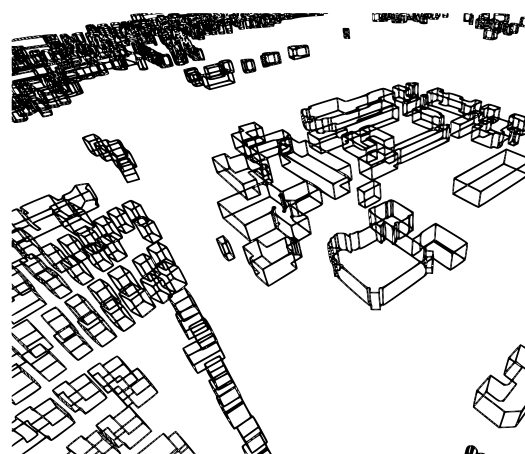
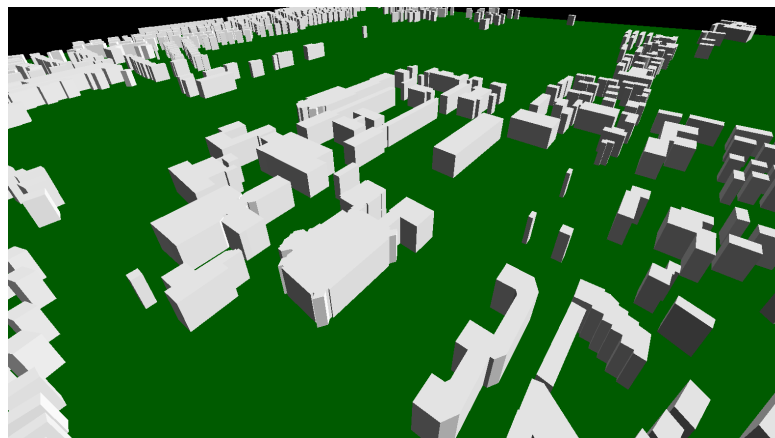




Kartenvorverarbeitung

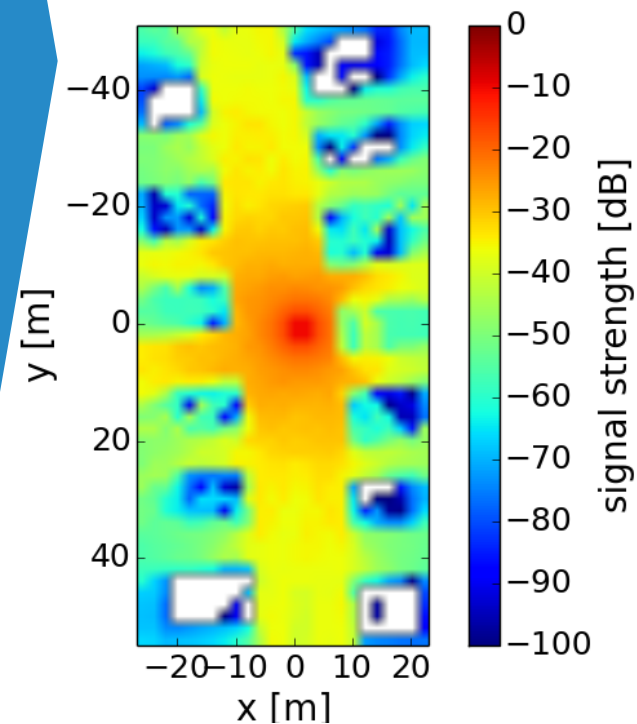
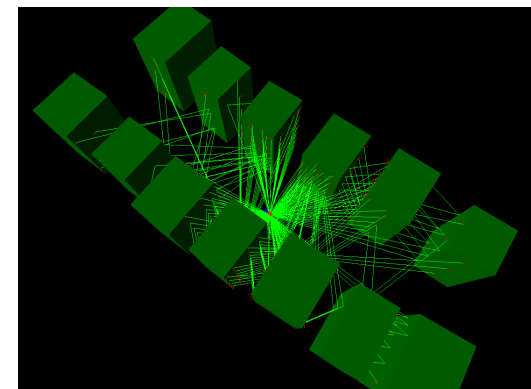
Polygonflächen



Kanten

Ray-Launching-Simulation

Strahlen



Abdeckungskarte

Vorbereitung für ns-3

