

LinearArray3D::SetPlaneXOYFirst

```
graph LR; A[LinearArray3D::SetPlaneXOYFirst] --> B[LinearArray2D::GetIndex]; A --> C[LinearArray3D::GetIndex];
```

The diagram illustrates a function call from `LinearArray3D::SetPlaneXOYFirst` to two different `GetIndex` methods. The source function is highlighted in a grey box, while the target methods are in white boxes. Two blue arrows originate from the right side of the grey box, pointing to the left side of each white box. The top arrow points to `LinearArray2D::GetIndex`, and the bottom arrow points to `LinearArray3D::GetIndex`.

LinearArray2D::GetIndex

LinearArray3D::GetIndex