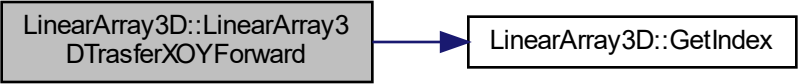


LinearArray3D::LinearArray3
DTrasferXOYForward



```
graph LR; A[LinearArray3D::LinearArray3DTrasferXOYForward] --> B[LinearArray3D::GetIndex]
```

LinearArray3D::GetIndex