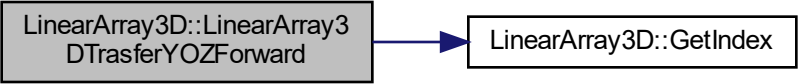


LinearArray3D::LinearArray3  
DTrasferYOZForward



```
graph LR; A[LinearArray3D::LinearArray3DTrasferYOZForward] --> B[LinearArray3D::GetIndex]
```

LinearArray3D::GetIndex