

LinearArray3D::GetLineX



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

A diagram showing a call from the `LinearArray3D::GetLineX` method to the `LinearArray3D::GetIndex` method. The `LinearArray3D::GetLineX` box is shaded gray, and the `LinearArray3D::GetIndex` box is white. A blue arrow points from the right side of the gray box to the left side of the white box.

LinearArray3D::GetIndex