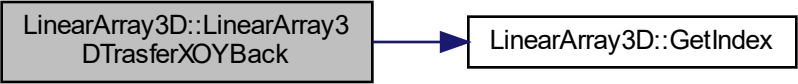


LinearArray3D::LinearArray3
DTrasferXOYBack



```
graph LR; A[LinearArray3D::LinearArray3DTrasferXOYBack] --> B[LinearArray3D::GetIndex]
```

LinearArray3D::GetIndex