

Trajectory::locatePieceldx



```
graph LR; A[Trajectory::locatePieceldx] --> B[Trajectory::getPieceNum]
```

A diagram showing a call from the function `Trajectory::locatePieceldx` to the function `Trajectory::getPieceNum`. The first box is shaded gray and the second is white. A blue arrow points from the right side of the first box to the left side of the second box.

Trajectory::getPieceNum