

Engine3D::Pave3d::getTriangles

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graph LR; A[Engine3D::Pave3d::getTriangles] --> B[Engine3D::Quad3d::getTriangles]; A --> C[Engine3D::Pave3d::rotate Point];
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The diagram illustrates a function call sequence. A central box on the left, labeled 'Engine3D::Pave3d::getTriangles', has two blue arrows pointing to the right. The top arrow points to a box labeled 'Engine3D::Quad3d::getTriangles', and the bottom arrow points to a box labeled 'Engine3D::Pave3d::rotate Point'.

Engine3D::Quad3d::getTriangles

Engine3D::Pave3d::rotate
Point