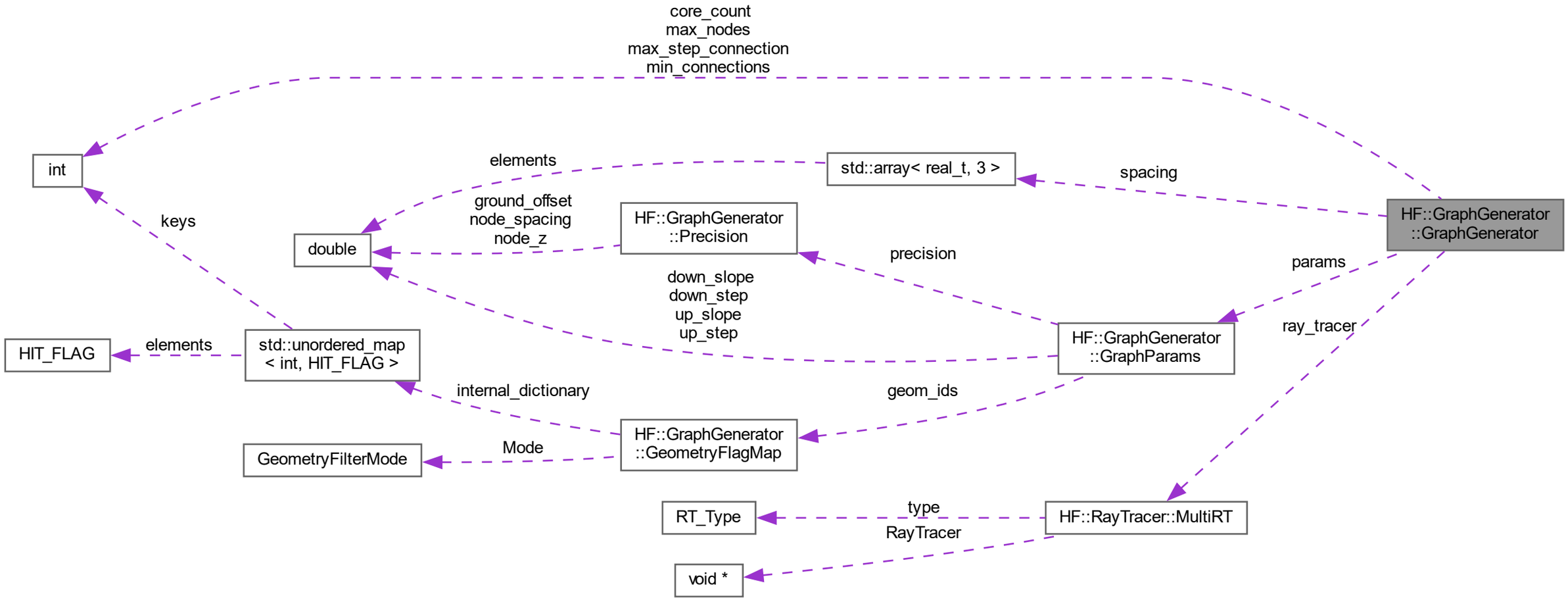
core_count
max_nodes
max_step_connection
min_connections
int
elements
std::array< real_t, 3 >
spacing
ground_offset
node_spacing
node_z
HF::GraphGenerator
::Precision
HF::GraphGenerator
::GraphGenerator
keys
double
precision
params
down_slope
down_step
up_slope
up_step
ray_tracer
HIT_FLAG
elements
std::unordered_map
< int, HIT_FLAG >
HF::GraphGenerator
::GraphParams
internal_dictionary
geom_ids
HF::GraphGenerator
::GeometryFlagMap
GeometryFilterMode
Mode
RT_Type
type
HF::RayTracer::MultiRT
RayTracer
void *