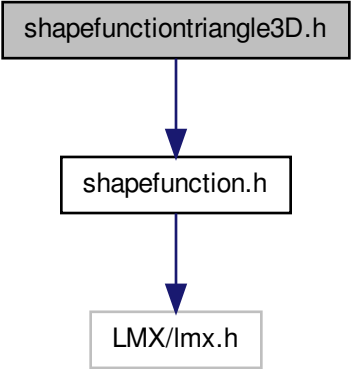


shapefunctiontriangle3D.h



```
graph TD; A[shapefunctiontriangle3D.h] --> B[shapefunction.h]; B --> C[LMX/lmx.h]
```

shapefunction.h

LMX/lmx.h