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01
02 V3i getVoxelCoord(); // returns voxel coordinate for which stencil is currently run
03 Domain& getDomain(); // returns domain information (bounding box, resolution, voxelsize)
04 Scene& getProblem(); // returns information on radiative quantity fields, emission fields etc.
05 V3d evalScattering( const V3i& offset ); // returns scattering coefficient at shifted voxellocation
06 V3d evalAbsorption( const V3i& offset ); // returns absorption coefficient at shifted voxellocation
07 V3d evalExtinction( const V3i& offset ); // returns extinction coefficient at shifted voxellocation
08 ...
09 MatrixAccessHelper coeff_A( int coeff_i, V3i& voxel_j, int coeff_j ); // access matrix entry in A
10 MatrixAccessHelper coeff_b( int coeff_i ); // returns access to the right hand side entry in b
11 ...
```