


PCObjectContainer::initGMM



```
graph LR; A[PCObjectContainer::initGMM] --> B[PCObjectContainer::numObjects]
```

A diagram showing a call from the function `PCObjectContainer::initGMM` to the variable `PCObjectContainer::numObjects`. The function name is in a gray box on the left, and the variable name is in a white box on the right. A blue arrow points from the function box to the variable box.

PCObjectContainer::numObjects