TreeNode< T, N >

- data
- level
- children
- parent
- child_num
- split_mode

+ TreeNode()
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+ TreeNode()
+ TreeNode()
+ get_child_pointer()
+ set_child_pointer()
+ get_child_num()
+ set_child_num()
+ increase_child_num()
+ decrease_child_num()
+ Parent()
+ Parent()
+ get_data_pointer()
+ get_data_pointer()
+ get_data_reference()
+ get_data_reference()
+ get_level()
+ set_level()
+ is_leaf()
+ is_root()
+ get_split_mode()
+ set_split_mode()
+ operator==()
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* set_level()
* is_leaf()
* is_root()
* get_split_mode()
* set_split_mode()
* operator==()

< BlockCluster< spacedim,
Number >, BlockClusterTree
< spacedim, Number >::child_num >

TreeNode< BlockCluster< spacedim, Number >, BlockClusterTree< spacedim, Number >::child_num >

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