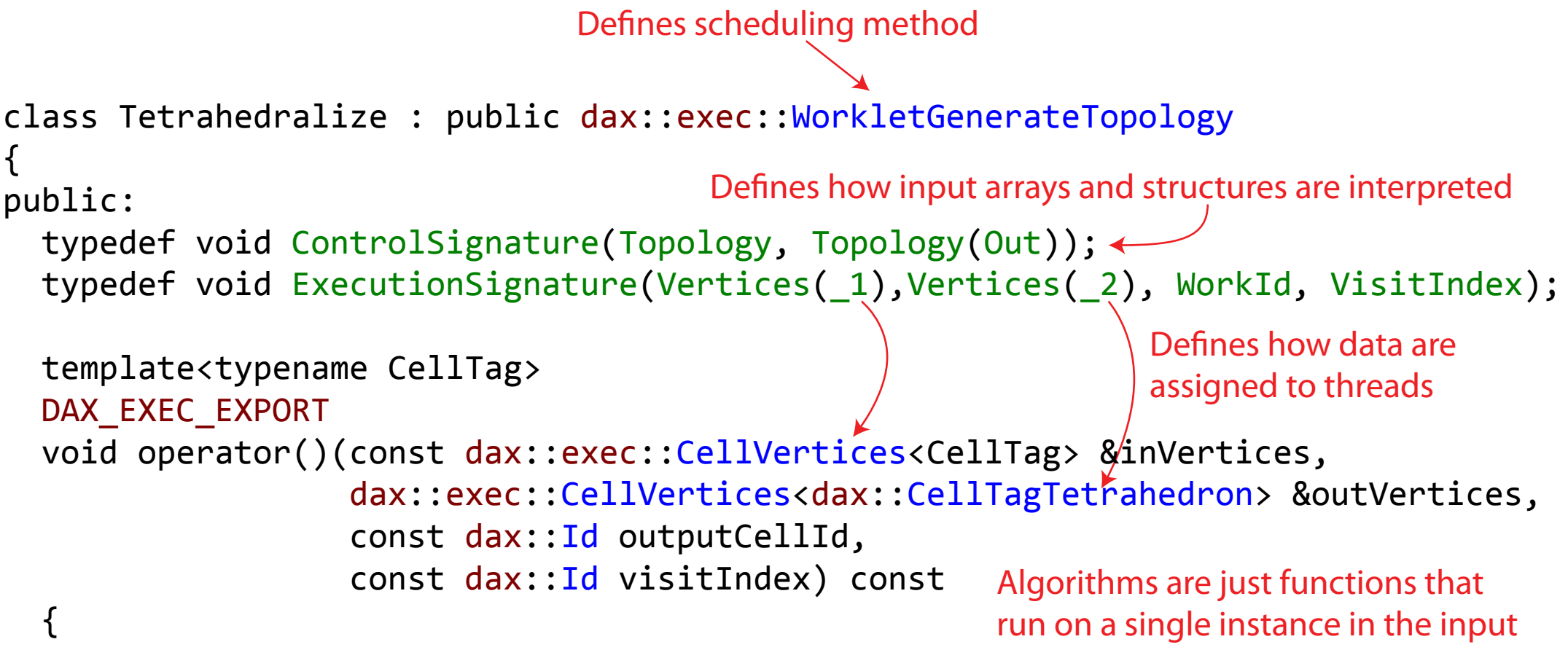
Defines scheduling method
class Tetrahedralize : public dax::exec::WorkletGenerateTopology
{
public:
Defines how input arrays and structures are interpreted
typedef void ControlSignature(Topology, Topology(Out));
typedef void ExecutionSignature(Vertices(_1),Vertices(_2), WorkId, VisitIndex);
template<typename CellTag>
DAX_EXEC_EXPORT
void operator()(const dax::exec::CellVertices<CellTag> &inVertices,
dax::exec::CellVertices<dax::CellTagTetrahedron> &outVertices,
const dax::Id outputCellId,
const dax::Id visitIndex) const
{
Defines how data are assigned to threads
Algorithms are just functions that run on a single instance in the input