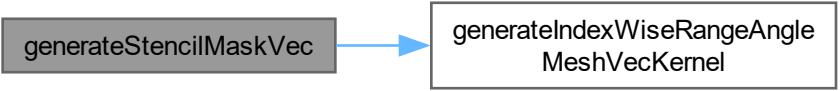


generateStencilMaskVec



```
graph LR; A[generateStencilMaskVec] --> B[generateIndexWiseRangeAngle MeshVecKernel]
```

generateIndexWiseRangeAngle
MeshVecKernel