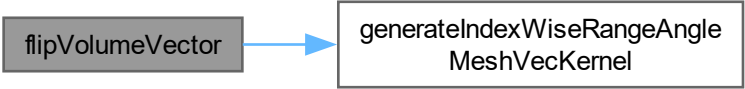


flipVolumeVector



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

generateIndexWiseRangeAngle
MeshVecKernel