Surface + translate + photonMap + material - boxTree + Surface() + ~Surface() + init() + position() + derivativeU() + derivativeV() + xyzMinMax() + ulsCircular() + vIsCircular() + isLightSource() + findInter() + load() # positionImpl() # derivative UImpl() # derivativeVImpl() # xyzMinMaxImpl() LightSource SquareXY SquareYZ SquareZX Axisymmetric + radius - edgeX - edgeY - edgeX + color - curve - edgeY - edgeZ - edgeZ + Axisymmetric() + LightSource() + SquareZX() + SquareXY() + SquareYZ() + Axisymmetric() + ulsCircular() + ulsCircular() + ulsCircular() + ulsCircular() + operator=() + vIsCircular() + vIsCircular() + vIsCircular() + vIsCircular() + ulsCircular() + isLightSource() + findInter() + findInter() + findInter() + vIsCircular() + findInter() # init() # init() # init() # positionImpl() # init() # positionImpl() # positionImpl() # positionImpl() # derivative Umpl() # positionImpl() # derivativeUImpl() # derivativeUImpl() # derivativeUImpl() # derivativeVImpl() # derivativeUImpl() # derivativeVImpl() # derivativeVImpl() # derivativeVImpl() # xyzMinMaxImpl() # derivativeVImpl() # xyzMinMaxImpl() # xyzMinMaxImpl() # xyzMinMaxImpl() # xyzMinMaxImpl()