CWaterOpenCL

facesIn_
edgesHoleBorders_
countInnerEdges_
countBorderEdges_
countFractureEdges_

+ CWaterOpenCL()
+ ~CWaterOpenCL()
+ loadData()
+ getInnerEdgesFaces()
+ getBorderFaces()
+ getFractureEdges()
+ getBorderEdges()
+ getVertex()
# clearOpenCl()
# computeInnerFaces()
# computeAreaData()
# removeCommunityAreas()
# findUnionVertex()
# getFacesToHeight()

CWaterMap

+ addWater()
+ getWaterLvls()
# buildMap()