

# User Manual 3.4.1 Infinite right circular cone

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### Definition

Infinite right circular cones are defined in a 3D space by their origin, their axis and the half angle :



### Implementation

The InfiniteRightCircularCone object in the SIRIUS library implements the [MAT\_GEO\_InfiniteConeInterface InfiniteCone Interface]. Please refer to the [Javadoc](#) for a complete list of public methods.

### Instantiation

The object is built from two vectors (Vector3D) and a double :

```
Vector3D originCone = new Vector3D(1.0, 1.0, 1.0);
Vector3D axis = new Vector3D(2.0, 0.0, 0.0);
double angle = FastMath.PI / 4.0;
InfiniteRightCircularCone cone = new InfiniteRightCircularCone(originCone,
axis, angle);
```

The local frame is built such as :

- The axis is the W vector
- U and V are two orthogonal and normalised vectors to complete the frame

### Usage

Please refer to the [MAT\_GEO\_Home#HInteractions Interactions with other geometrical objects section] for methods inherited from the Shape interface.

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