User Manual 3.4.1 Infinite right circular cylinder

De Wiki

[User Manual 3.4.1 Infinite right circular cylinder]()

Sommaire

Definition

Infinite Right Circular Cylinders are defined in a 3D space by their axis (a line or two equivalent vectors origin and direction) and their radius :

Implementation

The Infinite Right Circular Cylinder object in the SIRIUS library implements [MAT_GEO_InfiniteCylinderInterface the infinite cylinder 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 origin = new Vector3D(1.0, 1.0, 1.0);
Vector3D direction = new Vector3D(2.0, 0.0, 0.0);
double radius = 2.0;
InfiniteRightCircularCylinder cylinder = new
InfiniteRightCircularCylinder(origin, direction , radius);
```

Or directly from a Line and a double :

```
Line axis = new Line(origin, direction);
double radius = 2.0;
InfiniteRightCircularCylinder cylinder = new
InfiniteRightCircularCylinder(axis, radius);
```

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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