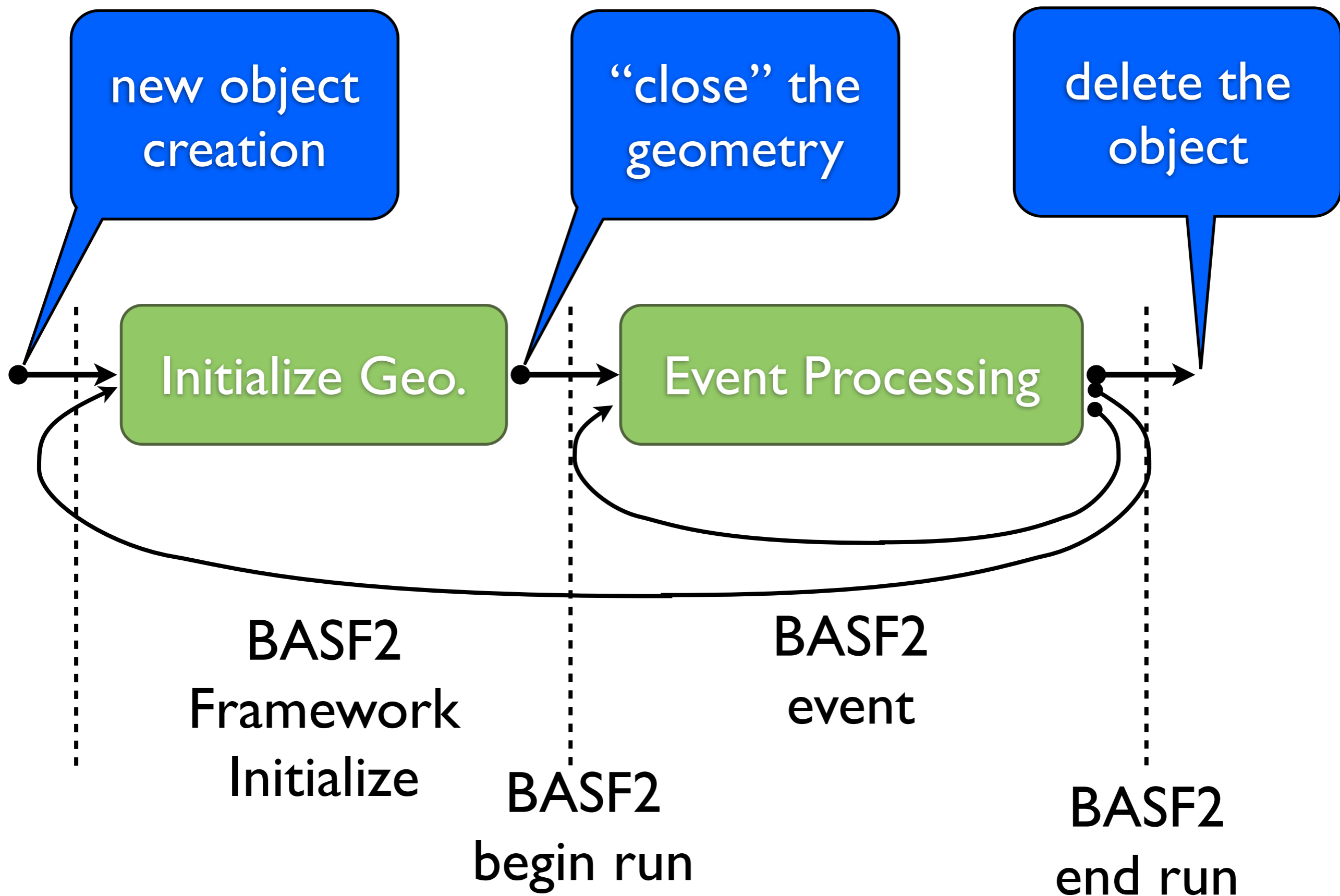


# Sector Map for the new VXDTF

E.P.



# Initialize Geometry

- `addSector( sectorId, sensorId, normalized local coordinate limits)`
- `addFriendshipLink( inner sectorId, outer sectorId, Filter )`
- `addNeighboringLink ( inner sectorId, middle sectorId, outer sectorId, Filter)`
- `closeGeometry( )`
  - `// this is ment to build up the internal representation of the links`
  - `// the geometry is now freezed up to the next begin run`
  - `// should we enforce the policy by looking at the BASF2 framework`
  - `// status?`

# Event processing

- `putSpacePointsOnSectors( space points store array )`
- `makeTheSegments()`
- `makeTheSegmentsCombinations()`  
*// or just a single `processEvent()` ?*
- `getSector( SectorId )`
- `getSectors( )`
- `getSegments( SectorId )`
- `getSegments( )`
- `getTriplets( SectorId 1, SectorId 2)`
- `getTriplets( )`

# Templates Arguments

- `spacePointType`  
(Old fashioned `spacePoints`, new `spacePoints`, MC augmented `spacePoints`, etc. etc.)
- `SegmentFilterType`  
(since there can be different `SegmentFilters` type for different passes, different `spacePoints`, with different observers)
- `TripletFilterType` (same reason)
- `SegmentType`
- `TriplerType`