

```
/*
 * positioned_tet.h
 *
 * The PositionedTet data structure records the position in which a
 * Tetrahedron is currently being considered. The file positioned_tet.c
 * contains routines for working with PositionedTets.
 *
 * Imagine a tetrahedron sitting on a table with one of its faces
 * facing toward you. The face on the table is bottom_face and the one
 * facing toward you is near_face. The faces facing away from you
 * are left_face and right_face.
 *
 * The orientation field specifies whether the numbering on the
 * tetrahedron is right_handed or left_handed when viewed in this position.
 */

#ifndef _positioned_tet_
#define _positioned_tet_

#include "SnapPea.h"
#include "kernel_typedefs.h"
#include "triangulation.h"

typedef struct
{
    Tetrahedron *tet;
    FaceIndex    near_face,
                left_face,
                right_face,
                bottom_face;
    Orientation orientation;
} PositionedTet;

#endif
```