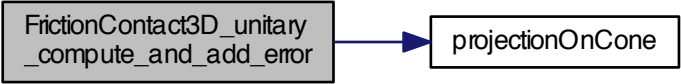


FrictionContact3D_unitary
_compute_and_add_error



```
graph LR; A[FrictionContact3D_unitary_compute_and_add_error] --> B[projectionOnCone]
```

projectionOnCone