

FreeWRL/FreeX3D

2.3.3

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Contents

1	Hierarchical Index	1
1.1	Class Hierarchy	1
2	Data Structure Index	17
2.1	Data Structures	17
3	Data Structure Documentation	33
3.1	_BrowserNative Struct Reference	33
3.1.1	Detailed Description	33
3.2	_cd_list_t Struct Reference	33
3.2.1	Detailed Description	33
3.3	_CRnodeStruct Struct Reference	34
3.3.1	Detailed Description	34
3.4	_FW_PluginInstance Struct Reference	34
3.4.1	Detailed Description	34
3.5	_intX3D_MFBool Struct Reference	35
3.5.1	Detailed Description	35
3.6	_intX3D_MFColor Struct Reference	35
3.6.1	Detailed Description	35
3.7	_intX3D_MFColorRGBA Struct Reference	35
3.7.1	Detailed Description	35
3.8	_intX3D_MFFloat Struct Reference	36
3.8.1	Detailed Description	36
3.9	_intX3D_MFImage Struct Reference	36

3.9.1 Detailed Description	36
3.10 _intX3D_MFInt32 Struct Reference	36
3.10.1 Detailed Description	36
3.11 _intX3D_MFNode Struct Reference	37
3.11.1 Detailed Description	37
3.12 _intX3D_MFRotation Struct Reference	37
3.12.1 Detailed Description	37
3.13 _intX3D_MFString Struct Reference	37
3.13.1 Detailed Description	37
3.14 _intX3D_MFTime Struct Reference	38
3.14.1 Detailed Description	38
3.15 _intX3D_MFVec2d Struct Reference	38
3.15.1 Detailed Description	38
3.16 _intX3D_MFVec2f Struct Reference	38
3.16.1 Detailed Description	38
3.17 _intX3D_MFVec3d Struct Reference	39
3.17.1 Detailed Description	39
3.18 _intX3D_MFVec3f Struct Reference	39
3.18.1 Detailed Description	39
3.19 _intX3D_SFBool Struct Reference	39
3.19.1 Detailed Description	39
3.20 _intX3D_SFColor Struct Reference	40
3.20.1 Detailed Description	40
3.21 _intX3D_SFColorRGBA Struct Reference	40
3.21.1 Detailed Description	40
3.22 _intX3D_SFFloat Struct Reference	40
3.22.1 Detailed Description	40
3.23 _intX3D_SFImage Struct Reference	41
3.23.1 Detailed Description	41
3.24 _intX3D_SFInt32 Struct Reference	41

3.24.1 Detailed Description	41
3.25 _intX3D_SFNode Struct Reference	41
3.25.1 Detailed Description	41
3.26 _intX3D_SFRotation Struct Reference	42
3.26.1 Detailed Description	42
3.27 _intX3D_SFString Struct Reference	42
3.27.1 Detailed Description	42
3.28 _intX3D_SFTime Struct Reference	42
3.28.1 Detailed Description	42
3.29 _intX3D_SFVec2d Struct Reference	43
3.29.1 Detailed Description	43
3.30 _intX3D_SFVec2f Struct Reference	43
3.30.1 Detailed Description	43
3.31 _intX3D_SFVec3d Struct Reference	43
3.31.1 Detailed Description	43
3.32 _intX3D_SFVec3f Struct Reference	44
3.32.1 Detailed Description	44
3.33 _intX3DEventIn Struct Reference	44
3.33.1 Detailed Description	44
3.34 _s_list_t Struct Reference	44
3.34.1 Detailed Description	45
3.35 _SFColorNative Struct Reference	45
3.35.1 Detailed Description	45
3.36 _SFColorRGBANative Struct Reference	45
3.36.1 Detailed Description	45
3.37 _SFImageNative Struct Reference	45
3.37.1 Detailed Description	46
3.38 _SFNodeNative Struct Reference	46
3.38.1 Detailed Description	46
3.39 _SFRotationNative Struct Reference	46

3.39.1 Detailed Description	46
3.40 _SFVec2fNative Struct Reference	46
3.40.1 Detailed Description	47
3.41 _SFVec3dNative Struct Reference	47
3.41.1 Detailed Description	47
3.42 _SFVec3fNative Struct Reference	47
3.42.1 Detailed Description	47
3.43 _SFVec4dNative Struct Reference	47
3.43.1 Detailed Description	48
3.44 _SFVec4fNative Struct Reference	48
3.44.1 Detailed Description	48
3.45 _urlRequest Struct Reference	48
3.45.1 Detailed Description	48
3.46 _X3DNode Union Reference	49
3.46.1 Detailed Description	49
3.47 ActiveRegion Struct Reference	49
3.47.1 Detailed Description	50
3.48 anyVrml Union Reference	50
3.48.1 Detailed Description	50
3.49 vrml.BaseNode Class Reference	50
3.49.1 Detailed Description	50
3.50 block Struct Reference	51
3.50.1 Detailed Description	51
3.51 brotoDefpair Struct Reference	51
3.51.1 Detailed Description	51
3.52 brotoIS Struct Reference	51
3.52.1 Detailed Description	52
3.53 brotoRoute Struct Reference	52
3.53.1 Detailed Description	52
3.54 org.web3d.x3d.sai.Browser Interface Reference	52

3.54.1 Detailed Description	53
3.55 vrml.Browser Class Reference	53
3.55.1 Detailed Description	54
3.56 vrml.external.Browser Class Reference	54
3.56.1 Detailed Description	55
3.57 org.web3d.x3d.sai.BrowserEvent Class Reference	55
3.57.1 Detailed Description	56
3.58 sai.BrowserFactory Class Reference	56
3.58.1 Detailed Description	56
3.59 org.web3d.x3d.sai.BrowserFactoryImpl Interface Reference	56
3.59.1 Detailed Description	57
3.60 vrml.external.BrowserGlobals Class Reference	57
3.60.1 Detailed Description	57
3.61 sai.BrowserGlobals Class Reference	57
3.61.1 Detailed Description	58
3.62 org.web3d.x3d.sai.BrowserInterface Interface Reference	58
3.62.1 Detailed Description	58
3.63 vrml.external.BrowserInterface Interface Reference	58
3.63.1 Detailed Description	59
3.64 org.web3d.x3d.sai.BrowserListener Interface Reference	59
3.64.1 Detailed Description	59
3.65 org.web3d.x3d.sai.BrowserNotSharedException Class Reference	59
3.65.1 Detailed Description	60
3.66 CachedVertex Struct Reference	60
3.66.1 Detailed Description	60
3.67 cbDataExactName Struct Reference	60
3.67.1 Detailed Description	60
3.68 cbDataRootNameAndRouteDir Struct Reference	61
3.68.1 Detailed Description	61
3.69 coded_block_pattern_entry Struct Reference	61

3.69.1 Detailed Description	61
3.70 org.web3d.x3d.sai.ComponentInfo Interface Reference	61
3.70.1 Detailed Description	62
3.71 org.web3d.x3d.sai.ConnectionException Class Reference	62
3.71.1 Detailed Description	62
3.72 vrml.ConstField Class Reference	63
3.72.1 Detailed Description	63
3.73 vrml.field.ConstMFColor Class Reference	63
3.73.1 Detailed Description	64
3.74 vrml.field.ConstMFFloat Class Reference	64
3.74.1 Detailed Description	65
3.75 vrml.ConstMField Class Reference	65
3.75.1 Detailed Description	66
3.76 vrml.field.ConstMFInt32 Class Reference	66
3.76.1 Detailed Description	67
3.77 vrml.field.ConstMFNode Class Reference	67
3.77.1 Detailed Description	67
3.78 vrml.field.ConstMFRotation Class Reference	68
3.78.1 Detailed Description	68
3.79 vrml.field.ConstMFString Class Reference	69
3.79.1 Detailed Description	69
3.80 vrml.field.ConstMFTIME Class Reference	69
3.80.1 Detailed Description	70
3.81 vrml.field.ConstMFVec2f Class Reference	70
3.81.1 Detailed Description	71
3.82 vrml.field.ConstMFVec3f Class Reference	71
3.82.1 Detailed Description	71
3.83 vrml.field.ConstSFBool Class Reference	72
3.83.1 Detailed Description	72
3.84 vrml.field.ConstSFColor Class Reference	72

3.84.1 Detailed Description	73
3.85 vrml.field.ConstSFFloat Class Reference	73
3.85.1 Detailed Description	74
3.86 vrml.field.ConstSFImage Class Reference	74
3.86.1 Detailed Description	74
3.87 vrml.field.ConstSFInt32 Class Reference	75
3.87.1 Detailed Description	75
3.88 vrml.field.ConstSFNode Class Reference	75
3.88.1 Detailed Description	76
3.89 vrml.field.ConstSFRotation Class Reference	76
3.89.1 Detailed Description	76
3.90 vrml.field.ConstSFString Class Reference	77
3.90.1 Detailed Description	77
3.91 vrml.field.ConstSFTime Class Reference	77
3.91.1 Detailed Description	78
3.92 vrml.field.ConstSFVec2f Class Reference	78
3.92.1 Detailed Description	78
3.93 vrml.field.ConstSFVec3f Class Reference	79
3.93.1 Detailed Description	79
3.94 CR_RegStruct Struct Reference	79
3.94.1 Detailed Description	80
3.95 CRjsnameStruct Struct Reference	80
3.95.1 Detailed Description	80
3.96 CRscriptStruct Struct Reference	80
3.96.1 Detailed Description	80
3.97 CRStruct Struct Reference	81
3.97.1 Detailed Description	81
3.98 currayhit Struct Reference	81
3.98.1 Detailed Description	81
3.99 datChnk Struct Reference	81

3.99.1 Detailed Description	82
3.100dct_dc_size_entry Struct Reference	82
3.100.1 Detailed Description	82
3.101DDS_header Union Reference	82
3.101.1 Detailed Description	83
3.102DdsLoadInfo Struct Reference	83
3.102.1 Detailed Description	83
3.103Dict Struct Reference	83
3.103.1 Detailed Description	83
3.104DictNode Struct Reference	84
3.104.1 Detailed Description	84
3.105EAI_ListenerStruct Struct Reference	84
3.105.1 Detailed Description	84
3.106vrml.external.FreeWRLEAI.EAIAsyncMessage Class Reference	84
3.106.1 Detailed Description	85
3.107sai.eai.EAIAsyncMessage Class Reference	85
3.107.1 Detailed Description	85
3.108vrml.external.FreeWRLEAI.EAIAsyncQueue Class Reference	85
3.108.1 Detailed Description	85
3.109sai.eai.EAIAsyncQueue Class Reference	86
3.109.1 Detailed Description	86
3.110vrml.external.FreeWRLEAI.EAIAsyncThread Class Reference	86
3.110.1 Detailed Description	86
3.111sai.eai.EAIAsyncThread Class Reference	86
3.111.1 Detailed Description	87
3.112sai.eai.EAIinThread Class Reference	87
3.112.1 Detailed Description	87
3.113vrml.external.FreeWRLEAI.EAIinThread Class Reference	87
3.113.1 Detailed Description	88
3.114sai.eai.EAIMessage Class Reference	88

3.114.1 Detailed Description	88
3.115vrml.external.FreeWRLEAI.EAIMessage Class Reference	88
3.115.1 Detailed Description	89
3.116EAINodeIndexStruct Struct Reference	89
3.116.1 Detailed Description	89
3.117EAINodeParams Struct Reference	89
3.117.1 Detailed Description	89
3.118sai.eai.EAloutQueue Class Reference	90
3.118.1 Detailed Description	90
3.119vrml.external.FreeWRLEAI.EAloutQueue Class Reference	90
3.119.1 Detailed Description	90
3.120sai.eai.EAloutThread Class Reference	90
3.120.1 Detailed Description	91
3.121vrml.external.FreeWRLEAI.EAloutThread Class Reference	91
3.121.1 Detailed Description	91
3.122ECMAValueStruct Struct Reference	91
3.122.1 Detailed Description	92
3.123EdgePair Struct Reference	92
3.123.1 Detailed Description	92
3.124vrml.Event Class Reference	92
3.124.1 Detailed Description	93
3.125vrml.external.field.EventIn Class Reference	93
3.125.1 Detailed Description	94
3.126vrml.external.field.EventInMFColor Class Reference	94
3.126.1 Detailed Description	94
3.127vrml.external.field.EventInMFFloat Class Reference	94
3.127.1 Detailed Description	95
3.128vrml.external.field.EventInMFInt32 Class Reference	95
3.128.1 Detailed Description	95
3.129vrml.external.field.EventInMFNode Class Reference	96

3.129.1 Detailed Description	96
3.130vrml.external.field.EventInMFRotation Class Reference	96
3.130.1 Detailed Description	96
3.131vrml.external.field.EventInMFString Class Reference	97
3.131.1 Detailed Description	97
3.132vrml.external.field.EventInMFVec2f Class Reference	97
3.132.1 Detailed Description	97
3.133vrml.external.field.EventInMFVec3f Class Reference	98
3.133.1 Detailed Description	98
3.134vrml.external.field.EventInSFBool Class Reference	98
3.134.1 Detailed Description	98
3.135vrml.external.field.EventInSFColor Class Reference	99
3.135.1 Detailed Description	99
3.136vrml.external.field.EventInSFFloat Class Reference	99
3.136.1 Detailed Description	99
3.137vrml.external.field.EventInSFImage Class Reference	100
3.137.1 Detailed Description	100
3.138vrml.external.field.EventInSFInt32 Class Reference	100
3.138.1 Detailed Description	100
3.139vrml.external.field.EventInSFNode Class Reference	101
3.139.1 Detailed Description	101
3.140vrml.external.field.EventInSFRotation Class Reference	101
3.140.1 Detailed Description	101
3.141vrml.external.field.EventInSFString Class Reference	102
3.141.1 Detailed Description	102
3.142vrml.external.field.EventInSFTime Class Reference	102
3.142.1 Detailed Description	102
3.143vrml.external.field.EventInSFVec2f Class Reference	103
3.143.1 Detailed Description	103
3.144vrml.external.field.EventInSFVec3f Class Reference	103

3.144.1 Detailed Description	103
3.145vrml.external.field.EventOut Class Reference	104
3.145.1 Detailed Description	105
3.146vrml.external.field.EventOutMFColor Class Reference	105
3.146.1 Detailed Description	105
3.147vrml.external.field.EventOutMFFloat Class Reference	105
3.147.1 Detailed Description	106
3.148vrml.external.field.EventOutMField Class Reference	106
3.148.1 Detailed Description	107
3.149vrml.external.field.EventOutMFInt32 Class Reference	107
3.149.1 Detailed Description	107
3.150vrml.external.field.EventOutMFNode Class Reference	107
3.150.1 Detailed Description	108
3.151vrml.external.field.EventOutMFRotation Class Reference	108
3.151.1 Detailed Description	108
3.152vrml.external.field.EventOutMFString Class Reference	109
3.152.1 Detailed Description	109
3.153vrml.external.field.EventOutMFVec2f Class Reference	109
3.153.1 Detailed Description	110
3.154vrml.external.field.EventOutMFVec3f Class Reference	110
3.154.1 Detailed Description	110
3.155vrml.external.field.EventOutObserver Interface Reference	110
3.155.1 Detailed Description	111
3.156vrml.external.field.EventOutSFBool Class Reference	111
3.156.1 Detailed Description	111
3.157vrml.external.field.EventOutSFColor Class Reference	111
3.157.1 Detailed Description	112
3.158vrml.external.field.EventOutSFFloat Class Reference	112
3.158.1 Detailed Description	112
3.159vrml.external.field.EventOutSFImage Class Reference	112

3.159.1 Detailed Description	113
3.160vrml.external.field.EventOutSFInt32 Class Reference	113
3.160.1 Detailed Description	113
3.161vrml.external.field.EventOutSFNode Class Reference	114
3.161.1 Detailed Description	114
3.162vrml.external.field.EventOutSFRotation Class Reference	114
3.162.1 Detailed Description	114
3.163vrml.external.field.EventOutSFString Class Reference	115
3.163.1 Detailed Description	115
3.164vrml.external.field.EventOutSFTime Class Reference	115
3.164.1 Detailed Description	115
3.165vrml.external.field.EventOutSFVec2f Class Reference	116
3.165.1 Detailed Description	116
3.166vrml.external.field.EventOutSFVec3f Class Reference	116
3.166.1 Detailed Description	116
3.167org.web3d.x3d.sai.ExternalBrowser Interface Reference	117
3.167.1 Detailed Description	117
3.168FaceCount Struct Reference	117
3.168.1 Detailed Description	117
3.169vrml.Field Class Reference	118
3.169.1 Detailed Description	118
3.170FieldDecl Struct Reference	119
3.170.1 Detailed Description	119
3.171fieldNodeState Struct Reference	119
3.171.1 Detailed Description	119
3.172vrml.external.field.FieldTypes Class Reference	120
3.172.1 Detailed Description	120
3.173FirstStruct Struct Reference	120
3.173.1 Detailed Description	120
3.174fmtChnk Struct Reference	121

3.174.1 Detailed Description	121
3.175freewrl_params Struct Reference	121
3.175.1 Detailed Description	121
3.176sai.FreeWRLBrowser Class Reference	122
3.176.1 Detailed Description	123
3.177sai.FreeWRLBrowserInfo Class Reference	124
3.177.1 Detailed Description	124
3.178sai.FreeWRLComponent Class Reference	124
3.178.1 Detailed Description	124
3.179sai.FreeWRLField Class Reference	125
3.179.1 Detailed Description	126
3.180sai.FreeWRLFieldDefinition Class Reference	126
3.180.1 Detailed Description	127
3.181sai.FreeWRLFieldTypes Class Reference	127
3.181.1 Detailed Description	127
3.182sai.FreeWRLMField Class Reference	128
3.182.1 Detailed Description	128
3.183sai.FreeWRLNode Class Reference	129
3.183.1 Detailed Description	129
3.184sai.FreeWRLNodeTypes Class Reference	129
3.184.1 Detailed Description	130
3.185sai.FreeWRLRendererInfo Class Reference	130
3.185.1 Detailed Description	130
3.186sai.FreeWRLScene Class Reference	131
3.186.1 Detailed Description	132
3.187fw_MaterialParameters Struct Reference	132
3.187.1 Detailed Description	132
3.188FWBITMAPFILEHEADER Struct Reference	133
3.188.1 Detailed Description	133
3.189FWBITMAPINFO Struct Reference	133

3.189.1 Detailed Description	133
3.190FWBITMAPINFOHEADER Struct Reference	133
3.190.1 Detailed Description	134
3.191sai.FWComponentInfo Class Reference	134
3.191.1 Detailed Description	134
3.192vrml.FWCreateField Class Reference	134
3.192.1 Detailed Description	135
3.193sai.FWExternProtoDeclaration Class Reference	135
3.193.1 Detailed Description	135
3.194vrml.FWHelper Class Reference	135
3.194.1 Detailed Description	136
3.195vrml.FWJavaScript Class Reference	136
3.195.1 Detailed Description	136
3.196vrml.FWJavaScriptBinding Class Reference	136
3.196.1 Detailed Description	137
3.197vrml.FWJavaScriptClassLoader Class Reference	137
3.197.1 Detailed Description	137
3.197.2 Constructor & Destructor Documentation	137
3.197.2.1 FWJavaScriptClassLoader(String url)	137
3.198sai.FWMFColor Class Reference	138
3.198.1 Detailed Description	138
3.199sai.FWMFColorRGBA Class Reference	139
3.199.1 Detailed Description	139
3.200sai.FWMFDouble Class Reference	139
3.200.1 Detailed Description	140
3.201sai.FWMFFloat Class Reference	140
3.201.1 Detailed Description	141
3.202sai.FWMFInt32 Class Reference	141
3.202.1 Detailed Description	141
3.203sai.FWMFNode Class Reference	142

3.203.1 Detailed Description	142
3.204sai.FWMFRotation Class Reference	142
3.204.1 Detailed Description	143
3.205sai.FWMFString Class Reference	143
3.205.1 Detailed Description	144
3.206sai.FWMFVec2d Class Reference	144
3.206.1 Detailed Description	144
3.207sai.FWMFVec2f Class Reference	145
3.207.1 Detailed Description	145
3.208sai.FWMFVec3d Class Reference	145
3.208.1 Detailed Description	146
3.209sai.FWMFVec3f Class Reference	146
3.209.1 Detailed Description	147
3.210sai.FWProfileInfo Class Reference	147
3.210.1 Detailed Description	147
3.211sai.FWProfInfo Class Reference	147
3.211.1 Detailed Description	148
3.212sai.FWProtoDeclaration Class Reference	148
3.212.1 Detailed Description	148
3.213sai.FWProtoInstance Class Reference	149
3.213.1 Detailed Description	149
3.214FWRGBQUAD Struct Reference	149
3.214.1 Detailed Description	149
3.215sai.FWRoute Class Reference	150
3.215.1 Detailed Description	150
3.216sai.FWSFBool Class Reference	150
3.216.1 Detailed Description	151
3.217sai.FWSFColor Class Reference	151
3.217.1 Detailed Description	151
3.218sai.FWSFColorRGBA Class Reference	151

3.218.1 Detailed Description	152
3.219sai.FWSFDouble Class Reference	152
3.219.1 Detailed Description	152
3.220sai.FWSFFloat Class Reference	153
3.220.1 Detailed Description	153
3.221sai.FWSFImage Class Reference	153
3.221.1 Detailed Description	154
3.222sai.FWSFInt32 Class Reference	154
3.222.1 Detailed Description	154
3.223sai.FWSFNode Class Reference	154
3.223.1 Detailed Description	155
3.224sai.FWSFRotation Class Reference	155
3.224.1 Detailed Description	155
3.225sai.FWSFString Class Reference	156
3.225.1 Detailed Description	156
3.226sai.FWSFTime Class Reference	156
3.226.1 Detailed Description	157
3.227sai.FWSFVec2d Class Reference	157
3.227.1 Detailed Description	157
3.228sai.FWSFVec2f Class Reference	157
3.228.1 Detailed Description	158
3.229sai.FWSFVec3d Class Reference	158
3.229.1 Detailed Description	158
3.230sai.FWSFVec3f Class Reference	159
3.230.1 Detailed Description	159
3.231FWSNDMSG Struct Reference	159
3.231.1 Detailed Description	159
3.232FXYS Struct Reference	160
3.232.1 Detailed Description	160
3.233GLUface Struct Reference	160

3.233.1 Detailed Description	160
3.234GLUhalfEdge Struct Reference	160
3.234.1 Detailed Description	161
3.235GLUmesh Struct Reference	161
3.235.1 Detailed Description	161
3.236GLUtesselator Struct Reference	161
3.236.1 Detailed Description	162
3.237GLUvertex Struct Reference	162
3.237.1 Detailed Description	163
3.238GoP Struct Reference	163
3.238.1 Detailed Description	163
3.239vrml.external.IBrowser Interface Reference	163
3.239.1 Detailed Description	164
3.240iiglobal Struct Reference	165
3.240.1 Detailed Description	167
3.241org.web3d.x3d.sai.ImportedException Class Reference	167
3.241.1 Detailed Description	167
3.242initialRouteStruct Struct Reference	167
3.242.1 Detailed Description	167
3.243org.web3d.x3d.sai.InsufficientCapabilitiesException Class Reference	168
3.243.1 Detailed Description	168
3.244org.web3d.x3d.sai.InvalidBrowserException Class Reference	168
3.244.1 Detailed Description	168
3.245org.web3d.x3d.sai.InvalidDocumentException Class Reference	169
3.245.1 Detailed Description	169
3.246vrml.external.exception.InvalidEventInException Class Reference	169
3.246.1 Detailed Description	169
3.246.2 Constructor & Destructor Documentation	169
3.246.2.1 InvalidEventInException(String s)	169
3.247vrml.InvalidEventInException Class Reference	170

3.247.1 Detailed Description	170
3.248vrml.InvalidEventOutException Class Reference	170
3.248.1 Detailed Description	171
3.249vrml.external.exception.InvalidEventOutException Class Reference	171
3.249.1 Detailed Description	171
3.250org.web3d.x3d.sai.InvalidExecutionContextException Class Reference	171
3.250.1 Detailed Description	172
3.251vrml.InvalidExposedFieldException Class Reference	172
3.251.1 Detailed Description	172
3.252vrml.InvalidFieldChangeException Class Reference	172
3.252.1 Detailed Description	173
3.253vrml.InvalidFieldException Class Reference	173
3.253.1 Detailed Description	173
3.254org.web3d.x3d.sai.InvalidFieldException Class Reference	173
3.254.1 Detailed Description	174
3.255org.web3d.x3d.sai.InvalidFieldValueException Class Reference	174
3.255.1 Detailed Description	174
3.256org.web3d.x3d.sai.InvalidNameException Class Reference	174
3.256.1 Detailed Description	175
3.257org.web3d.x3d.sai.InvalidNodeException Class Reference	175
3.257.1 Detailed Description	175
3.258vrml.external.exception.InvalidNodeException Class Reference	175
3.258.1 Detailed Description	176
3.258.2 Constructor & Destructor Documentation	176
3.258.2.1 InvalidNodeException(String s)	176
3.259org.web3d.x3d.sai.InvalidOperationTimingException Class Reference	176
3.259.1 Detailed Description	177
3.260org.web3d.x3d.sai.InvalidProtoException Class Reference	177
3.260.1 Detailed Description	177
3.261org.web3d.x3d.sai.InvalidRouteException Class Reference	177

3.261.1 Detailed Description	178
3.262vrml.InvalidRouteException Class Reference	178
3.262.1 Detailed Description	178
3.263org.web3d.x3d.sai.InvalidURLErrorException Class Reference	178
3.263.1 Detailed Description	179
3.264vrml.external.exception.InvalidVrmlException Class Reference	179
3.264.1 Detailed Description	179
3.264.2 Constructor & Destructor Documentation	179
3.264.2.1 InvalidVrmlException(String s)	179
3.265vrml.InvalidVRMLSyntaxException Class Reference	180
3.265.1 Detailed Description	180
3.266org.web3d.x3d.sai.InvalidX3DException Class Reference	180
3.266.1 Detailed Description	181
3.267vrml.InvalidX3DSyntaxException Class Reference	181
3.267.1 Detailed Description	181
3.268key Struct Reference	181
3.268.1 Detailed Description	181
3.269keypressTuple Struct Reference	182
3.269.1 Detailed Description	182
3.270macroblock Struct Reference	182
3.270.1 Detailed Description	182
3.271matpropstruct Struct Reference	183
3.271.1 Detailed Description	183
3.272org.web3d.x3d.sai.Matrix Interface Reference	183
3.272.1 Detailed Description	183
3.273org.web3d.x3d.sai.Matrix3 Class Reference	184
3.273.1 Detailed Description	184
3.274org.web3d.x3d.sai.Matrix4 Class Reference	184
3.274.1 Detailed Description	185
3.275mb_addr_inc_entry Struct Reference	185

3.275.1 Detailed Description	185
3.276mb_type_entry Struct Reference	185
3.276.1 Detailed Description	186
3.277org.web3d.x3d.sai.MFBool Interface Reference	186
3.277.1 Detailed Description	186
3.278vrml.field.MFColor Class Reference	186
3.278.1 Detailed Description	187
3.279org.web3d.x3d.sai.MFColor Interface Reference	187
3.279.1 Detailed Description	188
3.280org.web3d.x3d.sai.MFColorRGBA Interface Reference	188
3.280.1 Detailed Description	188
3.281org.web3d.x3d.sai.MFDouble Interface Reference	189
3.281.1 Detailed Description	189
3.282vrml.field.MFFloat Class Reference	189
3.282.1 Detailed Description	190
3.283org.web3d.x3d.sai.MFFloat Interface Reference	190
3.283.1 Detailed Description	191
3.284org.web3d.x3d.sai.MField Interface Reference	191
3.284.1 Detailed Description	192
3.285vrml.MField Class Reference	192
3.285.1 Detailed Description	193
3.286org.web3d.x3d.sai.MFImage Interface Reference	193
3.286.1 Detailed Description	194
3.287org.web3d.x3d.sai.MFInt32 Interface Reference	194
3.287.1 Detailed Description	194
3.288vrml.field.MFInt32 Class Reference	194
3.288.1 Detailed Description	195
3.289org.web3d.x3d.sai.MFNode Interface Reference	195
3.289.1 Detailed Description	196
3.290vrml.field.MFNode Class Reference	196

3.290.1 Detailed Description	197
3.291org.web3d.x3d.sai.MFRotation Interface Reference	197
3.291.1 Detailed Description	197
3.292vrml.field.MFRotation Class Reference	198
3.292.1 Detailed Description	198
3.293org.web3d.x3d.sai.MFString Interface Reference	199
3.293.1 Detailed Description	199
3.294vrml.field.MFString Class Reference	199
3.294.1 Detailed Description	200
3.295org.web3d.x3d.sai.MFTime Interface Reference	200
3.295.1 Detailed Description	201
3.296vrml.field.MFTime Class Reference	201
3.296.1 Detailed Description	202
3.297org.web3d.x3d.sai.MFVec2d Interface Reference	202
3.297.1 Detailed Description	202
3.298org.web3d.x3d.sai.MFVec2f Interface Reference	203
3.298.1 Detailed Description	203
3.299vrml.field.MFVec2f Class Reference	203
3.299.1 Detailed Description	204
3.300org.web3d.x3d.sai.MFVec3d Interface Reference	204
3.300.1 Detailed Description	205
3.301vrml.field.MFVec3f Class Reference	205
3.301.1 Detailed Description	206
3.302org.web3d.x3d.sai.MFVec3f Interface Reference	206
3.302.1 Detailed Description	206
3.303motion_vectors_entry Struct Reference	207
3.303.1 Detailed Description	207
3.304mouseTuple Struct Reference	207
3.304.1 Detailed Description	207
3.305Multi_Bool Struct Reference	207

3.305.1 Detailed Description	208
3.306Multi_Color Struct Reference	208
3.306.1 Detailed Description	208
3.307Multi_ColorRGBA Struct Reference	208
3.307.1 Detailed Description	208
3.308Multi_Double Struct Reference	209
3.308.1 Detailed Description	209
3.309Multi_Float Struct Reference	209
3.309.1 Detailed Description	209
3.310Multi_Int32 Struct Reference	209
3.310.1 Detailed Description	210
3.311Multi_Matrix3d Struct Reference	210
3.311.1 Detailed Description	210
3.312Multi_Matrix3f Struct Reference	210
3.312.1 Detailed Description	210
3.313Multi_Matrix4d Struct Reference	211
3.313.1 Detailed Description	211
3.314Multi_Matrix4f Struct Reference	211
3.314.1 Detailed Description	211
3.315Multi_Node Struct Reference	211
3.315.1 Detailed Description	212
3.316Multi_Rotation Struct Reference	212
3.316.1 Detailed Description	212
3.317Multi_String Struct Reference	212
3.317.1 Detailed Description	212
3.318Multi_Time Struct Reference	213
3.318.1 Detailed Description	213
3.319Multi_Vec2d Struct Reference	213
3.319.1 Detailed Description	213
3.320Multi_Vec2f Struct Reference	213

3.320.1 Detailed Description	214
3.321Multi_Vec3d Struct Reference	214
3.321.1 Detailed Description	214
3.322Multi_Vec3f Struct Reference	214
3.322.1 Detailed Description	214
3.323Multi_Vec4d Struct Reference	215
3.323.1 Detailed Description	215
3.324Multi_Vec4f Struct Reference	215
3.324.1 Detailed Description	215
3.325multiTexParams Struct Reference	215
3.325.1 Detailed Description	216
3.326myArgs Struct Reference	216
3.326.1 Detailed Description	216
3.327MyVertex Struct Reference	216
3.327.1 Detailed Description	216
3.328nameValuePairs Struct Reference	217
3.328.1 Detailed Description	217
3.329NestedProtoField Struct Reference	217
3.329.1 Detailed Description	217
3.330vrml.external.Node Class Reference	217
3.330.1 Detailed Description	218
3.331vrml.node.Node Class Reference	218
3.331.1 Detailed Description	218
3.332org.web3d.x3d.sai.NodeInUseException Class Reference	219
3.332.1 Detailed Description	219
3.333org.web3d.x3d.sai.NodeUnavailableException Class Reference	219
3.333.1 Detailed Description	219
3.334org.web3d.x3d.sai.NoSuchBrowserException Class Reference	220
3.334.1 Detailed Description	220
3.335org.web3d.x3d.sai.NotSupportedException Class Reference	220

3.335.1 Detailed Description	220
3.336opened_file Struct Reference	221
3.336.1 Detailed Description	221
3.337orient_XYZA Struct Reference	221
3.337.1 Detailed Description	221
3.338pcollision Struct Reference	222
3.338.1 Detailed Description	222
3.339pcommon Struct Reference	222
3.339.1 Detailed Description	223
3.340pComponent_EnvironSensor Struct Reference	223
3.340.1 Detailed Description	223
3.341pComponent_Geometry3D Struct Reference	223
3.341.1 Detailed Description	223
3.342pComponent_Geospatial Struct Reference	223
3.342.1 Detailed Description	224
3.343pComponent_HAnim Struct Reference	224
3.343.1 Detailed Description	224
3.344pComponent_KeyDevice Struct Reference	224
3.344.1 Detailed Description	224
3.345pComponent_Shape Struct Reference	224
3.345.1 Detailed Description	225
3.346pComponent_Sound Struct Reference	225
3.346.1 Detailed Description	225
3.347pComponent_Text Struct Reference	225
3.347.1 Detailed Description	226
3.348pConsoleMessage Struct Reference	226
3.348.1 Detailed Description	226
3.349pCParse Struct Reference	226
3.349.1 Detailed Description	226
3.350pCParseParser Struct Reference	227

3.350.1 Detailed Description	227
3.351pCProto Struct Reference	227
3.351.1 Detailed Description	227
3.352pCRoutes Struct Reference	227
3.352.1 Detailed Description	228
3.353pCScripts Struct Reference	228
3.353.1 Detailed Description	228
3.354pCursorDraw Struct Reference	228
3.354.1 Detailed Description	228
3.355pEAI_C_CommonFunctions Struct Reference	228
3.355.1 Detailed Description	229
3.356pEAICore Struct Reference	229
3.356.1 Detailed Description	229
3.357pEAIEventsIn Struct Reference	229
3.357.1 Detailed Description	229
3.358pEAIHelpers Struct Reference	229
3.358.1 Detailed Description	230
3.359pFrustum Struct Reference	230
3.359.1 Detailed Description	230
3.360pict Struct Reference	230
3.360.1 Detailed Description	231
3.361pict_image Struct Reference	231
3.361.1 Detailed Description	231
3.362pio_http Struct Reference	231
3.362.1 Detailed Description	231
3.363pJScript Struct Reference	232
3.363.1 Detailed Description	232
3.364playbackRecord Struct Reference	232
3.364.1 Detailed Description	232
3.365pLoadTextures Struct Reference	232

3.365.1 Detailed Description	233
3.366pMainloop Struct Reference	233
3.366.1 Detailed Description	234
3.367point_XYZ Struct Reference	234
3.367.1 Detailed Description	234
3.368pointer2pointer Struct Reference	234
3.368.1 Detailed Description	235
3.369PointerHash Struct Reference	235
3.369.1 Detailed Description	235
3.370PointerHashEntry Struct Reference	235
3.370.1 Detailed Description	235
3.371pOpenGL_Utils Struct Reference	236
3.371.1 Detailed Description	236
3.372pPluginSocket Struct Reference	236
3.372.1 Detailed Description	236
3.373ppuginUtils Struct Reference	237
3.373.1 Detailed Description	237
3.374pProdCon Struct Reference	237
3.374.1 Detailed Description	237
3.375PQhandleElem Struct Reference	237
3.375.1 Detailed Description	238
3.376PQnode Struct Reference	238
3.376.1 Detailed Description	238
3.377pRasterFont Struct Reference	238
3.377.1 Detailed Description	238
3.378pRenderFuncs Struct Reference	239
3.378.1 Detailed Description	239
3.379pRenderTextures Struct Reference	239
3.379.1 Detailed Description	240
3.380PriorityQ Struct Reference	240

3.380.1 Detailed Description	240
3.381profile_entry Struct Reference	240
3.381.1 Detailed Description	241
3.382org.web3d.x3d.sai.ProfileInfo Interface Reference	241
3.382.1 Detailed Description	241
3.383proftablestruct Struct Reference	241
3.383.1 Detailed Description	241
3.384ProtoDefinition Struct Reference	242
3.384.1 Detailed Description	242
3.385ProtoElementPointer Struct Reference	242
3.385.1 Detailed Description	242
3.386ProtoFieldDecl Struct Reference	242
3.386.1 Detailed Description	243
3.387protolInsert Struct Reference	243
3.387.1 Detailed Description	243
3.388PROTOInstanceEntry Struct Reference	243
3.388.1 Detailed Description	243
3.389PROTOnameStruct Struct Reference	244
3.389.1 Detailed Description	244
3.390ProtoRoute Struct Reference	244
3.390.1 Detailed Description	244
3.391pSensInterps Struct Reference	244
3.391.1 Detailed Description	245
3.392pSnapshot Struct Reference	245
3.392.1 Detailed Description	245
3.393PSStruct Struct Reference	245
3.393.1 Detailed Description	246
3.394pstatusbar Struct Reference	246
3.394.1 Detailed Description	246
3.395pStreamPoly Struct Reference	246

3.395.1 Detailed Description	246
3.396pTess Struct Reference	247
3.396.1 Detailed Description	247
3.397pTextures Struct Reference	247
3.397.1 Detailed Description	247
3.398pViewer Struct Reference	247
3.398.1 Detailed Description	248
3.399pX3DParser Struct Reference	248
3.399.1 Detailed Description	248
3.400pX3DProtoScript Struct Reference	248
3.400.1 Detailed Description	249
3.401quaternion Struct Reference	249
3.401.1 Detailed Description	249
3.402rb1 Struct Reference	249
3.402.1 Detailed Description	249
3.403resource_item Struct Reference	250
3.403.1 Detailed Description	250
3.404s_renderer_capabilities_t Struct Reference	250
3.404.1 Detailed Description	251
3.405s_shader_capabilities Struct Reference	251
3.405.1 Detailed Description	252
3.406sCollisionGeometry Struct Reference	252
3.406.1 Detailed Description	252
3.407sCollisionInfo Struct Reference	253
3.407.1 Detailed Description	253
3.408vrml.node.Script Class Reference	253
3.408.1 Detailed Description	253
3.409ScriptFieldDecl Struct Reference	254
3.409.1 Detailed Description	254
3.410ScriptFieldInstanceInfo Struct Reference	254

3.410.1 Detailed Description	254
3.411ScriptParamList Struct Reference	254
3.411.1 Detailed Description	255
3.412SensStruct Struct Reference	255
3.412.1 Detailed Description	255
3.413sFallInfo Struct Reference	255
3.413.1 Detailed Description	256
3.414vrml.field.SFBool Class Reference	256
3.414.1 Detailed Description	256
3.415org.web3d.x3d.sai.SFBool Interface Reference	257
3.415.1 Detailed Description	257
3.416SFColor Struct Reference	257
3.416.1 Detailed Description	257
3.417vrml.field.SFColor Class Reference	258
3.417.1 Detailed Description	258
3.418org.web3d.x3d.sai.SFColor Interface Reference	258
3.418.1 Detailed Description	259
3.419SFColorRGBA Struct Reference	259
3.419.1 Detailed Description	259
3.420org.web3d.x3d.sai.SFColorRGBA Interface Reference	259
3.420.1 Detailed Description	260
3.421org.web3d.x3d.sai.SFDouble Interface Reference	260
3.421.1 Detailed Description	260
3.422vrml.field.SFFloat Class Reference	260
3.422.1 Detailed Description	261
3.423org.web3d.x3d.sai.SFFloat Interface Reference	261
3.423.1 Detailed Description	261
3.424vrml.field.SFImage Class Reference	262
3.424.1 Detailed Description	262
3.425org.web3d.x3d.sai.SFImage Interface Reference	262

3.425.1 Detailed Description	263
3.426vrml.field.SFInt32 Class Reference	263
3.426.1 Detailed Description	263
3.427org.web3d.x3d.sai.SFInt32 Interface Reference	264
3.427.1 Detailed Description	264
3.428SFMatrix3d Struct Reference	264
3.428.1 Detailed Description	264
3.429SFMatrix3f Struct Reference	264
3.429.1 Detailed Description	265
3.430SFMatrix4d Struct Reference	265
3.430.1 Detailed Description	265
3.431SFMatrix4f Struct Reference	265
3.431.1 Detailed Description	265
3.432vrml.field.SFNode Class Reference	266
3.432.1 Detailed Description	266
3.433org.web3d.x3d.sai.SFNode Interface Reference	266
3.433.1 Detailed Description	267
3.434SFRotation Struct Reference	267
3.434.1 Detailed Description	267
3.435vrml.field.SFRotation Class Reference	267
3.435.1 Detailed Description	268
3.436org.web3d.x3d.sai.SFRotation Interface Reference	268
3.436.1 Detailed Description	268
3.437vrml.field.SFString Class Reference	269
3.437.1 Detailed Description	269
3.438org.web3d.x3d.sai.SFString Interface Reference	269
3.438.1 Detailed Description	270
3.439vrml.field.SFTime Class Reference	270
3.439.1 Detailed Description	270
3.440org.web3d.x3d.sai.SFTime Interface Reference	271

3.440.1 Detailed Description	271
3.441SFVec2d Struct Reference	271
3.441.1 Detailed Description	271
3.442org.web3d.x3d.sai.SFVec2d Interface Reference	272
3.442.1 Detailed Description	272
3.443SFVec2f Struct Reference	272
3.443.1 Detailed Description	272
3.444vrml.field.SFVec2f Class Reference	273
3.444.1 Detailed Description	273
3.445org.web3d.x3d.sai.SFVec2f Interface Reference	273
3.445.1 Detailed Description	274
3.446SFVec3d Struct Reference	274
3.446.1 Detailed Description	274
3.447org.web3d.x3d.sai.SFVec3d Interface Reference	274
3.447.1 Detailed Description	275
3.448SFVec3f Struct Reference	275
3.448.1 Detailed Description	275
3.449vrml.field.SFVec3f Class Reference	275
3.449.1 Detailed Description	276
3.450org.web3d.x3d.sai.SFVec3f Interface Reference	276
3.450.1 Detailed Description	276
3.451SFVec4d Struct Reference	276
3.451.1 Detailed Description	277
3.452SFVec4f Struct Reference	277
3.452.1 Detailed Description	277
3.453Shader_Script Struct Reference	277
3.453.1 Detailed Description	277
3.454shaderTableEntry Struct Reference	278
3.454.1 Detailed Description	278
3.455slice Struct Reference	278

3.455.1 Detailed Description	278
3.456sNavInfo Struct Reference	278
3.456.1 Detailed Description	278
3.457SNDFILE Struct Reference	279
3.457.1 Detailed Description	279
3.458iiglobal::tBindable Struct Reference	279
3.458.1 Detailed Description	279
3.459iiglobal::tcollision Struct Reference	279
3.459.1 Detailed Description	280
3.460iiglobal::tcommon Struct Reference	280
3.460.1 Detailed Description	280
3.461iiglobal::tComponent_EnviroSensor Struct Reference	280
3.461.1 Detailed Description	280
3.462iiglobal::tComponent_Geometry3D Struct Reference	280
3.462.1 Detailed Description	281
3.463iiglobal::tComponent_Geospatial Struct Reference	281
3.463.1 Detailed Description	281
3.464iiglobal::tComponent_HAnim Struct Reference	281
3.464.1 Detailed Description	281
3.465iiglobal::tComponent_KeyDevice Struct Reference	281
3.465.1 Detailed Description	282
3.466iiglobal::tComponent_Shape Struct Reference	282
3.466.1 Detailed Description	282
3.467iiglobal::tComponent_Sound Struct Reference	282
3.467.1 Detailed Description	282
3.468iiglobal::tComponent_Text Struct Reference	282
3.468.1 Detailed Description	283
3.469iiglobal::tComponent_VRML1 Struct Reference	283
3.469.1 Detailed Description	283
3.470iiglobal::tConsoleMessage Struct Reference	283

3.470.1 Detailed Description	283
3.471iiglobal::tCParse Struct Reference	283
3.471.1 Detailed Description	284
3.472iiglobal::tCParseParser Struct Reference	284
3.472.1 Detailed Description	284
3.473iiglobal::tCProto Struct Reference	284
3.473.1 Detailed Description	284
3.474iiglobal::tCRoutes Struct Reference	284
3.474.1 Detailed Description	285
3.475iiglobal::tCScripts Struct Reference	285
3.475.1 Detailed Description	285
3.476iiglobal::tCursorDraw Struct Reference	285
3.476.1 Detailed Description	285
3.477iiglobal::tdisplay Struct Reference	286
3.477.1 Detailed Description	286
3.478iiglobal::tEAI_C_CommonFunctions Struct Reference	286
3.478.1 Detailed Description	286
3.479iiglobal::tEAICore Struct Reference	287
3.479.1 Detailed Description	287
3.480iiglobal::tEAIEventsIn Struct Reference	287
3.480.1 Detailed Description	287
3.481iiglobal::tEAHelpers Struct Reference	287
3.481.1 Detailed Description	288
3.482textureTableIndexStruct Struct Reference	288
3.482.1 Detailed Description	288
3.483textureVertexInfo Struct Reference	288
3.483.1 Detailed Description	289
3.484iiglobal::tFrustum Struct Reference	289
3.484.1 Detailed Description	289
3.485iiglobal::tinternalc Struct Reference	289

3.485.1 Detailed Description	289
3.486iiglobal::tio_http Struct Reference	290
3.486.1 Detailed Description	290
3.487iiglobal::tJScript Struct Reference	290
3.487.1 Detailed Description	290
3.488iiglobal::tjsUtils Struct Reference	290
3.488.1 Detailed Description	290
3.489iiglobal::tjsVRMLBrowser Struct Reference	291
3.489.1 Detailed Description	291
3.490iiglobal::tjsVRMLClasses Struct Reference	291
3.490.1 Detailed Description	291
3.491iiglobal::tLoadTextures Struct Reference	291
3.491.1 Detailed Description	291
3.492iiglobal::tMainloop Struct Reference	292
3.492.1 Detailed Description	292
3.493iiglobal::tOpenGL_Utils Struct Reference	292
3.493.1 Detailed Description	292
3.494Touch Struct Reference	293
3.494.1 Detailed Description	293
3.495iiglobal::tPluginSocket Struct Reference	293
3.495.1 Detailed Description	293
3.496iiglobal::tpluginUtils Struct Reference	293
3.496.1 Detailed Description	293
3.497iiglobal::tProdCon Struct Reference	294
3.497.1 Detailed Description	294
3.498iiglobal::tRasterFont Struct Reference	294
3.498.1 Detailed Description	294
3.499iiglobal::tRenderFuncs Struct Reference	294
3.499.1 Detailed Description	295
3.500trenderstate Struct Reference	295

3.500.1 Detailed Description	295
3.501iiglobal::tRenderTextures Struct Reference	295
3.501.1 Detailed Description	295
3.502iiglobal::tresources Struct Reference	296
3.502.1 Detailed Description	296
3.503iiglobal::tSensInterps Struct Reference	296
3.503.1 Detailed Description	296
3.504iiglobal::tSnapshot Struct Reference	296
3.504.1 Detailed Description	296
3.505iiglobal::tstatusbar Struct Reference	297
3.505.1 Detailed Description	297
3.506iiglobal::tStreamPoly Struct Reference	297
3.506.1 Detailed Description	297
3.507iiglobal::tTess Struct Reference	297
3.507.1 Detailed Description	297
3.508iiglobal::tTextures Struct Reference	298
3.508.1 Detailed Description	298
3.509iiglobal::tthreads Struct Reference	298
3.509.1 Detailed Description	298
3.510iiglobal::tViewer Struct Reference	299
3.510.1 Detailed Description	299
3.511iiglobal::tX3DParser Struct Reference	299
3.511.1 Detailed Description	299
3.512iiglobal::tX3DProtoScript Struct Reference	299
3.512.1 Detailed Description	299
3.513un1 Union Reference	300
3.513.1 Detailed Description	300
3.514Uni_String Struct Reference	300
3.514.1 Detailed Description	300
3.515sai.eai.UnsupportedFieldTypeException Class Reference	300

3.515.1 Detailed Description	301
3.516vrml.external.FreeWRLEAI.UnsupportedFieldTypeException Class Reference	301
3.516.1 Detailed Description	301
3.517org.web3d.x3d.sai.URLUnavailableException Class Reference	301
3.517.1 Detailed Description	302
3.518Vector Struct Reference	302
3.518.1 Detailed Description	302
3.519vrml.external.FreeWRLEAI.VField Class Reference	302
3.519.1 Detailed Description	304
3.520sai.eai.VField Class Reference	304
3.520.1 Detailed Description	305
3.521vid_stream Struct Reference	305
3.521.1 Detailed Description	306
3.522viewer Struct Reference	307
3.522.1 Detailed Description	308
3.523viewer_examine Struct Reference	308
3.523.1 Detailed Description	308
3.524viewer_fly Struct Reference	308
3.524.1 Detailed Description	309
3.525viewer_inplane Struct Reference	309
3.525.1 Detailed Description	309
3.526viewer_walk Struct Reference	309
3.526.1 Detailed Description	309
3.527viewer_ypz Struct Reference	310
3.527.1 Detailed Description	310
3.528sai.eai.VIP Class Reference	310
3.528.1 Detailed Description	311
3.529vrml.external.FreeWRLEAI.VIP Class Reference	311
3.529.1 Detailed Description	311
3.530sai.eai.VMFCOLOR Class Reference	312

3.530.1 Detailed Description	312
3.531vrml.external.FreeWRLEAI.VMFCOLOR Class Reference	312
3.531.1 Detailed Description	313
3.532sai.eai.VMFFloat Class Reference	313
3.532.1 Detailed Description	313
3.533vrml.external.FreeWRLEAI.VMFFloat Class Reference	313
3.533.1 Detailed Description	314
3.534vrml.external.FreeWRLEAI.VMFInt32 Class Reference	314
3.534.1 Detailed Description	314
3.535sai.eai.VMFInt32 Class Reference	315
3.535.1 Detailed Description	315
3.536sai.eai.VMFRotation Class Reference	315
3.536.1 Detailed Description	316
3.537vrml.external.FreeWRLEAI.VMFRotation Class Reference	316
3.537.1 Detailed Description	316
3.538sai.eai.VMFString Class Reference	316
3.538.1 Detailed Description	317
3.539vrml.external.FreeWRLEAI.VMFString Class Reference	317
3.539.1 Detailed Description	317
3.540sai.eai.VMFVec2f Class Reference	318
3.540.1 Detailed Description	318
3.541vrml.external.FreeWRLEAI.VMFVec2f Class Reference	318
3.541.1 Detailed Description	319
3.542sai.eai.VMFVec3f Class Reference	319
3.542.1 Detailed Description	319
3.543vrml.external.FreeWRLEAI.VMFVec3f Class Reference	319
3.543.1 Detailed Description	320
3.544VRMLLexer Struct Reference	320
3.544.1 Detailed Description	320
3.545sai.eai.VRMLObject Class Reference	321

3.545.1 Detailed Description	321
3.546vrml.external.FreeWRLEAI.VRMLObject Class Reference	321
3.546.1 Detailed Description	322
3.547vrml.external.FreeWRLEAI.VRMLObjectObserver Interface Reference	322
3.547.1 Detailed Description	322
3.548sai.eai.VRMLObjectObserver Interface Reference	323
3.548.1 Detailed Description	323
3.549VRMLParser Struct Reference	323
3.549.1 Detailed Description	323
3.550sai.eai.VSFBool Class Reference	323
3.550.1 Detailed Description	324
3.551vrml.external.FreeWRLEAI.VSFBool Class Reference	324
3.551.1 Detailed Description	324
3.552sai.eai.VSFColor Class Reference	325
3.552.1 Detailed Description	325
3.553vrml.external.FreeWRLEAI.VSFColor Class Reference	325
3.553.1 Detailed Description	326
3.554sai.eai.VSFFloat Class Reference	326
3.554.1 Detailed Description	326
3.555vrml.external.FreeWRLEAI.VSFFloat Class Reference	326
3.555.1 Detailed Description	327
3.556vrml.external.FreeWRLEAI.VSFImage Class Reference	327
3.556.1 Detailed Description	327
3.557sai.eai.VSFImage Class Reference	328
3.557.1 Detailed Description	328
3.558vrml.external.FreeWRLEAI.VSFInt32 Class Reference	328
3.558.1 Detailed Description	329
3.559sai.eai.VSFInt32 Class Reference	329
3.559.1 Detailed Description	329
3.560vrml.external.FreeWRLEAI.VSFRotation Class Reference	329

3.560.1 Detailed Description	330
3.561 sai.eai.VSFRotation Class Reference	330
3.561.1 Detailed Description	330
3.562 vrml.external.FreeWRLEAI.VSFString Class Reference	331
3.562.1 Detailed Description	331
3.563 sai.eai.VSFString Class Reference	331
3.563.1 Detailed Description	332
3.564 vrml.external.FreeWRLEAI.VSFTime Class Reference	332
3.564.1 Detailed Description	332
3.565 sai.eai.VSFTime Class Reference	332
3.565.1 Detailed Description	333
3.566 vrml.external.FreeWRLEAI.VSFVec2f Class Reference	333
3.566.1 Detailed Description	333
3.567 sai.eai.VSFVec2f Class Reference	334
3.567.1 Detailed Description	334
3.568 vrml.external.FreeWRLEAI.VSFVec3f Class Reference	334
3.568.1 Detailed Description	335
3.569 sai.eai.VSFVec3f Class Reference	335
3.569.1 Detailed Description	335
3.570 X3D_Ancor Struct Reference	336
3.570.1 Detailed Description	336
3.571 X3D_Appearance Struct Reference	336
3.571.1 Detailed Description	337
3.572 X3D_Arc2D Struct Reference	337
3.572.1 Detailed Description	337
3.573 X3D_ArcClose2D Struct Reference	338
3.573.1 Detailed Description	338
3.574 X3D_AudioClip Struct Reference	338
3.574.1 Detailed Description	339
3.575 X3D_Background Struct Reference	339

3.575.1 Detailed Description	340
3.576X3D_Billboard Struct Reference	340
3.576.1 Detailed Description	341
3.577X3D_BooleanFilter Struct Reference	341
3.577.1 Detailed Description	341
3.578X3D_BooleanSequencer Struct Reference	342
3.578.1 Detailed Description	342
3.579X3D_BooleanToggle Struct Reference	342
3.579.1 Detailed Description	343
3.580X3D_BooleanTrigger Struct Reference	343
3.580.1 Detailed Description	343
3.581X3D_Box Struct Reference	343
3.581.1 Detailed Description	344
3.582X3D_CADAssembly Struct Reference	344
3.582.1 Detailed Description	344
3.583X3D_CADFace Struct Reference	345
3.583.1 Detailed Description	345
3.584X3D_CADLayer Struct Reference	345
3.584.1 Detailed Description	346
3.585X3D_CADPart Struct Reference	346
3.585.1 Detailed Description	346
3.586X3D_Circle2D Struct Reference	347
3.586.1 Detailed Description	347
3.587X3D_ClipPlane Struct Reference	347
3.587.1 Detailed Description	348
3.588X3D_Collision Struct Reference	348
3.588.1 Detailed Description	348
3.589X3D_Color Struct Reference	349
3.589.1 Detailed Description	349
3.590X3D_ColorInterpolator Struct Reference	349

3.590.1 Detailed Description	350
3.591X3D_ColorRGBA Struct Reference	350
3.591.1 Detailed Description	350
3.592X3D_ComposedCubeMapTexture Struct Reference	350
3.592.1 Detailed Description	351
3.593X3D_ComposedShader Struct Reference	351
3.593.1 Detailed Description	352
3.594X3D_Cone Struct Reference	352
3.594.1 Detailed Description	352
3.595X3D_Contour2D Struct Reference	353
3.595.1 Detailed Description	353
3.596X3D_ContourPolyLine2D Struct Reference	353
3.596.1 Detailed Description	354
3.597X3D_Coordinate Struct Reference	354
3.597.1 Detailed Description	354
3.598X3D_CoordinateDouble Struct Reference	354
3.598.1 Detailed Description	355
3.599X3D_CoordinateInterpolator Struct Reference	355
3.599.1 Detailed Description	355
3.600X3D_CoordinateInterpolator2D Struct Reference	356
3.600.1 Detailed Description	356
3.601X3D_Cylinder Struct Reference	356
3.601.1 Detailed Description	357
3.602X3D_CylinderSensor Struct Reference	357
3.602.1 Detailed Description	357
3.603X3D_DirectionalLight Struct Reference	358
3.603.1 Detailed Description	358
3.604X3D_DISEntityManager Struct Reference	358
3.604.1 Detailed Description	359
3.605X3D_DISEntityTypeMapping Struct Reference	359

3.605.1 Detailed Description	359
3.606X3D_Disk2D Struct Reference	360
3.606.1 Detailed Description	360
3.607X3D_EaseInEaseOut Struct Reference	360
3.607.1 Detailed Description	361
3.608X3D_ElevationGrid Struct Reference	361
3.608.1 Detailed Description	361
3.609X3D_EspduTransform Struct Reference	362
3.609.1 Detailed Description	364
3.610X3D_Extrusion Struct Reference	364
3.610.1 Detailed Description	364
3.611X3D_FillProperties Struct Reference	365
3.611.1 Detailed Description	365
3.612X3D_FloatVertexAttribute Struct Reference	365
3.612.1 Detailed Description	366
3.613X3D_Fog Struct Reference	366
3.613.1 Detailed Description	366
3.614X3D_FogCoordinate Struct Reference	367
3.614.1 Detailed Description	367
3.615X3D_FontStyle Struct Reference	367
3.615.1 Detailed Description	368
3.616X3D_GeneratedCubeMapTexture Struct Reference	368
3.616.1 Detailed Description	368
3.617X3D_GeoCoordinate Struct Reference	369
3.617.1 Detailed Description	369
3.618X3D_GeoElevationGrid Struct Reference	369
3.618.1 Detailed Description	370
3.619X3D_GeoLocation Struct Reference	370
3.619.1 Detailed Description	371
3.620X3D_GeoLOD Struct Reference	371

3.620.1 Detailed Description	372
3.621X3D_GeoMetadata Struct Reference	372
3.621.1 Detailed Description	372
3.622X3D_GeoOrigin Struct Reference	373
3.622.1 Detailed Description	373
3.623X3D_GeoPositionInterpolator Struct Reference	373
3.623.1 Detailed Description	374
3.624X3D_GeoProximitySensor Struct Reference	374
3.624.1 Detailed Description	375
3.625X3D_GeoTouchSensor Struct Reference	375
3.625.1 Detailed Description	376
3.626X3D_GeoTransform Struct Reference	376
3.626.1 Detailed Description	377
3.627X3D_GeoViewpoint Struct Reference	377
3.627.1 Detailed Description	378
3.628X3D_Group Struct Reference	378
3.628.1 Detailed Description	378
3.629X3D_HAnimDisplacer Struct Reference	379
3.629.1 Detailed Description	379
3.630X3D_HAnimHumanoid Struct Reference	379
3.630.1 Detailed Description	380
3.631X3D_HAnimJoint Struct Reference	380
3.631.1 Detailed Description	381
3.632X3D_HAnimSegment Struct Reference	381
3.632.1 Detailed Description	382
3.633X3D_HAnimSite Struct Reference	382
3.633.1 Detailed Description	382
3.634X3D_ImageCubeMapTexture Struct Reference	383
3.634.1 Detailed Description	383
3.635X3D_ImageTexture Struct Reference	383

3.635.1 Detailed Description	384
3.636X3D_IndexedFaceSet Struct Reference	384
3.636.1 Detailed Description	384
3.637X3D_IndexedLineSet Struct Reference	385
3.637.1 Detailed Description	385
3.638X3D_IndexedQuadSet Struct Reference	386
3.638.1 Detailed Description	386
3.639X3D_IndexedTriangleFanSet Struct Reference	386
3.639.1 Detailed Description	387
3.640X3D_IndexedTriangleSet Struct Reference	387
3.640.1 Detailed Description	388
3.641X3D_IndexedTriangleStripSet Struct Reference	388
3.641.1 Detailed Description	388
3.642X3D_Inline Struct Reference	389
3.642.1 Detailed Description	389
3.643X3D_IntegerSequencer Struct Reference	389
3.643.1 Detailed Description	390
3.644X3D_IntegerTrigger Struct Reference	390
3.644.1 Detailed Description	390
3.645X3D_KeySensor Struct Reference	391
3.645.1 Detailed Description	391
3.646X3D_LineProperties Struct Reference	391
3.646.1 Detailed Description	392
3.647X3D_LineSensor Struct Reference	392
3.647.1 Detailed Description	392
3.648X3D_LineSet Struct Reference	393
3.648.1 Detailed Description	393
3.649X3D_LoadSensor Struct Reference	393
3.649.1 Detailed Description	394
3.650X3D_LocalFog Struct Reference	394

3.650.1 Detailed Description	394
3.651X3D_LOD Struct Reference	395
3.651.1 Detailed Description	395
3.652X3D_Material Struct Reference	395
3.652.1 Detailed Description	396
3.653X3D_Matrix3VertexAttribute Struct Reference	396
3.653.1 Detailed Description	396
3.654X3D_Matrix4VertexAttribute Struct Reference	397
3.654.1 Detailed Description	397
3.655X3D_MetadataDouble Struct Reference	397
3.655.1 Detailed Description	398
3.656X3D_MetadataFloat Struct Reference	398
3.656.1 Detailed Description	398
3.657X3D_MetadataInteger Struct Reference	398
3.657.1 Detailed Description	399
3.658X3D_MetadataMFBool Struct Reference	399
3.658.1 Detailed Description	399
3.659X3D_MetadataMFColor Struct Reference	399
3.659.1 Detailed Description	400
3.660X3D_MetadataMFColorRGBA Struct Reference	400
3.660.1 Detailed Description	400
3.661X3D_MetadataMFDouble Struct Reference	400
3.661.1 Detailed Description	401
3.662X3D_MetadataMFFloat Struct Reference	401
3.662.1 Detailed Description	401
3.663X3D_MetadataMFInt32 Struct Reference	401
3.663.1 Detailed Description	402
3.664X3D_MetadataMFMatrix3d Struct Reference	402
3.664.1 Detailed Description	402
3.665X3D_MetadataMFMatrix3f Struct Reference	402

3.665.1 Detailed Description	403
3.666X3D_MetadataMFMatrix4d Struct Reference	403
3.666.1 Detailed Description	403
3.667X3D_MetadataMFMatrix4f Struct Reference	403
3.667.1 Detailed Description	404
3.668X3D_MetadataMFNode Struct Reference	404
3.668.1 Detailed Description	404
3.669X3D_MetadataMFRotation Struct Reference	404
3.669.1 Detailed Description	405
3.670X3D_MetadataMFString Struct Reference	405
3.670.1 Detailed Description	405
3.671X3D_MetadataMFTime Struct Reference	405
3.671.1 Detailed Description	406
3.672X3D_MetadataMFVec2d Struct Reference	406
3.672.1 Detailed Description	406
3.673X3D_MetadataMFVec2f Struct Reference	406
3.673.1 Detailed Description	407
3.674X3D_MetadataMFVec3d Struct Reference	407
3.674.1 Detailed Description	407
3.675X3D_MetadataMFVec3f Struct Reference	407
3.675.1 Detailed Description	408
3.676X3D_MetadataMFVec4d Struct Reference	408
3.676.1 Detailed Description	408
3.677X3D_MetadataMFVec4f Struct Reference	408
3.677.1 Detailed Description	409
3.678X3D_MetadataSet Struct Reference	409
3.678.1 Detailed Description	409
3.679X3D_MetadataSFBool Struct Reference	409
3.679.1 Detailed Description	410
3.680X3D_MetadataSFColor Struct Reference	410

3.680.1 Detailed Description	410
3.681X3D_MetadataSFColorRGBA Struct Reference	410
3.681.1 Detailed Description	411
3.682X3D_MetadataSFDouble Struct Reference	411
3.682.1 Detailed Description	411
3.683X3D_MetadataSFFloat Struct Reference	411
3.683.1 Detailed Description	412
3.684X3D_MetadataSFImage Struct Reference	412
3.684.1 Detailed Description	412
3.685X3D_MetadataSFInt32 Struct Reference	412
3.685.1 Detailed Description	413
3.686X3D_MetadataSFMatrix3d Struct Reference	413
3.686.1 Detailed Description	413
3.687X3D_MetadataSFMatrix3f Struct Reference	413
3.687.1 Detailed Description	414
3.688X3D_MetadataSFMatrix4d Struct Reference	414
3.688.1 Detailed Description	414
3.689X3D_MetadataSFMatrix4f Struct Reference	414
3.689.1 Detailed Description	415
3.690X3D_MetadataSFNode Struct Reference	415
3.690.1 Detailed Description	415
3.691X3D_MetadataSFRotation Struct Reference	415
3.691.1 Detailed Description	416
3.692X3D_MetadataSFString Struct Reference	416
3.692.1 Detailed Description	416
3.693X3D_MetadataSFTime Struct Reference	416
3.693.1 Detailed Description	417
3.694X3D_MetadataSFVec2d Struct Reference	417
3.694.1 Detailed Description	417
3.695X3D_MetadataSFVec2f Struct Reference	417

3.695.1 Detailed Description	418
3.696X3D_MetadataSFVec3d Struct Reference	418
3.696.1 Detailed Description	418
3.697X3D_MetadataSFVec3f Struct Reference	418
3.697.1 Detailed Description	419
3.698X3D_MetadataSFVec4d Struct Reference	419
3.698.1 Detailed Description	419
3.699X3D_MetadataSFVec4f Struct Reference	419
3.699.1 Detailed Description	420
3.700X3D_MetadataString Struct Reference	420
3.700.1 Detailed Description	420
3.701X3D_MovieTexture Struct Reference	421
3.701.1 Detailed Description	421
3.702X3D_MultiTexture Struct Reference	422
3.702.1 Detailed Description	422
3.703X3D_MultiTextureCoordinate Struct Reference	422
3.703.1 Detailed Description	423
3.704X3D_MultiTextureTransform Struct Reference	423
3.704.1 Detailed Description	423
3.705X3D_NavigationInfo Struct Reference	423
3.705.1 Detailed Description	424
3.706X3D_Node Struct Reference	424
3.706.1 Detailed Description	424
3.707X3D_Normal Struct Reference	425
3.707.1 Detailed Description	425
3.708X3D_NormalInterpolator Struct Reference	425
3.708.1 Detailed Description	426
3.709X3D_NurbsCurve Struct Reference	426
3.709.1 Detailed Description	426
3.710X3D_NurbsCurve2D Struct Reference	427

3.710.1 Detailed Description	427
3.711X3D_NurbsOrientationInterpolator Struct Reference	427
3.711.1 Detailed Description	428
3.712X3D_NurbsPatchSurface Struct Reference	428
3.712.1 Detailed Description	428
3.713X3D_NurbsPositionInterpolator Struct Reference	429
3.713.1 Detailed Description	429
3.714X3D_NurbsSet Struct Reference	429
3.714.1 Detailed Description	430
3.715X3D_NurbsSurfaceInterpolator Struct Reference	430
3.715.1 Detailed Description	430
3.716X3D_NurbsSweptSurface Struct Reference	431
3.716.1 Detailed Description	431
3.717X3D_NurbsSwungSurface Struct Reference	431
3.717.1 Detailed Description	432
3.718X3D_NurbsTextureCoordinate Struct Reference	432
3.718.1 Detailed Description	432
3.719X3D_NurbsTrimmedSurface Struct Reference	433
3.719.1 Detailed Description	433
3.720X3D_OrientationInterpolator Struct Reference	434
3.720.1 Detailed Description	434
3.721X3D_OrthoViewpoint Struct Reference	434
3.721.1 Detailed Description	435
3.722X3D_OSC_Sensor Struct Reference	435
3.722.1 Detailed Description	436
3.723X3D_PackagedShader Struct Reference	436
3.723.1 Detailed Description	436
3.724X3D_PickableGroup Struct Reference	437
3.724.1 Detailed Description	437
3.725X3D_PixelTexture Struct Reference	437

3.725.1 Detailed Description	438
3.726X3D_PlaneSensor Struct Reference	438
3.726.1 Detailed Description	438
3.727X3D_PointLight Struct Reference	439
3.727.1 Detailed Description	439
3.728X3D_PointPickSensor Struct Reference	439
3.728.1 Detailed Description	440
3.729X3D_PointSet Struct Reference	440
3.729.1 Detailed Description	441
3.730X3D_Polyline2D Struct Reference	441
3.730.1 Detailed Description	441
3.731X3D_Polypoint2D Struct Reference	441
3.731.1 Detailed Description	442
3.732X3D_PolyRep Struct Reference	442
3.732.1 Detailed Description	442
3.733X3D_PositionInterpolator Struct Reference	443
3.733.1 Detailed Description	443
3.734X3D_PositionInterpolator2D Struct Reference	443
3.734.1 Detailed Description	444
3.735X3D_ProgramShader Struct Reference	444
3.735.1 Detailed Description	444
3.736X3D_Proto Struct Reference	445
3.736.1 Detailed Description	445
3.737X3D_ProximitySensor Struct Reference	445
3.737.1 Detailed Description	446
3.738X3D_QuadSet Struct Reference	446
3.738.1 Detailed Description	447
3.739X3D_ReceiverPdu Struct Reference	447
3.739.1 Detailed Description	448
3.740X3D_Rectangle2D Struct Reference	448

3.740.1 Detailed Description	448
3.741X3D_ScalarInterpolator Struct Reference	449
3.741.1 Detailed Description	449
3.742X3D_Script Struct Reference	449
3.742.1 Detailed Description	450
3.743X3D_ShaderPart Struct Reference	450
3.743.1 Detailed Description	450
3.744X3D_ShaderProgram Struct Reference	450
3.744.1 Detailed Description	451
3.745X3D_Shape Struct Reference	451
3.745.1 Detailed Description	451
3.746X3D_SignalPdu Struct Reference	452
3.746.1 Detailed Description	452
3.747X3D_Sound Struct Reference	453
3.747.1 Detailed Description	453
3.748X3D_Sphere Struct Reference	453
3.748.1 Detailed Description	454
3.749X3D_SphereSensor Struct Reference	454
3.749.1 Detailed Description	454
3.750X3D_SplinePositionInterpolator Struct Reference	455
3.750.1 Detailed Description	455
3.751X3D_SplinePositionInterpolator2D Struct Reference	455
3.751.1 Detailed Description	456
3.752X3D_SplineScalarInterpolator Struct Reference	456
3.752.1 Detailed Description	456
3.753X3D_SpotLight Struct Reference	457
3.753.1 Detailed Description	457
3.754X3D_SquadOrientationInterpolator Struct Reference	458
3.754.1 Detailed Description	458
3.755X3D_StaticGroup Struct Reference	458

3.755.1 Detailed Description	459
3.756X3D_StringSensor Struct Reference	459
3.756.1 Detailed Description	459
3.757X3D_Switch Struct Reference	460
3.757.1 Detailed Description	460
3.758X3D_Text Struct Reference	460
3.758.1 Detailed Description	461
3.759X3D_TextureBackground Struct Reference	461
3.759.1 Detailed Description	462
3.760X3D_TextureCoordinate Struct Reference	462
3.760.1 Detailed Description	462
3.761X3D_TextureCoordinateGenerator Struct Reference	462
3.761.1 Detailed Description	463
3.762X3D_TextureProperties Struct Reference	463
3.762.1 Detailed Description	463
3.763X3D_TextureTransform Struct Reference	464
3.763.1 Detailed Description	464
3.764X3D_TimeSensor Struct Reference	464
3.764.1 Detailed Description	465
3.765X3D_TimeTrigger Struct Reference	465
3.765.1 Detailed Description	465
3.766X3D_TouchSensor Struct Reference	466
3.766.1 Detailed Description	466
3.767X3D_Transform Struct Reference	466
3.767.1 Detailed Description	467
3.768X3D_TransmitterPdu Struct Reference	467
3.768.1 Detailed Description	468
3.769X3D_TriangleFanSet Struct Reference	469
3.769.1 Detailed Description	469
3.770X3D_TriangleSet Struct Reference	469

3.770.1 Detailed Description	470
3.771X3D_TriangleSet2D Struct Reference	470
3.771.1 Detailed Description	471
3.772X3D_TriangleStripSet Struct Reference	471
3.772.1 Detailed Description	471
3.773X3D_TwoSidedMaterial Struct Reference	472
3.773.1 Detailed Description	472
3.774X3D_Viewpoint Struct Reference	473
3.774.1 Detailed Description	473
3.775X3D_ViewpointGroup Struct Reference	473
3.775.1 Detailed Description	474
3.776X3D_Virt Struct Reference	474
3.776.1 Detailed Description	474
3.777X3D_VisibilitySensor Struct Reference	475
3.777.1 Detailed Description	475
3.778X3D_WorldInfo Struct Reference	475
3.778.1 Detailed Description	476
3.779org.web3d.x3d.sai.X3DAppearanceChildNode Interface Reference	476
3.779.1 Detailed Description	476
3.780org.web3d.x3d.sai.X3DAppearanceNode Interface Reference	476
3.780.1 Detailed Description	476
3.781org.web3d.x3d.sai.X3DAudioClipNode Interface Reference	477
3.781.1 Detailed Description	477
3.782org.web3d.x3d.sai.X3DBackgroundNode Interface Reference	477
3.782.1 Detailed Description	478
3.783org.web3d.x3d.sai.X3DBindableNode Interface Reference	478
3.783.1 Detailed Description	478
3.784org.web3d.x3d.sai.X3DBoundedObject Interface Reference	479
3.784.1 Detailed Description	479
3.785org.web3d.x3d.sai.X3DChildNode Interface Reference	479

3.785.1 Detailed Description	480
3.786org.web3d.x3d.sai.X3DColorNode Interface Reference	480
3.786.1 Detailed Description	480
3.787org.web3d.x3d.sai.X3DComponent Interface Reference	480
3.787.1 Detailed Description	481
3.788org.web3d.x3d.sai.X3DComposedGeometryNode Interface Reference	481
3.788.1 Detailed Description	482
3.789org.web3d.x3d.sai.X3DCoordinateNode Interface Reference	482
3.789.1 Detailed Description	482
3.790org.web3d.x3d.sai.X3DDragSensorNode Interface Reference	482
3.790.1 Detailed Description	483
3.791org.web3d.x3d.sai.X3DEnvironmentalSensorNode Interface Reference	483
3.791.1 Detailed Description	483
3.792org.web3d.x3d.sai.X3DException Class Reference	484
3.792.1 Detailed Description	484
3.793org.web3d.x3d.sai.X3DExecutionContext Interface Reference	485
3.793.1 Detailed Description	486
3.794org.web3d.x3d.sai.X3DExternProtoDeclaration Interface Reference	486
3.794.1 Detailed Description	486
3.795org.web3d.x3d.sai.X3DField Interface Reference	486
3.795.1 Detailed Description	487
3.796org.web3d.x3d.sai.X3DFieldDefinition Interface Reference	488
3.796.1 Detailed Description	488
3.797org.web3d.x3d.sai.X3DFieldEvent Class Reference	488
3.797.1 Detailed Description	488
3.798org.web3d.x3d.sai.X3DFieldEventListener Interface Reference	489
3.798.1 Detailed Description	489
3.799org.web3d.x3d.sai.X3DFieldTypes Interface Reference	489
3.799.1 Detailed Description	490
3.800org.web3d.x3d.sai.X3DFontStyleNode Interface Reference	490

3.800.1 Detailed Description	491
3.801org.web3d.x3d.sai.X3DGeometricPropertyNode Interface Reference	491
3.801.1 Detailed Description	491
3.802org.web3d.x3d.sai.X3DGeometryNode Interface Reference	491
3.802.1 Detailed Description	492
3.803org.web3d.x3d.sai.X3DGroupingNode Interface Reference	492
3.803.1 Detailed Description	492
3.804org.web3d.x3d.sai.X3DInfoNode Interface Reference	492
3.804.1 Detailed Description	493
3.805org.web3d.x3d.sai.X3DInterpolatorNode Interface Reference	493
3.805.1 Detailed Description	493
3.806org.web3d.x3d.sai.X3DKeyDeviceSensorNode Interface Reference	493
3.806.1 Detailed Description	494
3.807org.web3d.x3d.sai.X3DLightNode Interface Reference	494
3.807.1 Detailed Description	494
3.808org.web3d.x3d.sai.X3DMaterialNode Interface Reference	495
3.808.1 Detailed Description	495
3.809org.web3d.x3d.sai.X3DMetadataObject Interface Reference	495
3.809.1 Detailed Description	495
3.810org.web3d.x3d.sai.X3DNetworkSensorNode Interface Reference	496
3.810.1 Detailed Description	496
3.811org.web3d.x3d.sai.X3DNode Interface Reference	496
3.811.1 Detailed Description	497
3.812org.web3d.x3d.sai.X3DNodeTypes Interface Reference	497
3.812.1 Detailed Description	498
3.813org.web3d.x3d.sai.X3DNormalNode Interface Reference	498
3.813.1 Detailed Description	499
3.814org.web3d.x3d.sai.X3DParametricGeometryNode Interface Reference	499
3.814.1 Detailed Description	499
3.815org.web3d.x3d.sai.X3DPerFrameObserverScript Interface Reference	499

3.815.1 Detailed Description	500
3.816org.web3d.x3d.sai.X3DPointingDeviceSensorNode Interface Reference	500
3.816.1 Detailed Description	500
3.817org.web3d.x3d.sai.X3DProtoDeclaration Interface Reference	500
3.817.1 Detailed Description	501
3.818org.web3d.x3d.sai.X3DProtoInstance Interface Reference	501
3.818.1 Detailed Description	501
3.819org.web3d.x3d.sai.X3DRoute Interface Reference	501
3.819.1 Detailed Description	502
3.820org.web3d.x3d.sai.X3DScene Interface Reference	502
3.820.1 Detailed Description	502
3.821org.web3d.x3d.sai.X3DScriptImplementation Interface Reference	503
3.821.1 Detailed Description	503
3.822org.web3d.x3d.sai.X3DScriptNode Interface Reference	503
3.822.1 Detailed Description	503
3.823org.web3d.x3d.sai.X3DSensorNode Interface Reference	504
3.823.1 Detailed Description	504
3.824org.web3d.x3d.sai.X3DSequencerNode Interface Reference	504
3.824.1 Detailed Description	505
3.825org.web3d.x3d.sai.X3DShapeNode Interface Reference	505
3.825.1 Detailed Description	505
3.826org.web3d.x3d.sai.X3DSoundNode Interface Reference	505
3.826.1 Detailed Description	506
3.827org.web3d.x3d.sai.X3DSoundSourceNode Interface Reference	506
3.827.1 Detailed Description	506
3.828org.web3d.x3d.sai.X3DTextNode Interface Reference	506
3.828.1 Detailed Description	507
3.829org.web3d.x3d.sai.X3DTexture2DNode Interface Reference	507
3.829.1 Detailed Description	507
3.830org.web3d.x3d.sai.X3DTextureCoordinateNode Interface Reference	507

3.830.1 Detailed Description	508
3.831org.web3d.x3d.sai.X3DTextureNode Interface Reference	508
3.831.1 Detailed Description	508
3.832org.web3d.x3d.sai.X3DTextureTransform2DNode Interface Reference	508
3.832.1 Detailed Description	509
3.833org.web3d.x3d.sai.X3DTextureTransformNode Interface Reference	509
3.833.1 Detailed Description	509
3.834org.web3d.x3d.sai.X3DTimeDependentNode Interface Reference	510
3.834.1 Detailed Description	510
3.835org.web3d.x3d.sai.X3DTouchSensorNode Interface Reference	511
3.835.1 Detailed Description	511
3.836org.web3d.x3d.sai.X3DTriggerNode Interface Reference	511
3.836.1 Detailed Description	512
3.837org.web3d.x3d.sai.X3DUrlObject Interface Reference	512
3.837.1 Detailed Description	512
3.838XY Struct Reference	512
3.838.1 Detailed Description	512

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

_BrowserNative	33
_cd_list_t	33
_CRnodeStruct	34
_FW_PluginInstance	34
_intX3D_MFBool	35
_intX3D_MFColor	35
_intX3D_MFColorRGBA	35
_intX3D_MFFloat	36
_intX3D_MFImage	36
_intX3D_MFInt32	36
_intX3D_MFNode	37
_intX3D_MFRotation	37
_intX3D_MFString	37
_intX3D_MFTime	38
_intX3D_MFVec2d	38
_intX3D_MFVec2f	38
_intX3D_MFVec3d	39
_intX3D_MFVec3f	39
_intX3D_SFBool	39
_intX3D_SFColor	40
_intX3D_SFColorRGBA	40
_intX3D_SFFloat	40
_intX3D_SFImage	41
_intX3D_SFInt32	41
_intX3D_SFNode	41
_intX3D_SFRotation	42
_intX3D_SFString	42
_intX3D_SFTime	42
_intX3D_SFVec2d	43
_intX3D_SFVec2f	43
_intX3D_SFVec3d	43
_intX3D_SFVec3f	44
_intX3DEventIn	44
_s_list_t	44
_SFColorNative	45

_SFColorRGBANative	45
_SFImageNative	45
_SFNodeNative	46
_SFRotationNative	46
_SFVec2fNative	46
_SFVec3dNative	47
_SFVec3fNative	47
_SFVec4dNative	47
_SFVec4fNative	48
_urlRequest	48
_X3DNode	49
ActiveRegion	49
anyVrml	50
vrml.BaseNode	50
vrml.node.Node	218
vrml.node.Script	253
block	51
brotoDefpair	51
brotoIS	51
brotoRoute	52
org.web3d.x3d.sai.Browser	52
org.web3d.x3d.sai.ExternalBrowser	117
sai.FreeWRLBrowser	122
vrml.Browser	53
sai.BrowserFactory	56
org.web3d.x3d.sai.BrowserFactoryImpl	56
vrml.external.BrowserGlobals	57
sai.BrowserGlobals	57
org.web3d.x3d.sai.BrowserInterface	58
sai.FreeWRLBrowser	122
vrml.external.BrowserInterface	58
vrml.external.Browser	54
CachedVertex	60
cbDataExactName	60
cbDataRootNameAndRouteDir	61
Cloneable	
vrml.Event	92
vrml.Field	118
vrml.ConstField	63
vrml.ConstMField	65
vrml.field.ConstMFColor	63
vrml.field.ConstMFFloat	64
vrml.field.ConstMFInt32	66
vrml.field.ConstMFNode	67
vrml.field.ConstMFRotation	68
vrml.field.ConstMFString	69
vrml.field.ConstMFTime	69
vrml.field.ConstMFVec2f	70
vrml.field.ConstMFVec3f	71
vrml.field.ConstSFBool	72
vrml.field.ConstSFColor	72
vrml.field.ConstSFFloat	73
vrml.field.ConstSFImage	74
vrml.field.ConstSFInt32	75
vrml.field.ConstSFNode	75
vrml.field.ConstSFRotation	76
vrml.field.ConstSFString	77

vrml.field.ConstSFTIME	77
vrml.field.ConstSFVec2f	78
vrml.field.ConstSFVec3f	79
vrml.field.SFBool	256
vrml.field.SFColor	258
vrml.field.SFFloat	260
vrml.field.SFImage	262
vrml.field.SFInt32	263
vrml.field.SFNode	266
vrml.field.SFRotation	267
vrml.field.SFString	269
vrml.field.SFTIME	270
vrml.field.SFVec2f	273
vrml.field.SFVec3f	275
vrml.MField	192
vrml.field.MFColor	186
vrml.field.MFFloat	189
vrml.field.MFInt32	194
vrml.field.MFNode	196
vrml.field.MFRotation	198
vrml.field.MFString	199
vrml.field.MFTIME	201
vrml.field.MFVec2f	203
vrml.field.MFVec3f	205
coded_block_pattern_entry	61
org.web3d.x3d.sai.ComponentInfo	61
sai.FWComponentInfo	134
CR_RegStruct	79
CRjsnameStruct	80
CRscriptStruct	80
CRStruct	81
currayhit	81
datChnk	81
dct_dc_size_entry	82
DDS_header	82
DdsLoadInfo	83
Dict	83
DictNode	84
EAI_ListenerStruct	84
vrml.external.FreeWRLEAI.EAIAsyncMessage	84
sai.eai.EAIAsyncMessage	85
vrml.external.FreeWRLEAI.EAIAsyncQueue	85
sai.eai.EAIAsyncQueue	86
sai.eai.EAIMessage	88
vrml.external.FreeWRLEAI.EAIMessage	88
EAINodeIndexStruct	89
EAINodeParams	89
sai.eai.EAIoutQueue	90
vrml.external.FreeWRLEAI.EAIoutQueue	90
ECMAValueStruct	91
EdgePair	92
vrml.external.field.EventIn	93
vrml.external.field.EventInMFColor	94
vrml.external.field.EventInMFFloat	94
vrml.external.field.EventInMFInt32	95
vrml.external.field.EventInMFNode	96
vrml.external.field.EventInMFRotation	96
vrml.external.field.EventInMFString	97

vrml.external.field.EventInMFVec2f	97
vrml.external.field.EventInMFVec3f	98
vrml.external.field.EventInSFBool	98
vrml.external.field.EventInSFColor	99
vrml.external.field.EventInSFFloat	99
vrml.external.field.EventInSFImage	100
vrml.external.field.EventInSFInt32	100
vrml.external.field.EventInSFNode	101
vrml.external.field.EventInSFRotation	101
vrml.external.field.EventInSFString	102
vrml.external.field.EventInSFTime	102
vrml.external.field.EventInSFVec2f	103
vrml.external.field.EventInSFVec3f	103
EventListener	
org.web3d.x3d.sai.BrowserListener	59
EventListener	
org.web3d.x3d.sai.X3DFieldEventListener	489
EventObject	
org.web3d.x3d.sai.BrowserEvent	55
org.web3d.x3d.sai.X3DFieldEvent	488
vrml.external.field.EventOut	104
vrml.external.field.EventOutMField	106
vrml.external.field.EventOutMFColor	105
vrml.external.field.EventOutMFFloat	105
vrml.external.field.EventOutMFInt32	107
vrml.external.field.EventOutMFNode	107
vrml.external.field.EventOutMFRotation	108
vrml.external.field.EventOutMFString	109
vrml.external.field.EventOutMFVec2f	109
vrml.external.field.EventOutMFVec3f	110
vrml.external.field.EventOutSFBool	111
vrml.external.field.EventOutSFColor	111
vrml.external.field.EventOutSFFloat	112
vrml.external.field.EventOutSFImage	112
vrml.external.field.EventOutSFInt32	113
vrml.external.field.EventOutSFNode	114
vrml.external.field.EventOutSFRotation	114
vrml.external.field.EventOutSFString	115
vrml.external.field.EventOutSFTime	115
vrml.external.field.EventOutSFVec2f	116
vrml.external.field.EventOutSFVec3f	116
vrml.external.field.EventOutObserver	110
Exception	
vrml.InvalidVRMLSyntaxException	180
vrml.InvalidX3DSyntaxException	181
FaceCount	117
FieldDecl	119
fieldNodeState	119
vrml.external.field.FieldTypes	120
FirstStruct	120
fmtChnk	121
freewrl_params	121
sai.FreeWRLBrowserInfo	124
sai.FreeWRLRendererInfo	130
fw_MaterialParameters	132
FWBITMAPFILEHEADER	133
FWBITMAPINFO	133
FWBITMAPINFOHEADER	133

vrml.FWCreateField	134
vrml.FWHelper	135
vrml.FWJavaScript	136
vrml.FWJavaScriptBinding	136
sai.FWProfInfo	147
FWRGBQUAD	149
FWSNDMSG	159
FXV	160
GLUface	160
GLUhalfEdge	160
GLUmesh	161
GLUtesselator	161
GLUvertex	162
GoP	163
vrml.external.IBrowser	163
vrml.external.Browser	54
iiiglobal	165
IllegalArgumentException	
vrml.InvalidEventInException	170
vrml.InvalidEventOutException	170
vrml.InvalidExposedFieldException	172
vrml.InvalidFieldChangeException	172
vrml.InvalidFieldException	173
vrml.InvalidRouteException	178
initialRouteStruct	167
key	181
keypressTuple	182
macroblock	182
matpropstruct	183
org.web3d.x3d.sai.Matrix	183
org.web3d.x3d.sai.Matrix3	184
org.web3d.x3d.sai.Matrix4	184
mb_addr_inc_entry	185
mb_type_entry	185
motion_vectors_entry	207
mouseTuple	207
Multi_Bool	207
Multi_Color	208
Multi_ColorRGBA	208
Multi_Double	209
Multi_Float	209
Multi_Int32	209
Multi_Matrix3d	210
Multi_Matrix3f	210
Multi_Matrix4d	211
Multi_Matrix4f	211
Multi_Node	211
Multi_Rotation	212
Multi_String	212
Multi_Time	213
Multi_Vec2d	213
Multi_Vec2f	213
Multi_Vec3d	214
Multi_Vec3f	214
Multi_Vec4d	215
Multi_Vec4f	215
multiTexParams	215
myArgs	216

MyVertex	216
nameValuePairs	217
NestedProtoField	217
vrml.external.Node	217
opened_file	221
orient_XYZA	221
pcollision	222
pcommon	222
pComponent_EnvironSensor	223
pComponent_Geometry3D	223
pComponent_Geospatial	223
pComponent_HAnim	224
pComponent_KeyDevice	224
pComponent_Shape	224
pComponent_Sound	225
pComponent_Text	225
pConsoleMessage	226
pCParse	226
pCParseParser	227
pCProto	227
pCRoutes	227
pCScripts	228
pCursorDraw	228
pEAI_C_CommonFunctions	228
pEAICore	229
pEAIEventsIn	229
pEAHelpers	229
pFrustum	230
pict	230
pict_image	231
pio_http	231
pJScript	232
playbackRecord	232
pLoadTextures	232
pMainloop	233
point_XYZ	234
pointer2pointer	234
PointerHash	235
PointerHashEntry	235
pOpenGL_Utills	236
pPluginSocket	236
ppluginUtills	237
pProdCon	237
PQhandleElem	237
PQnode	238
pRasterFont	238
pRenderFuncs	239
pRenderTextures	239
PriorityQ	240
profile_entry	240
org.web3d.x3d.sai.ProfileInfo	241
sai.FWPProfileInfo	147
proftablestruct	241
ProtoDefinition	242
ProtoElementPointer	242
ProtoFieldDecl	242
protoInsert	243
PROTOInstanceEntry	243

PROTOnameStruct	244
ProtoRoute	244
pSensInterps	244
pSnapshot	245
PSStruct	245
pstatusbar	246
pStreamPoly	246
pTess	247
pTextures	247
pViewer	247
pX3DParser	248
pX3DProtoScript	248
quaternion	249
rb1	249
resource_item	250
Runnable	
sai.eai.EAInThread	87
vrml.external.FreeWRLEAI.EAInThread	87
RuntimeException	
org.web3d.x3d.sai.X3DException	484
org.web3d.x3d.sai.BrowserNotSharedException	59
org.web3d.x3d.sai.ConnectionException	62
org.web3d.x3d.sai.ImportedNodeException	167
org.web3d.x3d.sai.InsufficientCapabilitiesException	168
org.web3d.x3d.sai.InvalidBrowserException	168
org.web3d.x3d.sai.InvalidDocumentException	169
org.web3d.x3d.sai.InvalidExecutionContextException	171
org.web3d.x3d.sai.InvalidFieldException	173
org.web3d.x3d.sai.InvalidFieldValueException	174
org.web3d.x3d.sai.InvalidNameException	174
org.web3d.x3d.sai.InvalidNodeException	175
org.web3d.x3d.sai.InvalidOperationTimingException	176
org.web3d.x3d.sai.InvalidProtoException	177
org.web3d.x3d.sai.InvalidRouteException	177
org.web3d.x3d.sai.InvalidURLException	178
org.web3d.x3d.sai.InvalidX3DException	180
org.web3d.x3d.sai.NodeInUseException	219
org.web3d.x3d.sai.NodeUnavailableException	219
org.web3d.x3d.sai.NoSuchBrowserException	220
org.web3d.x3d.sai.NotSupportedException	220
org.web3d.x3d.sai.URLUnavailableException	301
sai.eai.UnsupportedFieldTypeException	300
vrml.external.exception.InvalidEventInException	169
vrml.external.exception.InvalidEventOutException	171
vrml.external.exception.InvalidNodeException	175
vrml.external.exception.InvalidVrmlException	179
vrml.external.FreeWRLEAI.UnsupportedFieldTypeException	301
s_renderer_capabilities_t	250
s_shader_capabilities	251
sCollisionGeometry	252
sCollisionInfo	253
ScriptFieldDecl	254
ScriptFieldInstanceInfo	254
ScriptParamList	254
SecureClassLoader	
vrml.FWJavaScriptClassLoader	137
SensStruct	255
sFallInfo	255

SFColor	257
SFColorRGBA	259
SFMatrix3d	264
SFMatrix3f	264
SFMatrix4d	265
SFMatrix4f	265
SFRotation	267
SFVec2d	271
SFVec2f	272
SFVec3d	274
SFVec3f	275
SFVec4d	276
SFVec4f	277
Shader_Script	277
shaderTableEntry	278
slice	278
sNavInfo	278
SNDFILE	279
iiglobal::tBindable	279
iiglobal::tcollision	279
iiglobal::tcommon	280
iiglobal::tComponent_EnvironSensor	280
iiglobal::tComponent_Geometry3D	280
iiglobal::tComponent_Geospatial	281
iiglobal::tComponent_HAnim	281
iiglobal::tComponent_KeyDevice	281
iiglobal::tComponent_Shape	282
iiglobal::tComponent_Sound	282
iiglobal::tComponent_Text	282
iiglobal::tComponent_VRML1	283
iiglobal::tConsoleMessage	283
iiglobal::tCParse	283
iiglobal::tCParseParser	284
iiglobal::tCProto	284
iiglobal::tCRoutes	284
iiglobal::tCScripts	285
iiglobal::tCursorDraw	285
iiglobal::tdisplay	286
iiglobal::tEAI_C_CommonFunctions	286
iiglobal::tEAICore	287
iiglobal::tEAIEventsIn	287
iiglobal::tEAIHelpers	287
textureTableIndexStruct	288
textureVertexInfo	288
iiglobal::tFrustum	289
Thread	
sai.eai.EAIAsyncThread	86
sai.eai.EAIoutThread	90
vrml.external.FreeWRLEAI.EAIAsyncThread	86
vrml.external.FreeWRLEAI.EAIoutThread	91
iiglobal::tinternalc	289
iiglobal::tio_http	290
iiglobal::tJScript	290
iiglobal::tjsUtils	290
iiglobal::tjsVRMLBrowser	291
iiglobal::tjsVRMLClasses	291
iiglobal::tLoadTextures	291
iiglobal::tMainloop	292

liiglobal::tOpenGL_Utils	292
Touch	293
liiglobal::tPluginSocket	293
liiglobal::tpluginUtils	293
liiglobal::tProdCon	294
liiglobal::tRasterFont	294
liiglobal::tRenderFuncs	294
trenderstate	295
liiglobal::tRenderTextures	295
liiglobal::tresources	296
liiglobal::tSensInterps	296
liiglobal::tSnapshot	296
liiglobal::tstatusbar	297
liiglobal::tStreamPoly	297
liiglobal::tTess	297
liiglobal::tTextures	298
liiglobal::tthreads	298
liiglobal::tViewer	299
liiglobal::tX3DParser	299
liiglobal::tX3DProtoScript	299
un1	300
Uni_String	300
Vector	302
vrml.external.FreeWRLEAI.VField	302
vrml.external.FreeWRLEAI.VMFCOLOR	312
vrml.external.FreeWRLEAI.VMFFloat	313
vrml.external.FreeWRLEAI.VMFInt32	314
vrml.external.FreeWRLEAI.VMFRotation	316
vrml.external.FreeWRLEAI.VMFString	317
vrml.external.FreeWRLEAI.VMFVec2f	318
vrml.external.FreeWRLEAI.VMFVec3f	319
vrml.external.FreeWRLEAI.VSFBool	324
vrml.external.FreeWRLEAI.VSFColor	325
vrml.external.FreeWRLEAI.VSFFloat	326
vrml.external.FreeWRLEAI.VSFImage	327
vrml.external.FreeWRLEAI.VSFInt32	328
vrml.external.FreeWRLEAI.VSFRotation	329
vrml.external.FreeWRLEAI.VSFString	331
vrml.external.FreeWRLEAI.VSFTime	332
vrml.external.FreeWRLEAI.VSFVec2f	333
vrml.external.FreeWRLEAI.VSFVec3f	334
sai.eai.VField	304
sai.eai.VMFCOLOR	312
sai.eai.VMFFloat	313
sai.eai.VMFInt32	315
sai.eai.VMFRotation	315
sai.eai.VMFString	316
sai.eai.VMFVec2f	318
sai.eai.VMFVec3f	319
sai.eai.VSFBool	323
sai.eai.VSFColor	325
sai.eai.VSFFloat	326
sai.eai.VSFImage	328
sai.eai.VSFInt32	329
sai.eai.VSFRotation	330
sai.eai.VSFString	331
sai.eai.VSFTime	332
sai.eai.VSFVec2f	334

sai.eai.VSFVec3f	335
vid_stream	305
viewer	307
viewer_examine	308
viewer_fly	308
viewer_inplane	309
viewer_walk	309
viewer_ypz	310
sai.eai.VIP	310
vrml.external.FreeWRLEAI.VIP	311
VRMLLexer	320
sai.eai.VRMLObject	321
vrml.external.FreeWRLEAI.VRMLObject	321
vrml.external.FreeWRLEAI.VRMLObjectObserver	322
sai.eai.VRMLObjectObserver	323
VRMLParser	323
X3D_Anchor	336
X3D_Appearance	336
X3D_Arc2D	337
X3D_ArcClose2D	338
X3D_AudioClip	338
X3D_Background	339
X3D_Billboard	340
X3D_BooleanFilter	341
X3D_BooleanSequencer	342
X3D_BooleanToggle	342
X3D_BooleanTrigger	343
X3D_Box	343
X3D_CADAssembly	344
X3D_CADFace	345
X3D_CADLayer	345
X3D_CADPart	346
X3D_Circle2D	347
X3D_ClipPlane	347
X3D_Collision	348
X3D_Color	349
X3D_ColorInterpolator	349
X3D_ColorRGBA	350
X3D_ComposedCubeMapTexture	350
X3D_ComposedShader	351
X3D_Cone	352
X3D_Contour2D	353
X3D_ContourPolyLine2D	353
X3D_Coordinate	354
X3D_CoordinateDouble	354
X3D_CoordinateInterpolator	355
X3D_CoordinateInterpolator2D	356
X3D_Cylinder	356
X3D_CylinderSensor	357
X3D_DirectionalLight	358
X3D_DISEntityManager	358
X3D_DISEntityTypeMapping	359
X3D_Disk2D	360
X3D_EaseInEaseOut	360
X3D_ElevationGrid	361
X3D_EspduTransform	362
X3D_Extrusion	364
X3D_FillProperties	365

X3D_FloatVertexAttribute	365
X3D_Fog	366
X3D_FogCoordinate	367
X3D_FontStyle	367
X3D_GeneratedCubeMapTexture	368
X3D_GeoCoordinate	369
X3D_GeoElevationGrid	369
X3D_GeoLocation	370
X3D_GeoLOD	371
X3D_GeoMetadata	372
X3D_GeoOrigin	373
X3D_GeoPositionInterpolator	373
X3D_GeoProximitySensor	374
X3D_GeoTouchSensor	375
X3D_GeoTransform	376
X3D_GeoViewpoint	377
X3D_Group	378
X3D_HAnimDisplacer	379
X3D_HAnimHumanoid	379
X3D_HAnimJoint	380
X3D_HAnimSegment	381
X3D_HAnimSite	382
X3D_ImageCubeMapTexture	383
X3D_ImageTexture	383
X3D_IndexedFaceSet	384
X3D_IndexedLineSet	385
X3D_IndexedQuadSet	386
X3D_IndexedTriangleFanSet	386
X3D_IndexedTriangleSet	387
X3D_IndexedTriangleStripSet	388
X3D_Inline	389
X3D_IntegerSequencer	389
X3D_IntegerTrigger	390
X3D_KeySensor	391
X3D_LineProperties	391
X3D_LineSensor	392
X3D_LineSet	393
X3D_LoadSensor	393
X3D_LocalFog	394
X3D_LOD	395
X3D_Material	395
X3D_Matrix3VertexAttribute	396
X3D_Matrix4VertexAttribute	397
X3D_MetadataDouble	397
X3D_MetadataFloat	398
X3D_MetadataInteger	398
X3D_MetadataMFBool	399
X3D_MetadataMFColor	399
X3D_MetadataMFColorRGBA	400
X3D_MetadataMFDouble	400
X3D_MetadataMFFloat	401
X3D_MetadataMFInt32	401
X3D_MetadataMFMatrix3d	402
X3D_MetadataMFMatrix3f	402
X3D_MetadataMFMatrix4d	403
X3D_MetadataMFMatrix4f	403
X3D_MetadataMFNode	404
X3D_MetadataMFRotation	404

X3D_MetadataMFString	405
X3D_MetadataMFTIME	405
X3D_MetadataMFVec2d	406
X3D_MetadataMFVec2f	406
X3D_MetadataMFVec3d	407
X3D_MetadataMFVec3f	407
X3D_MetadataMFVec4d	408
X3D_MetadataMFVec4f	408
X3D_MetadataSet	409
X3D_MetadataSFBool	409
X3D_MetadataSFColor	410
X3D_MetadataSFColorRGBA	410
X3D_MetadataSFDouble	411
X3D_MetadataSFFloat	411
X3D_MetadataSFImage	412
X3D_MetadataSFInt32	412
X3D_MetadataSFMatrix3d	413
X3D_MetadataSFMatrix3f	413
X3D_MetadataSFMatrix4d	414
X3D_MetadataSFMatrix4f	414
X3D_MetadataSFNode	415
X3D_MetadataSFRotation	415
X3D_MetadataSFString	416
X3D_MetadataSFTime	416
X3D_MetadataSFVec2d	417
X3D_MetadataSFVec2f	417
X3D_MetadataSFVec3d	418
X3D_MetadataSFVec3f	418
X3D_MetadataSFVec4d	419
X3D_MetadataSFVec4f	419
X3D_MetadataString	420
X3D_MovieTexture	421
X3D_MultiTexture	422
X3D_MultiTextureCoordinate	422
X3D_MultiTextureTransform	423
X3D_NavigationInfo	423
X3D_Node	424
X3D_Normal	425
X3D_NormalInterpolator	425
X3D_NurbsCurve	426
X3D_NurbsCurve2D	427
X3D_NurbsOrientationInterpolator	427
X3D_NurbsPatchSurface	428
X3D_NurbsPositionInterpolator	429
X3D_NurbsSet	429
X3D_NurbsSurfaceInterpolator	430
X3D_NurbsSweptSurface	431
X3D_NurbsSwungSurface	431
X3D_NurbsTextureCoordinate	432
X3D_NurbsTrimmedSurface	433
X3D_OrientationInterpolator	434
X3D_OrthoViewpoint	434
X3D_OSC_Sensor	435
X3D_PackagedShader	436
X3D_PickableGroup	437
X3D_PixelTexture	437
X3D_PlaneSensor	438
X3D_PointLight	439

X3D_PointPickSensor	439
X3D_PointSet	440
X3D_Polyline2D	441
X3D_Polypoint2D	441
X3D_PolyRep	442
X3D_PositionInterpolator	443
X3D_PositionInterpolator2D	443
X3D_ProgramShader	444
X3D_Proto	445
X3D_ProximitySensor	445
X3D_QuadSet	446
X3D_ReceiverPdu	447
X3D_Rectangle2D	448
X3D_ScalarInterpolator	449
X3D_Script	449
X3D_ShaderPart	450
X3D_ShaderProgram	450
X3D_Shape	451
X3D_SignalPdu	452
X3D_Sound	453
X3D_Sphere	453
X3D_SphereSensor	454
X3D_SplinePositionInterpolator	455
X3D_SplinePositionInterpolator2D	455
X3D_SplineScalarInterpolator	456
X3D_SpotLight	457
X3D_SquadOrientationInterpolator	458
X3D_StaticGroup	458
X3D_StringSensor	459
X3D_Switch	460
X3D_Text	460
X3D_TextureBackground	461
X3D_TextureCoordinate	462
X3D_TextureCoordinateGenerator	462
X3D_TextureProperties	463
X3D_TextureTransform	464
X3D_TimeSensor	464
X3D_TimeTrigger	465
X3D_TouchSensor	466
X3D_Transform	466
X3D_TransmitterPdu	467
X3D_TriangleFanSet	469
X3D_TriangleSet	469
X3D_TriangleSet2D	470
X3D_TriangleStripSet	471
X3D_TwoSidedMaterial	472
X3D_Viewpoint	473
X3D_ViewpointGroup	473
X3D_Virt	474
X3D_VisibilitySensor	475
X3D_WorldInfo	475
org.web3d.x3d.sai.X3DBoundedObject	479
org.web3d.x3d.sai.X3DGroupingNode	492
org.web3d.x3d.sai.X3DComponent	480
sai.FreeWRLComponent	124
org.web3d.x3d.sai.X3DExecutionContext	485
org.web3d.x3d.sai.X3DScene	502
sai.FreeWRLScene	131

org.web3d.x3d.sai.X3DField	486
org.web3d.x3d.sai.MField	191
org.web3d.x3d.sai.MFBool	186
org.web3d.x3d.sai.MFColor	187
sai.FWMFColor	138
org.web3d.x3d.sai.MFColorRGBA	188
sai.FWMFColorRGBA	139
org.web3d.x3d.sai.MFDouble	189
sai.FWMFDouble	139
org.web3d.x3d.sai.MFFloat	190
sai.FWMFFloat	140
org.web3d.x3d.sai.MFImage	193
org.web3d.x3d.sai.MFInt32	194
sai.FWMFInt32	141
org.web3d.x3d.sai.MFNode	195
sai.FWMFNode	142
org.web3d.x3d.sai.MFRotation	197
sai.FWMFRotation	142
org.web3d.x3d.sai.MFString	199
sai.FWMFString	143
org.web3d.x3d.sai.MFTime	200
org.web3d.x3d.sai.MFVec2d	202
sai.FWMFVec2d	144
org.web3d.x3d.sai.MFVec2f	203
sai.FWMFVec2f	145
org.web3d.x3d.sai.MFVec3d	204
sai.FWMFVec3d	145
org.web3d.x3d.sai.MFVec3f	206
sai.FWMFVec3f	146
sai.FreeWRLMField	128
sai.FWMFColor	138
sai.FWMFColorRGBA	139
sai.FWMFDouble	139
sai.FWMFFloat	140
sai.FWMFInt32	141
sai.FWMFNode	142
sai.FWMFRotation	142
sai.FWMFString	143
sai.FWMFVec2d	144
sai.FWMFVec2f	145
sai.FWMFVec3d	145
sai.FWMFVec3f	146
org.web3d.x3d.sai.SFBool	257
sai.FWSFBool	150
org.web3d.x3d.sai.SFColor	258
sai.FWSFColor	151
org.web3d.x3d.sai.SFColorRGBA	259
sai.FWSFColorRGBA	151
org.web3d.x3d.sai.SFDouble	260
sai.FWSFDouble	152
org.web3d.x3d.sai.SFFloat	261
sai.FWSFFloat	153
org.web3d.x3d.sai.SFImage	262
sai.FWSFImage	153
org.web3d.x3d.sai.SFInt32	264
sai.FWSFInt32	154

org.web3d.x3d.sai.SFNode	266
sai.FWSFNode	154
org.web3d.x3d.sai.SFRotation	268
sai.FWSFRotation	155
org.web3d.x3d.sai.SFString	269
sai.FWSFString	156
org.web3d.x3d.sai.SFTime	271
sai.FWSFTime	156
org.web3d.x3d.sai.SFVec2d	272
sai.FWSFVec2d	157
org.web3d.x3d.sai.SFVec2f	273
sai.FWSFVec2f	157
org.web3d.x3d.sai.SFVec3d	274
sai.FWSFVec3d	158
org.web3d.x3d.sai.SFVec3f	276
sai.FWSFVec3f	159
sai.FreeWRLField	125
sai.FreeWRLMField	128
sai.FWSFBool	150
sai.FWSFColor	151
sai.FWSFColorRGBA	151
sai.FWSFDouble	152
sai.FWSFFloat	153
sai.FWSFImage	153
sai.FWSFInt32	154
sai.FWSFNode	154
sai.FWSFRotation	155
sai.FWSFString	156
sai.FWSFTime	156
sai.FWSFVec2d	157
sai.FWSFVec2f	157
sai.FWSFVec3d	158
sai.FWSFVec3f	159
org.web3d.x3d.sai.X3DFieldDefinition	488
sai.FreeWRLFieldDefinition	126
org.web3d.x3d.sai.X3DFieldTypes	489
sai.FreeWRLFieldTypes	127
org.web3d.x3d.sai.X3DMetadataObject	495
org.web3d.x3d.sai.X3DNode	496
org.web3d.x3d.sai.X3DAppearanceChildNode	476
org.web3d.x3d.sai.X3DMaterialNode	495
org.web3d.x3d.sai.X3DTextureNode	508
org.web3d.x3d.sai.X3DTexture2DNode	507
org.web3d.x3d.sai.X3DTextureTransformNode	509
org.web3d.x3d.sai.X3DTextureTransform2DNode	508
org.web3d.x3d.sai.X3DAppearanceNode	476
org.web3d.x3d.sai.X3DChildNode	479
org.web3d.x3d.sai.X3DBindableNode	478
org.web3d.x3d.sai.X3DBackgroundNode	477
org.web3d.x3d.sai.X3DGroupingNode	492
org.web3d.x3d.sai.X3DInfoNode	492
org.web3d.x3d.sai.X3DInterpolatorNode	493
org.web3d.x3d.sai.X3DLightNode	494
org.web3d.x3d.sai.X3DScriptNode	503
org.web3d.x3d.sai.X3DSensorNode	504
org.web3d.x3d.sai.X3DEnvironmentalSensorNode	483

org.web3d.x3d.sai.X3DKeyDeviceSensorNode	493
org.web3d.x3d.sai.X3DNetworkSensorNode	496
org.web3d.x3d.sai.X3DPointingDeviceSensorNode	500
org.web3d.x3d.sai.X3DDragSensorNode	482
org.web3d.x3d.sai.X3DTouchSensorNode	511
org.web3d.x3d.sai.X3DSequencerNode	504
org.web3d.x3d.sai.X3DShapeNode	505
org.web3d.x3d.sai.X3DSoundNode	505
org.web3d.x3d.sai.X3DTimeDependentNode	510
org.web3d.x3d.sai.X3DAudioClipNode	477
org.web3d.x3d.sai.X3DTriggerNode	511
org.web3d.x3d.sai.X3DFontStyleNode	490
org.web3d.x3d.sai.X3DGeometricPropertyNode	491
org.web3d.x3d.sai.X3DColorNode	480
org.web3d.x3d.sai.X3DCoordinateNode	482
org.web3d.x3d.sai.X3DNormalNode	498
org.web3d.x3d.sai.X3DTextureCoordinateNode	507
org.web3d.x3d.sai.X3DGeometryNode	491
org.web3d.x3d.sai.X3DComposedGeometryNode	481
org.web3d.x3d.sai.X3DParametricGeometryNode	499
org.web3d.x3d.sai.X3DTextNode	506
org.web3d.x3d.sai.X3DProtoInstance	501
sai.FWProtoInstance	149
sai.FreeWRLNode	129
sai.FWProtoInstance	149
org.web3d.x3d.sai.X3DNodeTypes	497
sai.FreeWRLNodeTypes	129
org.web3d.x3d.sai.X3DProtoDeclaration	500
org.web3d.x3d.sai.X3DExternProtoDeclaration	486
sai.FWExternProtoDeclaration	135
sai.FWProtoDeclaration	148
sai.FWProtoDeclaration	148
org.web3d.x3d.sai.X3DRoute	501
sai.FWRoute	150
org.web3d.x3d.sai.X3DScriptImplementation	503
org.web3d.x3d.sai.X3DPerFrameObserverScript	499
org.web3d.x3d.sai.X3DSoundSourceNode	506
org.web3d.x3d.sai.X3DUrlObject	512
org.web3d.x3d.sai.X3DAudioClipNode	477
org.web3d.x3d.sai.X3DScriptNode	503
XY	512

Chapter 2

Data Structure Index

2.1 Data Structures

Here are the data structures with brief descriptions:

<code>_BrowserNative</code>	33
<code>_cd_list_t</code>	33
<code>_CRnodeStruct</code>	34
<code>_FW_PluginInstance</code>	34
<code>_intX3D_MFBool</code>	35
<code>_intX3D_MFColor</code>	35
<code>_intX3D_MFColorRGBA</code>	35
<code>_intX3D_MFFloat</code>	36
<code>_intX3D_MFImage</code>	36
<code>_intX3D_MFInt32</code>	36
<code>_intX3D_MFNode</code>	37
<code>_intX3D_MFRotation</code>	37
<code>_intX3D_MFString</code>	37
<code>_intX3D_MFTime</code>	38
<code>_intX3D_MFVec2d</code>	38
<code>_intX3D_MFVec2f</code>	38
<code>_intX3D_MFVec3d</code>	39
<code>_intX3D_MFVec3f</code>	39
<code>_intX3D_SFBool</code>	39
<code>_intX3D_SFColor</code>	40
<code>_intX3D_SFColorRGBA</code>	40
<code>_intX3D_SFFloat</code>	40
<code>_intX3D_SFImage</code>	41
<code>_intX3D_SFInt32</code>	41
<code>_intX3D_SFNode</code>	41
<code>_intX3D_SFRotation</code>	42
<code>_intX3D_SFString</code>	42
<code>_intX3D_SFTime</code>	42
<code>_intX3D_SFVec2d</code>	43
<code>_intX3D_SFVec2f</code>	43
<code>_intX3D_SFVec3d</code>	43
<code>_intX3D_SFVec3f</code>	44
<code>_intX3DEventIn</code>	44
<code>_s_list_t</code>	44
<code>_SFColorNative</code>	45

_SFColorRGBANative	45
_SFImageNative	45
_SFNodeNative	46
_SFRotationNative	46
_SFVec2fNative	46
_SFVec3dNative	47
_SFVec3fNative	47
_SFVec4dNative	47
_SFVec4fNative	48
_urlRequest	48
_X3DNode	49
ActiveRegion	49
anyVrml	50
vrml.BaseNode	50
block	51
brotoDefpair	51
brotoIS	51
brotoRoute	52
org.web3d.x3d.sai.Browser	52
vrml.Browser	53
vrml.external.Browser	54
org.web3d.x3d.sai.BrowserEvent	55
sai.BrowserFactory	56
org.web3d.x3d.sai.BrowserFactoryImpl	56
vrml.external.BrowserGlobals	57
sai.BrowserGlobals	57
org.web3d.x3d.sai.BrowserInterface	58
vrml.external.BrowserInterface	58
org.web3d.x3d.sai.BrowserListener	59
org.web3d.x3d.sai.BrowserNotSharedException	59
CachedVertex	60
cbDataExactName	60
cbDataRootNameAndRouteDir	61
coded_block_pattern_entry	61
org.web3d.x3d.sai.ComponentInfo	61
org.web3d.x3d.sai.ConnectionException	62
vrml.ConstField	63
vrml.field.ConstMFColor	63
vrml.field.ConstMFFloat	64
vrml.ConstMField	65
vrml.field.ConstMFInt32	66
vrml.field.ConstMFNode	67
vrml.field.ConstMFRotation	68
vrml.field.ConstMFString	69
vrml.field.ConstMFTIME	69
vrml.field.ConstMFVec2f	70
vrml.field.ConstMFVec3f	71
vrml.field.ConstSFBool	72
vrml.field.ConstSFColor	72
vrml.field.ConstSFFloat	73
vrml.field.ConstSFImage	74
vrml.field.ConstSFInt32	75
vrml.field.ConstSFNode	75
vrml.field.ConstSFRotation	76
vrml.field.ConstSFString	77
vrml.field.ConstSFTime	77
vrml.field.ConstSFVec2f	78
vrml.field.ConstSFVec3f	79

CR_RegStruct	79
CRjsnameStruct	80
CRscriptStruct	80
CRStruct	81
currayhit	81
datChnk	81
dct_dc_size_entry	82
DDS_header	82
DdsLoadInfo	83
Dict	83
DictNode	84
EAI_ListenerStruct	84
vrml.external.FreeWRLEAI.EAIAsyncMessage	84
sai.eai.EAIAsyncMessage	85
vrml.external.FreeWRLEAI.EAIAsyncQueue	85
sai.eai.EAIAsyncQueue	86
vrml.external.FreeWRLEAI.EAIAsyncThread	86
sai.eai.EAIAsyncThread	86
sai.eai.EAIinThread	87
vrml.external.FreeWRLEAI.EAIinThread	87
sai.eai.EAIMessage	88
vrml.external.FreeWRLEAI.EAIMessage	88
EAINodeIndexStruct	89
EAINodeParams	89
sai.eai.EAIoutQueue	90
vrml.external.FreeWRLEAI.EAIoutQueue	90
sai.eai.EAIoutThread	90
vrml.external.FreeWRLEAI.EAIoutThread	91
ECMAValueStruct	91
EdgePair	92
vrml.Event	92
vrml.external.field.EventIn	93
vrml.external.field.EventInMFColor	94
vrml.external.field.EventInMFFloat	94
vrml.external.field.EventInMFInt32	95
vrml.external.field.EventInMFNode	96
vrml.external.field.EventInMFRotation	96
vrml.external.field.EventInMFString	97
vrml.external.field.EventInMFVec2f	97
vrml.external.field.EventInMFVec3f	98
vrml.external.field.EventInSFBool	98
vrml.external.field.EventInSFColor	99
vrml.external.field.EventInSFFloat	99
vrml.external.field.EventInSFImage	100
vrml.external.field.EventInSFInt32	100
vrml.external.field.EventInSFNode	101
vrml.external.field.EventInSFRotation	101
vrml.external.field.EventInSFString	102
vrml.external.field.EventInSFTime	102
vrml.external.field.EventInSFVec2f	103
vrml.external.field.EventInSFVec3f	103
vrml.external.field.EventOut	104
vrml.external.field.EventOutMFColor	105
vrml.external.field.EventOutMFFloat	105
vrml.external.field.EventOutMField	106
vrml.external.field.EventOutMFInt32	107
vrml.external.field.EventOutMFNode	107
vrml.external.field.EventOutMFRotation	108

vrml.external.field.EventOutMFString	109
vrml.external.field.EventOutMFVec2f	109
vrml.external.field.EventOutMFVec3f	110
vrml.external.field.EventOutObserver	110
vrml.external.field.EventOutSFBool	111
vrml.external.field.EventOutSFColor	111
vrml.external.field.EventOutSFFloat	112
vrml.external.field.EventOutSFImage	112
vrml.external.field.EventOutSFInt32	113
vrml.external.field.EventOutSFNode	114
vrml.external.field.EventOutSFRotation	114
vrml.external.field.EventOutSFString	115
vrml.external.field.EventOutSFTime	115
vrml.external.field.EventOutSFVec2f	116
vrml.external.field.EventOutSFVec3f	116
org.web3d.x3d.sai.ExternalBrowser	117
FaceCount	117
vrml.Field	118
FieldDecl	119
fieldNodeState	119
vrml.external.field.FieldTypes	120
FirstStruct	120
fmtChnk	121
freewrl_params	
Initialization	121
sai.FreeWRLBrowser	122
sai.FreeWRLBrowserInfo	124
sai.FreeWRLComponent	124
sai.FreeWRLField	125
sai.FreeWRLFieldDefinition	126
sai.FreeWRLFieldTypes	127
sai.FreeWRLMField	128
sai.FreeWRLNode	129
sai.FreeWRLNodeTypes	129
sai.FreeWRLRendererInfo	130
sai.FreeWRLScene	131
fw_MaterialParameters	132
FWBITMAPFILEHEADER	133
FWBITMAPINFO	133
FWBITMAPINFOHEADER	133
sai.FWComponentInfo	134
vrml.FWCreateField	134
sai.FWExternProtoDeclaration	135
vrml.FWHelper	135
vrml.FWJavaScript	136
vrml.FWJavaScriptBinding	136
vrml.FWJavaScriptClassLoader	137
sai.FWMFColor	138
sai.FWMFColorRGBA	139
sai.FWMFDouble	139
sai.FWMFFloat	140
sai.FWMFInt32	141
sai.FWMFNode	142
sai.FWMFRotation	142
sai.FWMFString	143
sai.FWMFVec2d	144
sai.FWMFVec2f	145
sai.FWMFVec3d	145

sai.FWMFVec3f	146
sai.FWProfileInfo	147
sai.FWProfInfo	147
sai.FWProtoDeclaration	148
sai.FWProtoInstance	149
FWRGBQUAD	149
sai.FWRoute	150
sai.FWSFBool	150
sai.FWSFColor	151
sai.FWSFColorRGBA	151
sai.FWSFDouble	152
sai.FWSFFloat	153
sai.FWSFImage	153
sai.FWSFInt32	154
sai.FWSFNode	154
sai.FWSFRotation	155
sai.FWSFString	156
sai.FWSFTime	156
sai.FWSFVec2d	157
sai.FWSFVec2f	157
sai.FWSFVec3d	158
sai.FWSFVec3f	159
FWSNDMSG	159
FXV	160
GLUface	160
GLUhalfEdge	160
GLUmesh	161
GLUtesselator	161
GLUvertex	162
GoP	163
vrml.external.IBrowser	163
iiglobal	165
org.web3d.x3d.sai.ImportedException	167
initialRouteStruct	167
org.web3d.x3d.sai.InsufficientCapabilitiesException	168
org.web3d.x3d.sai.InvalidBrowserException	168
org.web3d.x3d.sai.InvalidDocumentException	169
vrml.external.exception.InvalidEventInException	169
vrml.InvalidEventInException	170
vrml.InvalidEventOutException	170
vrml.external.exception.InvalidEventOutException	171
org.web3d.x3d.sai.InvalidExecutionContextException	171
vrml.InvalidExposedFieldException	172
vrml.InvalidFieldChangeException	172
vrml.InvalidFieldException	173
org.web3d.x3d.sai.InvalidFieldException	173
org.web3d.x3d.sai.InvalidFieldValueException	174
org.web3d.x3d.sai.InvalidNameException	174
org.web3d.x3d.sai.InvalidNodeException	175
vrml.external.exception.InvalidNodeException	175
org.web3d.x3d.sai.InvalidOperationTimingException	176
org.web3d.x3d.sai.InvalidProtoException	177
org.web3d.x3d.sai.InvalidRouteException	177
vrml.InvalidRouteException	178
org.web3d.x3d.sai.InvalidURLException	178
vrml.external.exception.InvalidVrmlException	179
vrml.InvalidVRMLSyntaxException	180
org.web3d.x3d.sai.InvalidX3DException	180

<code>vrml.InvalidX3DSyntaxException</code>	181
<code>key</code>	181
<code>keypressTuple</code>	182
<code>macroblock</code>	182
<code>matpropstruct</code>	183
<code>org.web3d.x3d.sai.Matrix</code>	183
<code>org.web3d.x3d.sai.Matrix3</code>	184
<code>org.web3d.x3d.sai.Matrix4</code>	184
<code>mb_addr_inc_entry</code>	185
<code>mb_type_entry</code>	185
<code>org.web3d.x3d.sai.MFBool</code>	186
<code>vrml.field.MFColor</code>	186
<code>org.web3d.x3d.sai.MFColor</code>	187
<code>org.web3d.x3d.sai.MFColorRGBA</code>	188
<code>org.web3d.x3d.sai.MFDouble</code>	189
<code>vrml.field.MFFloat</code>	189
<code>org.web3d.x3d.sai.MFFloat</code>	190
<code>org.web3d.x3d.sai.MField</code>	191
<code>vrml.MField</code>	192
<code>org.web3d.x3d.sai.MFImage</code>	193
<code>org.web3d.x3d.sai.MFInt32</code>	194
<code>vrml.field.MFInt32</code>	194
<code>org.web3d.x3d.sai.MFNode</code>	195
<code>vrml.field.MFNode</code>	196
<code>org.web3d.x3d.sai.MFRotation</code>	197
<code>vrml.field.MFRotation</code>	198
<code>org.web3d.x3d.sai.MFString</code>	199
<code>vrml.field.MFString</code>	199
<code>org.web3d.x3d.sai.MFTime</code>	200
<code>vrml.field.MFTime</code>	201
<code>org.web3d.x3d.sai.MFVec2d</code>	202
<code>org.web3d.x3d.sai.MFVec2f</code>	203
<code>vrml.field.MFVec2f</code>	203
<code>org.web3d.x3d.sai.MFVec3d</code>	204
<code>vrml.field.MFVec3f</code>	205
<code>org.web3d.x3d.sai.MFVec3f</code>	206
<code>motion_vectors_entry</code>	207
<code>mouseTuple</code>	207
<code>Multi_Bool</code>	207
<code>Multi_Color</code>	208
<code>Multi_ColorRGBA</code>	208
<code>Multi_Double</code>	209
<code>Multi_Float</code>	209
<code>Multi_Int32</code>	209
<code>Multi_Matrix3d</code>	210
<code>Multi_Matrix3f</code>	210
<code>Multi_Matrix4d</code>	211
<code>Multi_Matrix4f</code>	211
<code>Multi_Node</code>	211
<code>Multi_Rotation</code>	212
<code>Multi_String</code>	212
<code>Multi_Time</code>	213
<code>Multi_Vec2d</code>	213
<code>Multi_Vec2f</code>	213
<code>Multi_Vec3d</code>	214
<code>Multi_Vec3f</code>	214
<code>Multi_Vec4d</code>	215
<code>Multi_Vec4f</code>	215

multiTexParams	215
myArgs	216
MyVertex	216
nameValuePairs	217
NestedProtoField	217
vrml.external.Node	217
vrml.node.Node	218
org.web3d.x3d.sai.NodeInUseException	219
org.web3d.x3d.sai.NodeUnavailableException	219
org.web3d.x3d.sai.NoSuchBrowserException	220
org.web3d.x3d.sai.NotSupportedException	220
opened_file	221
orient_XYZA	221
pcollision	222
pcommon	222
pComponent_EnvironSensor	223
pComponent_Geometry3D	223
pComponent_Geospatial	223
pComponent_HAnim	224
pComponent_KeyDevice	224
pComponent_Shape	224
pComponent_Sound	225
pComponent_Text	225
pConsoleMessage	226
pCParse	226
pCParseParser	227
pCProto	227
pCRoutes	227
pCScripts	228
pCursorDraw	228
pEAI_C_CommonFunctions	228
pEAICore	229
pEAIEventsIn	229
pEAHelpers	229
pFrustum	230
pict	230
pict_image	231
pio_http	231
pJScript	232
playbackRecord	232
pLoadTextures	232
pMainloop	233
point_XYZ	234
pointer2pointer	234
PointerHash	235
PointerHashEntry	235
pOpenGL_Utils	236
pPluginSocket	236
ppluginUtils	237
pProdCon	237
PQhandleElem	237
PQnode	238
pRasterFont	238
pRenderFuncs	239
pRenderTextures	239
PriorityQ	240
profile_entry	240
org.web3d.x3d.sai.ProfileInfo	241

profitablestruct	241
ProtoDefinition	242
ProtoElementPointer	242
ProtoFieldDecl	242
protoInsert	243
PROTOInstanceEntry	243
PROTOnameStruct	244
ProtoRoute	244
pSensInterps	244
pSnapshot	245
PSStruct	245
pstatusbar	246
pStreamPoly	246
pTess	247
pTextures	247
pViewer	247
pX3DParser	248
pX3DProtoScript	248
quaternion	249
rb1	249
resource_item	250
s_renderer_capabilities_t	250
s_shader_capabilities	251
sCollisionGeometry	252
sCollisionInfo	253
vrml.node.Script	253
ScriptFieldDecl	254
ScriptFieldInstanceInfo	254
ScriptParamList	254
SensStruct	255
sFallInfo	255
vrml.field.SFBool	256
org.web3d.x3d.sai.SFBool	257
SFColor	257
vrml.field.SFColor	258
org.web3d.x3d.sai.SFColor	258
SFColorRGBA	259
org.web3d.x3d.sai.SFColorRGBA	259
org.web3d.x3d.sai.SFDouble	260
vrml.field.SFFloat	260
org.web3d.x3d.sai.SFFloat	261
vrml.field.SFImage	262
org.web3d.x3d.sai.SFImage	262
vrml.field.SFInt32	263
org.web3d.x3d.sai.SFInt32	264
SFMatrix3d	264
SFMatrix3f	264
SFMatrix4d	265
SFMatrix4f	265
vrml.field.SFNode	266
org.web3d.x3d.sai.SFNode	266
SFRotation	267
vrml.field.SFRotation	267
org.web3d.x3d.sai.SFRotation	268
vrml.field.SFString	269
org.web3d.x3d.sai.SFString	269
vrml.field.SFTime	270
org.web3d.x3d.sai.SFTime	271

SFVec2d	271
org.web3d.x3d.sai.SFVec2d	272
SFVec2f	272
vrml.field.SFVec2f	273
org.web3d.x3d.sai.SFVec2f	273
SFVec3d	274
org.web3d.x3d.sai.SFVec3d	274
SFVec3f	275
vrml.field.SFVec3f	275
org.web3d.x3d.sai.SFVec3f	276
SFVec4d	276
SFVec4f	277
Shader_Script	277
shaderTableEntry	278
slice	278
sNavilInfo	278
SNDFILE	279
iiglobal::tBindable	279
iiglobal::tcollision	279
iiglobal::tcommon	280
iiglobal::tComponent_EnvironSensor	280
iiglobal::tComponent_Geometry3D	280
iiglobal::tComponent_Geospatial	281
iiglobal::tComponent_HAnim	281
iiglobal::tComponent_KeyDevice	281
iiglobal::tComponent_Shape	282
iiglobal::tComponent_Sound	282
iiglobal::tComponent_Text	282
iiglobal::tComponent_VRML1	283
iiglobal::tConsoleMessage	283
iiglobal::tCParse	283
iiglobal::tCParseParser	284
iiglobal::tCProto	284
iiglobal::tCRoutes	284
iiglobal::tCScripts	285
iiglobal::tCursorDraw	285
iiglobal::tdisplay	286
iiglobal::tEAI_C_CommonFunctions	286
iiglobal::tEAICore	287
iiglobal::tEAIEventsIn	287
iiglobal::tEAHelpers	287
textureTableIndexStruct	288
textureVertexInfo	288
iiglobal::tFrustum	289
iiglobal::tinternalc	289
iiglobal::tio_http	290
iiglobal::tJScript	290
iiglobal::tjsUtils	290
iiglobal::tjsVRMLBrowser	291
iiglobal::tjsVRMLClasses	291
iiglobal::tLoadTextures	291
iiglobal::tMainloop	292
iiglobal::tOpenGL_Utils	292
Touch	293
iiglobal::tPluginSocket	293
iiglobal::tpluginUtils	293
iiglobal::tProdCon	294
iiglobal::tRasterFont	294

iiglobal::tRenderFuncs	294
trenderstate	295
iiglobal::tRenderTextures	295
iiglobal::tresources	296
iiglobal::tSensInterps	296
iiglobal::tSnapshot	296
iiglobal::tstatusbar	297
iiglobal::tStreamPoly	297
iiglobal::tTess	297
iiglobal::tTextures	298
iiglobal::tthreads	298
iiglobal::tViewer	299
iiglobal::tX3DParser	299
iiglobal::tX3DProtoScript	299
un1	300
Uni_String	300
sai.eai.UnsupportedFieldTypeException	300
vrml.external.FreeWRLEAI.UnsupportedFieldTypeException	301
org.web3d.x3d.sai.URLUnavailableException	301
Vector	302
vrml.external.FreeWRLEAI.VField	302
sai.eai.VField	304
vid_stream	305
viewer	307
viewer_examine	308
viewer_fly	308
viewer_inplane	309
viewer_walk	309
viewer_ypz	310
sai.eai.VIP	310
vrml.external.FreeWRLEAI.VIP	311
sai.eai.VMFCColor	312
vrml.external.FreeWRLEAI.VMFCColor	312
sai.eai.VMFFloat	313
vrml.external.FreeWRLEAI.VMFFloat	313
vrml.external.FreeWRLEAI.VMFInt32	314
sai.eai.VMFInt32	315
sai.eai.VMFRotation	315
vrml.external.FreeWRLEAI.VMFRotation	316
sai.eai.VMFString	316
vrml.external.FreeWRLEAI.VMFString	317
sai.eai.VMFVec2f	318
vrml.external.FreeWRLEAI.VMFVec2f	318
sai.eai.VMFVec3f	319
vrml.external.FreeWRLEAI.VMFVec3f	319
VRMLLexer	320
sai.eai.VRMLObject	321
vrml.external.FreeWRLEAI.VRMLObject	321
vrml.external.FreeWRLEAI.VRMLObjectObserver	322
sai.eai.VRMLObjectObserver	323
VRMLParser	323
sai.eai.VSFBBool	323
vrml.external.FreeWRLEAI.VSFBBool	324
sai.eai.VSFCColor	325
vrml.external.FreeWRLEAI.VSFCColor	325
sai.eai.VSFFloat	326
vrml.external.FreeWRLEAI.VSFFloat	326
vrml.external.FreeWRLEAI.VSFImage	327

sai.eai.VSFIImage	328
vrml.external.FreeWRLEAI.VSFInt32	328
sai.eai.VSFInt32	329
vrml.external.FreeWRLEAI.VSFRotation	329
sai.eai.VSFRotation	330
vrml.external.FreeWRLEAI.VSFString	331
sai.eai.VSFString	331
vrml.external.FreeWRLEAI.VSFTime	332
sai.eai.VSFTime	332
vrml.external.FreeWRLEAI.VSFVec2f	333
sai.eai.VSFVec2f	334
vrml.external.FreeWRLEAI.VSFVec3f	334
sai.eai.VSFVec3f	335
X3D_Anchor	336
X3D_Appearance	336
X3D_Arc2D	337
X3D_ArcClose2D	338
X3D_AudioClip	338
X3D_Background	339
X3D_Billboard	340
X3D_BooleanFilter	341
X3D_BooleanSequencer	342
X3D_BooleanToggle	342
X3D_BooleanTrigger	343
X3D_Box	343
X3D_CADAssembly	344
X3D_CADFace	345
X3D_CADLayer	345
X3D_CADPart	346
X3D_Circle2D	347
X3D_ClipPlane	347
X3D_Collision	348
X3D_Color	349
X3D_ColorInterpolator	349
X3D_ColorRGBA	350
X3D_ComposedCubeMapTexture	350
X3D_ComposedShader	351
X3D_Cone	352
X3D_Contour2D	353
X3D_ContourPolyLine2D	353
X3D_Coordinate	354
X3D_CoordinateDouble	354
X3D_CoordinateInterpolator	355
X3D_CoordinateInterpolator2D	356
X3D_Cylinder	356
X3D_CylinderSensor	357
X3D_DirectionalLight	358
X3D_DISEntityManager	358
X3D_DISEntityTypeMapping	359
X3D_Disk2D	360
X3D_EaseInEaseOut	360
X3D_ElevationGrid	361
X3D_EspduTransform	362
X3D_Extrusion	364
X3D_FillProperties	365
X3D_FloatVertexAttribute	365
X3D_Fog	366
X3D_FogCoordinate	367

X3D_FontStyle	367
X3D_GeneratedCubeMapTexture	368
X3D_GeoCoordinate	369
X3D_GeoElevationGrid	369
X3D_GeoLocation	370
X3D_GeoLOD	371
X3D_GeoMetadata	372
X3D_GeoOrigin	373
X3D_GeoPositionInterpolator	373
X3D_GeoProximitySensor	374
X3D_GeoTouchSensor	375
X3D_GeoTransform	376
X3D_GeoViewpoint	377
X3D_Group	378
X3D_HAnimDisplacer	379
X3D_HAnimHumanoid	379
X3D_HAnimJoint	380
X3D_HAnimSegment	381
X3D_HAnimSite	382
X3D_ImageCubeMapTexture	383
X3D_ImageTexture	383
X3D_IndexedFaceSet	384
X3D_IndexedLineSet	385
X3D_IndexedQuadSet	386
X3D_IndexedTriangleFanSet	386
X3D_IndexedTriangleSet	387
X3D_IndexedTriangleStripSet	388
X3D_Inline	389
X3D_IntegerSequencer	389
X3D_IntegerTrigger	390
X3D_KeySensor	391
X3D_LineProperties	391
X3D_LineSensor	392
X3D_LineSet	393
X3D_LoadSensor	393
X3D_LocalFog	394
X3D_LOD	395
X3D_Material	395
X3D_Matrix3VertexAttribute	396
X3D_Matrix4VertexAttribute	397
X3D_MetadataDouble	397
X3D_MetadataFloat	398
X3D_MetadataInteger	398
X3D_MetadataMFBool	399
X3D_MetadataMFColor	399
X3D_MetadataMFColorRGBA	400
X3D_MetadataMFDouble	400
X3D_MetadataMFFloat	401
X3D_MetadataMFInt32	401
X3D_MetadataMFMatrix3d	402
X3D_MetadataMFMatrix3f	402
X3D_MetadataMFMatrix4d	403
X3D_MetadataMFMatrix4f	403
X3D_MetadataMFNode	404
X3D_MetadataMFRotation	404
X3D_MetadataMFString	405
X3D_MetadataMFTime	405
X3D_MetadataMFVec2d	406

X3D_MetadataMFVec2f	406
X3D_MetadataMFVec3d	407
X3D_MetadataMFVec3f	407
X3D_MetadataMFVec4d	408
X3D_MetadataMFVec4f	408
X3D_MetadataSet	409
X3D_MetadataSFBool	409
X3D_MetadataSFColor	410
X3D_MetadataSFColorRGBA	410
X3D_MetadataSFDouble	411
X3D_MetadataSFFloat	411
X3D_MetadataSFImage	412
X3D_MetadataSFInt32	412
X3D_MetadataSFMatrix3d	413
X3D_MetadataSFMatrix3f	413
X3D_MetadataSFMatrix4d	414
X3D_MetadataSFMatrix4f	414
X3D_MetadataSFNode	415
X3D_MetadataSFRotation	415
X3D_MetadataSFString	416
X3D_MetadataSFTime	416
X3D_MetadataSFVec2d	417
X3D_MetadataSFVec2f	417
X3D_MetadataSFVec3d	418
X3D_MetadataSFVec3f	418
X3D_MetadataSFVec4d	419
X3D_MetadataSFVec4f	419
X3D_MetadataString	420
X3D_MovieTexture	421
X3D_MultiTexture	422
X3D_MultiTextureCoordinate	422
X3D_MultiTextureTransform	423
X3D_NavigationInfo	423
X3D_Node	424
X3D_Normal	425
X3D_NormalInterpolator	425
X3D_NurbsCurve	426
X3D_NurbsCurve2D	427
X3D_NurbsOrientationInterpolator	427
X3D_NurbsPatchSurface	428
X3D_NurbsPositionInterpolator	429
X3D_NurbsSet	429
X3D_NurbsSurfaceInterpolator	430
X3D_NurbsSweptSurface	431
X3D_NurbsSwungSurface	431
X3D_NurbsTextureCoordinate	432
X3D_NurbsTrimmedSurface	433
X3D_OrientationInterpolator	434
X3D_OrthoViewpoint	434
X3D_OSC_Sensor	435
X3D_PackagedShader	436
X3D_PickableGroup	437
X3D_PixelTexture	437
X3D_PlaneSensor	438
X3D_PointLight	439
X3D_PointPickSensor	439
X3D_PointSet	440
X3D_Polyline2D	441

X3D_Polypoint2D	441
X3D_PolyRep	442
X3D_PositionInterpolator	443
X3D_PositionInterpolator2D	443
X3D_ProgramShader	444
X3D_Proto	445
X3D_ProximitySensor	445
X3D_QuadSet	446
X3D_ReceiverPdu	447
X3D_Rectangle2D	448
X3D_ScalarInterpolator	449
X3D_Script	449
X3D_ShaderPart	450
X3D_ShaderProgram	450
X3D_Shape	451
X3D_SignalPdu	452
X3D_Sound	453
X3D_Sphere	453
X3D_SphereSensor	454
X3D_SplinePositionInterpolator	455
X3D_SplinePositionInterpolator2D	455
X3D_SplineScalarInterpolator	456
X3D_SpotLight	457
X3D_SquadOrientationInterpolator	458
X3D_StaticGroup	458
X3D_StringSensor	459
X3D_Switch	460
X3D_Text	460
X3D_TextureBackground	461
X3D_TextureCoordinate	462
X3D_TextureCoordinateGenerator	462
X3D_TextureProperties	463
X3D_TextureTransform	464
X3D_TimeSensor	464
X3D_TimeTrigger	465
X3D_TouchSensor	466
X3D_Transform	466
X3D_TransmitterPdu	467
X3D_TriangleFanSet	469
X3D_TriangleSet	469
X3D_TriangleSet2D	470
X3D_TriangleStripSet	471
X3D_TwoSidedMaterial	472
X3D_Viewpoint	473
X3D_ViewpointGroup	473
X3D_Virt	474
X3D_VisibilitySensor	475
X3D_WorldInfo	475
org.web3d.x3d.sai.X3DAppearanceChildNode	476
org.web3d.x3d.sai.X3DAppearanceNode	476
org.web3d.x3d.sai.X3DAudioClipNode	477
org.web3d.x3d.sai.X3DBackgroundNode	477
org.web3d.x3d.sai.X3DBindableNode	478
org.web3d.x3d.sai.X3DBoundedObject	479
org.web3d.x3d.sai.X3DChildNode	479
org.web3d.x3d.sai.X3DColorNode	480
org.web3d.x3d.sai.X3DComponent	480
org.web3d.x3d.sai.X3DComposedGeometryNode	481

org.web3d.x3d.sai.X3DCoordinateNode	482
org.web3d.x3d.sai.X3DDragSensorNode	482
org.web3d.x3d.sai.X3DEnvironmentalSensorNode	483
org.web3d.x3d.sai.X3DException	484
org.web3d.x3d.sai.X3DExecutionContext	485
org.web3d.x3d.sai.X3DExternProtoDeclaration	486
org.web3d.x3d.sai.X3DField	486
org.web3d.x3d.sai.X3DFieldDefinition	488
org.web3d.x3d.sai.X3DFieldEvent	488
org.web3d.x3d.sai.X3DFieldEventListener	489
org.web3d.x3d.sai.X3DFieldTypes	489
org.web3d.x3d.sai.X3DFontStyleNode	490
org.web3d.x3d.sai.X3DGeometricPropertyNode	491
org.web3d.x3d.sai.X3DGeometryNode	491
org.web3d.x3d.sai.X3DGroupingNode	492
org.web3d.x3d.sai.X3DInfoNode	492
org.web3d.x3d.sai.X3DInterpolatorNode	493
org.web3d.x3d.sai.X3DKeyDeviceSensorNode	493
org.web3d.x3d.sai.X3DLightNode	494
org.web3d.x3d.sai.X3DMaterialNode	495
org.web3d.x3d.sai.X3DMetadataObject	495
org.web3d.x3d.sai.X3DNetworkSensorNode	496
org.web3d.x3d.sai.X3DNode	496
org.web3d.x3d.sai.X3DNodeTypes	497
org.web3d.x3d.sai.X3DNormalNode	498
org.web3d.x3d.sai.X3DParametricGeometryNode	499
org.web3d.x3d.sai.X3DPerFrameObserverScript	499
org.web3d.x3d.sai.X3DPointingDeviceSensorNode	500
org.web3d.x3d.sai.X3DProtoDeclaration	500
org.web3d.x3d.sai.X3DProtoInstance	501
org.web3d.x3d.sai.X3DRoute	501
org.web3d.x3d.sai.X3DScene	502
org.web3d.x3d.sai.X3DScriptImplementation	503
org.web3d.x3d.sai.X3DScriptNode	503
org.web3d.x3d.sai.X3DSensorNode	504
org.web3d.x3d.sai.X3DSequencerNode	504
org.web3d.x3d.sai.X3DShapeNode	505
org.web3d.x3d.sai.X3DSoundNode	505
org.web3d.x3d.sai.X3DSoundSourceNode	506
org.web3d.x3d.sai.X3DTextNode	506
org.web3d.x3d.sai.X3DTexture2DNode	507
org.web3d.x3d.sai.X3DTextureCoordinateNode	507
org.web3d.x3d.sai.X3DTextureNode	508
org.web3d.x3d.sai.X3DTextureTransform2DNode	508
org.web3d.x3d.sai.X3DTextureTransformNode	509
org.web3d.x3d.sai.X3DTimeDependentNode	510
org.web3d.x3d.sai.X3DTouchSensorNode	511
org.web3d.x3d.sai.X3DTriggerNode	511
org.web3d.x3d.sai.X3DUriObject	512
XY	512

Chapter 3

Data Structure Documentation

3.1 `_BrowserNative` Struct Reference

Data Fields

- int **dummyEntry**

3.1.1 Detailed Description

Definition at line 39 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/jsNative.h

3.2 `_cd_list_t` Struct Reference

Data Fields

- void * **elem**
- struct `_cd_list_t` * **next**
- struct `_cd_list_t` * **prev**

3.2.1 Detailed Description

Definition at line 80 of file list.h.

The documentation for this struct was generated from the following file:

- src/lib/list.h

3.3 `_CRnodeStruct` Struct Reference

Data Fields

- struct **X3D_Node** * **routeToNode**
- int **foffset**

3.3.1 Detailed Description

Definition at line 38 of file CRoutes.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CRoutes.h

3.4 `_FW_PluginInstance` Struct Reference

Data Fields

- int **interfaceFile** [2]
- Display * **display**
- int32 **x**
- int32 **y**
- uint32 **width**
- uint32 **height**
- Window **mozwindow**
- Window **fwwindow**
- pid_t **childPID**
- char * **fName**
- int **freewrl_running**
- int **interfacePipe** [2]
- char * **cacheFileName**
- int **cacheFileNameLen**
- FILE * **logFile**
- char * **logFileName**

3.4.1 Detailed Description

Definition at line 96 of file plugin_main.c.

The documentation for this struct was generated from the following file:

- src/plugin/plugin_main.c

3.5 _intX3D_MFBool Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFBool * p**

3.5.1 Detailed Description

Definition at line 81 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.6 _intX3D_MFColor Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFColor * p**

3.6.1 Detailed Description

Definition at line 72 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.7 _intX3D_MFColorRGBA Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFColorRGBA * p**

3.7.1 Detailed Description

Definition at line 73 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.8 `_intX3D_MFFloat` Struct Reference

Data Fields

- `int type`
- `int n`
- `_intX3D_SFFloat * p`

3.8.1 Detailed Description

Definition at line 74 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

3.9 `_intX3D_MFImage` Struct Reference

Data Fields

- `int type`
- `int n`
- `_intX3D_SFImage * p`

3.9.1 Detailed Description

Definition at line 85 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

3.10 `_intX3D_MFInt32` Struct Reference

Data Fields

- `int type`
- `int n`
- `_intX3D_SFInt32 * p`

3.10.1 Detailed Description

Definition at line 82 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

3.11 `_intX3D_MFNode` Struct Reference

Data Fields

- `int type`
- `int n`
- `_intX3D_SFNode * p`

3.11.1 Detailed Description

Definition at line 83 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

3.12 `_intX3D_MFRotation` Struct Reference

Data Fields

- `int type`
- `int n`
- `_intX3D_SFRotation * p`

3.12.1 Detailed Description

Definition at line 76 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

3.13 `_intX3D_MFString` Struct Reference

Data Fields

- `int type`
- `int n`
- `_intX3D_SFString * p`

3.13.1 Detailed Description

Definition at line 84 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

3.14 `_intX3D_MFTime` Struct Reference

Data Fields

- `int type`
- `int n`
- `_intX3D_SFTime * p`

3.14.1 Detailed Description

Definition at line 75 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

3.15 `_intX3D_MFVec2d` Struct Reference

Data Fields

- `int type`
- `int n`
- `_intX3D_SFVec2d * p`

3.15.1 Detailed Description

Definition at line 78 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

3.16 `_intX3D_MFVec2f` Struct Reference

Data Fields

- `int type`
- `int n`
- `_intX3D_SFVec2f * p`

3.16.1 Detailed Description

Definition at line 80 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

3.17 `_intX3D_MFVec3d` Struct Reference

Data Fields

- `int type`
- `int n`
- `_intX3D_SFVec3d * p`

3.17.1 Detailed Description

Definition at line 77 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

3.18 `_intX3D_MFVec3f` Struct Reference

Data Fields

- `int type`
- `int n`
- `_intX3D_SFVec3f * p`

3.18.1 Detailed Description

Definition at line 79 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

3.19 `_intX3D_SFBool` Struct Reference

Data Fields

- `int type`
- `int value`

3.19.1 Detailed Description

Definition at line 57 of file `X3DNode.h`.

The documentation for this struct was generated from the following file:

- `src/libeai/X3DNode.h`

3.20 `_intX3D_SFColor` Struct Reference

Data Fields

- int **type**
- float **c** [3]

3.20.1 Detailed Description

Definition at line 65 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.21 `_intX3D_SFColorRGBA` Struct Reference

Data Fields

- int **type**
- float **r** [4]

3.21.1 Detailed Description

Definition at line 68 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.22 `_intX3D_SFFloat` Struct Reference

Data Fields

- int **type**
- float **value**

3.22.1 Detailed Description

Definition at line 58 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.23 _intX3D_SFImage Struct Reference

Data Fields

- int **type**
- int **len**
- char * **strptr**

3.23.1 Detailed Description

Definition at line 70 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.24 _intX3D_SFInt32 Struct Reference

Data Fields

- int **type**
- int **value**

3.24.1 Detailed Description

Definition at line 60 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.25 _intX3D_SFNode Struct Reference

Data Fields

- int **type**
- int **adr**

3.25.1 Detailed Description

Definition at line 61 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.26 `_intX3D_SFRotation` Struct Reference

Data Fields

- int **type**
- float **r** [4]

3.26.1 Detailed Description

Definition at line 62 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.27 `_intX3D_SFString` Struct Reference

Data Fields

- int **type**
- int **len**
- char * **strptr**

3.27.1 Detailed Description

Definition at line 69 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.28 `_intX3D_SFTime` Struct Reference

Data Fields

- int **type**
- double **value**

3.28.1 Detailed Description

Definition at line 59 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.29 _intX3D_SFVec2d Struct Reference

Data Fields

- int **type**
- double **c** [2]

3.29.1 Detailed Description

Definition at line 64 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.30 _intX3D_SFVec2f Struct Reference

Data Fields

- int **type**
- float **c** [2]

3.30.1 Detailed Description

Definition at line 63 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.31 _intX3D_SFVec3d Struct Reference

Data Fields

- int **type**
- double **c** [3]

3.31.1 Detailed Description

Definition at line 67 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.32 `_intX3D_SFVec3f` Struct Reference

Data Fields

- int **type**
- float **c** [3]

3.32.1 Detailed Description

Definition at line 66 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.33 `_intX3DEventIn` Struct Reference

Data Fields

- int **nodeptr**
- int **offset**
- int **datatype**
- int **datasize**
- int **scripttype**
- char * **field**

3.33.1 Detailed Description

Definition at line 133 of file X3DNode.h.

The documentation for this struct was generated from the following file:

- src/libeai/X3DNode.h

3.34 `_s_list_t` Struct Reference

Data Fields

- void * **elem**
- struct `_s_list_t` * **next**

3.34.1 Detailed Description

Definition at line 37 of file list.h.

The documentation for this struct was generated from the following file:

- src/lib/list.h

3.35 **_SFCColorNative Struct Reference**

Data Fields

- int **valueChanged**
- struct **SFCColor v**

3.35.1 Detailed Description

Definition at line 76 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/jsNative.h

3.36 **_SFCColorRGBANative Struct Reference**

Data Fields

- int **valueChanged**
- struct **SFCColorRGBA v**

3.36.1 Detailed Description

Definition at line 81 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/jsNative.h

3.37 **_SFImageNative Struct Reference**

Data Fields

- int **valueChanged**

3.37.1 Detailed Description

Definition at line 72 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/jsNative.h

3.38 _SFNodeNative Struct Reference

Data Fields

- int **valueChanged**
- struct **X3D_Node** * **handle**
- char * **X3DString**
- int **fieldsExpanded**

3.38.1 Detailed Description

Definition at line 45 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/jsNative.h

3.39 _SFRotationNative Struct Reference

Data Fields

- int **valueChanged**
- struct **SFRotation** v

3.39.1 Detailed Description

Definition at line 52 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/jsNative.h

3.40 _SFVec2fNative Struct Reference

Data Fields

- int **valueChanged**
- struct **SFVec2f** v

3.40.1 Detailed Description

Definition at line 57 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/jsNative.h

3.41 **_SFVec3dNative Struct Reference**

Data Fields

- int **valueChanged**
- struct **SFVec3d v**

3.41.1 Detailed Description

Definition at line 67 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/jsNative.h

3.42 **_SFVec3fNative Struct Reference**

Data Fields

- int **valueChanged**
- struct **SFColor v**

3.42.1 Detailed Description

Definition at line 62 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/jsNative.h

3.43 **_SFVec4dNative Struct Reference**

Data Fields

- int **valueChanged**
- struct **SFVec4d v**

3.43.1 Detailed Description

Definition at line 91 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/jsNative.h

3.44 `_SFVec4fNative` Struct Reference

Data Fields

- int **valueChanged**
- struct **SFVec4f** **v**

3.44.1 Detailed Description

Definition at line 86 of file jsNative.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/jsNative.h

3.45 `_urlRequest` Struct Reference

Data Fields

- char **url** [FILENAME_MAX]
- void * **instance**
- unsigned int **notifyCode**

3.45.1 Detailed Description

Definition at line 57 of file pluginUtils.h.

The documentation for this struct was generated from the following files:

- src/lib/plugin/pluginUtils.h
- src/plugin/plugin_utils.h

3.46 _X3DNode Union Reference

Data Fields

- **int type**
- **_intX3D_MFBool X3D_MFBool**
- **_intX3D_SFBool X3D_SFBool**
- **_intX3D_SFFloat X3D_SFFloat**
- **_intX3D_SFTime X3D_SFTime**
- **_intX3D_SFInt32 X3D_SFInt32**
- **_intX3D_MFColor X3D_MFColor**
- **_intX3D_MFColorRGBA X3D_MFColorRGBA**
- **_intX3D_SFString X3D_SFString**
- **_intX3D_SFNode X3D_SFNode**
- **_intX3D_SFRotation X3D_SFRotation**
- **_intX3D_SFVec2f X3D_SFVec2f**
- **_intX3D_SFVec2d X3D_SFVec2d**
- **_intX3D_SFColor X3D_SFColor**
- **_intX3D_SFColor X3D_SFVec3f**
- **_intX3D_SFVec3d X3D_SFVec3d**
- **_intX3D_SFColorRGBA X3D_SFColorRGBA**
- **_intX3D_MFFloat X3D_MFFloat**
- **_intX3D_MFTime X3D_MFTime**
- **_intX3D_MFInt32 X3D_MFInt32**
- **_intX3D_MFString X3D_MFString**
- **_intX3D_MFNode X3D_MFNode**
- **_intX3D_MFRotation X3D_MFRotation**
- **_intX3D_MFVec2f X3D_MFVec2f**
- **_intX3D_MFVec3f X3D_MFVec3f**
- **_intX3D_MFImage X3D_MFImage**
- **_intX3D_MFVec3d X3D_MFVec3d**

3.46.1 Detailed Description

Definition at line 87 of file X3DNode.h.

The documentation for this union was generated from the following file:

- src/libeai/X3DNode.h

3.47 ActiveRegion Struct Reference

Data Fields

- **GLUhalfEdge * eUp**
- **DictNode * nodeUp**
- **int windingNumber**
- **GLboolean inside**
- **GLboolean sentinel**
- **GLboolean dirty**
- **GLboolean fixUpperEdge**

3.47.1 Detailed Description

Definition at line 59 of file sweep.h.

The documentation for this struct was generated from the following file:

- src/libtess/sweep.h

3.48 anyVrml Union Reference

3.48.1 Detailed Description

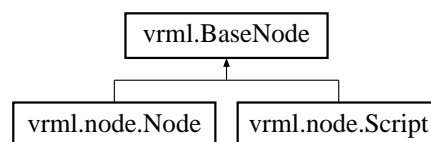
Definition at line 55 of file CParseGeneral.h.

The documentation for this union was generated from the following file:

- src/lib/vrml_parser/CParseGeneral.h

3.49 vrml.BaseNode Class Reference

Inheritance diagram for vrml.BaseNode:



Public Member Functions

- **BaseNode** (String id)
- void **_set_nodeid** (String id)
- String **_get_nodeid** ()
- String **getType** ()
- **Browser** **getBrowser** ()

3.49.1 Detailed Description

Definition at line 5 of file BaseNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/BaseNode.java

3.50 block Struct Reference

Data Fields

- short int **dct_recon** [8][8]
- short int **dct_dc_y_past**
- short int **dct_dc_cr_past**
- short int **dct_dc_cb_past**

3.50.1 Detailed Description

Definition at line 182 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.51 brotoDefpair Struct Reference

Data Fields

- struct **X3D_Node** * **node**
- char * **name**

3.51.1 Detailed Description

Definition at line 4279 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseParser.c

3.52 brotoIS Struct Reference

Data Fields

- struct **X3D_Proto** * **proto**
- char * **protofieldname**
- int **pmode**
- int **iprotofield**
- int **type**
- struct **X3D_Node** * **node**
- char * **nodefieldname**
- int **mode**
- int **ifield**
- int **source**

3.52.1 Detailed Description

Definition at line 4425 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseParser.c

3.53 brotoRoute Struct Reference

Data Fields

- struct **X3D_Node** * **fromNode**
- int **fromOfs**
- struct **X3D_Node** * **toNode**
- int **toOfs**
- int **ft**

3.53.1 Detailed Description

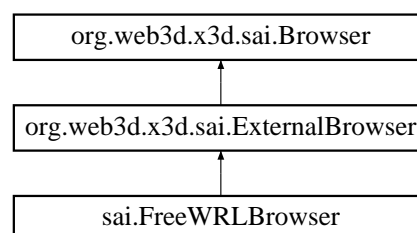
Definition at line 4052 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseParser.c

3.54 org.web3d.x3d.sai.Browser Interface Reference

Inheritance diagram for org.web3d.x3d.sai.Browser:



Public Member Functions

- **X3DScene importDocument** (Node element) throws InvalidBrowserException, InvalidDocumentException, NotSupportedException, ConnectionException
- String **getName** () throws InvalidBrowserException, ConnectionException
- String **getVersion** () throws InvalidBrowserException, ConnectionException
- **ProfileInfo getProfile** (String name) throws InvalidBrowserException, NotSupportedException, ConnectionException
- **ProfileInfo[] getSupportedProfiles** () throws InvalidBrowserException, ConnectionException
- **ComponentInfo[] getSupportedComponents** () throws InvalidBrowserException, ConnectionException
- **ComponentInfo getComponent** (String name, int level) throws InvalidBrowserException, NotSupportedException, ConnectionException
- **X3DExecutionContext getExecutionContext** () throws InvalidBrowserException, ConnectionException
- **X3DScene createScene** (**ProfileInfo** profile, **ComponentInfo[]** components) throws InvalidBrowserException, ConnectionException
- float **getCurrentSpeed** () throws InvalidBrowserException, ConnectionException
- float **getCurrentFrameRate** () throws InvalidBrowserException, ConnectionException
- void **replaceWorld** (**X3DScene** scene) throws InvalidBrowserException, ConnectionException
- void **loadURL** (String[] url, Map parameters) throws InvalidBrowserException, InvalidURLException, ConnectionException
- String **getDescription** () throws InvalidBrowserException, ConnectionException
- void **setDescription** (String desc) throws InvalidBrowserException, ConnectionException
- **X3DScene createX3DFromString** (String scene) throws InvalidBrowserException, InvalidX3DException, NotSupportedException, ConnectionException
- **X3DScene createX3DFromStream** (java.io.InputStream is) throws InvalidBrowserException, InvalidX3DException, NotSupportedException, java.io.IOException, ConnectionException
- **X3DScene createX3DFromURL** (String[] url) throws InvalidBrowserException, InvalidX3DException, ConnectionException, java.io.IOException
- java.util.Map **getRenderingProperties** () throws InvalidBrowserException, ConnectionException
- java.util.Map **getBrowserProperties** () throws InvalidBrowserException, ConnectionException
- void **nextViewpoint** () throws InvalidBrowserException, ConnectionException
- void **previousViewpoint** () throws InvalidBrowserException, ConnectionException
- void **firstViewpoint** () throws InvalidBrowserException, ConnectionException
- void **lastViewpoint** () throws InvalidBrowserException, ConnectionException
- void **print** (Object obj) throws InvalidBrowserException, ConnectionException
- void **println** (Object obj) throws InvalidBrowserException, ConnectionException
- void **dispose** ()

3.54.1 Detailed Description

Definition at line 5 of file Browser.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/Browser.java

3.55 vrml.Browser Class Reference

Public Member Functions

- String **toString** ()
- String **getName** ()
- String **getVersion** ()
- float **getCurrentSpeed** ()
- float **getCurrentFrameRate** ()
- **BaseNode[] createX3DFromString** (String x3dSyntax) throws InvalidX3DSyntaxException
- **BaseNode[] createVrmlFromString** (String vrmlSyntax) throws InvalidVRMLSyntaxException

3.55.1 Detailed Description

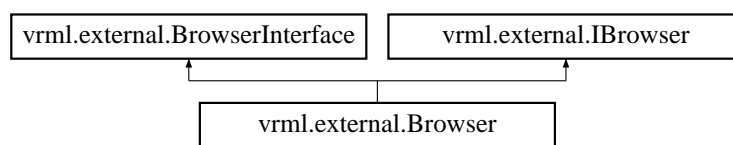
Definition at line 4 of file Browser.java.

The documentation for this class was generated from the following file:

- src/java/vrml/Browser.java

3.56 vrml.external.Browser Class Reference

Inheritance diagram for vrml.external.Browser:



Public Member Functions

- int **get_Browser_EVtype** (int event)
- **EventOutObserver** **get_Browser_EVObserver** (int eventno)
- void **Browser_RL_Async_send** (String EEventreply, int eventno)
- **Browser** (Applet pApplet, int portnum)
- **Browser** (Applet pApplet)
- **Browser** (Applet pApplet, String frameName, int index)
- String **getName** ()
- String **getVersion** ()
- int **getEncoding** ()
- float **getCurrentSpeed** ()
- float **getCurrentFrameRate** ()
- String **getWorldURL** ()
- String **getRenderingProperties** ()
- void **replaceWorld** (**Node**[] nodes) throws IllegalArgumentException
- void **loadURL** (String[] url, String[] parameter)
- void **firstViewpoint** ()
- void **lastViewpoint** ()
- void **nextViewpoint** ()
- void **previousViewpoint** ()
- void **setDescription** (String description)
- String **getDescription** ()
- **Node**[] **createX3DFromString** (String vrmlSyntax) throws InvalidVrmlException
- **Node**[] **createVrmlFromString** (String vrmlSyntax) throws InvalidVrmlException
- String **createNode** (String name)
- String **createProto** (String name)
- String **updateNamedNode** (String name, **Node** node)
- String **removeNamedNode** (String name)
- String **getProtoDeclaration** (String name)
- String **updateProtoDeclaration** (String name, String newProtoDecl)
- String **removeProtoDeclaration** (String name)

- String **getNodeFieldDefs** (Node myn)
- String **getNodeDEFName** (Node myn)
- String **getRoutes** ()
- String **getNodeType** (Node myn)
- void **createVrmlFromURL** (String[] url, Node node, String event)
- void **addRoute** (Node fromNode, String fromEventOut, Node toNode, String toEventIn) throws Illegal←
ArgumentException
- void **deleteRoute** (Node fromNode, String fromEventOut, Node toNode, String toEventIn) throws Illegal←
ArgumentException
- void **beginUpdate** ()
- void **endUpdate** ()
- void **initialize** ()
- void **shutdown** ()
- Node **getNode** (String getName) throws InvalidNodeException
- void **close** ()

Static Public Member Functions

- static Browser **getBrowser** (Applet pApplet)
- static Browser **getBrowser** (Applet pApplet, int portnum)
- static Browser **getBrowser** (Applet pApplet, String frameName, int index)
- static void **SendChildEvent** (int parent, int offset, String FieldName, int Child)
- static void **newSendEvent** (EventIn node, String Value)
- static String **SendEventOut** (int nodeptr, int offset, int datasize, String datatype, String command)
- static void **RegisterListener** (EventOutObserver f, Object userData, int nodeptr, int offset, String datatype, int datasize, int EventType)
- static void **unRegisterListener** (EventOutObserver f, int nodeptr, int offset, String datatype, int datasize, int EventType)

Static Protected Member Functions

- static String **SendNodeEAIType** (int nodeptr)
- static String **SendEventType** (int nodeptr, String FieldName, String direction)
- static synchronized String **getVRMLreply** (int queryno)

3.56.1 Detailed Description

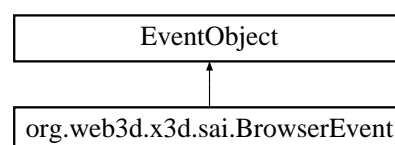
Definition at line 27 of file Browser.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/Browser.java

3.57 org.web3d.x3d.sai.BrowserEvent Class Reference

Inheritance diagram for org.web3d.x3d.sai.BrowserEvent:



Public Member Functions

- **BrowserEvent** (Object b, int a)
- int **getID** ()

Static Public Attributes

- static final int **INITIALIZED** = 0
- static final int **SHUTDOWN** = 1
- static final int **URL_ERROR** = 2
- static final int **CONNECTION_ERROR** = 10
- static final int **LAST_IDENTIFIER** = 100

3.57.1 Detailed Description

Definition at line 5 of file BrowserEvent.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/BrowserEvent.java

3.58 sai.BrowserFactory Class Reference

Static Public Member Functions

- static void **setBrowserFactoryImpl** (**BrowserFactoryImpl** fac) throws IllegalArgumentException, X3D↵Exception, SecurityException
- static **X3DComponent** **createX3DComponent** (Map params) throws NotSupportedException
- static **ExternalBrowser** **getBrowser** (Applet applet) throws NotSupportedException, NoSuchBrowser↵Exception
- static **ExternalBrowser** **getBrowser** (Applet applet, String frameName, int index) throws NotSupported↵Exception, NoSuchBrowserException
- static **ExternalBrowser** **getBrowser** (InetAddress address, int port) throws NotSupportedException, No↵SuchBrowserException, UnknownHostException, ConnectionException

3.58.1 Detailed Description

Definition at line 8 of file BrowserFactory.java.

The documentation for this class was generated from the following file:

- src/java/sai/BrowserFactory.java

3.59 org.web3d.x3d.sai.BrowserFactoryImpl Interface Reference

Inherited by sai.FreeWRLFactory.

Public Member Functions

- **ExternalBrowser getBrowser** (Applet applet) throws `NotSupportedException`, `NoSuchBrowserException`, `ConnectionException`
- **ExternalBrowser getBrowser** (Applet applet, String frameName, int index) throws `NotSupportedException`, `NoSuchBrowserException`, `ConnectionException`
- **ExternalBrowser getBrowser** (InetAddress add, int port) throws `NotSupportedException`, `NoSuchBrowserException`, `UnknownHostException`, `ConnectionException`
- **X3DComponent createX3DComponent** (Map args) throws `NotSupportedException`

3.59.1 Detailed Description

Definition at line 8 of file `BrowserFactoryImpl.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/BrowserFactoryImpl.java`

3.60 vrml.external.BrowserGlobals Class Reference

Static Public Attributes

- static double **TickTime** = 0.0
- static int **EVno** = 0
- static int **EVarray** [] = new int[256]
- static int **EVtype** [] = new int[256]
- static Object **EVObject** [] = new Object[256]
- static **EventOutObserver** **EObserver** [] = new **EventOutObserver**[256]
- static **EAIAsyncThread** **RL_Async**
- static int **queryno** = 1

3.60.1 Detailed Description

Definition at line 4 of file `BrowserGlobals.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/BrowserGlobals.java`

3.61 sai.BrowserGlobals Class Reference

Static Public Attributes

- static double **TickTime** = 0.0
- static int **EVno** = 0
- static int **EVarray** [] = new int[256]
- static int **EVtype** [] = new int[256]
- static Object **EVObject** [] = new Object[256]
- static **X3DFieldEventListener** **EObserver** [] = new **X3DFieldEventListener**[256]
- static **EAIAsyncThread** **RL_Async**
- static int **queryno** = 1

3.61.1 Detailed Description

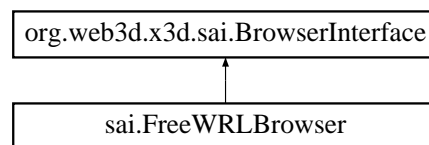
Definition at line 7 of file BrowserGlobals.java.

The documentation for this class was generated from the following file:

- src/java/sai/BrowserGlobals.java

3.62 org.web3d.x3d.sai.BrowserInterface Interface Reference

Inheritance diagram for org.web3d.x3d.sai.BrowserInterface:



Public Member Functions

- int **get_Browser_EVtype** (int event)
- **X3DFieldEventListener** **get_Browser_EVObserver** (int eventno)
- void **Browser_RL_Async_send** (String EVentreply, int eventno)

3.62.1 Detailed Description

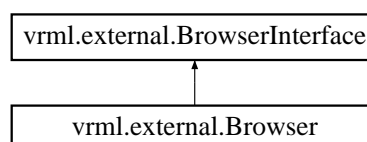
Definition at line 6 of file BrowserInterface.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/BrowserInterface.java

3.63 vrml.external.BrowserInterface Interface Reference

Inheritance diagram for vrml.external.BrowserInterface:



Public Member Functions

- int **get_Browser_EVtype** (int event)
- **EventOutObserver** **get_Browser_EVObserver** (int eventno)
- void **Browser_RL_Async_send** (String EVentreply, int eventno)

3.63.1 Detailed Description

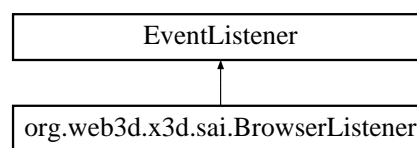
Definition at line 8 of file BrowserInterface.java.

The documentation for this interface was generated from the following file:

- src/java/vrml/external/BrowserInterface.java

3.64 org.web3d.x3d.sai.BrowserListener Interface Reference

Inheritance diagram for org.web3d.x3d.sai.BrowserListener:



Public Member Functions

- void **browserChanged** (**BrowserEvent** evt)

3.64.1 Detailed Description

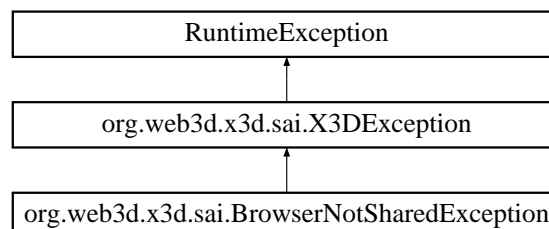
Definition at line 6 of file BrowserListener.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/BrowserListener.java

3.65 org.web3d.x3d.sai.BrowserNotSharedException Class Reference

Inheritance diagram for org.web3d.x3d.sai.BrowserNotSharedException:



Public Member Functions

- **BrowserNotSharedException** (String msg)

3.65.1 Detailed Description

Definition at line 3 of file BrowserNotSharedException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/BrowserNotSharedException.java

3.66 CachedVertex Struct Reference

Data Fields

- GLdouble **coords** [3]
- void * **data**

3.66.1 Detailed Description

Definition at line 54 of file tess.h.

The documentation for this struct was generated from the following file:

- src/libtess/tess.h

3.67 cbDataExactName Struct Reference

Data Fields

- char * **fname**
- union **anyVrml** * **fieldValue**
- int **mode**
- int **type**
- int **jfield**
- int **source**
- int **publicfield**

3.67.1 Detailed Description

Definition at line 5293 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseParser.c

3.68 cbDataRootNameAndRouteDir Struct Reference

Data Fields

- char * **fname**
- int **PKW_eventType**
- union **anyVrml** * **fieldValue**
- int **mode**
- int **type**
- int **jfield**
- int **source**
- int **publicfield**

3.68.1 Detailed Description

Definition at line 5334 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseParser.c

3.69 coded_block_pattern_entry Struct Reference

Data Fields

- unsigned int **cbp**
- int **num_bits**

3.69.1 Detailed Description

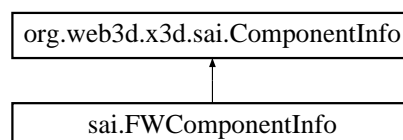
Definition at line 770 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.70 org.web3d.x3d.sai.ComponentInfo Interface Reference

Inheritance diagram for org.web3d.x3d.sai.ComponentInfo:



Public Member Functions

- String **getName** ()
- int **getLevel** ()
- String **getTitle** ()
- String **getProviderURL** ()
- String **toX3DString** ()

3.70.1 Detailed Description

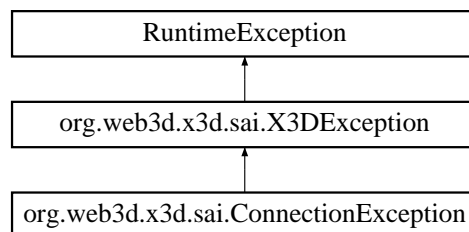
Definition at line 3 of file ComponentInfo.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/ComponentInfo.java

3.71 org.web3d.x3d.sai.ConnectionException Class Reference

Inheritance diagram for org.web3d.x3d.sai.ConnectionException:



Public Member Functions

- **ConnectionException** (String msg)

3.71.1 Detailed Description

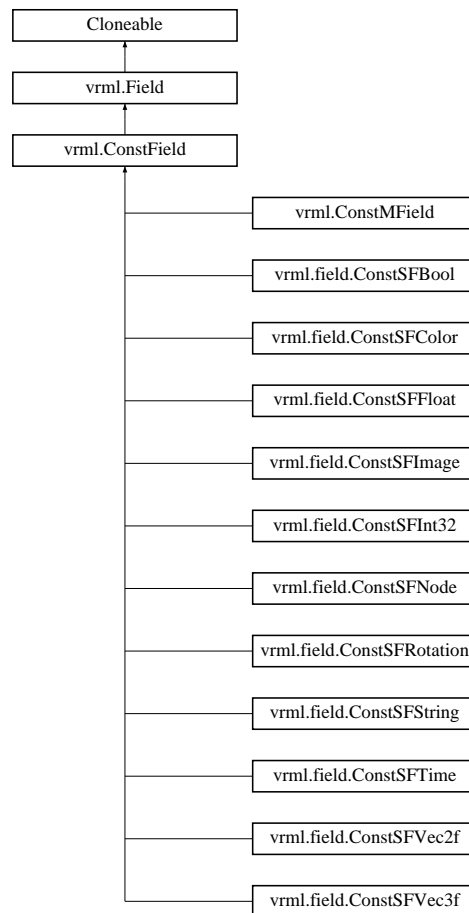
Definition at line 3 of file ConnectionException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/ConnectionException.java

3.72 vrml.ConstField Class Reference

Inheritance diagram for vrml.ConstField:



Additional Inherited Members

3.72.1 Detailed Description

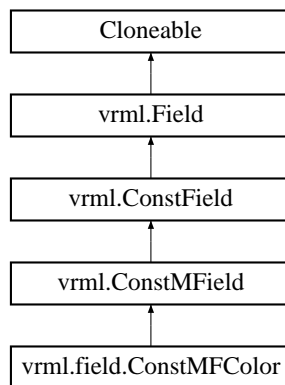
Definition at line 3 of file ConstField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/ConstField.java

3.73 vrml.field.ConstMFColor Class Reference

Inheritance diagram for vrml.field.ConstMFColor:



Public Member Functions

- **ConstMFColor** (float[] colors)
- **ConstMFColor** (int size, float[] colors)
- **ConstMFColor** (float[][] colors)
- void **getValue** (float[] colors)
- void **getValue** (float[][] colors)
- void **get1Value** (int index, float[] colors)
- void **get1Value** (int index, **SFColor** sfColor)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.73.1 Detailed Description

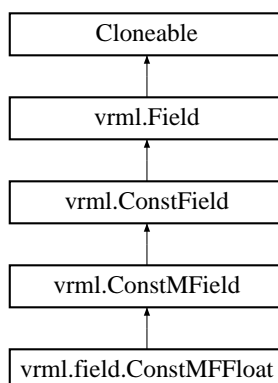
Definition at line 10 of file `ConstMFColor.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/field/ConstMFColor.java`

3.74 vrml.field.ConstMFFloat Class Reference

Inheritance diagram for `vrml.field.ConstMFFloat`:



Public Member Functions

- **ConstMFFloat** (float[] f)
- **ConstMFFloat** (int size, float[] f)
- void **getValue** (float[] f)
- float **get1Value** (int index)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.74.1 Detailed Description

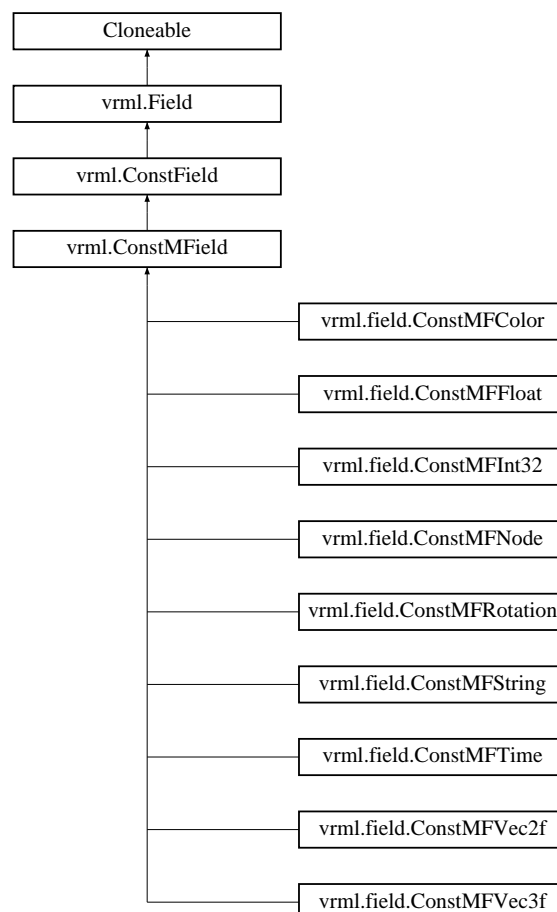
Definition at line 10 of file ConstMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstMFFloat.java

3.75 vrml.ConstMField Class Reference

Inheritance diagram for vrml.ConstMField:



Public Member Functions

- `int getSize ()`

Data Fields

- `Vector __vect = new Vector()`

Protected Member Functions

- `final void __update1Read (int index)`

3.75.1 Detailed Description

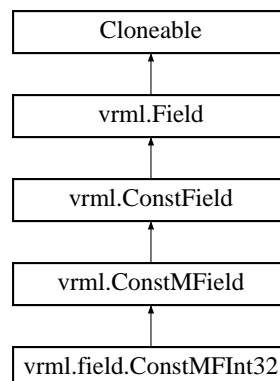
Definition at line 4 of file ConstMField.java.

The documentation for this class was generated from the following file:

- `src/java/vrml/ConstMField.java`

3.76 vrml.field.ConstMFlnt32 Class Reference

Inheritance diagram for vrml.field.ConstMFlnt32:



Public Member Functions

- `ConstMFlnt32 (int[] value)`
- `ConstMFlnt32 (int size, int[] value)`
- `void getValue (int[] value)`
- `int get1Value (int index)`
- `String toString ()`
- `void __fromPerl (BufferedReader in) throws IOException`
- `void __toPerl (PrintWriter out) throws IOException`

Additional Inherited Members

3.76.1 Detailed Description

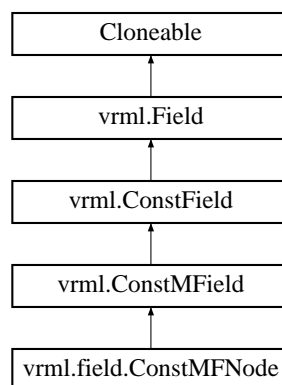
Definition at line 10 of file ConstMFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstMFInt32.java

3.77 vrml.field.ConstMFNode Class Reference

Inheritance diagram for vrml.field.ConstMFNode:



Public Member Functions

- **ConstMFNode** (**BaseNode**[] node)
- **ConstMFNode** (int size, **BaseNode**[] node)
- void **getValue** (**BaseNode**[] node)
- **BaseNode** **get1Value** (int index)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.77.1 Detailed Description

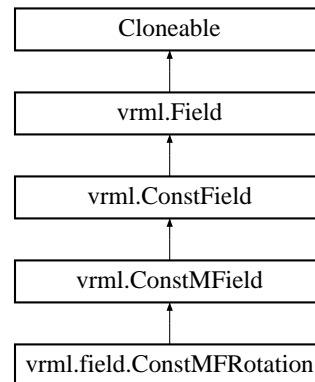
Definition at line 10 of file ConstMFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstMFNode.java

3.78 vrml.field.ConstMFRotation Class Reference

Inheritance diagram for vrml.field.ConstMFRotation:



Public Member Functions

- **ConstMFRotation** (float[] rotations)
- **ConstMFRotation** (int size, float[] rotations)
- **ConstMFRotation** (float[][] rotations)
- void **getValue** (float[] rotations)
- void **getValue** (float[][] rotations)
- void **get1Value** (int index, float[] rotations)
- void **get1Value** (int index, **SFRotation** sfRotation)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.78.1 Detailed Description

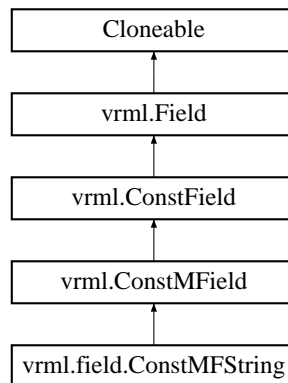
Definition at line 10 of file `ConstMFRotation.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/field/ConstMFRotation.java`

3.79 vrml.field.ConstMFString Class Reference

Inheritance diagram for vrml.field.ConstMFString:



Public Member Functions

- **ConstMFString** (String[] s)
- **ConstMFString** (int size, String[] s)
- void **getValue** (String[] s)
- String **get1Value** (int index)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.79.1 Detailed Description

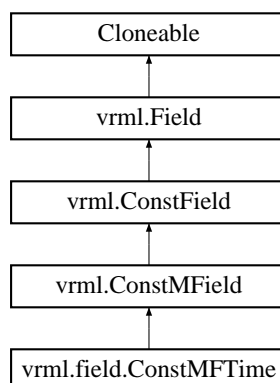
Definition at line 10 of file ConstMFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstMFString.java

3.80 vrml.field.ConstMFTIME Class Reference

Inheritance diagram for vrml.field.ConstMFTIME:



Public Member Functions

- **ConstMFTIME** (double[] value)
- **ConstMFTIME** (int size, double[] value)
- void **getValue** (double[] value)
- double **get1Value** (int index)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.80.1 Detailed Description

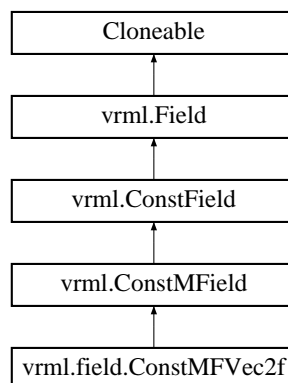
Definition at line 10 of file ConstMFTIME.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstMFTIME.java

3.81 vrml.field.ConstMFVec2f Class Reference

Inheritance diagram for vrml.field.ConstMFVec2f:



Public Member Functions

- **ConstMFVec2f** (float[] vec2fs)
- **ConstMFVec2f** (int size, float[] vec2fs)
- **ConstMFVec2f** (float[][] vec2fs)
- void **getValue** (float[] vec2fs)
- void **getValue** (float[][] vec2fs)
- void **get1Value** (int index, float[] vec2fs)
- void **get1Value** (int index, **SFVec2f** sfVec2f)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.81.1 Detailed Description

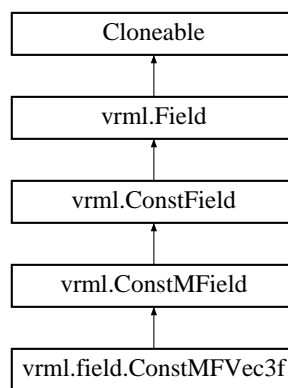
Definition at line 10 of file ConstMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstMFVec2f.java

3.82 vrml.field.ConstMFVec3f Class Reference

Inheritance diagram for vrml.field.ConstMFVec3f:



Public Member Functions

- **ConstMFVec3f** (float[] vec3fs)
- **ConstMFVec3f** (int size, float[] vec3fs)
- **ConstMFVec3f** (float[][] vec3fs)
- void **getValue** (float[] vec3fs)
- void **getValue** (float[][] vec3fs)
- void **get1Value** (int index, float[] vec3fs)
- void **get1Value** (int index, **SFVec3f** sfVec3f)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.82.1 Detailed Description

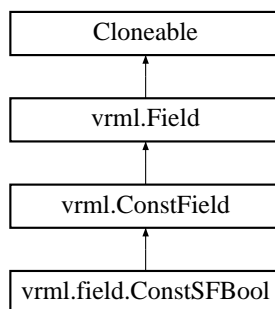
Definition at line 10 of file ConstMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstMFVec3f.java

3.83 vrml.field.ConstSFBool Class Reference

Inheritance diagram for vrml.field.ConstSFBool:



Public Member Functions

- **ConstSFBool** (boolean value)
- boolean **getValue** ()
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.83.1 Detailed Description

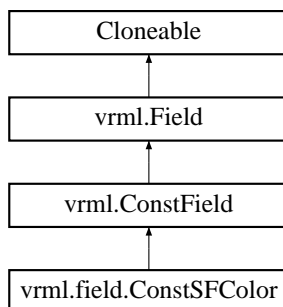
Definition at line 10 of file ConstSFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFBool.java

3.84 vrml.field.ConstSFColor Class Reference

Inheritance diagram for vrml.field.ConstSFColor:



Public Member Functions

- **ConstSFCOLOR** (float red, float green, float blue)
- void **getValue** (float[] values)
- float **getRed** ()
- float **getGreen** ()
- float **getBlue** ()
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.84.1 Detailed Description

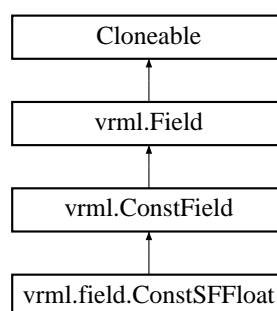
Definition at line 10 of file ConstSFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFCOLOR.java

3.85 vrml.field.ConstSFFloat Class Reference

Inheritance diagram for vrml.field.ConstSFFloat:



Public Member Functions

- **ConstSFFloat** (float f)
- float **getValue** ()
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.85.1 Detailed Description

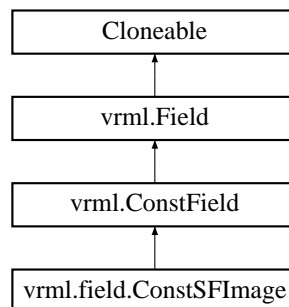
Definition at line 10 of file ConstSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFFloat.java

3.86 vrml.field.ConstSFImage Class Reference

Inheritance diagram for vrml.field.ConstSFImage:



Public Member Functions

- **ConstSFImage** (int width, int height, int components, byte[] pixels)
- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()
- byte[] **getPixels** ()
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.86.1 Detailed Description

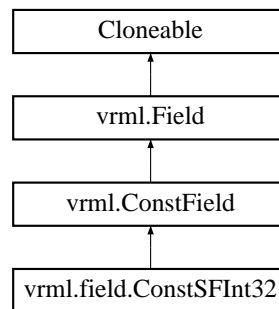
Definition at line 10 of file ConstSFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFImage.java

3.87 vrml.field.ConstSInt32 Class Reference

Inheritance diagram for vrml.field.ConstSInt32:



Public Member Functions

- **ConstSInt32** (int value)
- int **getValue** ()
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.87.1 Detailed Description

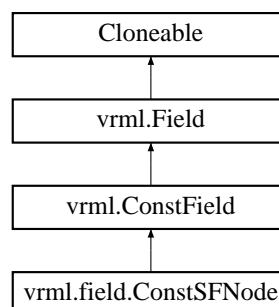
Definition at line 10 of file `ConstSInt32.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/field/ConstSInt32.java`

3.88 vrml.field.ConstSFNode Class Reference

Inheritance diagram for vrml.field.ConstSFNode:



Public Member Functions

- **ConstSFNode** (**BaseNode** node)
- **BaseNode** **getValue** ()
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.88.1 Detailed Description

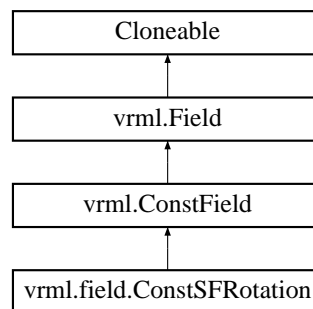
Definition at line 10 of file ConstSFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFNode.java

3.89 vrml.field.ConstSFRotation Class Reference

Inheritance diagram for vrml.field.ConstSFRotation:



Public Member Functions

- **ConstSFRotation** (float axisX, float axisY, float axisZ, float angle)
- void **getValue** (float[] values)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.89.1 Detailed Description

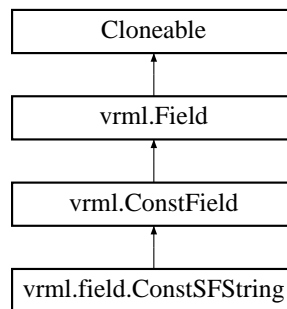
Definition at line 10 of file ConstSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFRotation.java

3.90 vrml.field.ConstSFString Class Reference

Inheritance diagram for vrml.field.ConstSFString:



Public Member Functions

- **ConstSFString** (String s)
- String **getValue** ()
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.90.1 Detailed Description

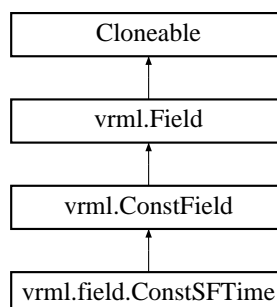
Definition at line 10 of file ConstSFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFString.java

3.91 vrml.field.ConstSFTTime Class Reference

Inheritance diagram for vrml.field.ConstSFTTime:



Public Member Functions

- **ConstSFTTime** (double value)
- double **getValue** ()
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.91.1 Detailed Description

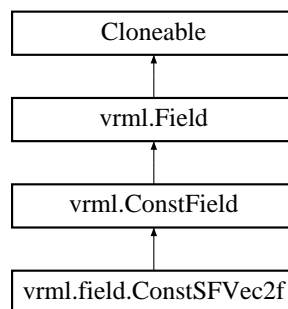
Definition at line 10 of file ConstSFTTime.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFTTime.java

3.92 vrml.field.ConstSFVec2f Class Reference

Inheritance diagram for vrml.field.ConstSFVec2f:



Public Member Functions

- **ConstSFVec2f** (float x, float y)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.92.1 Detailed Description

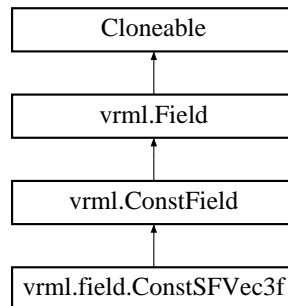
Definition at line 10 of file ConstSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFVec2f.java

3.93 vrml.field.ConstSFVec3f Class Reference

Inheritance diagram for vrml.field.ConstSFVec3f:



Public Member Functions

- **ConstSFVec3f** (float x, float y, float z)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- float **getZ** ()
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.93.1 Detailed Description

Definition at line 10 of file ConstSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/ConstSFVec3f.java

3.94 CR_RegStruct Struct Reference

Data Fields

- int **adrem**
- struct **X3D_Node** * **from**
- int **fromoffset**
- struct **X3D_Node** * **to**
- int **toOfs**
- int **fieldType**
- void * **intptr**
- int **scrdir**
- int **extra**

3.94.1 Detailed Description

Definition at line 337 of file CRoutes.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CRoutes.c

3.95 CRjsnameStruct Struct Reference

Data Fields

- int **type**
- char **name** [MAXJSVARIABLELENGTH]
- JSScript * **eventInFunction**

3.95.1 Detailed Description

Definition at line 40 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

3.96 CRscriptStruct Struct Reference

Data Fields

- int **thisScriptType**
- int **_initialized**
- JSContext * **cx**
- JSObject * **glob**
- JSScript * **eventsProcessed**
- char * **scriptText**
- struct **ScriptParamList** * **paramList**
- int **scriptOK**

3.96.1 Detailed Description

Definition at line 181 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

3.97 CRStruct Struct Reference

Data Fields

- struct **X3D_Node** * **routeFromNode**
- int **fnptr**
- int **tonode_count**
- **CRnodeStruct** * **tonodes**
- int **isActive**
- int **len**
- void(* **interpptr**)(void *)
- int **direction_flag**
- int **extra**
- int **intTimeStamp**

3.97.1 Detailed Description

Definition at line 44 of file CRoutes.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CRoutes.h

3.98 currayhit Struct Reference

Data Fields

- struct **X3D_Node** * **hitNode**
- GLDOUBLE **modelMatrix** [16]
- GLDOUBLE **projMatrix** [16]

3.98.1 Detailed Description

Definition at line 39 of file RenderFuncs.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.h

3.99 datChnk Struct Reference

Data Fields

- char **chunkID** [4]
- int32_t **chunkSize**

3.99.1 Detailed Description

Definition at line 65 of file soundheader.h.

The documentation for this struct was generated from the following file:

- src/sound/soundheader.h

3.100 dct_dc_size_entry Struct Reference

Data Fields

- unsigned int **value**
- int **num_bits**

3.100.1 Detailed Description

Definition at line 797 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.101 DDS_header Union Reference

Data Fields

- struct {
 - unsigned int **dwMagic**
 - unsigned int **dwSize**
 - unsigned int **dwFlags**
 - unsigned int **dwHeight**
 - unsigned int **dwWidth**
 - unsigned int **dwPitchOrLinearSize**
 - unsigned int **dwDepth**
 - unsigned int **dwMipMapCount**
 - unsigned int **dwReserved1** [11]
 - struct {
 - unsigned int **dwSize**
 - unsigned int **dwFlags**
 - unsigned int **dwFourCC**
 - unsigned int **dwRGBBitCount**
 - unsigned int **dwRBitMask**
 - unsigned int **dwGBitMask**
 - unsigned int **dwBBitMask**
 - unsigned int **dwAlphaBitMask**
 - sPixelFormat**
 - struct {
 - unsigned int **dwCaps1**
 - unsigned int **dwCaps2**
 - unsigned int **dwDD SX**
 - unsigned int **dwReserved**
 - sCaps**
 - unsigned int **dwReserved2**
- };
- char **data** [128]

3.101.1 Detailed Description

Definition at line 149 of file Component_CubeMapTexturing.h.

The documentation for this union was generated from the following file:

- src/lib/scenegraph/Component_CubeMapTexturing.h

3.102 DdsLoadInfo Struct Reference

Data Fields

- bool **compressed**
- bool **swap**
- bool **palette**
- unsigned int **divSize**
- unsigned int **blockBytes**
- GLenum **internalFormat**
- GLenum **externalFormat**
- GLenum **type**

3.102.1 Detailed Description

Definition at line 128 of file Component_CubeMapTexturing.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_CubeMapTexturing.c

3.103 Dict Struct Reference

Data Fields

- **DictNode** **head**
- void * **frame**
- int(* **leq**)(void *frame, DictKey key1, DictKey key2)

3.103.1 Detailed Description

Definition at line 94 of file dict-list.h.

The documentation for this struct was generated from the following files:

- src/libtess/dict-list.h
- src/libtess/dict.h

3.104 DictNode Struct Reference

Data Fields

- DictKey **key**
- DictNode * **next**
- DictNode * **prev**

3.104.1 Detailed Description

Definition at line 88 of file dict-list.h.

The documentation for this struct was generated from the following files:

- src/libtess/dict-list.h
- src/libtess/dict.h

3.105 EAI_ListenerStruct Struct Reference

Data Fields

- int **FreeWRL_RegisterNumber**
- int **type**
- int **datasize**
- void * **dataArea**
- void * **arg**
- void(* **functionHandler**)(X3DNode *, double, void *arg)

3.105.1 Detailed Description

Definition at line 11 of file EAI_C_Advise.c.

The documentation for this struct was generated from the following file:

- src/libeai/EAI_C_Advise.c

3.106 vrml.external.FreeWRLEAI.EAIAsyncMessage Class Reference

Data Fields

- String **value**
- int **EventNumber**
- EAIAsyncMessage **prev**
- EAIAsyncMessage **next**

3.106.1 Detailed Description

Definition at line 20 of file EAIAsyncMessage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAIAsyncMessage.java

3.107 sai.eai.EAIAsyncMessage Class Reference

Data Fields

- String **value**
- int **EventNumber**
- **EAIAsyncMessage** prev
- **EAIAsyncMessage** next

3.107.1 Detailed Description

Definition at line 20 of file EAIAsyncMessage.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAIAsyncMessage.java

3.108 vrml.external.FreeWRLEAI.EAIAsyncQueue Class Reference

Public Member Functions

- synchronized void **enqueue** (**EAIAsyncMessage** msg)
- synchronized **EAIAsyncMessage** **dequeue** ()
- boolean **isEmpty** ()

3.108.1 Detailed Description

Definition at line 20 of file EAIAsyncQueue.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAIAsyncQueue.java

3.109 sai.eai.EAIAsyncQueue Class Reference

Public Member Functions

- synchronized void **enqueue** (**EAIAsyncMessage** msg)
- synchronized **EAIAsyncMessage** **dequeue** ()
- boolean **isEmpty** ()

3.109.1 Detailed Description

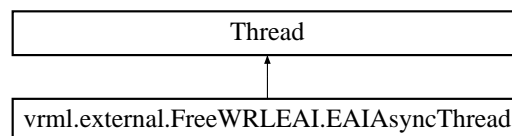
Definition at line 20 of file EAIAsyncQueue.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAIAsyncQueue.java

3.110 vrml.external.FreeWRLEAI.EAIAsyncThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAIAsyncThread:



Public Member Functions

- void **run** ()
- synchronized void **send** (String eaistring, int indx)
- synchronized void **stopThread** ()

3.110.1 Detailed Description

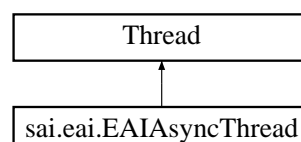
Definition at line 34 of file EAIAsyncThread.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAIAsyncThread.java

3.111 sai.eai.EAIAsyncThread Class Reference

Inheritance diagram for sai.eai.EAIAsyncThread:



Public Member Functions

- void **run** ()
- synchronized void **send** (String eaistring, int indx)
- synchronized void **stopThread** ()

3.111.1 Detailed Description

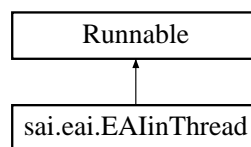
Definition at line 36 of file EAlAsyncThread.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAlAsyncThread.java

3.112 sai.eai.EAlinThread Class Reference

Inheritance diagram for sai.eai.EAlinThread:



Public Member Functions

- **EAlinThread** (Socket s, Applet d, PrintWriter pwtoBrowserjava, **BrowserInterface** me)
- void **run** ()

3.112.1 Detailed Description

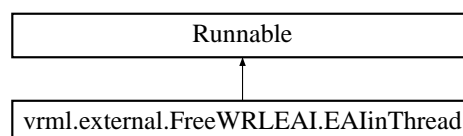
Definition at line 12 of file EAlinThread.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAlinThread.java

3.113 vrml.external.FreeWRLEAI.EAlinThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAlinThread:



Public Member Functions

- **EAlinThread** (Socket s, Applet d, PrintWriter pwtoBrowserjava, **Browser** me)
- void **run** ()

3.113.1 Detailed Description

Definition at line 13 of file EAlinThread.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAlinThread.java

3.114 sai.eai.EAImessage Class Reference

Public Member Functions

- **EAImessage** (String thismsg)

Data Fields

- String **mmm**
- **EAImessage** prev
- **EAImessage** next

3.114.1 Detailed Description

Definition at line 20 of file EAImessage.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAImessage.java

3.115 vrml.external.FreeWRLEAI.EAImessage Class Reference

Public Member Functions

- **EAImessage** (String thismsg)

Data Fields

- String **mmm**
- **EAImessage** prev
- **EAImessage** next

3.115.1 Detailed Description

Definition at line 20 of file EAIMessage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAIMessage.java

3.116 EAINodeIndexStruct Struct Reference

Data Fields

- struct **X3D_Node** * **actualNodePtr**
- int **nodeType**
- struct **Vector** * **nodeParams**

3.116.1 Detailed Description

Definition at line 148 of file EAIHelpers.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIHelpers.c

3.117 EAINodeParams Struct Reference

Data Fields

- struct **X3D_Node** * **thisFieldNodePointer**
- int **fieldOffset**
- int **datalen**
- int **typeString**
- int **scripttype**
- char * **invokedPROTOValue**

3.117.1 Detailed Description

Definition at line 139 of file EAIHelpers.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIHelpers.c

3.118 sai.eai.EAloutQueue Class Reference

Public Member Functions

- synchronized void **enqueue** (**EAIMessage** msg)
- synchronized **EAIMessage** **dequeue** ()
- boolean **isEmpty** ()

3.118.1 Detailed Description

Definition at line 21 of file EAloutQueue.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAloutQueue.java

3.119 vrml.external.FreeWRLEAI.EAloutQueue Class Reference

Public Member Functions

- synchronized void **enqueue** (**EAIMessage** msg)
- synchronized **EAIMessage** **dequeue** ()
- boolean **isEmpty** ()

3.119.1 Detailed Description

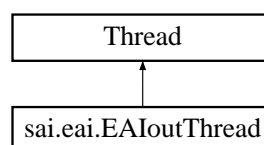
Definition at line 21 of file EAloutQueue.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAloutQueue.java

3.120 sai.eai.EAloutThread Class Reference

Inheritance diagram for sai.eai.EAloutThread:



Public Member Functions

- **EAloutThread** (PrintWriter output)
- void **run** ()
- synchronized void **send** (String eaistring)
- synchronized void **stopThread** ()

3.120.1 Detailed Description

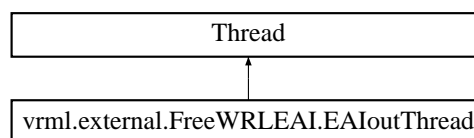
Definition at line 33 of file EAloutThread.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/EAloutThread.java

3.121 vrml.external.FreeWRLEAI.EAloutThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAloutThread:



Public Member Functions

- **EAloutThread** (PrintWriter output)
- void **run** ()
- synchronized void **send** (String eaistring)
- synchronized void **stopThread** ()

3.121.1 Detailed Description

Definition at line 33 of file EAloutThread.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/EAloutThread.java

3.122 ECMAValueStruct Struct Reference

Data Fields

- jsval **JS_address**
- JSContext * **context**
- int **valueChanged**
- char * **name**

3.122.1 Detailed Description

Definition at line 57 of file jsUtils.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/jsUtils.h

3.123 EdgePair Struct Reference

Data Fields

- **GLUhalfEdge e**
- **GLUhalfEdge eSym**

3.123.1 Detailed Description

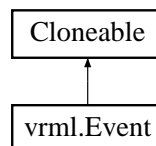
Definition at line 59 of file mesh.c.

The documentation for this struct was generated from the following files:

- src/libtess/mesh.c
- src/libtess/tess.c

3.124 vrml.Event Class Reference

Inheritance diagram for vrml.Event:



Public Member Functions

- **Event** (String name2, double timestamp2, **ConstField** value2)
- String **getName** ()
- double **getTimeStamp** ()
- **ConstField** **getValue** ()
- Object **clone** ()
- String **toString** ()

3.124.1 Detailed Description

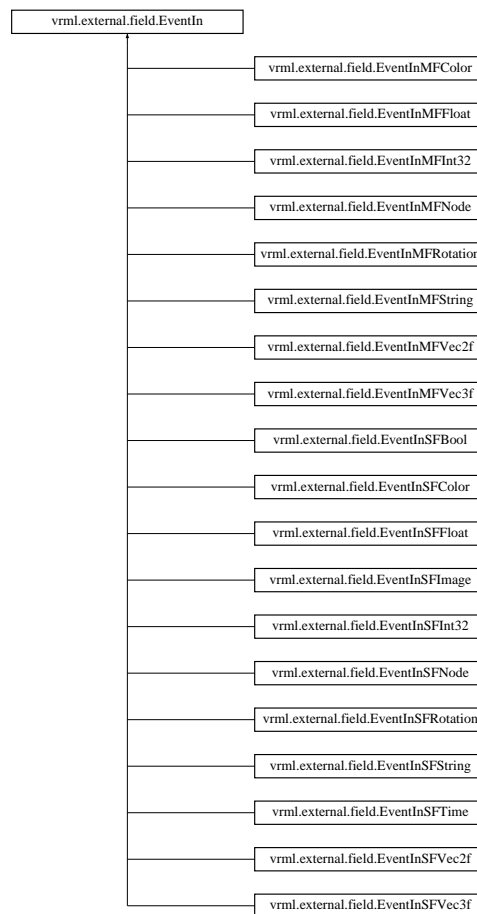
Definition at line 4 of file Event.java.

The documentation for this class was generated from the following file:

- src/java/vrml/Event.java

3.125 vrml.external.field.EventIn Class Reference

Inheritance diagram for vrml.external.field.EventIn:



Public Member Functions

- int **getIntType** ()
- int **getType** ()

Data Fields

- String **command**
- String **inNode**
- int **datasize** = 0
- int **nodeptr** = 0
- int **offset** = 0
- int **ScriptType** = 0
- String **datatype**

3.125.1 Detailed Description

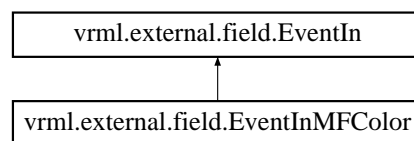
Definition at line 5 of file EventIn.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventIn.java

3.126 vrml.external.field.EventInMFCOLOR Class Reference

Inheritance diagram for vrml.external.field.EventInMFCOLOR:



Public Member Functions

- void **setValue** (float[][] value) throws IllegalArgumentException
- void **set1Value** (int index, float[] value) throws IllegalArgumentException

Additional Inherited Members

3.126.1 Detailed Description

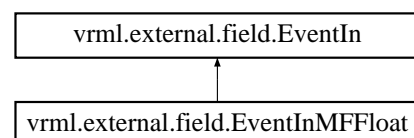
Definition at line 6 of file EventInMFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInMFCOLOR.java

3.127 vrml.external.field.EventInMFFloat Class Reference

Inheritance diagram for vrml.external.field.EventInMFFloat:



Public Member Functions

- void **setValue** (float[] value) throws IllegalArgumentException
- void **set1Value** (int index, float value) throws IllegalArgumentException

Additional Inherited Members

3.127.1 Detailed Description

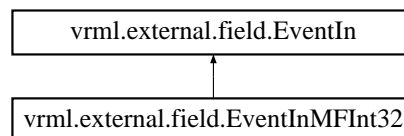
Definition at line 6 of file EventInMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInMFFloat.java

3.128 vrml.external.field.EventInMFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventInMFInt32:



Public Member Functions

- void **setValue** (int value[]) throws IllegalArgumentException
- void **set1Value** (int index, int value) throws IllegalArgumentException

Additional Inherited Members

3.128.1 Detailed Description

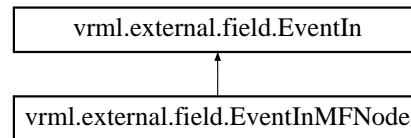
Definition at line 6 of file EventInMFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInMFInt32.java

3.129 vrml.external.field.EventInMFNode Class Reference

Inheritance diagram for vrml.external.field.EventInMFNode:



Public Member Functions

- void **setValue** (**Node**[] node) throws IllegalArgumentException
- void **set1Value** (int index, **Node** node) throws IllegalArgumentException

Additional Inherited Members

3.129.1 Detailed Description

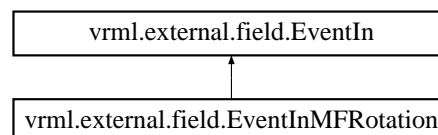
Definition at line 6 of file EventInMFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInMFNode.java

3.130 vrml.external.field.EventInMFRotation Class Reference

Inheritance diagram for vrml.external.field.EventInMFRotation:



Public Member Functions

- void **setValue** (float[][] value) throws IllegalArgumentException
- void **set1Value** (int index, float[] value) throws IllegalArgumentException

Additional Inherited Members

3.130.1 Detailed Description

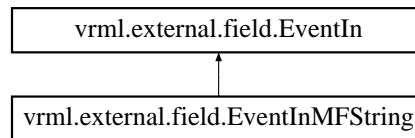
Definition at line 6 of file EventInMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInMFRotation.java

3.131 vrml.external.field.EventInMFString Class Reference

Inheritance diagram for vrml.external.field.EventInMFString:



Public Member Functions

- void **setValue** (String[] value) throws IllegalArgumentException
- void **set1Value** (int index, String value) throws IllegalArgumentException

Additional Inherited Members

3.131.1 Detailed Description

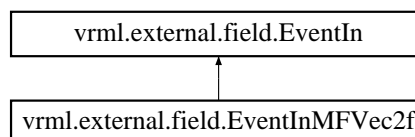
Definition at line 5 of file `EventInMFString.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventInMFString.java`

3.132 vrml.external.field.EventInMFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventInMFVec2f:



Public Member Functions

- void **setValue** (float[][] value) throws IllegalArgumentException
- void **set1Value** (int index, float value[]) throws IllegalArgumentException

Additional Inherited Members

3.132.1 Detailed Description

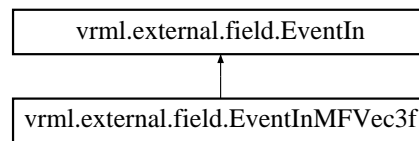
Definition at line 6 of file `EventInMFVec2f.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/field/EventInMFVec2f.java`

3.133 vrml.external.field.EventInMFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventInMFVec3f:



Public Member Functions

- void **setValue** (float[][] value) throws IllegalArgumentException
- void **set1Value** (int index, float[] value) throws IllegalArgumentException

Additional Inherited Members

3.133.1 Detailed Description

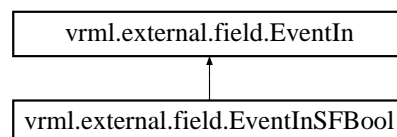
Definition at line 6 of file EventInMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInMFVec3f.java

3.134 vrml.external.field.EventInSFBool Class Reference

Inheritance diagram for vrml.external.field.EventInSFBool:



Public Member Functions

- void **setValue** (boolean value)

Additional Inherited Members

3.134.1 Detailed Description

Definition at line 5 of file EventInSFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFBool.java

3.135 vrml.external.field.EventInSFCOLOR Class Reference

Inheritance diagram for vrml.external.field.EventInSFCOLOR:



Public Member Functions

- void **setValue** (float[] value) throws IllegalArgumentException

Additional Inherited Members

3.135.1 Detailed Description

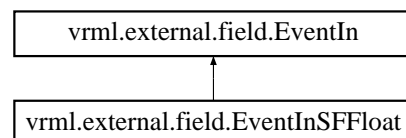
Definition at line 5 of file EventInSFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFCOLOR.java

3.136 vrml.external.field.EventInSFFloat Class Reference

Inheritance diagram for vrml.external.field.EventInSFFloat:



Public Member Functions

- void **setValue** (float value)

Additional Inherited Members

3.136.1 Detailed Description

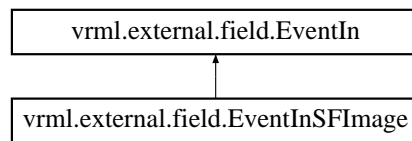
Definition at line 5 of file EventInSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFFloat.java

3.137 vrml.external.field.EventInSFImage Class Reference

Inheritance diagram for vrml.external.field.EventInSFImage:



Public Member Functions

- void **setValue** (int width, int height, int components, byte[] pixels) throws IllegalArgumentException

Additional Inherited Members

3.137.1 Detailed Description

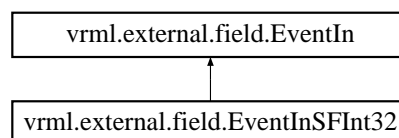
Definition at line 7 of file EventInSFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFImage.java

3.138 vrml.external.field.EventInSFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventInSFInt32:



Public Member Functions

- void **setValue** (Integer value)
- void **setValue** (int value)

Additional Inherited Members

3.138.1 Detailed Description

Definition at line 6 of file EventInSFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFInt32.java

3.139 vrml.external.field.EventInSFNode Class Reference

Inheritance diagram for vrml.external.field.EventInSFNode:



Public Member Functions

- void **setValue** (Node node)

Additional Inherited Members

3.139.1 Detailed Description

Definition at line 6 of file EventInSFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFNode.java

3.140 vrml.external.field.EventInSFRotation Class Reference

Inheritance diagram for vrml.external.field.EventInSFRotation:



Public Member Functions

- void **setValue** (float[] value) throws IllegalArgumentException

Additional Inherited Members

3.140.1 Detailed Description

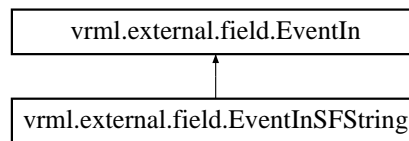
Definition at line 5 of file EventInSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFRotation.java

3.141 vrml.external.field.EventInSFString Class Reference

Inheritance diagram for vrml.external.field.EventInSFString:



Public Member Functions

- void **setValue** (String value)

Additional Inherited Members

3.141.1 Detailed Description

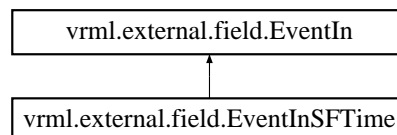
Definition at line 6 of file EventInSFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFString.java

3.142 vrml.external.field.EventInSFTIME Class Reference

Inheritance diagram for vrml.external.field.EventInSFTIME:



Public Member Functions

- void **setValue** (double value)

Additional Inherited Members

3.142.1 Detailed Description

Definition at line 6 of file EventInSFTIME.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFTIME.java

3.143 vrml.external.field.EventInSFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventInSFVec2f:



Public Member Functions

- void **setValue** (float[] value) throws IllegalArgumentException

Additional Inherited Members

3.143.1 Detailed Description

Definition at line 5 of file EventInSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFVec2f.java

3.144 vrml.external.field.EventInSFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventInSFVec3f:



Public Member Functions

- void **setValue** (float[] value) throws IllegalArgumentException

Additional Inherited Members

3.144.1 Detailed Description

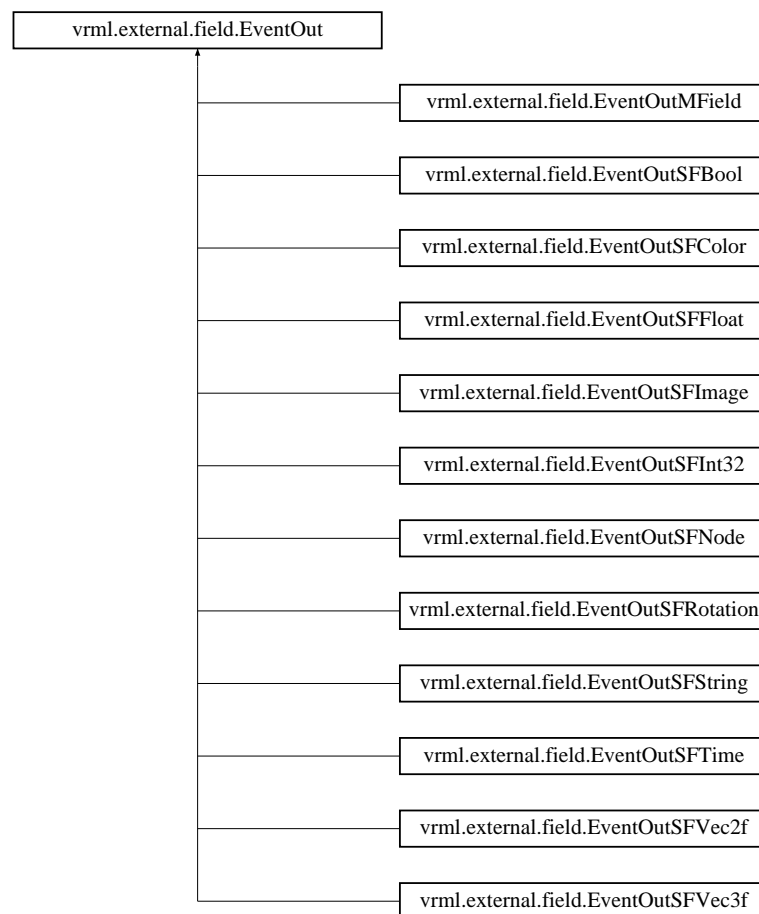
Definition at line 5 of file EventInSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventInSFVec3f.java

3.145 vrml.external.field.EventOut Class Reference

Inheritance diagram for vrml.external.field.EventOut:



Public Member Functions

- int **getType** ()
- int **getIntType** ()
- void **advise** (EventOutObserver f, Object userData)
- void **unadvise** (EventOutObserver f)

Data Fields

- int **EventType** = FieldTypes.UnknownType
- String **inNode**
- String **RLreturn**
- String **command**
- int **nodeptr** = 0
- int **offset** = 0
- int **datasize** = 0
- String **datatype**
- int **ScriptType** = 0

3.145.1 Detailed Description

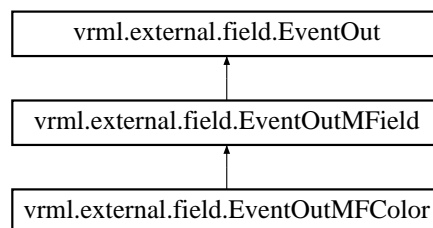
Definition at line 6 of file EventOut.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOut.java

3.146 vrml.external.field.EventOutMFCOLOR Class Reference

Inheritance diagram for vrml.external.field.EventOutMFCOLOR:



Public Member Functions

- float[][] **getValue** ()
- float[] **get1Value** (int index)

Additional Inherited Members

3.146.1 Detailed Description

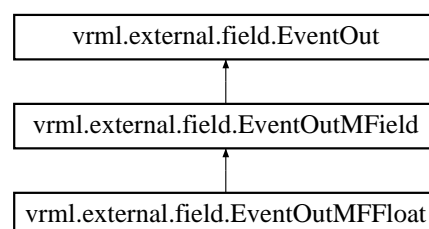
Definition at line 8 of file EventOutMFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutMFCOLOR.java

3.147 vrml.external.field.EventOutMFFLOAT Class Reference

Inheritance diagram for vrml.external.field.EventOutMFFLOAT:



Public Member Functions

- float[] **getValue** ()
- float **get1Value** (int index)

Additional Inherited Members

3.147.1 Detailed Description

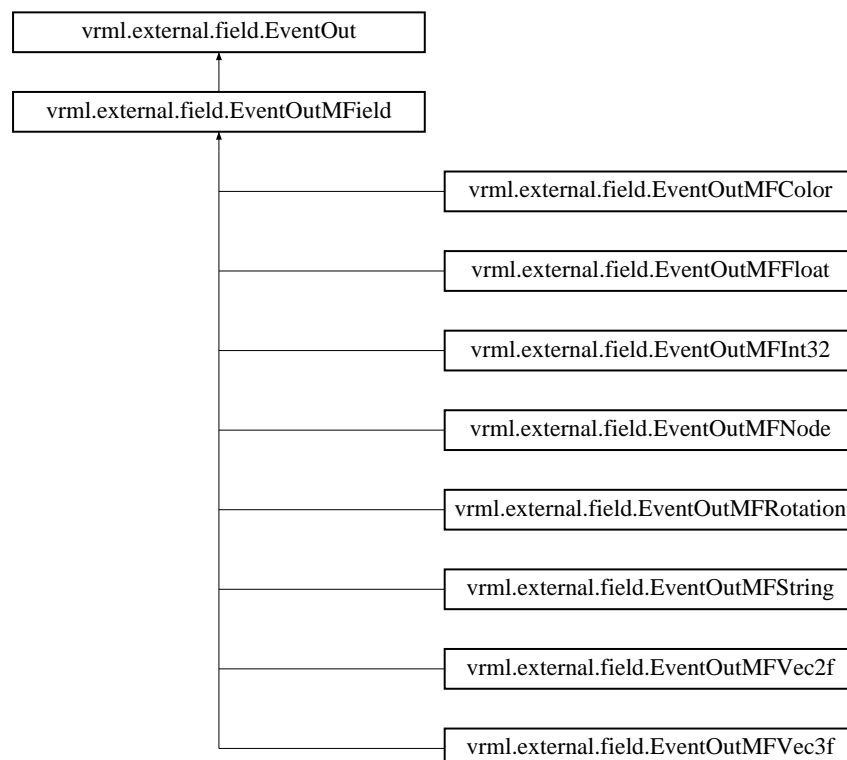
Definition at line 8 of file EventOutMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutMFFloat.java

3.148 vrml.external.field.EventOutMField Class Reference

Inheritance diagram for vrml.external.field.EventOutMField:



Public Member Functions

- int **getSize** ()

Additional Inherited Members

3.148.1 Detailed Description

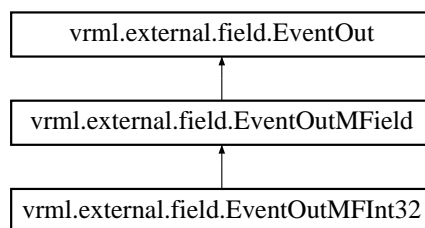
Definition at line 7 of file EventOutMField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutMField.java

3.149 vrml.external.field.EventOutMField Class Reference

Inheritance diagram for vrml.external.field.EventOutMField:



Public Member Functions

- int[] **getValue** ()
- int **get1Value** (int index)

Additional Inherited Members

3.149.1 Detailed Description

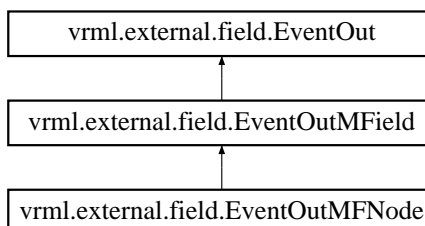
Definition at line 8 of file EventOutMFieldInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutMFieldInt32.java

3.150 vrml.external.field.EventOutMFNode Class Reference

Inheritance diagram for vrml.external.field.EventOutMFNode:



Public Member Functions

- **Node[]** **getValue** ()
- **Node** **get1Value** (int index)

Additional Inherited Members

3.150.1 Detailed Description

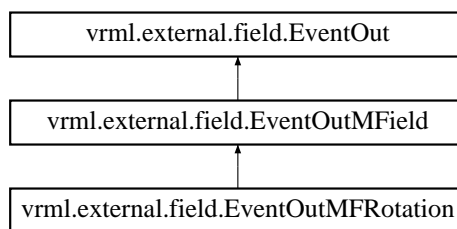
Definition at line 8 of file EventOutMFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutMFNode.java

3.151 vrml.external.field.EventOutMFRotation Class Reference

Inheritance diagram for vrml.external.field.EventOutMFRotation:



Public Member Functions

- float[][] **getValue** ()
- float[] **get1Value** (int index)

Additional Inherited Members

3.151.1 Detailed Description

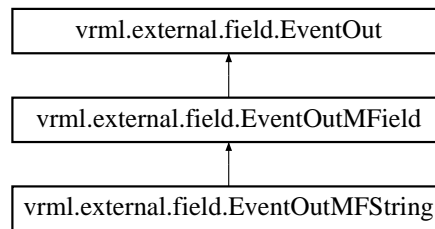
Definition at line 8 of file EventOutMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutMFRotation.java

3.152 vrml.external.field.EventOutMFString Class Reference

Inheritance diagram for vrml.external.field.EventOutMFString:



Public Member Functions

- String[] **getValue** ()
- String **get1Value** (int index)

Additional Inherited Members

3.152.1 Detailed Description

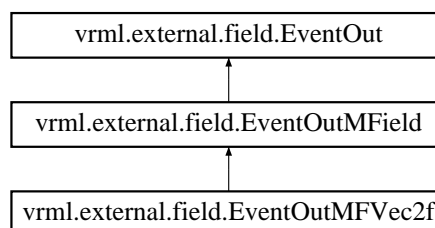
Definition at line 7 of file EventOutMFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutMFString.java

3.153 vrml.external.field.EventOutMFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventOutMFVec2f:



Public Member Functions

- float[][] **getValue** ()
- float[] **get1Value** (int index)

Additional Inherited Members

3.153.1 Detailed Description

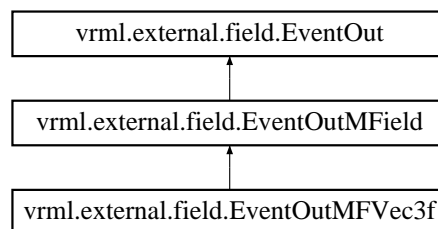
Definition at line 8 of file EventOutMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutMFVec2f.java

3.154 vrml.external.field.EventOutMFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventOutMFVec3f:



Public Member Functions

- float[][] **getValue** ()
- float[] **get1Value** (int index)

Additional Inherited Members

3.154.1 Detailed Description

Definition at line 8 of file EventOutMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutMFVec3f.java

3.155 vrml.external.field.EventOutObserver Interface Reference

Public Member Functions

- void **callback** (**EventOut** value, double timeStamp, Object userData)

3.155.1 Detailed Description

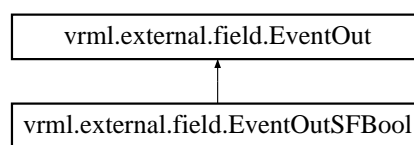
Definition at line 8 of file EventOutObserver.java.

The documentation for this interface was generated from the following file:

- src/java/vrml/external/field/EventOutObserver.java

3.156 vrml.external.field.EventOutSFBool Class Reference

Inheritance diagram for vrml.external.field.EventOutSFBool:



Public Member Functions

- boolean **getValue** ()

Additional Inherited Members

3.156.1 Detailed Description

Definition at line 7 of file EventOutSFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFBool.java

3.157 vrml.external.field.EventOutSFColor Class Reference

Inheritance diagram for vrml.external.field.EventOutSFColor:



Public Member Functions

- float[] **getValue** ()

Additional Inherited Members

3.157.1 Detailed Description

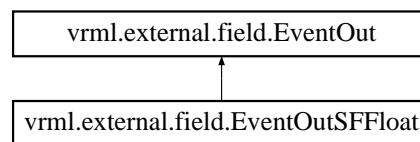
Definition at line 7 of file EventOutSFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFColor.java

3.158 vrml.external.field.EventOutSFFloat Class Reference

Inheritance diagram for vrml.external.field.EventOutSFFloat:



Public Member Functions

- float **getValue** ()

Additional Inherited Members

3.158.1 Detailed Description

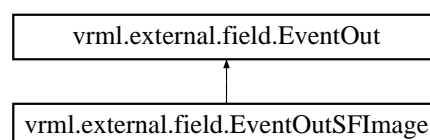
Definition at line 7 of file EventOutSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFFloat.java

3.159 vrml.external.field.EventOutSFImage Class Reference

Inheritance diagram for vrml.external.field.EventOutSFImage:



Public Member Functions

- int **getWidth** ()
- int **getHeight** ()
- int **getNumComponents** ()
- byte[] **getPixels** ()

Additional Inherited Members

3.159.1 Detailed Description

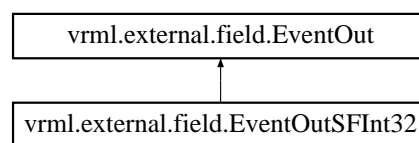
Definition at line 7 of file EventOutSFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFImage.java

3.160 vrml.external.field.EventOutSFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventOutSFInt32:



Public Member Functions

- int **getValue** ()

Additional Inherited Members

3.160.1 Detailed Description

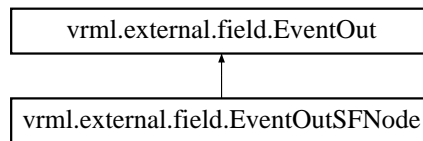
Definition at line 7 of file EventOutSFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFInt32.java

3.161 vrml.external.field.EventOutSFNode Class Reference

Inheritance diagram for vrml.external.field.EventOutSFNode:



Public Member Functions

- **Node** `getValue ()`

Additional Inherited Members

3.161.1 Detailed Description

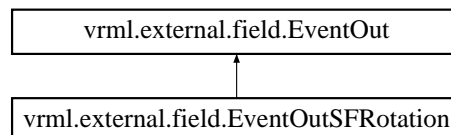
Definition at line 8 of file EventOutSFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFNode.java

3.162 vrml.external.field.EventOutSFRotation Class Reference

Inheritance diagram for vrml.external.field.EventOutSFRotation:



Public Member Functions

- float[] **getValue ()**

Additional Inherited Members

3.162.1 Detailed Description

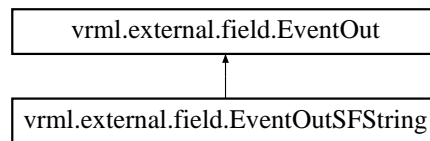
Definition at line 6 of file EventOutSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFRotation.java

3.163 vrml.external.field.EventOutSFString Class Reference

Inheritance diagram for vrml.external.field.EventOutSFString:



Public Member Functions

- String **getValue** ()

Additional Inherited Members

3.163.1 Detailed Description

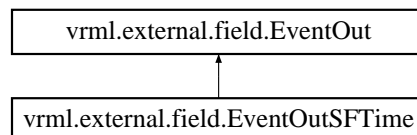
Definition at line 7 of file EventOutSFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFString.java

3.164 vrml.external.field.EventOutSFTIME Class Reference

Inheritance diagram for vrml.external.field.EventOutSFTIME:



Public Member Functions

- double **getValue** ()

Additional Inherited Members

3.164.1 Detailed Description

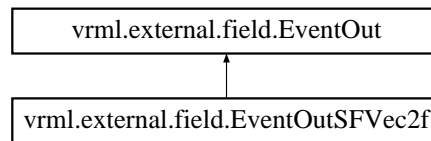
Definition at line 7 of file EventOutSFTIME.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFTIME.java

3.165 vrml.external.field.EventOutSFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventOutSFVec2f:



Public Member Functions

- float[] **getValue** ()

Additional Inherited Members

3.165.1 Detailed Description

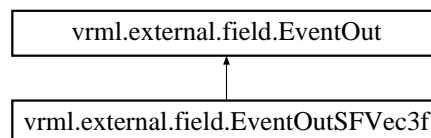
Definition at line 6 of file EventOutSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFVec2f.java

3.166 vrml.external.field.EventOutSFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventOutSFVec3f:



Public Member Functions

- float[] **getValue** ()

Additional Inherited Members

3.166.1 Detailed Description

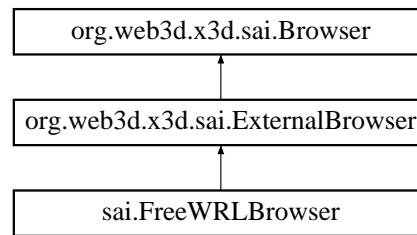
Definition at line 6 of file EventOutSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/EventOutSFVec3f.java

3.167 org.web3d.x3d.sai.ExternalBrowser Interface Reference

Inheritance diagram for org.web3d.x3d.sai.ExternalBrowser:



Public Member Functions

- void **addBrowserListener** (**BrowserListener** listener) throws InvalidBrowserException
- void **removeBrowserListener** (**BrowserListener** l) throws InvalidBrowserException
- void **beginUpdate** () throws InvalidBrowserException
- void **endUpdate** () throws InvalidBrowserException
- void **dispose** () throws InvalidOperationTimingException

3.167.1 Detailed Description

Definition at line 4 of file ExternalBrowser.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/ExternalBrowser.java

3.168 FaceCount Struct Reference

Data Fields

- long **size**
- **GLUhalfEdge** * **eStart**
- void(* **render**)(GLUtesselator *, GLUhalfEdge *, long)

3.168.1 Detailed Description

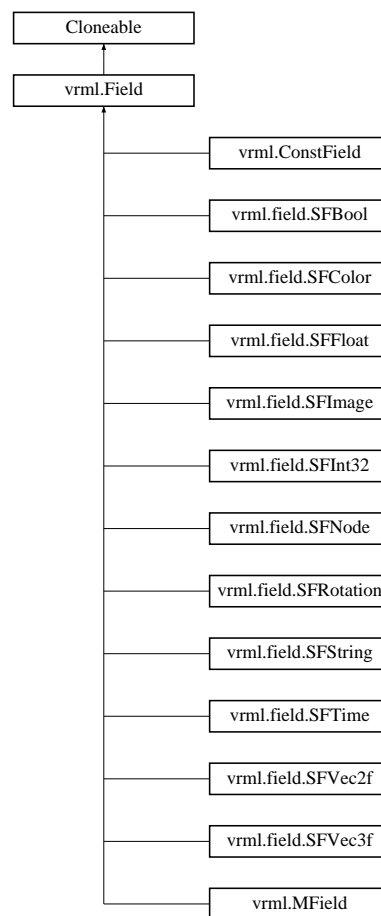
Definition at line 49 of file render.c.

The documentation for this struct was generated from the following file:

- src/libtess/render.c

3.169 vrml.Field Class Reference

Inheritance diagram for vrml.Field:



Public Member Functions

- Object **clone** ()
- void **bind_to** (FWJavaScriptBinding b)
- final void **__updateRead** ()
- abstract void **__fromPerl** (BufferedReader in) throws IOException
- abstract void **__toPerl** (PrintWriter out) throws IOException
- void **setOffset** (String offs)
- String **getOffset** ()

Protected Member Functions

- final void **__updateWrite** ()

3.169.1 Detailed Description

Definition at line 4 of file Field.java.

The documentation for this class was generated from the following file:

- src/java/vrml/Field.java

3.170 FieldDecl Struct Reference

Data Fields

- indexT **PKWmode**
- indexT **fieldType**
- indexT **lexerNameIndex**
- indexT **JSparamNameIndex**
- int **shaderVariableID**

3.170.1 Detailed Description

Definition at line 32 of file CFieldDecls.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CFieldDecls.h

3.171 fieldNodeState Struct Reference

Data Fields

- int **parsingMFSFNode**
- struct **X3D_Node** * **fieldHolder**
- int **fieldHolderInitialized**
- struct **ScriptFieldDecl** * **mfnodeSdecl**
- int **myObj_num**
- struct **Shader_Script** * **myObj**

3.171.1 Detailed Description

Definition at line 112 of file X3DProtoScript.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/X3DProtoScript.c

3.172 vrml.external.field.FieldTypes Class Reference

Static Public Attributes

- static final int **UnknownType** = 0
- static final int **SFBOOL** = 1
- static final int **SFIMAGE** = 2
- static final int **SFTIME** = 3
- static final int **SFCOLOR** = 4
- static final int **MFCOLOR** = 5
- static final int **SFFLOAT** = 6
- static final int **MFFLOAT** = 7
- static final int **SFINT32** = 8
- static final int **MFINT32** = 9
- static final int **SFNODE** = 10
- static final int **MFNODE** = 11
- static final int **SFROTATION** = 12
- static final int **MFROTATION** = 13
- static final int **SFSTRING** = 14
- static final int **MFSTRING** = 15
- static final int **SFVEC2F** = 16
- static final int **MFVEC2F** = 17
- static final int **SFVEC3F** = 18
- static final int **MFVEC3F** = 19

3.172.1 Detailed Description

Definition at line 5 of file FieldTypes.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/FieldTypes.java

3.173 FirstStruct Struct Reference

Data Fields

- void * **tonode**
- void(* **interpptr**)(void *)

3.173.1 Detailed Description

- Routing table **/* Structure table */** EAI needs the extra parameter, so we put it globally when a Registered↔ Listener is clicked. ***/**

Definition at line 326 of file CRoutes.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CRoutes.c

3.174 fmtChnk Struct Reference

Data Fields

- char **chunkID** [4]
- int **chunkSize**
- short **wFormatTag**
- unsigned short **wChannels**
- unsigned int **dwSamplesPerSec**
- unsigned int **dwAvgBytesPerSec**
- unsigned short **wBlockAlign**
- unsigned short **wBitsPerSample**

3.174.1 Detailed Description

Definition at line 51 of file soundheader.h.

The documentation for this struct was generated from the following file:

- src/sound/soundheader.h

3.175 freewrl_params Struct Reference

Initialization.

```
#include <libFreeWRL.h>
```

Data Fields

- int **width**
- int **height**
- int **xpos**
- int **ypos**
- long int **winToEmbedInto**
- bool **fullscreen**
- bool **multithreading**
- bool **enableEAI**
- bool **verbose**
- bool **frontend_handles_display_thread**
- void * **display**
- void * **context**
- void * **surface**

3.175.1 Detailed Description

Initialization.

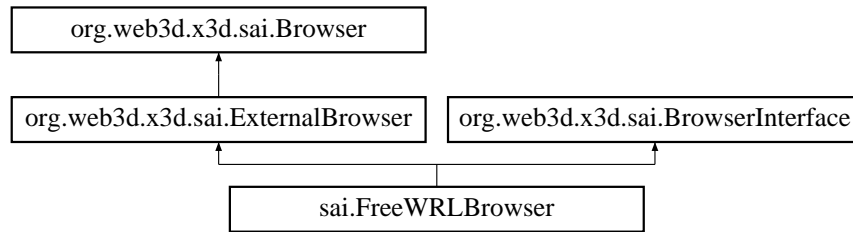
Definition at line 69 of file libFreeWRL.h.

The documentation for this struct was generated from the following file:

- src/lib/libFreeWRL.h

3.176 sai.FreeWRLBrowser Class Reference

Inheritance diagram for sai.FreeWRLBrowser:



Public Member Functions

- int **get_Browser_EVtype** (int event)
- **X3DEventListener** **get_Browser_EVObserver** (int eventno)
- void **Browser_RL_Async_send** (String EVreply, int eventno)
- **FreeWRLBrowser** (Applet pApplet, int portnum)
- **FreeWRLBrowser** (Applet pApplet)
- void **checkValid** ()
- String **getName** () throws InvalidBrowserException, ConnectionException
- String **getVersion** () throws InvalidBrowserException, ConnectionException
- float **getCurrentSpeed** () throws InvalidBrowserException, ConnectionException
- float **getCurrentFrameRate** () throws InvalidBrowserException, ConnectionException
- void **replaceWorld** (X3DScene passedscene) throws InvalidBrowserException, ConnectionException
- void **setDescription** (String des) throws InvalidBrowserException, ConnectionException
- **X3DScene** **createX3DFromString** (String str) throws InvalidBrowserException, InvalidX3DException, ConnectionException, NotSupportedException
- **X3DNode** **createNodeFromString** (String str)
- **X3DScene** **createX3DFromStream** (InputStream is) throws InvalidBrowserException, InvalidX3DException, ConnectionException, NotSupportedException, IOException
- **X3DScene** **createX3DFromURL** (String[] url) throws InvalidBrowserException, InvalidX3DException, ConnectionException, IOException
- Map **getRenderingProperties** () throws InvalidBrowserException, ConnectionException
- Map **getBrowserProperties** () throws InvalidBrowserException, ConnectionException
- void **nextViewpoint** () throws InvalidBrowserException, ConnectionException
- void **previousViewpoint** () throws InvalidBrowserException, ConnectionException
- void **firstViewpoint** () throws InvalidBrowserException, ConnectionException
- void **lastViewpoint** () throws InvalidBrowserException, ConnectionException
- void **print** (Object obj) throws InvalidBrowserException, ConnectionException
- void **println** (Object obj) throws InvalidBrowserException, ConnectionException
- String **addRoute** (FreeWRLNode fromNode, String fromEventOut, FreeWRLNode toNode, String toEventIn) throws IllegalArgumentException
- String **deleteRoute** (FreeWRLNode fromNode, String fromEventOut, FreeWRLNode toNode, String toEventIn) throws IllegalArgumentException
- void **beginUpdate** ()
- void **endUpdate** ()
- void **initialize** ()
- void **shutdown** ()
- **X3DNode** **getNode** (String nodeName) throws NodeUnavailableException
- void **close** ()
- void **dispose** ()

- void **addBrowserListener** (**BrowserListener** listener) throws `InvalidBrowserException`, `ConnectionException`
- void **removeBrowserListener** (**BrowserListener** listener) throws `InvalidBrowserException`, `ConnectionException`
- void **browserEvent** (int type)
- **X3DScene** **currentScene** ()
- **ProfileInfo** **getProfile** (String name) throws `ConnectionException`, `InvalidBrowserException`, `NotSupportedException`
- **ProfileInfo**[] **getSupportedProfiles** () throws `InvalidBrowserException`, `ConnectionException`
- **ComponentInfo**[] **getSupportedComponents** () throws `InvalidBrowserException`, `ConnectionException`
- **ComponentInfo** **getComponent** (String name, int level) throws `InvalidBrowserException`, `NotSupportedException`, `ConnectionException`
- **X3DExecutionContext** **getExecutionContext** () throws `InvalidBrowserException`, `ConnectionException`
- **X3DScene** **createScene** (**ProfileInfo** profile, **ComponentInfo**[] components) throws `InvalidBrowserException`, `ConnectionException`
- void **loadURL** (String[] url, Map parameters) throws `InvalidBrowserException`, `InvalidURLException`, `ConnectionException`
- String **getDescription** () throws `InvalidBrowserException`, `ConnectionException`
- void **stopRender** ()
- void **pauseRender** ()
- **X3DScene** **importDocument** (Node element) throws `InvalidBrowserException`, `InvalidDocumentException`, `NotSupportedException`, `ConnectionException`

Static Public Member Functions

- static void **SendChildEvent** (String parent, String offset, String fieldName, String child)
- static void **newSendEvent** (**FreeWRLField** field, String value)
- static String **sendGlobalCommand** (String command)
- static String **SendEventOut** (String nodeptr, String offset, String datasize, String datatype, String command)
- static void **RegisterListener** (**X3DFieldEventListener** f, Object userData, String nodeptr, String offset, String datatype, String datasize, int EventType)
- static void **unRegisterListener** (**X3DFieldEventListener** f, String nodeptr, String offset, String datatype, String datasize, int EventType)

Static Protected Member Functions

- static String **SendEventType** (String nodeName, String ptr, String fieldName, String direction)
- static synchronized String **getVRMLreply** (int queryno)

3.176.1 Detailed Description

Definition at line 18 of file `FreeWRLBrowser.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FreeWRLBrowser.java`

3.177 sai.FreeWRLBrowserInfo Class Reference

Static Public Member Functions

- static void **setBrowserProperty** (int property, boolean value)
- static boolean **getBrowserProperty** (int property)
- static Map **getBrowserProperties** ()

3.177.1 Detailed Description

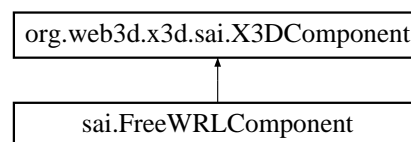
Definition at line 5 of file FreeWRLBrowserInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLBrowserInfo.java

3.178 sai.FreeWRLComponent Class Reference

Inheritance diagram for sai.FreeWRLComponent:



Public Member Functions

- ExternalBrowser **getBrowser** ()
- Object **getImplementation** ()
- void **shutdown** ()

3.178.1 Detailed Description

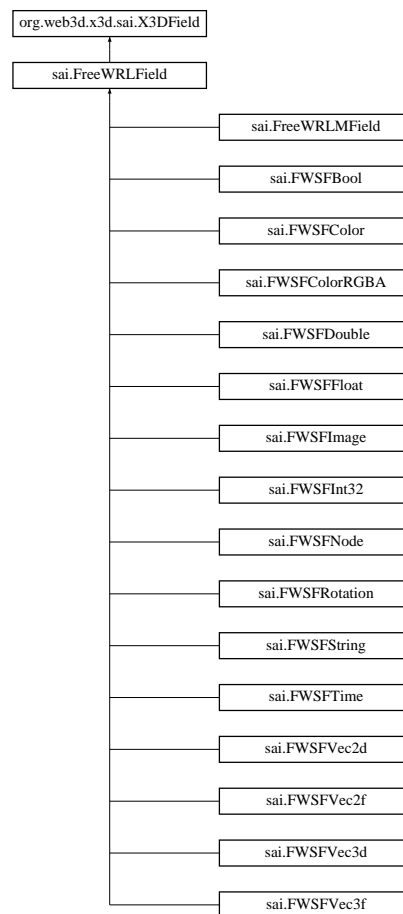
Definition at line 4 of file FreeWRLComponent.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLComponent.java

3.179 sai.FreeWRLField Class Reference

Inheritance diagram for sai.FreeWRLField:



Public Member Functions

- **FreeWRLField** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- String **toString** ()
- **X3DFieldDefinition** **getDefinition** () throws InvalidFieldException, ConnectionException
- boolean **isReadable** () throws InvalidFieldException, ConnectionException
- boolean **isWritable** () throws InvalidFieldException, ConnectionException
- void **addX3DEventListener** (**X3DFieldEventListener** l) throws ConnectionException, InvalidFieldException
- void **removeX3DEventListener** (**X3DFieldEventListener** l) throws ConnectionException, InvalidFieldException
- void **setUserData** (Object data) throws InvalidFieldException, ConnectionException
- Object **getUserData** () throws InvalidFieldException, ConnectionException
- void **dispose** ()
- void **checkValid** ()
- void **setCommand** (String com)
- void **setNode** (String nod)
- void **setDataType** (String dt)
- void **setNodePtr** (String np)
- void **setOffset** (String off)
- void **setDataSize** (String ds)

- void **setScriptType** (String st)
- String **getDataSize** ()
- String **getScriptType** ()
- String **getCommand** ()
- String **getNode** ()
- String **getDataType** ()
- String **getNodePtr** ()
- String **getOffset** ()

Protected Attributes

- **FreeWRLFieldDefinition** fieldDef
- Object **userData**
- **FreeWRLBrowser** browser

3.179.1 Detailed Description

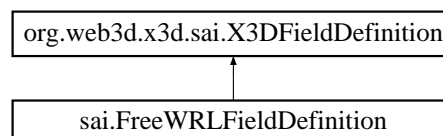
Definition at line 4 of file FreeWRLField.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLField.java

3.180 sai.FreeWRLFieldDefinition Class Reference

Inheritance diagram for sai.FreeWRLFieldDefinition:



Public Member Functions

- **FreeWRLFieldDefinition** (String nm, int access, int field)
- String **getName** ()
- int **getAccessType** ()
- int **getFieldType** ()
- String **getFieldTypeString** ()
- void **setDefaultValue** (String val)
- String **getDefault** ()

Protected Attributes

- String **name**
- int **accessType**
- int **fieldType**
- String **fieldTypeString**
- String **defaultVal**

3.180.1 Detailed Description

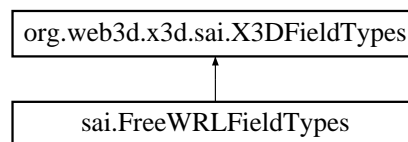
Definition at line 4 of file FreeWRLFieldDefinition.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLFieldDefinition.java

3.181 sai.FreeWRLFieldTypes Class Reference

Inheritance diagram for sai.FreeWRLFieldTypes:



Static Public Member Functions

- static int **getIntType** (String type)
- static String **getStringType** (int type)
- static String **getStringDesc** (int type)
- static int **getIntFromStringDesc** (String desc)
- static int **getAccessFromType** (String type)
- static int **getIntAccess** (String type)
- static String **getStringAccess** (int type)

Static Public Attributes

- static int **SFUNKOWN** = 0

Additional Inherited Members

3.181.1 Detailed Description

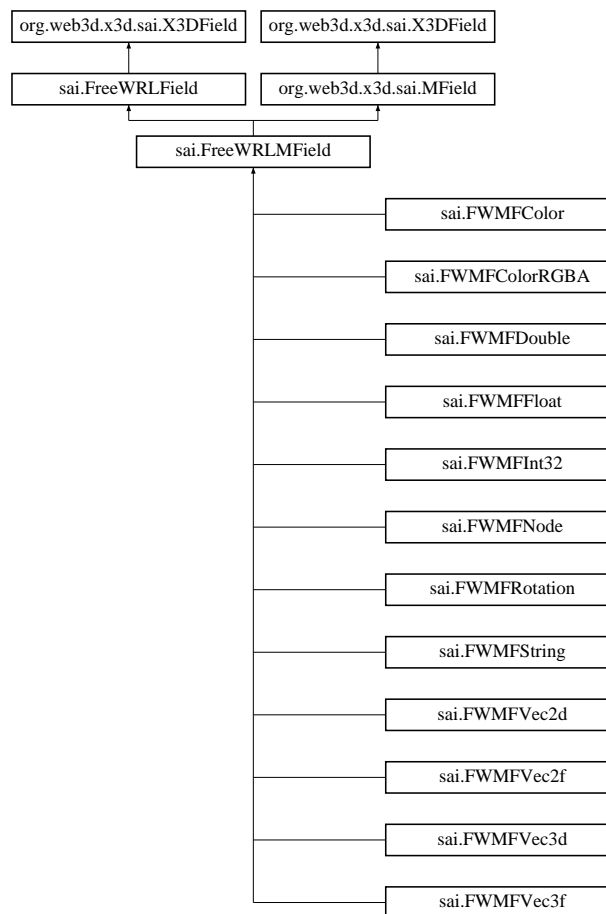
Definition at line 5 of file FreeWRLFieldTypes.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLFieldTypes.java

3.182 sai.FreeWRLMField Class Reference

Inheritance diagram for sai.FreeWRLMField:



Public Member Functions

- **FreeWRLMField (FreeWRLFieldDefinition def, FreeWRLBrowser b)**
- **int size ()** throws InvalidFieldException, ConnectionException
- **void clear ()** throws InvalidFieldException, ConnectionException
- **void remove (int index)** throws InvalidFieldException, ConnectionException, ArrayIndexOutOfBoundsException

Additional Inherited Members

3.182.1 Detailed Description

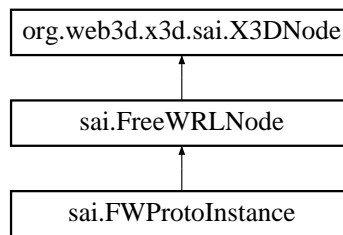
Definition at line 5 of file FreeWRLMField.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLMField.java

3.183 sai.FreeWRLNode Class Reference

Inheritance diagram for sai.FreeWRLNode:



Public Member Functions

- **FreeWRLNode** (**FreeWRLBrowser** b)
- String **toString** ()
- boolean **equals** (Object o)
- String **getNodeName** () throws InvalidNodeException, ConnectionException
- void **setPerlPtr** (String p)
- String **getPerlPtr** ()
- String **getName** ()
- int[] **getNodeType** () throws InvalidNodeException, ConnectionException
- **X3DFieldDefinition**[] **getFieldDefinitions** () throws InvalidNodeException, ConnectionException
- **X3DField** **getField** (String fieldName) throws InvalidNameException, InvalidNodeException, ConnectionException
- void **dispose** () throws InvalidNodeException
- void **setNodeName** (String n)
- void **setType** (int t)
- void **setPointer** (String p)
- String **getPointer** ()
- void **setMetadata** (**X3DMetadataObject** data) throws InvalidNodeException, ConnectionException
- **X3DMetadataObject** **getMetadata** () throws InvalidNodeException, ConnectionException

3.183.1 Detailed Description

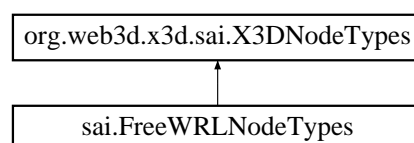
Definition at line 6 of file FreeWRLNode.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLNode.java

3.184 sai.FreeWRLNodeTypes Class Reference

Inheritance diagram for sai.FreeWRLNodeTypes:



Static Public Member Functions

- static String **getStringType** (int type)

Data Fields

- int **X3D_Component_Networking** = 1
- int **X3D_Component_Shape** = 2
- int **X3D_Component_Geometry2D** = 3
- int **X3D_Component_Sound** = 4
- int **X3D_Component_EnvironmentalEffects** = 5
- int **X3D_Component_Navigation** = 6
- int **X3D_Component_EventUtilities** = 7
- int **X3D_Component_Geometry3D** = 8
- int **X3D_Component_Rendering** = 9
- int **X3D_Component_Interpolation** = 10
- int **X3D_Component_Nurbs** = 11
- int **X3D_Component_PointingDevice** = 12
- int **X3D_Component_Lighting** = 13
- int **X3D_Component_Text** = 14
- int **X3D_Component_Geospatial** = 15
- int **X3D_Component_Grouping** = 16
- int **X3D_Component_HAnim** = 17
- int **X3D_Component_Texturing** = 18
- int **X3D_Component_EnvironmentalSensor** = 19
- int **X3D_Component_Scripting** = 20
- int **X3D_Component_Time** = 21

3.184.1 Detailed Description

Definition at line 5 of file FreeWRLNodeTypes.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLNodeTypes.java

3.185 sai.FreeWRLRendererInfo Class Reference

Static Public Member Functions

- static void **setRenderingProperty** (String **key**, Object value)
- static Object **getRenderingProperty** (String **key**)
- static Map **getRenderingProperties** ()

3.185.1 Detailed Description

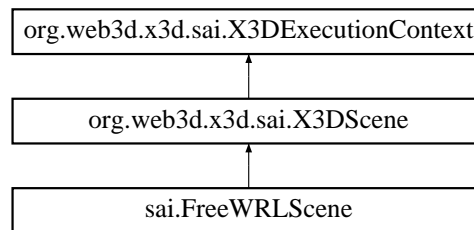
Definition at line 5 of file FreeWRLRendererInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLRendererInfo.java

3.186 sai.FreeWRLScene Class Reference

Inheritance diagram for sai.FreeWRLScene:



Public Member Functions

- **FreeWRLScene** (**FreeWRLNode**[] n, **FreeWRLBrowser** b)
- **FreeWRLScene** (**FreeWRLBrowser** b)
- **FreeWRLScene** (**FWComponentInfo**[] c, **FWProfileInfo** p, **FreeWRLBrowser** b)
- void **setCurrent** (boolean val)
- String **getMetaData** (String key) throws **InvalidExecutionContextException**
- void **setMetaData** (String key, String value) throws **InvalidExecutionContextException**
- **X3DNode** **getExportedNode** (String nodeName) throws **InvalidExecutionContextException**, **Node↔UnavailableException**, **InvalidNameException**
- void **updateExportedNode** (String nodeName, String newName) throws **InvalidExecutionContextException**, **InvalidNameException**
- void **removeExportedNode** (String nodeName) throws **InvalidExecutionContextException**, **InvalidName↔Exception**
- void **addRootNode** (**X3DNode** rootNode) throws **InvalidExecutionContextException**, **NodeInUseException**, **InsufficientCapabilitiesException**
- void **removeRootNode** (**X3DNode** rootNode) throws **InvalidExecutionContextException**
- String **getSpecificationVersion** () throws **InvalidExecutionContextException**
- int **getEncoding** () throws **InvalidExecutionContextException**
- **ProfileInfo** **getProfile** () throws **InvalidExecutionContextException**
- **ComponentInfo**[] **getComponents** () throws **InvalidExecutionContextException**
- String **getWorldURL** () throws **InvalidExecutionContextException**
- **X3DNode** **getNamedNode** (String nodeName) throws **InvalidExecutionContextException**, **Node↔UnavailableException**, **InvalidNameException**
- **X3DNode** **getImportedNode** (String nodeName) throws **InvalidExecutionContextException**, **Node↔UnavailableException**, **InvalidNameException**
- **X3DNode** **createNode** (String nodeName) throws **InvalidExecutionContextException**, **InvalidNameException**
- **X3DProtoInstance** **createProto** (String protoName) throws **InvalidExecutionContextException**, **Invalid↔NameException**
- void **updateNamedNode** (String nodeName, **X3DNode** nodeRef) throws **InvalidExecutionContextException**, **InvalidNameException**, **ImportedNodeException**
- void **updateImportedNode** (String nodeName, String importedName, **X3DNode** nodeRef) throws **Invalid↔ExecutionContextException**, **InvalidNameException**, **ImportedNodeException**
- void **removeNamedNode** (String nodeName) throws **InvalidExecutionContextException**, **InvalidName↔Exception**
- void **removeImportedNode** (String nodeName) throws **InvalidExecutionContextException**, **InvalidName↔Exception**
- **X3DProtoDeclaration** **getProtoDeclaration** (String protoName) throws **InvalidExecutionContextException**, **InvalidNameException**

- void **updateProtoDeclaration** (String protoName, **X3DProtoDeclaration** newDeclaration) throws InvalidExecutionContextException, InvalidNameException
- void **removeProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidNameException
- **X3DExternProtoDeclaration** **getExternProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidNameException, URLUnavailableException
- void **updateExternProtoDeclaration** (String protoName, **X3DExternProtoDeclaration** newDeclaration) throws InvalidExecutionContextException
- void **removeExternProtoDeclaration** (String protoName) throws InvalidExecutionContextException
- **X3DNode[]** **getRootNodes** () throws InvalidExecutionContextException
- **X3DRoute[]** **getRoutes** () throws InvalidExecutionContextException
- **X3DRoute** **addRoute** (**X3DNode** startNode, String startName, **X3DNode** endNode, String endEvent) throws InvalidExecutionContextException, InvalidNodeException, InvalidFieldException
- void **removeRoute** (**X3DRoute** route) throws InvalidExecutionContextException, InvalidNodeException, InvalidFieldException
- void **checkValid** ()
- void **dispose** ()

3.186.1 Detailed Description

Definition at line 6 of file FreeWRLScene.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLScene.java

3.187 fw_MaterialParameters Struct Reference

Data Fields

- float **emission** [4]
- float **ambient** [4]
- float **diffuse** [4]
- float **specular** [4]
- float **shininess**

3.187.1 Detailed Description

Definition at line 74 of file Component_Shape.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Shape.h

3.188 FWBITMAPFILEHEADER Struct Reference

Data Fields

- FDWORD **bfSize**
- FWORD **bfReserved1**
- FWORD **bfReserved2**
- FDWORD **bfOffBits**

3.188.1 Detailed Description

Definition at line 304 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

3.189 FWBITMAPINFO Struct Reference

Data Fields

- FWBITMAPINFOHEADER **bmiHeader**
- FWRGBQUAD **bmiColors** [1]

3.189.1 Detailed Description

Definition at line 319 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

3.190 FWBITMAPINFOHEADER Struct Reference

Data Fields

- FDWORD **biSize**
- FLONG **biWidth**
- FLONG **biHeight**
- FWORD **biPlanes**
- FWORD **biBitCount**
- FDWORD **biCompression**
- FDWORD **biSizeImage**
- FLONG **biXPelsPerMeter**
- FLONG **biYPelsPerMeter**
- FDWORD **biClrUsed**
- FDWORD **biClrImportant**

3.190.1 Detailed Description

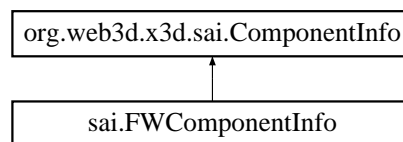
Definition at line 289 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

3.191 sai.FWComponentInfo Class Reference

Inheritance diagram for sai.FWComponentInfo:



Public Member Functions

- **FWComponentInfo** (String n, int l, String t, String u)
- String **getName** ()
- int **getLevel** ()
- String **getTitle** ()
- String **getProviderURL** ()
- String **toX3DString** ()

3.191.1 Detailed Description

Definition at line 4 of file FWComponentInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWComponentInfo.java

3.192 vrml.FWCreateField Class Reference

Static Public Member Functions

- static **Field createField** (String type)
- static **ConstField createConstField** (String type)

3.192.1 Detailed Description

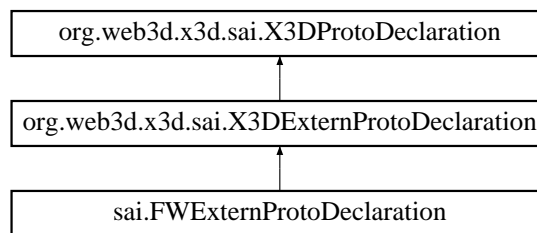
Definition at line 5 of file FWCreateField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWCreateField.java

3.193 sai.FWExternProtoDeclaration Class Reference

Inheritance diagram for sai.FWExternProtoDeclaration:



Public Member Functions

- String **getProtoName** ()
- int **getLoadState** ()
- void **loadNow** ()
- **X3DProtoInstance createInstance** () throws InvalidOperationTimingException, InvalidProtoException
- **X3DFieldDefinition[] getFieldDefinitions** () throws InvalidOperationTimingException, InvalidProtoException
- void **setProtoName** (String name)
- void **setFields** (FreeWRLFieldDefinition[] f)
- void **setType** (int t)
- void **dispose** ()

3.193.1 Detailed Description

Definition at line 5 of file FWExternProtoDeclaration.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWExternProtoDeclaration.java

3.194 vrml.FWHelper Class Reference

Static Public Member Functions

- static String **base64encode** (String str)
- static String **base64decode** (String str)
- static String **quote** (String str)
This is the static method, that quotes a string.
- static String **nodeToString** (BaseNode node)

3.194.1 Detailed Description

Definition at line 4 of file FWHelper.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWHelper.java

3.195 vrml.FWJavaScript Class Reference

Static Public Member Functions

- static void **add_touched** (**Field** f)
- static void **send_touched** (String reqid) throws IOException
- static void **main** (String argv[]) throws ClassNotFoundException, NoSuchMethodException, InstantiationException, IllegalAccessException, InvocationTargetException, Exception, Throwable
- static String **getFieldType** (**BaseNode** node, String fieldname, String kind)
- static void **readField** (**BaseNode** node, String fieldName, **Field** fld)
- static String **getNodeTypes** (**BaseNode** node)
- static **Browser** **getBrowser** ()
- static **BaseNode**[] **createVrmlFromString** (String vrmlSyntax) throws InvalidVRMLSyntaxException
- static **BaseNode**[] **createX3DFromString** (String vrmlSyntax) throws InvalidX3DSyntaxException

3.195.1 Detailed Description

Definition at line 13 of file FWJavaScript.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWJavaScript.java

3.196 vrml.FWJavaScriptBinding Class Reference

Public Member Functions

- **FWJavaScriptBinding** (**BaseNode** n, String f)
- **FWJavaScriptBinding** (**BaseNode** n, String f, boolean u)
- **BaseNode** **node** ()
- String **field** ()
- void **updateRead** (**Field** field)
- void **updateWrite** (**Field** field)
- String **toString** ()

3.196.1 Detailed Description

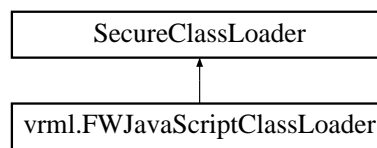
Definition at line 5 of file FWJavaScriptBinding.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWJavaScriptBinding.java

3.197 vrml.FWJavaScriptClassLoader Class Reference

Inheritance diagram for vrml.FWJavaScriptClassLoader:



Public Member Functions

- **FWJavaScriptClassLoader** (String url)

Protected Member Functions

- Class **findClass** (String name) throws ClassNotFoundException
- PermissionCollection **getPermissions** (CodeSource codesource)
- URL **findResource** (String name)
- Enumeration **findResources** (String name) throws IOException

3.197.1 Detailed Description

Definition at line 13 of file FWJavaScriptClassLoader.java.

3.197.2 Constructor & Destructor Documentation

3.197.2.1 vrml.FWJavaScriptClassLoader.FWJavaScriptClassLoader (String url) [inline]

Parameters

<i>url</i>	base url for loading classes.
------------	-------------------------------

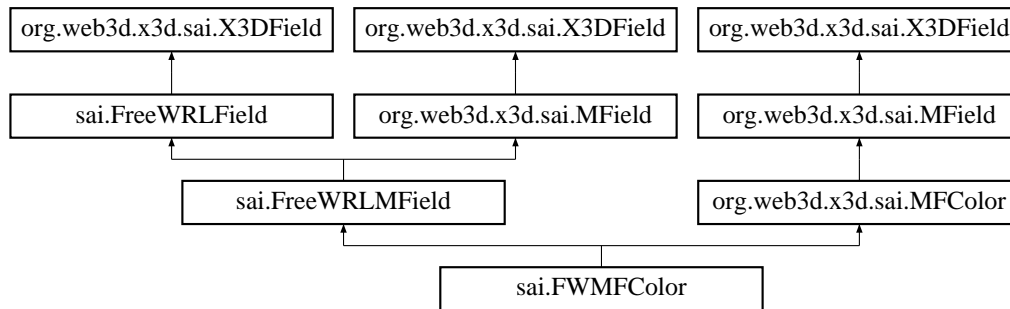
Definition at line 21 of file FWJavaScriptClassLoader.java.

The documentation for this class was generated from the following file:

- `src/java/vrml/FWJavaScriptClassLoader.java`

3.198 sai.FWMFColor Class Reference

Inheritance diagram for `sai.FWMFColor`:



Public Member Functions

- **FWMFColor** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[][] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (float[] value)
- void **get1Value** (int index, float[] value)
- void **setValue** (int numVals, float[] value) throws `ArrayIndexOutOfBoundsException`, `IllegalArgumentException`
- void **setValue** (int numVals, float[][] value) throws `ArrayIndexOutOfBoundsException`, `IllegalArgumentException`
- void **set1Value** (int index, float[] value) throws `IllegalArgumentException`, `ArrayIndexOutOfBoundsException`
- void **append** (float[] value) throws `IllegalArgumentException`, `ArrayIndexOutOfBoundsException`
- void **insertValue** (int index, float[] value)

Additional Inherited Members

3.198.1 Detailed Description

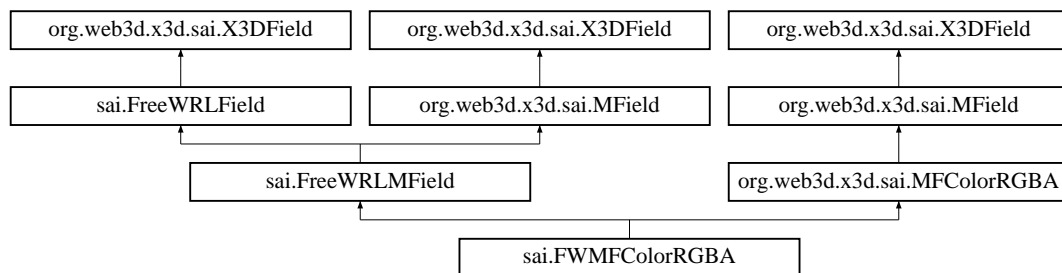
Definition at line 6 of file `FWMFColor.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWMFColor.java`

3.199 sai.FWMFCOLORRGBA Class Reference

Inheritance diagram for sai.FWMFCOLORRGBA:



Public Member Functions

- **FWMFCOLORRGBA** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[][] value) throws **ArrayIndexOutOfBoundsException**
- void **getValue** (float[] value) throws **ArrayIndexOutOfBoundsException**
- void **get1Value** (int index, float[] value)
- void **setValue** (int numColors, float[] value) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (int numColors, float[][] value) throws **ArrayIndexOutOfBoundsException**
- void **set1Value** (int index, float[] value)
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

Additional Inherited Members

3.199.1 Detailed Description

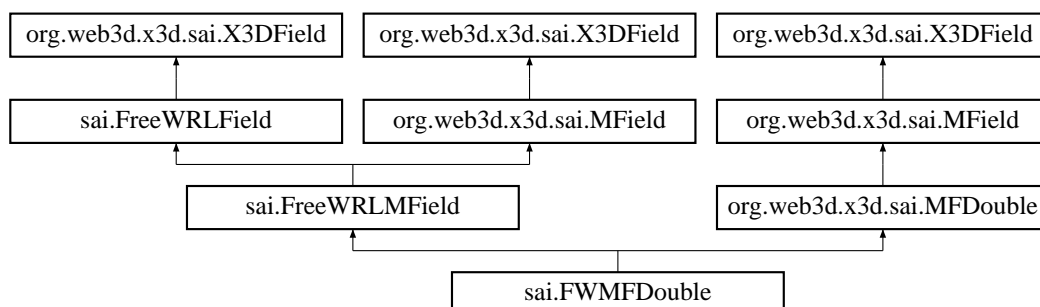
Definition at line 5 of file FWMFCOLORRGBA.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFCOLORRGBA.java

3.200 sai.FWMFDOUBLE Class Reference

Inheritance diagram for sai.FWMFDOUBLE:



Public Member Functions

- **FWMFDouble** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[] value) throws `ArrayIndexOutOfBoundsException`
- double **get1Value** (int index) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, double[] value)
- void **set1Value** (int index, double value) throws `ArrayIndexOutOfBoundsException`
- void **append** (double[] value)
- void **insertValue** (int index, double[] value) throws `ArrayIndexOutOfBoundsException`

Additional Inherited Members

3.200.1 Detailed Description

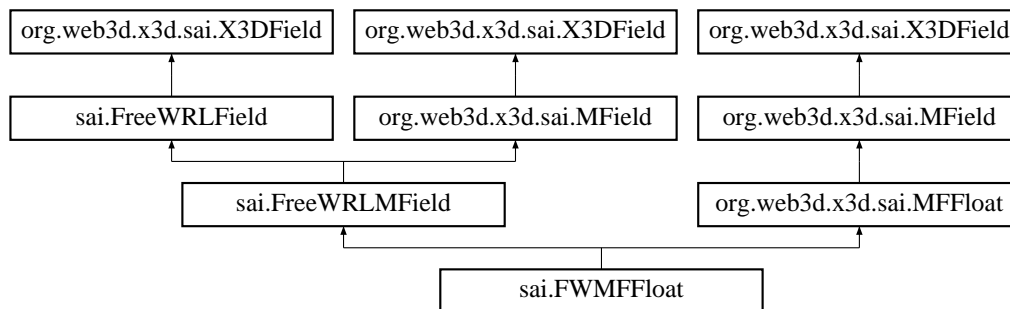
Definition at line 5 of file `FWMFDouble.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWMFDouble.java`

3.201 sai.FWMFFloat Class Reference

Inheritance diagram for `sai.FWMFFloat`:



Public Member Functions

- **FWMFFloat** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- float **get1Value** (int index) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[] value)
- void **set1Value** (int index, float value) throws `ArrayIndexOutOfBoundsException`
- void **append** (float[] value)
- void **insertValue** (int index, float[] value) throws `ArrayIndexOutOfBoundsException`

Additional Inherited Members

3.201.1 Detailed Description

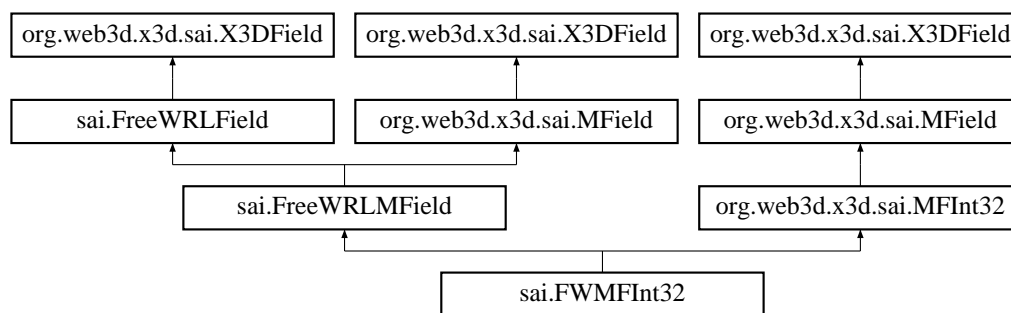
Definition at line 5 of file FWMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFFloat.java

3.202 sai.FWMFInt32 Class Reference

Inheritance diagram for sai.FWMFInt32:



Public Member Functions

- **FWMFInt32** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (int[] values) throws `ArrayIndexOutOfBoundsException`
- int **get1Value** (int index) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, int[] value)
- void **set1Value** (int index, int value) throws `ArrayIndexOutOfBoundsException`
- void **append** (int[] value)
- void **insertValue** (int index, int[] value)

Additional Inherited Members

3.202.1 Detailed Description

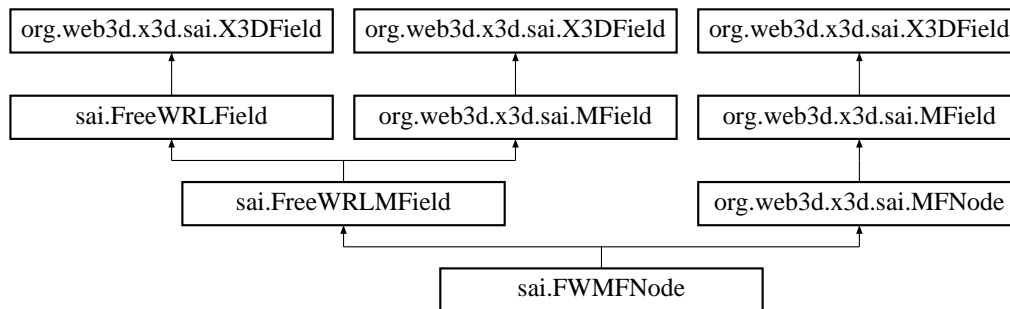
Definition at line 5 of file FWMFInt32.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFInt32.java

3.203 sai.FWMFNode Class Reference

Inheritance diagram for sai.FWMFNode:



Public Member Functions

- void **getValue** (**X3DNode**[] nodes) throws ArrayIndexOutOfBoundsException
- **X3DNode** **get1Value** (int index) throws ArrayIndexOutOfBoundsException
- void **setValue** (int size, **X3DNode**[] value)
- void **set1Value** (int index, **X3DNode** value)
- void **append** (**X3DNode** value)
- void **insertValue** (int index, **X3DNode** value)

Additional Inherited Members

3.203.1 Detailed Description

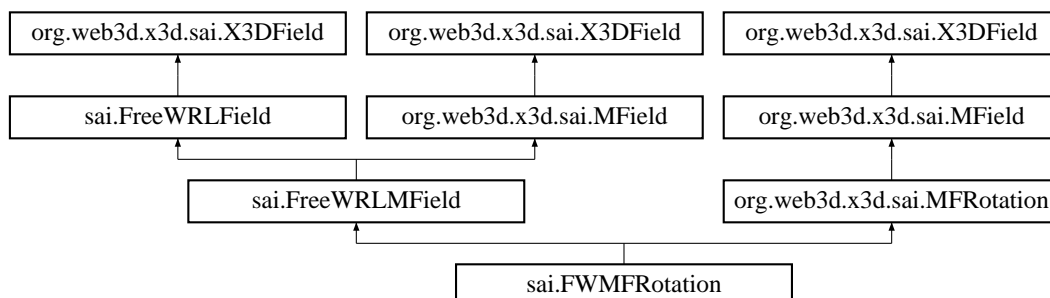
Definition at line 5 of file FWMFNode.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFNode.java

3.204 sai.FWMFRotation Class Reference

Inheritance diagram for sai.FWMFRotation:



Public Member Functions

- **FWMFRotation** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[][] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- void **get1Value** (int index, float[] value)
- void **setValue** (int numRotations, float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int numRotations, float[][] value) throws `ArrayIndexOutOfBoundsException`
- void **set1Value** (int index, float[] value)
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

Additional Inherited Members

3.204.1 Detailed Description

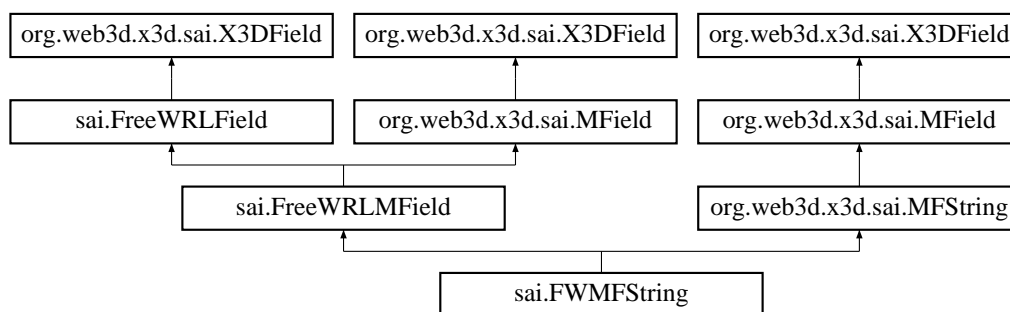
Definition at line 5 of file `FWMFRotation.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWMFRotation.java`

3.205 sai.FWMFString Class Reference

Inheritance diagram for `sai.FWMFString`:



Public Member Functions

- **FWMFString** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (String[] value) throws `ArrayIndexOutOfBoundsException`
- String **get1Value** (int index) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int numStrings, String[] value)
- void **set1Value** (int index, String value)
- void **append** (String[] value)
- void **insertValue** (int index, String[] value)

Additional Inherited Members

3.205.1 Detailed Description

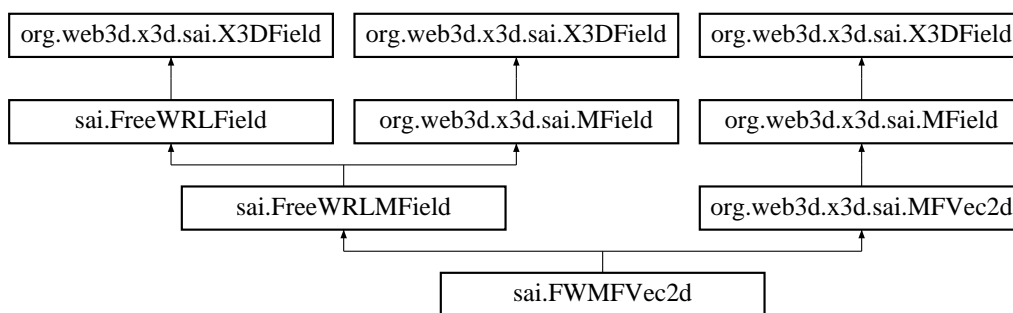
Definition at line 5 of file FWMFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFString.java

3.206 sai.FWMFVec2d Class Reference

Inheritance diagram for sai.FWMFVec2d:



Public Member Functions

- **FWMFVec2d** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[][] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (double[] value) throws `ArrayIndexOutOfBoundsException`
- void **get1Value** (int index, double[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, double[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, double[][] value) throws `ArrayIndexOutOfBoundsException`
- void **set1Value** (int index, double[] value) throws `ArrayIndexOutOfBoundsException`
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

Additional Inherited Members

3.206.1 Detailed Description

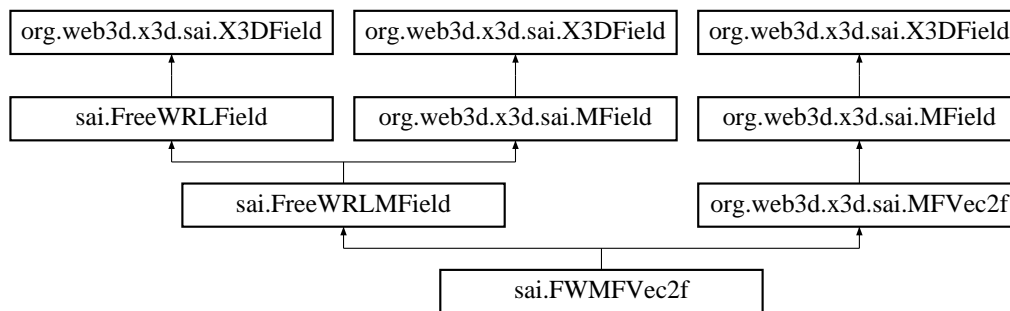
Definition at line 5 of file FWMFVec2d.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFVec2d.java

3.207 sai.FWMFVec2f Class Reference

Inheritance diagram for sai.FWMFVec2f:



Public Member Functions

- **FWMFVec2f** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[][] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- void **get1Value** (int index, float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[][] value) throws `ArrayIndexOutOfBoundsException`
- void **set1Value** (int index, float[] value) throws `ArrayIndexOutOfBoundsException`
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

Additional Inherited Members

3.207.1 Detailed Description

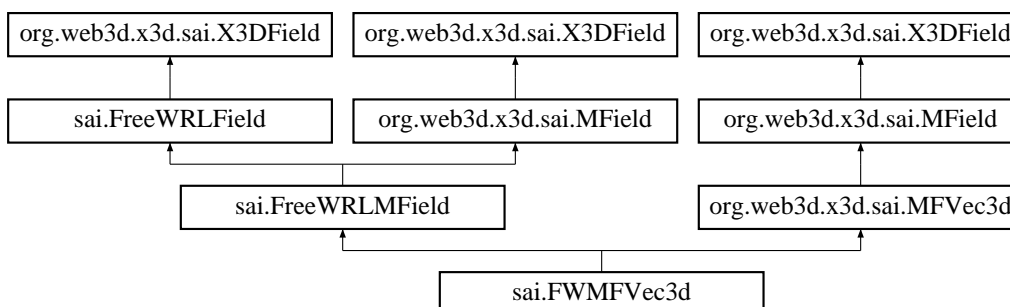
Definition at line 5 of file `FWMFVec2f.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWMFVec2f.java`

3.208 sai.FWMFVec3d Class Reference

Inheritance diagram for sai.FWMFVec3d:



Public Member Functions

- **FWMFVec3d** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[][] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (double[] value) throws `ArrayIndexOutOfBoundsException`
- void **get1Value** (int index, double[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, double[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, double[][] value) throws `ArrayIndexOutOfBoundsException`
- void **set1Value** (int index, double[] value) throws `ArrayIndexOutOfBoundsException`
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

Additional Inherited Members

3.208.1 Detailed Description

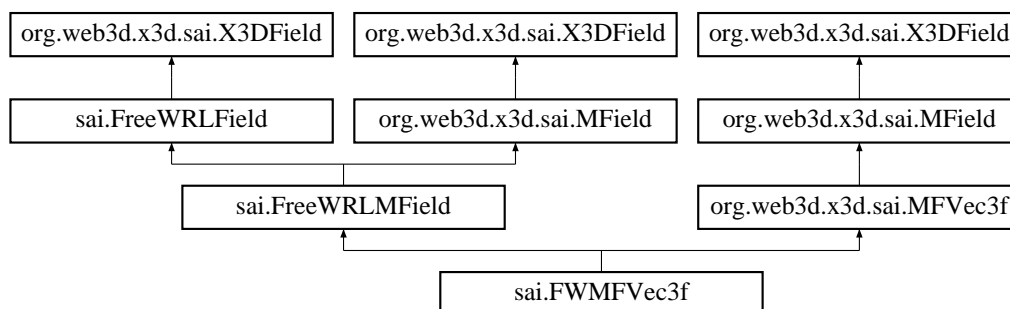
Definition at line 5 of file `FWMFVec3d.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWMFVec3d.java`

3.209 sai.FWMFVec3f Class Reference

Inheritance diagram for `sai.FWMFVec3f`:



Public Member Functions

- **FWMFVec3f** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[][] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- void **get1Value** (int index, float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[][] value) throws `ArrayIndexOutOfBoundsException`
- void **set1Value** (int index, float[] value) throws `ArrayIndexOutOfBoundsException`
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

Additional Inherited Members

3.209.1 Detailed Description

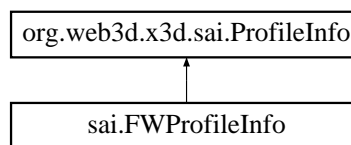
Definition at line 5 of file FWMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFVec3f.java

3.210 sai.FWProfileInfo Class Reference

Inheritance diagram for sai.FWProfileInfo:



Public Member Functions

- **FWProfileInfo** (String n, String t, **ComponentInfo**[] c)
- String **getName** ()
- String **getTitle** ()
- **ComponentInfo**[] **getComponents** ()
- String **toX3DString** ()

3.210.1 Detailed Description

Definition at line 4 of file FWProfileInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWProfileInfo.java

3.211 sai.FWProfInfo Class Reference

Static Public Member Functions

- static **FWProfileInfo** **getProfile** (String name) throws NotSupportedException
- static **FWProfileInfo**[] **getProfiles** ()
- static **ComponentInfo**[] **getComponents** ()
- static **FWComponentInfo** **getComponent** (String name, int level) throws NotSupportedException

3.211.1 Detailed Description

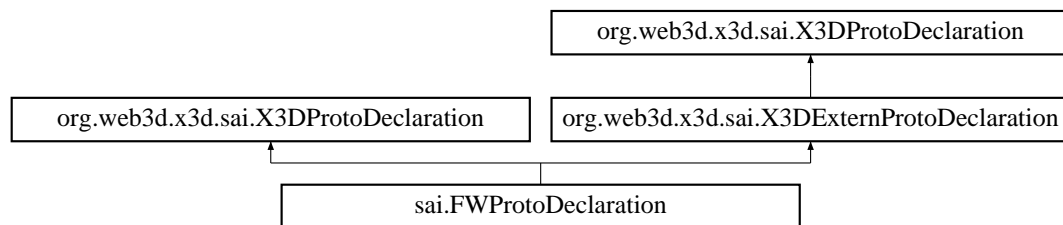
Definition at line 5 of file FWProfInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWProfInfo.java

3.212 sai.FWProtoDeclaration Class Reference

Inheritance diagram for sai.FWProtoDeclaration:



Public Member Functions

- String **getProtoName** ()
- String **toString** ()
- **X3DProtoInstance createInstance** () throws InvalidOperationTimingException, InvalidProtoException
- **X3DFieldDefinition[] getFieldDefinitions** () throws InvalidOperationTimingException, InvalidProtoException
- int **getLoadState** ()
- void **loadNow** ()
- void **setProtoName** (String name)
- void **setFields** (FreeWRLFieldDefinition[] f)
- void **setType** (int t)
- int[] **getNodeTypes** () throws InvalidProtoException
- void **dispose** ()

3.212.1 Detailed Description

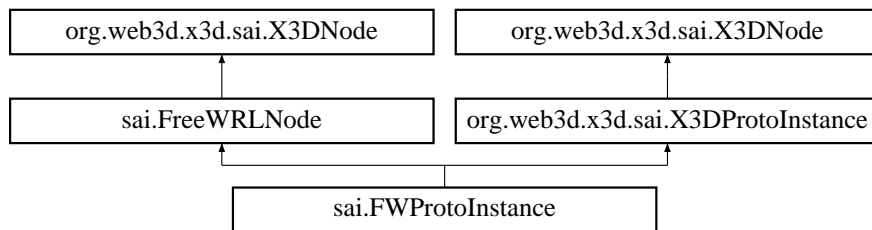
Definition at line 5 of file FWProtoDeclaration.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWProtoDeclaration.java

3.213 sai.FWProtoInstance Class Reference

Inheritance diagram for sai.FWProtoInstance:



Public Member Functions

- **FWProtoInstance** (**FreeWRLBrowser** b)
- **int[]** **getImplementationTypes** ()

3.213.1 Detailed Description

Definition at line 4 of file FWProtoInstance.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWProtoInstance.java

3.214 FWRGBQUAD Struct Reference

Data Fields

- **FBYTE** **rgbBlue**
- **FBYTE** **rgbGreen**
- **FBYTE** **rgbRed**
- **FBYTE** **rgbReserved**

3.214.1 Detailed Description

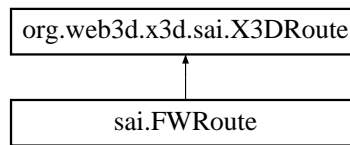
Definition at line 312 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

3.215 sai.FWRoute Class Reference

Inheritance diagram for sai.FWRoute:



Public Member Functions

- **FWRoute** (**FreeWRLNode** sn, String sf, **FreeWRLNode** dn, String df)
- String **toString** ()
- boolean **equals** (Object o)
- **X3DNode** **getSourceNode** () throws InvalidRouteException
- **X3DNode** **getDestinationNode** () throws InvalidRouteException
- String **getSourceField** () throws InvalidRouteException
- String **getDestinationField** () throws InvalidRouteException
- void **dispose** ()

3.215.1 Detailed Description

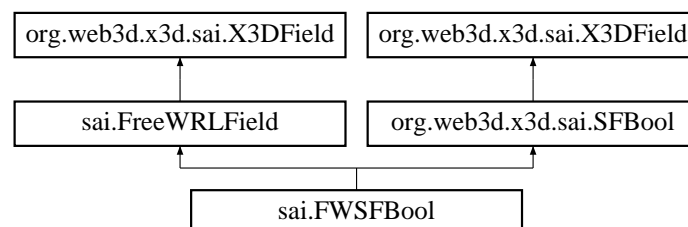
Definition at line 4 of file FWRoute.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWRoute.java

3.216 sai.FWSFBool Class Reference

Inheritance diagram for sai.FWSFBool:



Public Member Functions

- **FWSFBool** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- boolean **getValue** () throws InvalidFieldException
- void **setValue** (boolean value) throws InvalidFieldException

Additional Inherited Members

3.216.1 Detailed Description

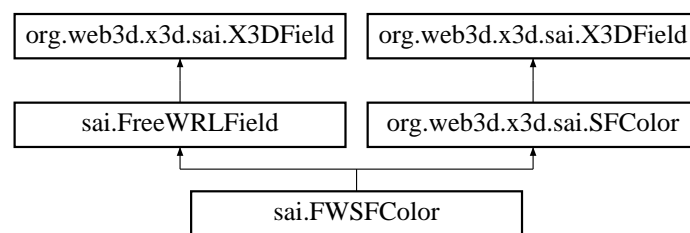
Definition at line 4 of file FWSFBool.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFBool.java

3.217 sai.FWSFColor Class Reference

Inheritance diagram for sai.FWSFColor:



Public Member Functions

- **FWSFColor** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (float[] value) throws `IllegalArgumentException`, `ArrayIndexOutOfBoundsException`

Additional Inherited Members

3.217.1 Detailed Description

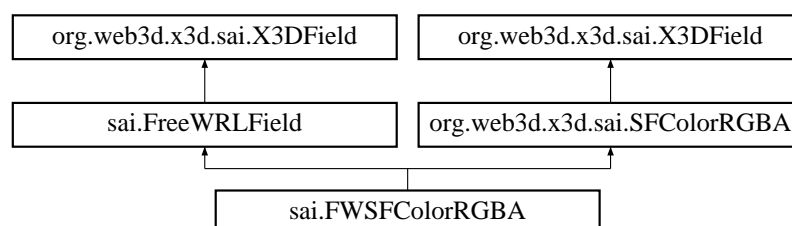
Definition at line 5 of file FWSFColor.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFColor.java

3.218 sai.FWSFColorRGBA Class Reference

Inheritance diagram for sai.FWSFColorRGBA:



Public Member Functions

- **FWSFColorRGBA** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (float[] value) throws `ArrayIndexOutOfBoundsException`

Additional Inherited Members

3.218.1 Detailed Description

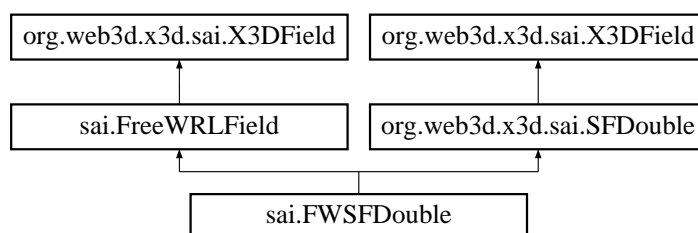
Definition at line 5 of file `FWSFColorRGBA.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFColorRGBA.java`

3.219 sai.FWSFDouble Class Reference

Inheritance diagram for `sai.FWSFDouble`:



Public Member Functions

- **FWSFDouble** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- double **getValue** ()
- void **setValue** (double value)

Additional Inherited Members

3.219.1 Detailed Description

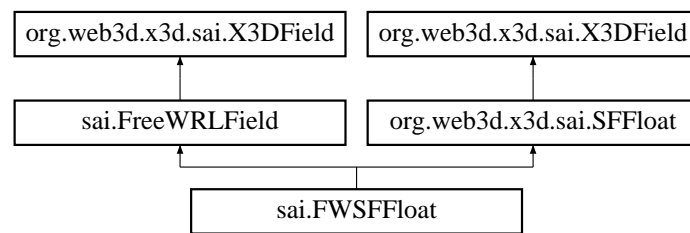
Definition at line 4 of file `FWSFDouble.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFDouble.java`

3.220 sai.FWSFFloat Class Reference

Inheritance diagram for sai.FWSFFloat:



Public Member Functions

- **FWSFFloat** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- float **getValue** ()
- void **setValue** (float value)

Additional Inherited Members

3.220.1 Detailed Description

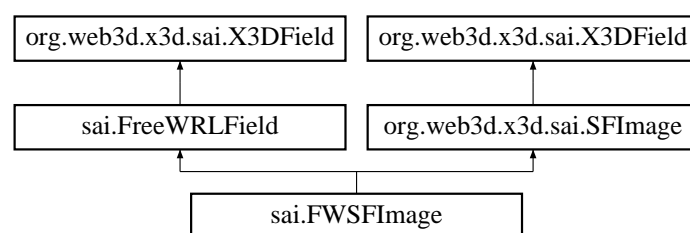
Definition at line 4 of file FWSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFFloat.java

3.221 sai.FWSFImage Class Reference

Inheritance diagram for sai.FWSFImage:



Public Member Functions

- **FWSFImage** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()
- void **getPixels** (int[] pixels)
- WritableRenderedImage **getImage** ()
- void **setValue** (int width, int height, int components, int[] pixels)
- void **setImage** (RenderedImage image)
- void **setSubImage** (RenderedImage image, int srcWidth, int srcHeight, int srcXOffset, int srcYOffset, int destXOffset, int destYOffset)

Additional Inherited Members

3.221.1 Detailed Description

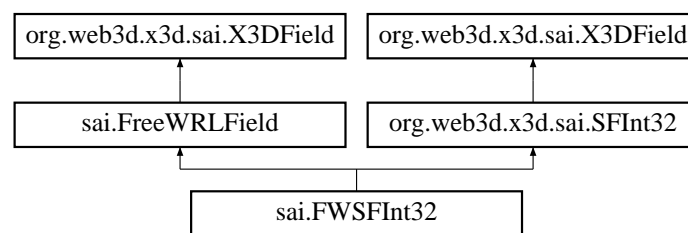
Definition at line 7 of file FWSFImage.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFImage.java

3.222 sai.FWSFInt32 Class Reference

Inheritance diagram for sai.FWSFInt32:



Public Member Functions

- **FWSFInt32** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- int **getValue** ()
- void **setValue** (int value)

Additional Inherited Members

3.222.1 Detailed Description

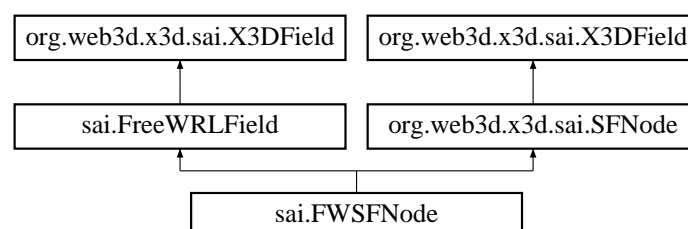
Definition at line 4 of file FWSFInt32.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFInt32.java

3.223 sai.FWSFNode Class Reference

Inheritance diagram for sai.FWSFNode:



Public Member Functions

- **FWSFNode** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- **X3DNode** **getValue** ()
- void **setValue** (**X3DNode** value) throws **InvalidNodeException**

Additional Inherited Members

3.223.1 Detailed Description

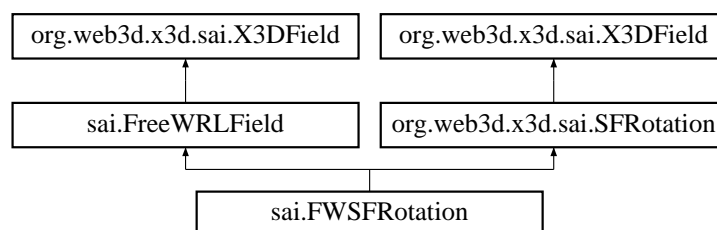
Definition at line 4 of file FWSFNode.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFNode.java

3.224 sai.FWSFRotation Class Reference

Inheritance diagram for sai.FWSFRotation:



Public Member Functions

- **FWSFRotation** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (float[] value) throws **ArrayIndexOutOfBoundsException**

Additional Inherited Members

3.224.1 Detailed Description

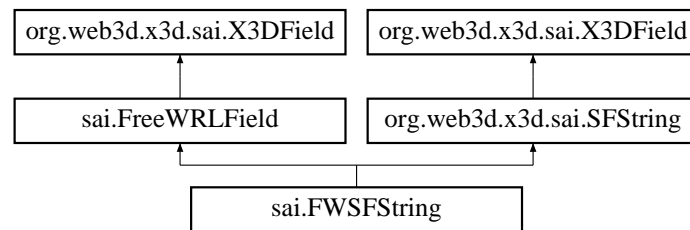
Definition at line 5 of file FWSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFRotation.java

3.225 sai.FWSFString Class Reference

Inheritance diagram for sai.FWSFString:



Public Member Functions

- **FWSFString** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- String **getValue** ()
- void **setValue** (String value)

Additional Inherited Members

3.225.1 Detailed Description

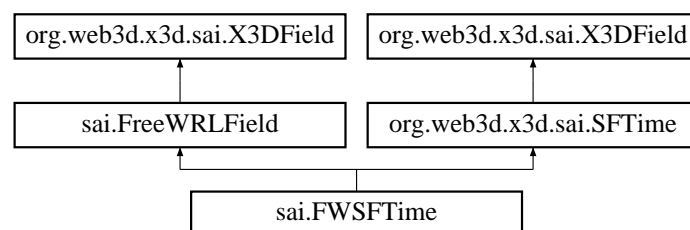
Definition at line 4 of file FWSFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFString.java

3.226 sai.FWSFTime Class Reference

Inheritance diagram for sai.FWSFTime:



Public Member Functions

- **FWSFTime** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- double **getValue** ()
- long **getJavaValue** ()
- void **setValue** (double value)
- void **setValue** (long value)

Additional Inherited Members

3.226.1 Detailed Description

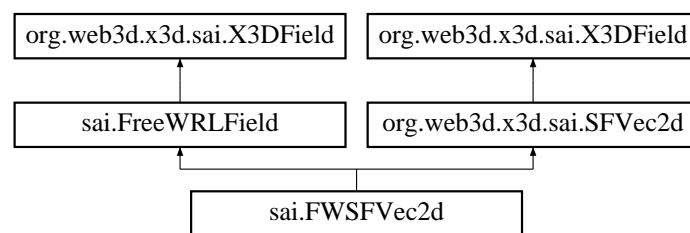
Definition at line 4 of file FWSFTime.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFTime.java

3.227 sai.FWSFVec2d Class Reference

Inheritance diagram for sai.FWSFVec2d:



Public Member Functions

- **FWSFVec2d** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (double[] value) throws `ArrayIndexOutOfBoundsException`

Additional Inherited Members

3.227.1 Detailed Description

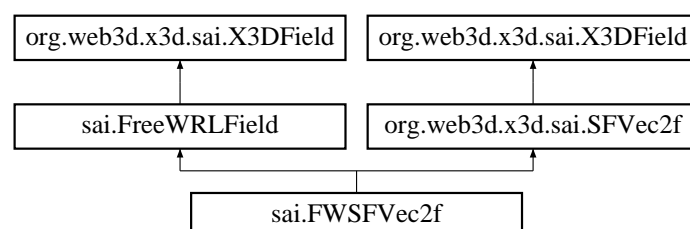
Definition at line 5 of file FWSFVec2d.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFVec2d.java

3.228 sai.FWSFVec2f Class Reference

Inheritance diagram for sai.FWSFVec2f:



Public Member Functions

- **FWSFVec2f** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (float[] value) throws `ArrayIndexOutOfBoundsException`

Additional Inherited Members

3.228.1 Detailed Description

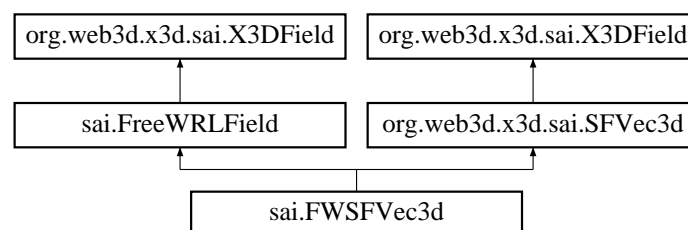
Definition at line 5 of file `FWSFVec2f.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFVec2f.java`

3.229 sai.FWSFVec3d Class Reference

Inheritance diagram for `sai.FWSFVec3d`:



Public Member Functions

- **FWSFVec3d** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (double[] value) throws `ArrayIndexOutOfBoundsException`

Additional Inherited Members

3.229.1 Detailed Description

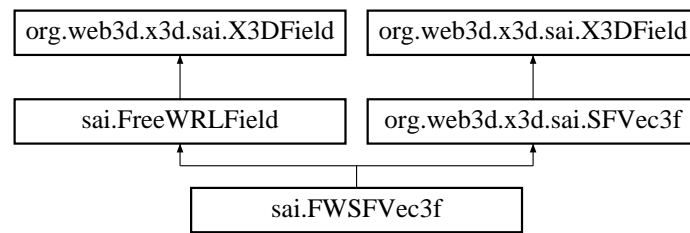
Definition at line 5 of file `FWSFVec3d.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFVec3d.java`

3.230 sai.FWSFVec3f Class Reference

Inheritance diagram for sai.FWSFVec3f:



Public Member Functions

- **FWSFVec3f** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (float[] value) throws `ArrayIndexOutOfBoundsException`

Additional Inherited Members

3.230.1 Detailed Description

Definition at line 5 of file `FWSFVec3f.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFVec3f.java`

3.231 FWSNDMSG Struct Reference

Data Fields

- long **mtype**
- char **msg** [`SNDMAXMSGSIZE`]

3.231.1 Detailed Description

Definition at line 41 of file `sounds.h`.

The documentation for this struct was generated from the following files:

- `src/lib/scenegraph/sounds.h`
- `src/sound/soundheader.h`

3.232 FXY Struct Reference

Data Fields

- GLfloat **x**
- GLfloat **y**

3.232.1 Detailed Description

Definition at line 218 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/CursorDraw.c

3.233 GLUface Struct Reference

Data Fields

- **GLUface * next**
- **GLUface * prev**
- **GLUhalfEdge * anEdge**
- void * **data**
- **GLUface * trail**
- GLboolean **marked**
- GLboolean **inside**

3.233.1 Detailed Description

Definition at line 126 of file mesh.h.

The documentation for this struct was generated from the following file:

- src/libtess/mesh.h

3.234 GLUhalfEdge Struct Reference

Data Fields

- **GLUhalfEdge * next**
- **GLUhalfEdge * Sym**
- **GLUhalfEdge * Onext**
- **GLUhalfEdge * Lnext**
- **GLUvertex * Org**
- **GLUface * Lface**
- **ActiveRegion * activeRegion**
- int **winding**

3.234.1 Detailed Description

Definition at line 138 of file mesh.h.

The documentation for this struct was generated from the following file:

- src/libtess/mesh.h

3.235 GLUmesh Struct Reference

Data Fields

- **GLUvertex vHead**
- **GLUface fHead**
- **GLUhalfEdge eHead**
- **GLUhalfEdge eHeadSym**

3.235.1 Detailed Description

Definition at line 163 of file mesh.h.

The documentation for this struct was generated from the following file:

- src/libtess/mesh.h

3.236 GLUtesselator Struct Reference

Public Member Functions

- **void** (GLAPIENTRY *callError)(GLenum errnum)
- **void** (GLAPIENTRY *callCombine)(GLdouble coords[3]
- **void** (GLAPIENTRY *callBegin)(GLenum type)
- **void** (GLAPIENTRY *callEdgeFlag)(GLboolean boundaryEdge)
- **void** (GLAPIENTRY *callVertex)(void *data)
- **void** (GLAPIENTRY *callEnd)(void)
- **void** (GLAPIENTRY *callMesh)(**GLUmesh** *mesh)
- **void** (GLAPIENTRY *callBeginData)(GLenum type)
- **void** (GLAPIENTRY *callEdgeFlagData)(GLboolean boundaryEdge)
- **void** (GLAPIENTRY *callVertexData)(void *data)
- **void** (GLAPIENTRY *callEndData)(void *polygonData)
- **void** (GLAPIENTRY *callErrorData)(GLenum errnum)
- **void** (GLAPIENTRY *callCombineData)(GLdouble coords[3]

Data Fields

- enum TessState **state**
- **GLUhalfEdge** * **lastEdge**
- **GLUmesh** * **mesh**
- GLdouble **normal** [3]
- GLdouble **sUnit** [3]
- GLdouble **tUnit** [3]
- GLdouble **relTolerance**
- GLenum **windingRule**
- GLboolean **fatalError**
- **Dict** * **dict**
- **PriorityQ** * **pq**
- **GLUvertex** * **event**
- void * **data** [4]
- void GLfloat **weight** [4]
- void GLfloat void ** **outData**
- GLboolean **flagBoundary**
- GLboolean **boundaryOnly**
- **GLUface** * **lonelyTriList**
- GLboolean **emptyCache**
- int **cacheCount**
- **CachedVertex** **cache** [TESS_MAX_CACHE]
- void * **polygonData**
- void GLfloat void void * **polygonData**
- jmp_buf **env**

3.236.1 Detailed Description

Definition at line 59 of file tess.h.

The documentation for this struct was generated from the following file:

- src/libtess/tess.h

3.237 GLUvertex Struct Reference

Data Fields

- **GLUvertex** * **next**
- **GLUvertex** * **prev**
- **GLUhalfEdge** * **anEdge**
- void * **data**
- GLdouble **coords** [3]
- GLdouble **s**
- GLdouble **t**
- long **pqHandle**

3.237.1 Detailed Description

Definition at line 114 of file mesh.h.

The documentation for this struct was generated from the following file:

- src/libtess/mesh.h

3.238 GoP Struct Reference

Data Fields

- int **drop_flag**
- unsigned int **tc_hours**
- unsigned int **tc_minutes**
- unsigned int **tc_seconds**
- unsigned int **tc_pictures**
- int **closed_gop**
- int **broken_link**
- char * **ext_data**
- char * **user_data**

3.238.1 Detailed Description

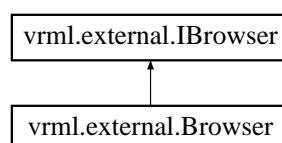
Definition at line 116 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.239 vrml.external.IBrowser Interface Reference

Inheritance diagram for vrml.external.IBrowser:



Public Member Functions

- String **getName** ()
- String **getVersion** ()
- int **getEncoding** ()
- float **getCurrentSpeed** ()
- float **getCurrentFrameRate** ()
- String **getWorldURL** ()
- void **replaceWorld** (**Node**[] nodes) throws IllegalArgumentException
- void **loadURL** (String[] url, String[] parameter)
- void **setDescription** (String description)
- String **getDescription** ()
- String **getRenderingProperties** ()
- **Node**[] **createVrmlFromString** (String vrmlSyntax) throws InvalidVrmlException
- void **createVrmlFromURL** (String[] url, **Node** node, String event)
- **Node** **getNode** (String name)
- void **addRoute** (**Node** fromNode, String fromEventOut, **Node** toNode, String toEventIn) throws IllegalArgumentEx↵
- void **deleteRoute** (**Node** fromNode, String fromEventOut, **Node** toNode, String toEventIn) throws IllegalArgumentEx↵
- void **beginUpdate** ()
- void **endUpdate** ()
- void **initialize** ()
- void **shutdown** ()
- void **firstViewpoint** ()
- void **lastViewpoint** ()
- void **nextViewpoint** ()
- void **previousViewpoint** ()
- String **createNode** (String name)
- String **createProto** (String name)
- String **updateNamedNode** (String name, **Node** node)
- String **removeNamedNode** (String name)
- String **getProtoDeclaration** (String name)
- String **removeProtoDeclaration** (String name)
- String **updateProtoDeclaration** (String name, String npdecl)
- String **getNodeFieldDefs** (**Node** myn)
- String **getNodeDEFName** (**Node** myn)

3.239.1 Detailed Description

Definition at line 6 of file IBrowser.java.

The documentation for this interface was generated from the following file:

- src/java/vrml/external/IBrowser.java

3.240 iiglobal Struct Reference

Data Structures

- struct **tBindable**
- struct **tcollision**
- struct **tcommon**
- struct **tComponent_EnvironSensor**
- struct **tComponent_Geometry3D**
- struct **tComponent_Geospatial**
- struct **tComponent_HAnim**
- struct **tComponent_KeyDevice**
- struct **tComponent_Shape**
- struct **tComponent_Sound**
- struct **tComponent_Text**
- struct **tComponent_VRML1**
- struct **tConsoleMessage**
- struct **tCParse**
- struct **tCParseParser**
- struct **tCProto**
- struct **tCRoutes**
- struct **tCScripts**
- struct **tCursorDraw**
- struct **tdisplay**
- struct **tEAI_C_CommonFunctions**
- struct **tEAICore**
- struct **tEAIEventsIn**
- struct **tEAHelpers**
- struct **tFrustum**
- struct **tinternalc**
- struct **tio_http**
- struct **tJScript**
- struct **tjsUtils**
- struct **tjsVRMLBrowser**
- struct **tjsVRMLClasses**
- struct **tLoadTextures**
- struct **tMainloop**
- struct **tOpenGL_Utils**
- struct **tPluginSocket**
- struct **tpluginUtils**
- struct **tProdCon**
- struct **tRasterFont**
- struct **tRenderFuncs**
- struct **tRenderTextures**
- struct **tresources**
- struct **tSensInterps**
- struct **tSnapshot**
- struct **tstatusbar**
- struct **tStreamPoly**
- struct **tTess**
- struct **tTextures**
- struct **tthreads**
- struct **tViewer**
- struct **tX3DParser**
- struct **tX3DProtoScript**

Data Fields

- struct **iiglobal::tdisplay** display
- struct **iiglobal::tinternalc** internalc
- struct **iiglobal::tio_http** io_http
- struct **iiglobal::tresources** resources
- struct **iiglobal::tthreads** threads
- struct **iiglobal::tSnapshot** Snapshot
- struct **iiglobal::tEAI_C_CommonFunctions** EAI_C_CommonFunctions
- struct **iiglobal::tEAIEventsIn** EAIEventsIn
- struct **iiglobal::tEAHelpers** EAHelpers
- struct **iiglobal::tEAICore** EAICore
- struct **iiglobal::tSensInterps** SensInterps
- struct **iiglobal::tConsoleMessage** ConsoleMessage
- struct **iiglobal::tMainloop** Mainloop
- struct **iiglobal::tProdCon** ProdCon
- struct **iiglobal::tFrustum** Frustum
- struct **iiglobal::tLoadTextures** LoadTextures
- struct **iiglobal::tOpenGL_Utils** OpenGL_Utils
- struct **iiglobal::tRasterFont** RasterFont
- struct **iiglobal::tRenderTextures** RenderTextures
- struct **iiglobal::tTextures** Textures
- struct **iiglobal::tPluginSocket** PluginSocket
- struct **iiglobal::tpluginUtils** pluginUtils
- struct **iiglobal::tcollision** collision
- struct **iiglobal::tComponent_EnvironSensor** Component_EnvironSensor
- struct **iiglobal::tComponent_Geometry3D** Component_Geometry3D
- struct **iiglobal::tComponent_Geospatial** Component_Geospatial
- struct **iiglobal::tComponent_HAnim** Component_HAnim
- struct **iiglobal::tComponent_KeyDevice** Component_KeyDevice
- struct **iiglobal::tComponent_Shape** Component_Shape
- struct **iiglobal::tComponent_Sound** Component_Sound
- struct **iiglobal::tComponent_Text** Component_Text
- struct **iiglobal::tComponent_VRML1** Component_VRML1
- struct **iiglobal::tRenderFuncs** RenderFuncs
- struct **iiglobal::tStreamPoly** StreamPoly
- struct **iiglobal::tTess** Tess
- struct **iiglobal::tViewer** Viewer
- struct **iiglobal::tstatusbar** statusbar
- struct **iiglobal::tCParse** CParse
- struct **iiglobal::tCParseParser** CParseParser
- struct **iiglobal::tCProto** CProto
- struct **iiglobal::tCRoutes** CRoutes
- struct **iiglobal::tCScripts** CScripts
- struct **iiglobal::tJScript** JScript
- struct **iiglobal::tjsUtils** jsUtils
- struct **iiglobal::tjsVRMLBrowser** jsVRMLBrowser
- struct **iiglobal::tjsVRMLClasses** jsVRMLClasses
- struct **iiglobal::tBindable** Bindable
- struct **iiglobal::tX3DParser** X3DParser
- struct **iiglobal::tX3DProtoScript** X3DProtoScript
- struct **iiglobal::tcommon** common
- struct **iiglobal::tCursorDraw** CursorDraw

3.240.1 Detailed Description

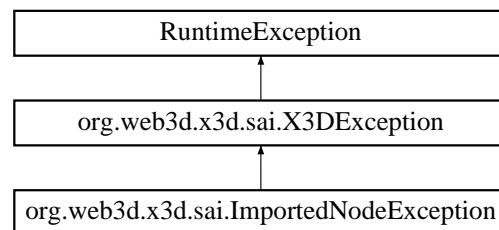
Definition at line 40 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.241 org.web3d.x3d.sai.ImportedException Class Reference

Inheritance diagram for org.web3d.x3d.sai.ImportedException:



Public Member Functions

- **ImportedException** (String msg)

3.241.1 Detailed Description

Definition at line 3 of file ImportedException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/ImportedException.java

3.242 initialRouteStruct Struct Reference

Data Fields

- struct **X3D_Node** * from
- size_t totalptr

3.242.1 Detailed Description

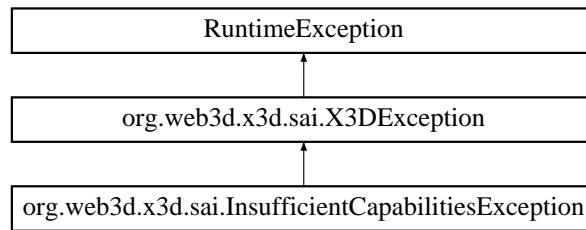
Definition at line 361 of file CRoutes.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CRoutes.c

3.243 org.web3d.x3d.sai.InsufficientCapabilitiesException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InsufficientCapabilitiesException:



Public Member Functions

- **InsufficientCapabilitiesException** (String msg)

3.243.1 Detailed Description

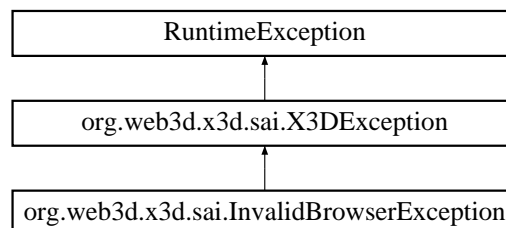
Definition at line 3 of file `InsufficientCapabilitiesException.java`.

The documentation for this class was generated from the following file:

- `src/java/org/web3d/x3d/sai/InsufficientCapabilitiesException.java`

3.244 org.web3d.x3d.sai.InvalidBrowserException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidBrowserException:



Public Member Functions

- **InvalidBrowserException** (String msg)

3.244.1 Detailed Description

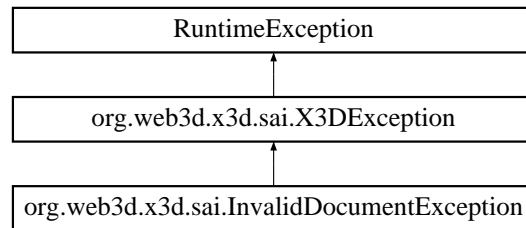
Definition at line 3 of file `InvalidBrowserException.java`.

The documentation for this class was generated from the following file:

- `src/java/org/web3d/x3d/sai/InvalidBrowserException.java`

3.245 org.web3d.x3d.sai.InvalidDocumentException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidDocumentException:



Public Member Functions

- **InvalidDocumentException** (String msg)

3.245.1 Detailed Description

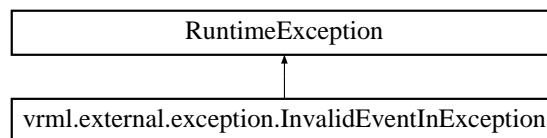
Definition at line 3 of file InvalidDocumentException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidDocumentException.java

3.246 vrml.external.exception.InvalidEventInException Class Reference

Inheritance diagram for vrml.external.exception.InvalidEventInException:



Public Member Functions

- **InvalidEventInException** ()
Constructs an **InvalidEventInException** (p. 169) with no detail message.
- **InvalidEventInException** (String s)
Constructs an **InvalidEventInException** (p. 169) with the specified detail message.

3.246.1 Detailed Description

Definition at line 3 of file InvalidEventInException.java.

3.246.2 Constructor & Destructor Documentation

3.246.2.1 vrml.external.exception.InvalidEventInException.InvalidEventInException (String s) [inline]

Constructs an **InvalidEventInException** (p. 169) with the specified detail message.

A detail message is a String that describes this particular exception.

Parameters

s	the detail message
----------	--------------------

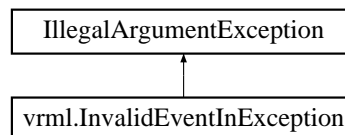
Definition at line 17 of file InvalidEventInException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/exception/InvalidEventInException.java

3.247 vrml.InvalidEventInException Class Reference

Inheritance diagram for vrml.InvalidEventInException:

**Public Member Functions**

- **InvalidEventInException** (String s)

3.247.1 Detailed Description

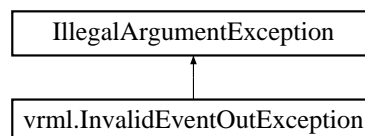
Definition at line 6 of file InvalidEventInException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidEventInException.java

3.248 vrml.InvalidEventOutException Class Reference

Inheritance diagram for vrml.InvalidEventOutException:

**Public Member Functions**

- **InvalidEventOutException** (String s)

3.248.1 Detailed Description

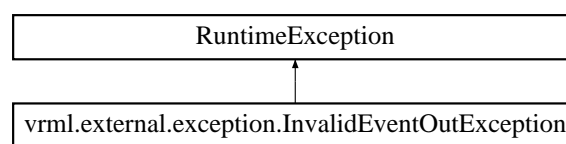
Definition at line 6 of file InvalidEventOutException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidEventOutException.java

3.249 vrml.external.exception.InvalidEventOutException Class Reference

Inheritance diagram for vrml.external.exception.InvalidEventOutException:



Public Member Functions

- **InvalidEventOutException** (String s)

3.249.1 Detailed Description

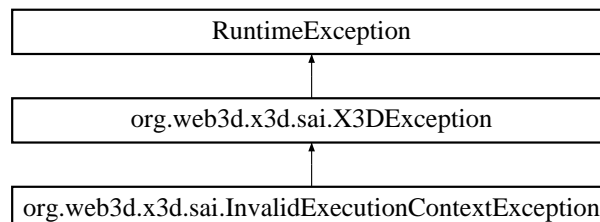
Definition at line 3 of file InvalidEventOutException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/exception/InvalidEventOutException.java

3.250 org.web3d.x3d.sai.InvalidExecutionContextException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidExecutionContextException:



Public Member Functions

- **InvalidExecutionContextException** (String msg)

3.250.1 Detailed Description

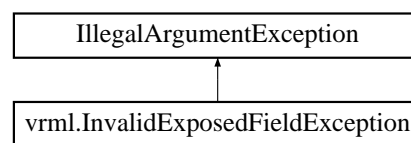
Definition at line 3 of file InvalidExecutionContextException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidExecutionContextException.java

3.251 vrml.InvalidExposedFieldException Class Reference

Inheritance diagram for vrml.InvalidExposedFieldException:



Public Member Functions

- **InvalidExposedFieldException** (String s)

3.251.1 Detailed Description

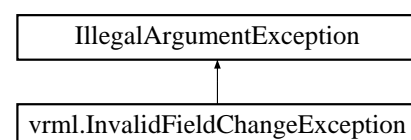
Definition at line 6 of file InvalidExposedFieldException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidExposedFieldException.java

3.252 vrml.InvalidFieldChangeException Class Reference

Inheritance diagram for vrml.InvalidFieldChangeException:



Public Member Functions

- **InvalidFieldChangeException** (String s)

3.252.1 Detailed Description

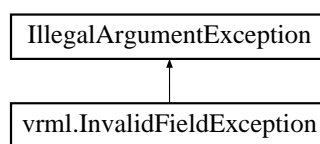
Definition at line 6 of file InvalidFieldChangeException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidFieldChangeException.java

3.253 vrml.InvalidFieldException Class Reference

Inheritance diagram for vrml.InvalidFieldException:



Public Member Functions

- **InvalidFieldException** (String s)

3.253.1 Detailed Description

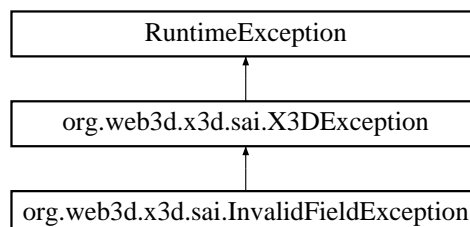
Definition at line 6 of file InvalidFieldException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidFieldException.java

3.254 org.web3d.x3d.sai.InvalidFieldException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidFieldException:



Public Member Functions

- **InvalidFieldException** (String msg)

3.254.1 Detailed Description

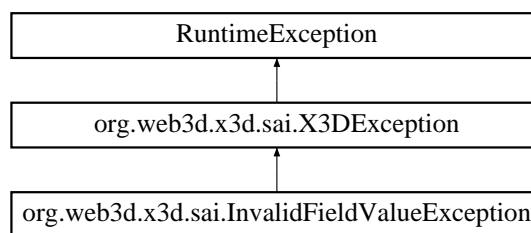
Definition at line 3 of file InvalidFieldException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidFieldException.java

3.255 org.web3d.x3d.sai.InvalidFieldValueException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidFieldValueException:



Public Member Functions

- **InvalidFieldValueException** (String msg)

3.255.1 Detailed Description

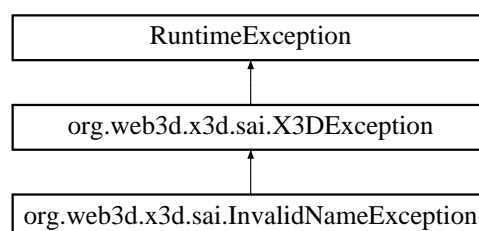
Definition at line 3 of file InvalidFieldValueException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidFieldValueException.java

3.256 org.web3d.x3d.sai.InvalidNameException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidNameException:



Public Member Functions

- **InvalidNameException** (String str)

3.256.1 Detailed Description

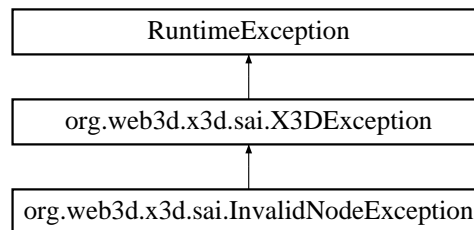
Definition at line 3 of file InvalidNameException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidNameException.java

3.257 org.web3d.x3d.sai.InvalidNodeException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidNodeException:



Public Member Functions

- **InvalidNodeException** (String str)

3.257.1 Detailed Description

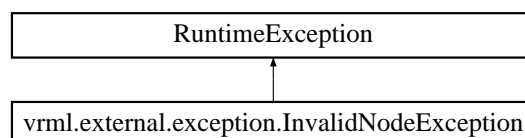
Definition at line 3 of file InvalidNodeException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidNodeException.java

3.258 vrml.external.exception.InvalidNodeException Class Reference

Inheritance diagram for vrml.external.exception.InvalidNodeException:



Public Member Functions

- **InvalidNodeException** ()
Constructs an **InvalidNodeException** (p. 175) with no detail message.
- **InvalidNodeException** (String s)
Constructs an **InvalidNodeException** (p. 175) with the specified detail message.

3.258.1 Detailed Description

Definition at line 3 of file InvalidNodeException.java.

3.258.2 Constructor & Destructor Documentation

3.258.2.1 vrml.external.exception.InvalidNodeException.InvalidNodeException (String s) [inline]

Constructs an **InvalidNodeException** (p. 175) with the specified detail message.

A detail message is a String that describes this particular exception.

Parameters

s	the detail message
---	--------------------

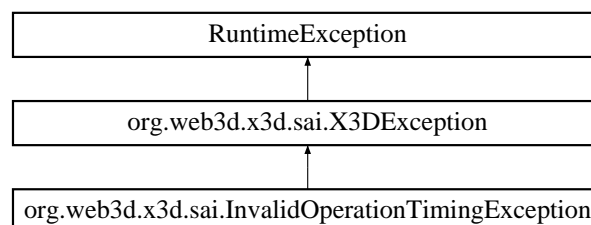
Definition at line 17 of file InvalidNodeException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/exception/InvalidNodeException.java

3.259 org.web3d.x3d.sai.InvalidOperationTimingException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidOperationTimingException:



Public Member Functions

- **InvalidOperationTimingException** (String msg)

3.259.1 Detailed Description

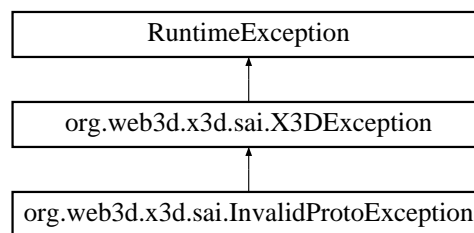
Definition at line 3 of file InvalidOperationTimingException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidOperationTimingException.java

3.260 org.web3d.x3d.sai.InvalidProtoException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidProtoException:



Public Member Functions

- **InvalidProtoException** (String msg)

3.260.1 Detailed Description

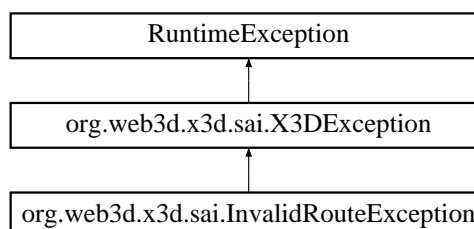
Definition at line 3 of file InvalidProtoException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidProtoException.java

3.261 org.web3d.x3d.sai.InvalidRouteException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidRouteException:



Public Member Functions

- **InvalidRouteException** (String msg)

3.261.1 Detailed Description

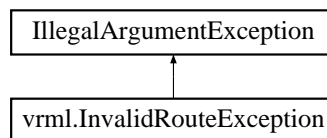
Definition at line 3 of file InvalidRouteException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidRouteException.java

3.262 vrml.InvalidRouteException Class Reference

Inheritance diagram for vrml.InvalidRouteException:



Public Member Functions

- **InvalidRouteException** (String s)

3.262.1 Detailed Description

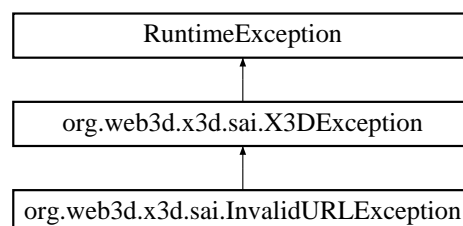
Definition at line 6 of file InvalidRouteException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidRouteException.java

3.263 org.web3d.x3d.sai.InvalidURLException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidURLException:



Public Member Functions

- **InvalidURLException** (String str)

3.263.1 Detailed Description

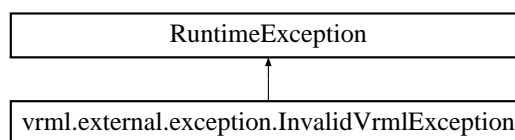
Definition at line 3 of file InvalidURLException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidURLException.java

3.264 vrml.external.exception.InvalidVrmlException Class Reference

Inheritance diagram for vrml.external.exception.InvalidVrmlException:



Public Member Functions

- **InvalidVrmlException** ()
Constructs an **InvalidVrmlException** (p. 179) with no detail message.
- **InvalidVrmlException** (String s)
Constructs an **InvalidVrmlException** (p. 179) with the specified detail message.

3.264.1 Detailed Description

Definition at line 3 of file InvalidVrmlException.java.

3.264.2 Constructor & Destructor Documentation

3.264.2.1 vrml.external.exception.InvalidVrmlException.InvalidVrmlException (String s) [inline]

Constructs an **InvalidVrmlException** (p. 179) with the specified detail message.

A detail message is a String that describes this particular exception.

Parameters

<i>s</i>	the detail message
----------	--------------------

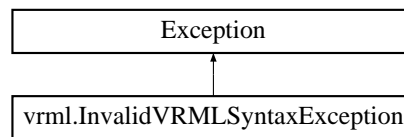
Definition at line 17 of file InvalidVrmlException.java.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/exception/InvalidVrmlException.java`

3.265 vrml.InvalidVRMLSyntaxException Class Reference

Inheritance diagram for `vrml.InvalidVRMLSyntaxException`:



Public Member Functions

- **`InvalidVRMLSyntaxException`** (String s)

3.265.1 Detailed Description

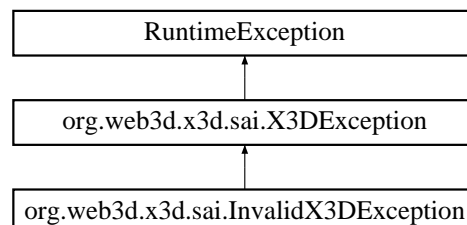
Definition at line 3 of file `InvalidVRMLSyntaxException.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/InvalidVRMLSyntaxException.java`

3.266 org.web3d.x3d.sai.InvalidX3DException Class Reference

Inheritance diagram for `org.web3d.x3d.sai.InvalidX3DException`:



Public Member Functions

- **`InvalidX3DException`** (String str)

3.266.1 Detailed Description

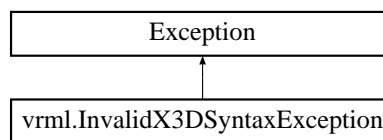
Definition at line 3 of file InvalidX3DException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidX3DException.java

3.267 vrml.InvalidX3DSyntaxException Class Reference

Inheritance diagram for vrml.InvalidX3DSyntaxException:



Public Member Functions

- **InvalidX3DSyntaxException** (String s)

3.267.1 Detailed Description

Definition at line 3 of file InvalidX3DSyntaxException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidX3DSyntaxException.java

3.268 key Struct Reference

Data Fields

- char **key**
- unsigned int **hit**

3.268.1 Detailed Description

Definition at line 197 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.269 keypressTuple Struct Reference

Data Fields

- int **key**
- int **type**

3.269.1 Detailed Description

Definition at line 122 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

3.270 macroblock Struct Reference

Data Fields

- int **mb_address**
- int **past_mb_addr**
- int **motion_h_forw_code**
- unsigned int **motion_h_forw_r**
- int **motion_v_forw_code**
- unsigned int **motion_v_forw_r**
- int **motion_h_back_code**
- unsigned int **motion_h_back_r**
- int **motion_v_back_code**
- unsigned int **motion_v_back_r**
- unsigned int **cbp**
- int **mb_intra**
- int **bpict_past_forw**
- int **bpict_past_back**
- int **past_intra_addr**
- int **recon_right_for_prev**
- int **recon_down_for_prev**
- int **recon_right_back_prev**
- int **recon_down_back_prev**

3.270.1 Detailed Description

Definition at line 158 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.271 matpropstruct Struct Reference

Data Fields

- struct **fw_MaterialParameters** **fw_FrontMaterial**
- struct **fw_MaterialParameters** **fw_BackMaterial**
- **s_shader_capabilities_t** * **currentShaderProperties**
- float **transparency**
- GLfloat **emissionColour** [3]
- GLint **cubeFace**
- int **cullFace**
- int **algorithm**
- bool **hatchedBool**
- bool **filledBool**
- GLfloat **hatchPercent** [2]
- GLfloat **hatchScale** [2]
- GLfloat **hatchColour** [4]
- GLfloat **pointSize**
- int **texCoordGeneratorType**

3.271.1 Detailed Description

Definition at line 82 of file `Component_Shape.h`.

The documentation for this struct was generated from the following file:

- `src/lib/scenegraph/Component_Shape.h`

3.272 org.web3d.x3d.sai.Matrix Interface Reference

Public Member Functions

- void **setTransform** (**SFVec3f** translation, **SFVec3f** rotation, **SFVec2f** scale, **SFVec3f** scaleOrientation, **SFVec2f** center)
- void **getTransform** (**SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale)
- void **inverse** (float[][] matrix)
- void **transpose** (float[][] matrix)
- void **multiplyLeft** (float[][] matrix, float[][] mult, int size)
- void **multiplyRight** (float[][] matrix, float[][] mult, int size)
- void **multiplyRowVector** (float[][] matrix, float[] vec, int size)
- void **multiplyColVector** (float[][] matrix, float[] vec, int size)

3.272.1 Detailed Description

Definition at line 3 of file `Matrix.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/Matrix.java`

3.273 org.web3d.x3d.sai.Matrix3 Class Reference

Public Member Functions

- **Matrix3** (float[] init)
- void **setIdentity** ()
- void **set** (int row, int column, float value)
- float **get** (int row, int column)
- void **setTransform** (**SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale, **SFVec3f** scaleOrientation, **SFVec2f** centre)
- void **getTransform** (**SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale)
- float[][] **multiply** (float[][] multp, float[][] mat)
- **Matrix3** **inverse** ()
- **Matrix3** **transpose** ()
- **Matrix3** **multiplyLeft** (**Matrix3** mat)
- **Matrix3** **multiplyRight** (**Matrix3** mat)
- float[] **multiplyRowVector** (float[] vec)
- float[] **multiplyColVector** (float[] vec)

Data Fields

- float[][] **matrix**

Static Public Attributes

- static int **SIZE** = 3

3.273.1 Detailed Description

Definition at line 3 of file Matrix3.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/Matrix3.java

3.274 org.web3d.x3d.sai.Matrix4 Class Reference

Public Member Functions

- **Matrix4** (float[][] init)
- **Matrix4** (float[] init)
- void **setIdentity** ()
- void **set** (int row, int column, float value)
- float **get** (int row, int column)
- void **setTransform** (**SFVec3f** translation, **SFRotation** rotation, **SFVec3f** scale, **SFRotation** scaleOrientation, **SFVec3f** centre)
- void **getTransform** (**SFVec3f** translation, **SFRotation** rotation, **SFVec3f** scale)
- **Matrix4** **inverse** ()
- **Matrix4** **transpose** ()
- **Matrix4** **multiplyLeft** (**Matrix4** mat)
- float[][] **multiply** (float[][] multp, float[][] mat)
- **Matrix4** **multiplyRight** (**Matrix4** mat)
- float[] **multiplyRowVector** (float[] vec)
- float[] **multiplyColVector** (float[] vec)

Data Fields

- float[][] **matrix**

Static Public Attributes

- static int **SIZE** = 4

3.274.1 Detailed Description

Definition at line 3 of file Matrix4.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/Matrix4.java

3.275 mb_addr_inc_entry Struct Reference

Data Fields

- int **value**
- int **num_bits**

3.275.1 Detailed Description

Definition at line 753 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.276 mb_type_entry Struct Reference

Data Fields

- unsigned int **mb_quant**
- unsigned int **mb_motion_forward**
- unsigned int **mb_motion_backward**
- unsigned int **mb_pattern**
- unsigned int **mb_intra**
- int **num_bits**

3.276.1 Detailed Description

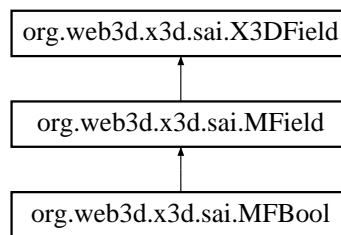
Definition at line 759 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.277 org.web3d.x3d.sai.MFBool Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFBool:



Public Member Functions

- void **getValue** (boolean[] vals)
- boolean **get1Value** (int index)
- void **setValue** (int size, boolean[] value)
- void **set1Value** (int index, boolean value) throws `ArrayIndexOutOfBoundsException`
- void **append** (boolean value)
- void **insertValue** (int index, boolean value)

3.277.1 Detailed Description

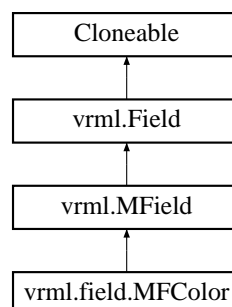
Definition at line 3 of file MFBool.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFBool.java

3.278 vrml.field.MFColor Class Reference

Inheritance diagram for vrml.field.MFColor:



Public Member Functions

- **MFColor** (float[] colors)
- **MFColor** (int size, float[] colors)
- **MFColor** (float[][] colors)
- void **getValue** (float[] colors)
- void **getValue** (float[][] colors)
- void **get1Value** (int index, float[] colors)
- void **get1Value** (int index, **SFColor** sfColor)
- void **setValue** (float[] colors)
- void **setValue** (int size, float[] colors)
- void **set1Value** (int index, float red, float green, float blue)
- void **set1Value** (int index, **SFColor** sfColor)
- void **set1Value** (int index, **ConstSFColor** sfColor)
- void **addValue** (float red, float green, float blue)
- void **addValue** (**SFColor** sfColor)
- void **addValue** (**ConstSFColor** sfColor)
- void **insertValue** (int index, float red, float green, float blue)
- void **insertValue** (int index, **SFColor** sfColor)
- void **insertValue** (int index, **ConstSFColor** sfColor)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.278.1 Detailed Description

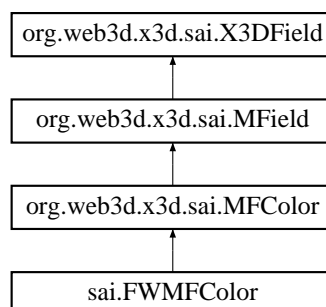
Definition at line 10 of file MFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFColor.java

3.279 org.web3d.x3d.sai.MFColor Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFColor:



Public Member Functions

- void **getValue** (float[][] value)
- void **getValue** (float[] value)
- void **get1Value** (int index, float[] value)
- void **setValue** (int numVals, float[] value)
- void **setValue** (int numVals, float[][] value)
- void **set1Value** (int index, float[] value)
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

3.279.1 Detailed Description

Definition at line 3 of file MFCOLOR.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFCOLOR.java

3.280 org.web3d.x3d.sai.MFCOLORRGBA Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFCOLORRGBA:



Public Member Functions

- void **getValue** (float[][] value)
- void **getValue** (float[] value)
- void **get1Value** (int index, float[] value)
- void **setValue** (int numVolors, float[] value)
- void **setValue** (int numColors, float[][] value)
- void **set1Value** (int index, float[] value)
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

3.280.1 Detailed Description

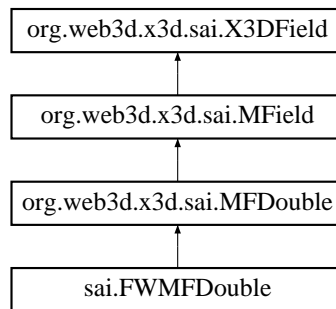
Definition at line 3 of file MFCOLORRGBA.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFCOLORRGBA.java

3.281 org.web3d.x3d.sai.MFDouble Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFDouble:



Public Member Functions

- void **getValue** (double[] values)
- double **get1Value** (int index) throws ArrayIndexOutOfBoundsException
- void **setValue** (int size, double[] value)
- void **set1Value** (int index, double value) throws ArrayIndexOutOfBoundsException
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

3.281.1 Detailed Description

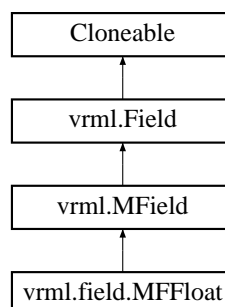
Definition at line 3 of file MFDouble.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFDouble.java

3.282 vrml.field.MFFloat Class Reference

Inheritance diagram for vrml.field.MFFloat:



Public Member Functions

- **MFFloat** (float[] f)
- **MFFloat** (int size, float[] f)
- void **getValue** (float[] f)
- float **get1Value** (int index)
- void **setValue** (float[] f)
- void **setValue** (int size, float[] f)
- void **set1Value** (int index, float f)
- void **set1Value** (int index, **SFFloat** sfFloat)
- void **set1Value** (int index, **ConstSFFloat** sfFloat)
- void **addValue** (float f)
- void **addValue** (**SFFloat** sfFloat)
- void **addValue** (**ConstSFFloat** sfFloat)
- void **insertValue** (int index, float f)
- void **insertValue** (int index, **SFFloat** sfFloat)
- void **insertValue** (int index, **ConstSFFloat** sfFloat)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.282.1 Detailed Description

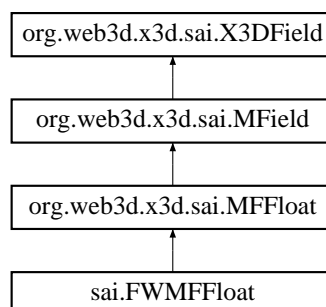
Definition at line 10 of file MFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFFloat.java

3.283 org.web3d.x3d.sai.MFFloat Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFFloat:



Public Member Functions

- void **getValue** (float[] values)
- float **get1Value** (int index) throws ArrayIndexOutOfBoundsException
- void **setValue** (int size, float[] value)
- void **set1Value** (int index, float value) throws ArrayIndexOutOfBoundsException
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

3.283.1 Detailed Description

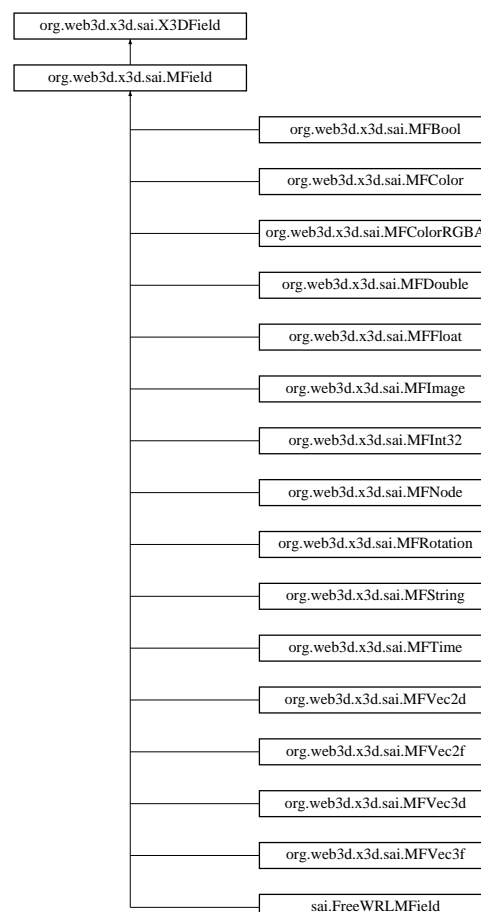
Definition at line 3 of file MFFloat.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFFloat.java

3.284 org.web3d.x3d.sai.MField Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MField:



Public Member Functions

- **int size ()** throws InvalidFieldException, ConnectionException
- **void clear ()** throws InvalidFieldException, ConnectionException
- **void remove (int index)** throws InvalidFieldException, ConnectionException, ArrayIndexOutOfBoundsException

3.284.1 Detailed Description

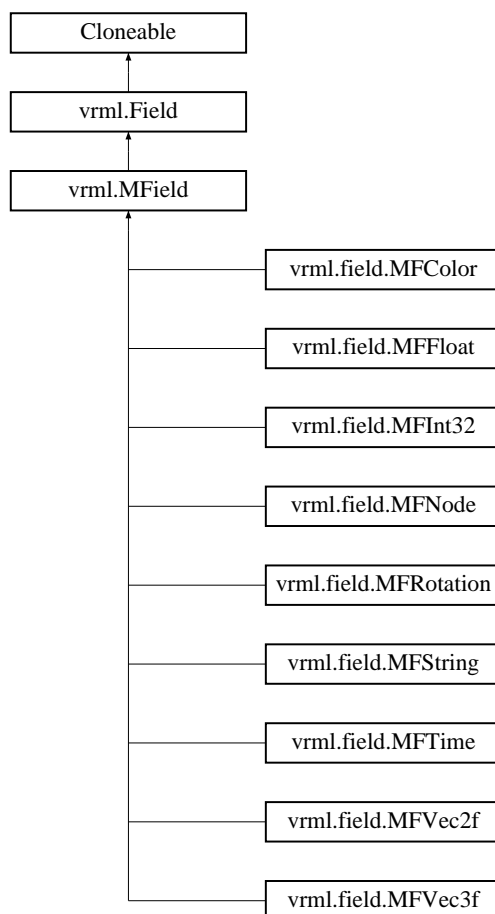
Definition at line 3 of file MField.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MField.java

3.285 vrml.MField Class Reference

Inheritance diagram for vrml.MField:



Public Member Functions

- **int getSize ()**
- **void clear ()**
- **void delete (int index)**

Data Fields

- **Vector** `__vect` = new **Vector**()

Protected Member Functions

- final void `__update1Read` (int index)
- final void `__set1Value` (int index, **ConstField** fld)
- final void `__insertValue` (int index, **ConstField** fld)
- final void `__addValue` (**ConstField** fld)

3.285.1 Detailed Description

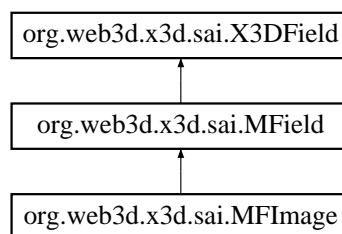
Definition at line 4 of file MField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/MField.java

3.286 org.web3d.x3d.sai.MFImage Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFImage:



Public Member Functions

- int **getWidth** (int imgIndex)
- int **getHeight** (int imgIndex)
- int **getComponents** (int imgIndex)
- void **getPixels** (int imgIndex, int[] pixels)
- WritableRenderedImage **getImage** (int imgIndex)
- void **setImage** (int imgIndex, RenderedImage img)
- void **setSubImage** (int imgIndex, RenderedImage img, int srcWidth, int srcHeight, int srcXOffset, int srcYOffset, int destXOffset, int destYOffset)
- void **set1Value** (int index, int value)
- void **set1Value** (int imgIndex, int width, int height, int components, int[] pixels)
- void **setValue** (int[] value)
- void **setImage** (RenderedImage[] img)
- void **append** (RenderedImage value)
- void **insertValue** (int index, RenderedImage value)

3.286.1 Detailed Description

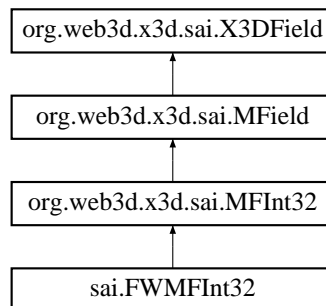
Definition at line 4 of file MFImage.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFImage.java

3.287 org.web3d.x3d.sai.MFInt32 Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFInt32:



Public Member Functions

- void **getValue** (int[] values)
- int **get1Value** (int index) throws ArrayIndexOutOfBoundsException
- void **setValue** (int size, int[] value)
- void **set1Value** (int index, int value) throws ArrayIndexOutOfBoundsException
- void **append** (int[] value)
- void **insertValue** (int index, int[] value)

3.287.1 Detailed Description

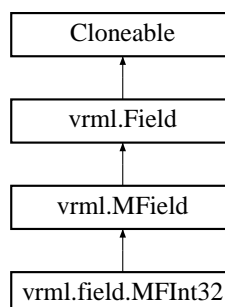
Definition at line 3 of file MFInt32.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFInt32.java

3.288 vrml.field.MFInt32 Class Reference

Inheritance diagram for vrml.field.MFInt32:



Public Member Functions

- **MFInt32** (int[] value)
- **MFInt32** (int size, int[] value)
- void **getValue** (int[] value)
- int **get1Value** (int index)
- void **setValue** (int[] value)
- void **setValue** (int size, int[] value)
- void **set1Value** (int index, int value)
- void **set1Value** (int index, **SFInt32** sflnt32)
- void **set1Value** (int index, **ConstSFInt32** sflnt32)
- void **addValue** (int value)
- void **addValue** (**SFInt32** sflnt32)
- void **addValue** (**ConstSFInt32** sflnt32)
- void **insertValue** (int index, int value)
- void **insertValue** (int index, **SFInt32** sflnt32)
- void **insertValue** (int index, **ConstSFInt32** sflnt32)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.288.1 Detailed Description

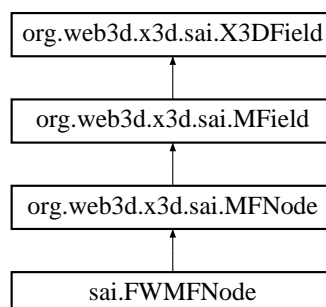
Definition at line 10 of file MFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFInt32.java

3.289 org.web3d.x3d.sai.MFNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFNode:



Public Member Functions

- void **getValue** (**X3DNode**[] nodes)
- **X3DNode** **get1Value** (int index)
- void **setValue** (int size, **X3DNode**[] value)
- void **set1Value** (int index, **X3DNode** value)
- void **append** (**X3DNode** value)
- void **insertValue** (int index, **X3DNode** value)

3.289.1 Detailed Description

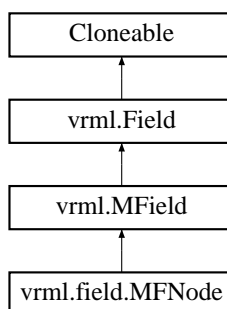
Definition at line 3 of file MFNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFNode.java

3.290 vrml.field.MFNode Class Reference

Inheritance diagram for vrml.field.MFNode:



Public Member Functions

- **MFNode** (**BaseNode**[] node)
- **MFNode** (int size, **BaseNode**[] node)
- void **getValue** (**BaseNode**[] node)
- **BaseNode** **get1Value** (int index)
- void **setValue** (**BaseNode**[] node)
- void **setValue** (int size, **BaseNode**[] node)
- void **set1Value** (int index, **BaseNode** node)
- void **set1Value** (int index, **SFNode** sfNode)
- void **set1Value** (int index, **ConstSFNode** sfNode)
- void **addValue** (**BaseNode** node)
- void **addValue** (**SFNode** sfNode)
- void **addValue** (**ConstSFNode** sfNode)
- void **insertValue** (int index, **BaseNode** node)
- void **insertValue** (int index, **SFNode** sfNode)
- void **insertValue** (int index, **ConstSFNode** sfNode)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.290.1 Detailed Description

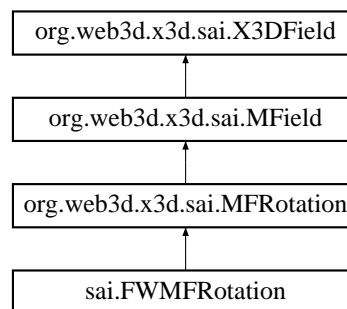
Definition at line 10 of file MFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFNode.java

3.291 org.web3d.x3d.sai.MFRotation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFRotation:



Public Member Functions

- void **getValue** (float[][] value)
- void **getValue** (float[] value)
- void **get1Value** (int index, float[] value)
- void **setValue** (int numRotations, float[] value)
- void **setValue** (int numRotations, float[][] value)
- void **set1Value** (int index, float[] value)
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

3.291.1 Detailed Description

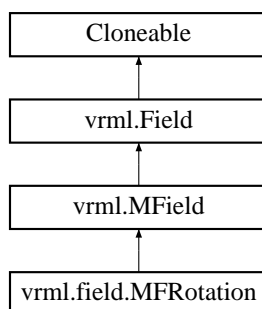
Definition at line 3 of file MFRotation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFRotation.java

3.292 vrml.field.MFRotation Class Reference

Inheritance diagram for vrml.field.MFRotation:



Public Member Functions

- **MFRotation** (float[] rotations)
- **MFRotation** (int size, float[] rotations)
- **MFRotation** (float[][] rotations)
- void **getValue** (float[] rotations)
- void **getValue** (float[][] rotations)
- void **get1Value** (int index, float[] rotations)
- void **get1Value** (int index, **SFRotation** sfRotation)
- void **setValue** (float[] rotations)
- void **setValue** (int size, float[] rotations)
- void **set1Value** (int index, float axisX, float axisY, float axisZ, float angle)
- void **set1Value** (int index, **SFRotation** sfRotation)
- void **set1Value** (int index, **ConstSFRotation** sfRotation)
- void **addValue** (float axisX, float axisY, float axisZ, float angle)
- void **addValue** (**SFRotation** sfRotation)
- void **addValue** (**ConstSFRotation** sfRotation)
- void **insertValue** (int index, float axisX, float axisY, float axisZ, float angle)
- void **insertValue** (int index, **SFRotation** sfRotation)
- void **insertValue** (int index, **ConstSFRotation** sfRotation)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.292.1 Detailed Description

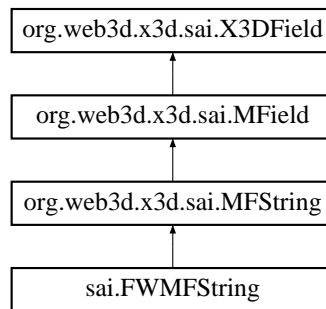
Definition at line 10 of file MFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFRotation.java

3.293 org.web3d.x3d.sai.MFString Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFString:



Public Member Functions

- void **getValue** (String[] value)
- String **get1Value** (int index)
- void **setValue** (int numStrings, String[] value)
- void **set1Value** (int index, String value)
- void **append** (String[] value)
- void **insertValue** (int index, String[] value)

3.293.1 Detailed Description

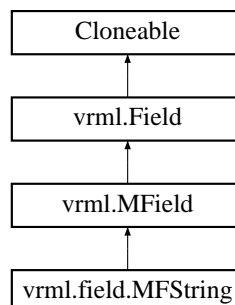
Definition at line 3 of file MFString.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFString.java

3.294 vrml.field.MFString Class Reference

Inheritance diagram for vrml.field.MFString:



Public Member Functions

- **MFString** (String[] s)
- **MFString** (int size, String[] s)
- void **getValue** (String[] s)
- String **get1Value** (int index)
- void **setValue** (String[] s)
- void **setValue** (int size, String[] s)
- void **set1Value** (int index, String s)
- void **set1Value** (int index, **SFString** sfString)
- void **set1Value** (int index, **ConstSFString** sfString)
- void **addValue** (String s)
- void **addValue** (**SFString** sfString)
- void **addValue** (**ConstSFString** sfString)
- void **insertValue** (int index, String s)
- void **insertValue** (int index, **SFString** sfString)
- void **insertValue** (int index, **ConstSFString** sfString)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.294.1 Detailed Description

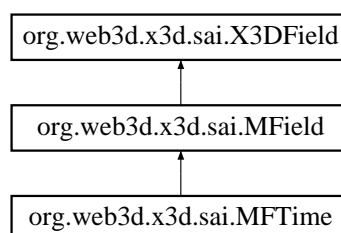
Definition at line 10 of file MFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFString.java

3.295 org.web3d.x3d.sai.MFTime Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFTime:



Public Member Functions

- void **getValue** (double[] value)
- double **get1Value** (int index)
- long **get1JavaValue** (int index)
- void **setValue** (int size, double[] value)
- void **setValue** (int size, long[] value)
- void **set1Value** (int index, double value)
- void **set1Value** (int index, long value)
- void **append** (double value)
- void **append** (long value)
- void **insertValue** (int index, long value)
- void **insertValue** (int index, double value)

3.295.1 Detailed Description

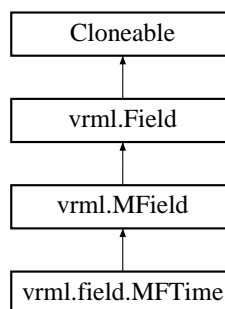
Definition at line 3 of file MFTime.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFTime.java

3.296 vrml.field.MFTime Class Reference

Inheritance diagram for vrml.field.MFTime:



Public Member Functions

- **MFTime** (double[] value)
- **MFTime** (int size, double[] value)
- void **getValue** (double[] value)
- double **get1Value** (int index)
- void **setValue** (double[] value)
- void **setValue** (int size, double[] value)
- void **set1Value** (int index, double value)
- void **set1Value** (int index, **SFTime** sfTime)
- void **set1Value** (int index, **ConstSFTime** sfTime)
- void **addValue** (double value)
- void **addValue** (**SFTime** sfTime)
- void **addValue** (**ConstSFTime** sfTime)
- void **insertValue** (int index, double value)
- void **insertValue** (int index, **SFTime** sfTime)
- void **insertValue** (int index, **ConstSFTime** sfTime)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.296.1 Detailed Description

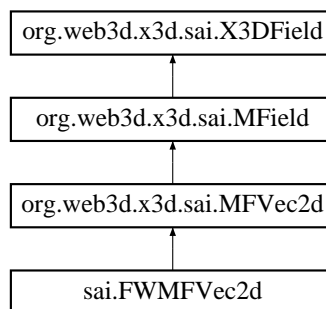
Definition at line 10 of file MFTIME.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFTIME.java

3.297 org.web3d.x3d.sai.MFVec2d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec2d:



Public Member Functions

- void **getValue** (double[][] value)
- void **getValue** (double[] value)
- void **get1Value** (int index, double[] value)
- void **setValue** (int size, double[] value)
- void **setValue** (int size, double[][] value)
- void **set1Value** (int index, double[] value)
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

3.297.1 Detailed Description

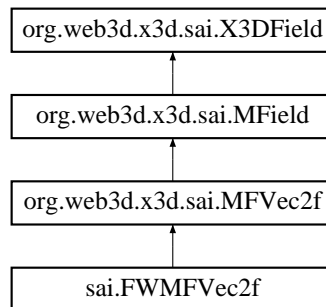
Definition at line 3 of file MFVec2d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFVec2d.java

3.298 org.web3d.x3d.sai.MFVec2f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec2f:



Public Member Functions

- void **getValue** (float[][] value)
- void **getValue** (float[] value)
- void **get1Value** (int index, float[] value)
- void **setValue** (int size, float[] value)
- void **setValue** (int size, float[][] value)
- void **set1Value** (int index, float[] value)
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

3.298.1 Detailed Description

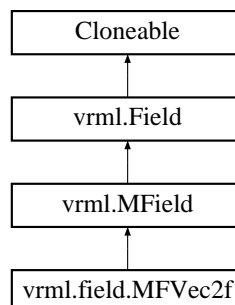
Definition at line 3 of file MFVec2f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFVec2f.java

3.299 vrml.field.MFVec2f Class Reference

Inheritance diagram for vrml.field.MFVec2f:



Public Member Functions

- **MFVec2f** (float[] vec2fs)
- **MFVec2f** (int size, float[] vec2fs)
- **MFVec2f** (float[][] vec2fs)
- void **getValue** (float[] vec2fs)
- void **getValue** (float[][] vec2fs)
- void **get1Value** (int index, float[] vec2fs)
- void **get1Value** (int index, **SFVec2f** sfVec2f)
- void **setValue** (float[] vec2fs)
- void **setValue** (int size, float[] vec2fs)
- void **set1Value** (int index, float x, float y)
- void **set1Value** (int index, **SFVec2f** sfVec2f)
- void **set1Value** (int index, **ConstSFVec2f** sfVec2f)
- void **addValue** (float x, float y)
- void **addValue** (**SFVec2f** sfVec2f)
- void **addValue** (**ConstSFVec2f** sfVec2f)
- void **insertValue** (int index, float x, float y)
- void **insertValue** (int index, **SFVec2f** sfVec2f)
- void **insertValue** (int index, **ConstSFVec2f** sfVec2f)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.299.1 Detailed Description

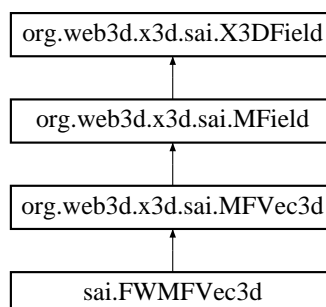
Definition at line 10 of file MFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFVec2f.java

3.300 org.web3d.x3d.sai.MFVec3d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec3d:



Public Member Functions

- void **getValue** (double[][] value)
- void **getValue** (double[] value)
- void **get1Value** (int index, double[] value)
- void **setValue** (int size, double[] value)
- void **setValue** (int size, double[][] value)
- void **set1Value** (int index, double[] value)
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

3.300.1 Detailed Description

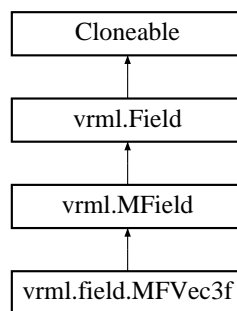
Definition at line 3 of file MFVec3d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFVec3d.java

3.301 vrml.field.MFVec3f Class Reference

Inheritance diagram for vrml.field.MFVec3f:



Public Member Functions

- **MFVec3f** (float[] vec3fs)
- **MFVec3f** (int size, float[] vec3fs)
- **MFVec3f** (float[][] vec3fs)
- void **getValue** (float[] vec3fs)
- void **getValue** (float[][] vec3fs)
- void **get1Value** (int index, float[] vec3fs)
- void **get1Value** (int index, **SFVec3f** sfVec3f)
- void **setValue** (float[] vec3fs)
- void **setValue** (int size, float[] vec3fs)
- void **set1Value** (int index, float x, float y, float z)
- void **set1Value** (int index, **SFVec3f** sfVec3f)
- void **set1Value** (int index, **ConstSFVec3f** sfVec3f)
- void **addValue** (float x, float y, float z)
- void **addValue** (**SFVec3f** sfVec3f)
- void **addValue** (**ConstSFVec3f** sfVec3f)
- void **insertValue** (int index, float x, float y, float z)
- void **insertValue** (int index, **SFVec3f** sfVec3f)
- void **insertValue** (int index, **ConstSFVec3f** sfVec3f)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.301.1 Detailed Description

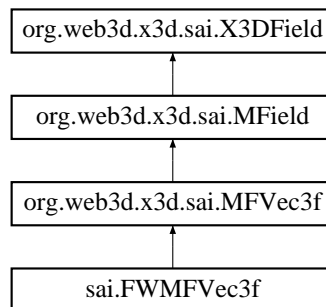
Definition at line 10 of file MFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFVec3f.java

3.302 org.web3d.x3d.sai.MFVec3f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec3f:



Public Member Functions

- void **getValue** (float[][] value)
- void **getValue** (float[] value)
- void **get1Value** (int index, float[] value)
- void **setValue** (int size, float[] value)
- void **setValue** (int size, float[][] value)
- void **set1Value** (int index, float[] value)
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

3.302.1 Detailed Description

Definition at line 3 of file MFVec3f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFVec3f.java

3.303 motion_vectors_entry Struct Reference

Data Fields

- int **code**
- int **num_bits**

3.303.1 Detailed Description

Definition at line 782 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.304 mouseTuple Struct Reference

Data Fields

- int **mev**
- unsigned int **button**
- float **x**
- float **y**
- int **ix**
- int **iy**
- int **ID**

3.304.1 Detailed Description

Definition at line 126 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

3.305 Multi_Bool Struct Reference

Data Fields

- int **n**
- int * **p**
- size_t **n**

3.305.1 Detailed Description

Definition at line 1864 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.306 Multi_Color Struct Reference

Data Fields

- int **n**
- struct **SFColor** * **p**
- size_t **n**

3.306.1 Detailed Description

Definition at line 1870 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.307 Multi_ColorRGBA Struct Reference

Data Fields

- int **n**
- struct **SFColorRGBA** * **p**
- size_t **n**

3.307.1 Detailed Description

Definition at line 1872 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.308 Multi_Double Struct Reference

Data Fields

- int **n**
- double * **p**
- size_t **n**

3.308.1 Detailed Description

Definition at line 1885 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.309 Multi_Float Struct Reference

Data Fields

- int **n**
- float * **p**
- size_t **n**

3.309.1 Detailed Description

Definition at line 1858 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.310 Multi_Int32 Struct Reference

Data Fields

- int **n**
- int * **p**
- size_t **n**

3.310.1 Detailed Description

Definition at line 1866 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.311 Multi_Matrix3d Struct Reference

Data Fields

- int **n**
- struct **SFMatrix3d** * **p**
- size_t **n**

3.311.1 Detailed Description

Definition at line 1889 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.312 Multi_Matrix3f Struct Reference

Data Fields

- int **n**
- struct **SFMatrix3f** * **p**
- size_t **n**

3.312.1 Detailed Description

Definition at line 1887 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.313 Multi_Matrix4d Struct Reference

Data Fields

- int **n**
- struct **SFMatrix4d** * **p**
- size_t **n**

3.313.1 Detailed Description

Definition at line 1893 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.314 Multi_Matrix4f Struct Reference

Data Fields

- int **n**
- struct **SFMatrix4f** * **p**
- size_t **n**

3.314.1 Detailed Description

Definition at line 1891 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.315 Multi_Node Struct Reference

Data Fields

- int **n**
- struct **X3D_Node** ** **p**
- size_t **n**
- void ** **p**

3.315.1 Detailed Description

Definition at line 1868 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.316 Multi_Rotation Struct Reference

Data Fields

- int **n**
- struct **SFRotation** * **p**
- size_t **n**

3.316.1 Detailed Description

Definition at line 1860 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.317 Multi_String Struct Reference

Data Fields

- int **n**
- struct **Uni_String** ** **p**
- size_t **n**

3.317.1 Detailed Description

Definition at line 1876 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.318 Multi_Time Struct Reference

Data Fields

- int **n**
- double * **p**
- size_t **n**

3.318.1 Detailed Description

Definition at line 1874 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.319 Multi_Vec2d Struct Reference

Data Fields

- int **n**
- struct **SFVec2d** * **p**
- size_t **n**

3.319.1 Detailed Description

Definition at line 1895 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.320 Multi_Vec2f Struct Reference

Data Fields

- int **n**
- struct **SFVec2f** * **p**
- size_t **n**

3.320.1 Detailed Description

Definition at line 1878 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.321 Multi_Vec3d Struct Reference

Data Fields

- int **n**
- struct **SFVec3d** * **p**
- size_t **n**

3.321.1 Detailed Description

Definition at line 1883 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.322 Multi_Vec3f Struct Reference

Data Fields

- int **n**
- struct **SFVec3f** * **p**
- size_t **n**
- struct **SFColor** * **p**

3.322.1 Detailed Description

Definition at line 1862 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.323 Multi_Vec4d Struct Reference

Data Fields

- int **n**
- struct **SFVec4d** * **p**
- size_t **n**

3.323.1 Detailed Description

Definition at line 1899 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.324 Multi_Vec4f Struct Reference

Data Fields

- int **n**
- struct **SFVec4f** * **p**
- size_t **n**

3.324.1 Detailed Description

Definition at line 1897 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.325 multiTexParams Struct Reference

Data Fields

- int **multitex_mode**
- int **multitex_source**
- int **multitex_function**

3.325.1 Detailed Description

Definition at line 121 of file OpenGL_Utils.h.

The documentation for this struct was generated from the following file:

- src/lib/opengl/OpenGL_Utils.h

3.326 myArgs Struct Reference

Data Fields

- struct **X3D_Node** * **node**
- **ttglobal** **tg**

3.326.1 Detailed Description

Definition at line 129 of file Component_ProgrammableShaders.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_ProgrammableShaders.c

3.327 MyVertex Struct Reference

Data Fields

- struct **SFVec3f** **vert**
- struct **SFVec3f** **norm**
- struct **SFVec2f** **tc**
- struct **SFColorRGBA** **col**

3.327.1 Detailed Description

Definition at line 53 of file Component_Geometry3D.c.

The documentation for this struct was generated from the following files:

- src/lib/scenegraph/Component_Geometry3D.c
- src/lib/x3d_parser/Bindable.c

3.328 nameValuePairs Struct Reference

Data Fields

- char * **fieldName**
- char * **fieldValue**
- int **fieldType**

3.328.1 Detailed Description

Definition at line 32 of file X3DParser.h.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/X3DParser.h

3.329 NestedProtoField Struct Reference

Data Fields

- struct **ProtoFieldDecl** * **origField**
- struct **ProtoFieldDecl** * **localField**

3.329.1 Detailed Description

Definition at line 245 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.330 vrml.external.Node Class Reference

Public Member Functions

- String **getType** ()
- **EventIn** **getEventIn** (String name) throws InvalidEventInException
- **EventOut** **getEventOut** (String name) throws InvalidEventOutException

Data Fields

- int **EventType** = FieldTypes.UnknownType
- String **outNode**
- String **inNode**
- String **command**
- String **RLreturn**
- int **nodeptr** = 0
- int **offset** = 0
- int **datasize** = 0
- String **datatype**
- int **ScriptType** = 0

3.330.1 Detailed Description

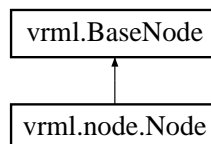
Definition at line 11 of file Node.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/Node.java

3.331 vrml.node.Node Class Reference

Inheritance diagram for vrml.node.Node:



Public Member Functions

- **Node** (String id)
- final **Field** **getEventIn** (String eventInName)
- final **ConstField** **getEventOut** (String eventOutName)
- final **Field** **getExposedField** (String exposedFieldName)

3.331.1 Detailed Description

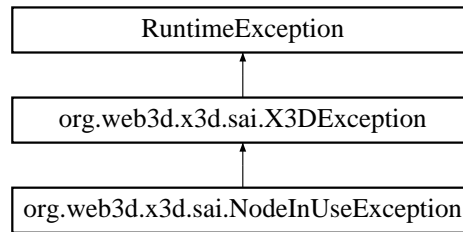
Definition at line 12 of file Node.java.

The documentation for this class was generated from the following file:

- src/java/vrml/node/Node.java

3.332 org.web3d.x3d.sai.NodeInUseException Class Reference

Inheritance diagram for org.web3d.x3d.sai.NodeInUseException:



Public Member Functions

- **NodeInUseException** (String msg)

3.332.1 Detailed Description

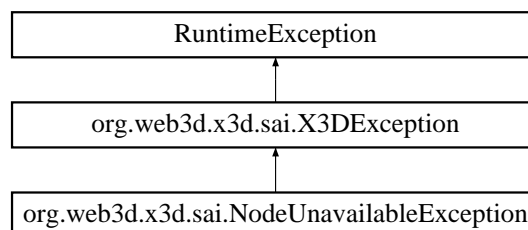
Definition at line 3 of file NodeInUseException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/NodeInUseException.java

3.333 org.web3d.x3d.sai.NodeUnavailableException Class Reference

Inheritance diagram for org.web3d.x3d.sai.NodeUnavailableException:



Public Member Functions

- **NodeUnavailableException** (String msg)

3.333.1 Detailed Description

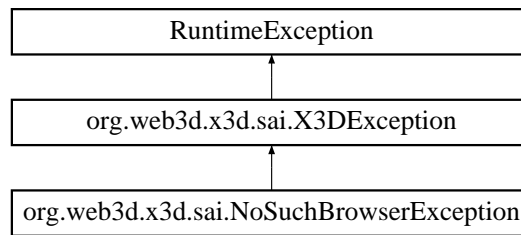
Definition at line 3 of file NodeUnavailableException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/NodeUnavailableException.java

3.334 org.web3d.x3d.sai.NoSuchBrowserException Class Reference

Inheritance diagram for org.web3d.x3d.sai.NoSuchBrowserException:



Public Member Functions

- **NoSuchBrowserException** (String msg)

3.334.1 Detailed Description

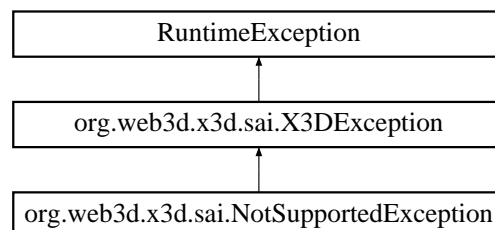
Definition at line 3 of file NoSuchBrowserException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/NoSuchBrowserException.java

3.335 org.web3d.x3d.sai.NotSupportedException Class Reference

Inheritance diagram for org.web3d.x3d.sai.NotSupportedException:



Public Member Functions

- **NotSupportedException** (String msg)

3.335.1 Detailed Description

Definition at line 3 of file NotSupportedException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/NotSupportedException.java

3.336 `opened_file` Struct Reference

Data Fields

- `const char * fileFileName`
- `int fileDescriptor`
- `int fileDataSize`
- `unsigned char * fileData`
- `int imageHeight`
- `int imageWidth`
- `bool imageAlpha`

3.336.1 Detailed Description

Definition at line 44 of file `io_files.h`.

The documentation for this struct was generated from the following file:

- `src/lib/io_files.h`

3.337 `orient_XYZA` Struct Reference

Data Fields

- `GLDOUBLE x`
- `GLDOUBLE y`
- `GLDOUBLE z`
- `GLDOUBLE a`

3.337.1 Detailed Description

Definition at line 35 of file `Structs.h`.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

3.338 pcollision Struct Reference

Data Fields

- float * **prd_newc_floats**
- int **prd_newc_floats_size**
- struct **point_XYZ** * **prd_normals**
- int **prd_normals_size**
- struct **point_XYZ** * **clippedPoly1**
- int **clippedPoly1Size**
- struct **point_XYZ** * **clippedPoly2**
- int **clippedPoly2Size**
- struct **point_XYZ** * **clippedPoly3**
- int **clippedPoly3Size**
- struct **point_XYZ** * **clippedPoly4**
- int **clippedPoly4Size**
- struct **point_XYZ** * **clippedPoly5**
- int **clippedPoly5Size**
- struct **point_XYZ** **res**
- double **get_poly_mindisp**
- struct **sCollisionInfo** **CollisionInfo**
- struct **sFallInfo** **FallInfo**
- bool **OpenCL_Collision_Program_initialized**

3.338.1 Detailed Description

Definition at line 79 of file Collision.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.c

3.339 pcommon Struct Reference

Data Fields

- float **myFps**
- char **myMenuStatus** [MAXSTAT]
- char **messagebar** [MAXSTAT]
- char **window_title** [MAXTITLE]
- int **cursorStyle**
- int **promptForURL**
- int **promptForFile**
- int **sb_hasString**
- char **buffer** [200]

3.339.1 Detailed Description

Definition at line 49 of file common.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/common.c

3.340 pComponent_EnvironSensor Struct Reference

Data Fields

- int **candoVisibility**

3.340.1 Detailed Description

- can we do a VisibiltySensor? Only if we have OpenGL support for OcclusionCulling */

Definition at line 51 of file Component_EnvironSensor.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_EnvironSensor.c

3.341 pComponent_Geometry3D Struct Reference

Data Fields

- int **junk**

3.341.1 Detailed Description

Definition at line 60 of file Component_Geometry3D.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Geometry3D.c

3.342 pComponent_Geospatial Struct Reference

Data Fields

- int **geoLodLevel**

3.342.1 Detailed Description

Definition at line 305 of file Component_Geospatial.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Geospatial.c

3.343 pComponent_HAnim Struct Reference

Data Fields

- void * **HAnimSkinCoord**
- void * **HAnimSkinNormal**

3.343.1 Detailed Description

Definition at line 50 of file Component_HAnim.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_HAnim.c

3.344 pComponent_KeyDevice Struct Reference

Data Fields

- struct **X3D_Node** ** **keySink**
- int **keySyncMallocLen**
- int **keySinkCurMax**

3.344.1 Detailed Description

Definition at line 273 of file Component_KeyDevice.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_KeyDevice.c

3.345 pComponent_Shape Struct Reference

Data Fields

- struct **matpropstruct** **appearanceProperties**
- struct **X3D_Node** * **this_textureTransform**
- struct **X3D_TwoSidedMaterial** * **material_twoSided**
- struct **X3D_Material** * **material_oneSided**
- struct **X3D_Node** * **userShaderNode**

3.345.1 Detailed Description

Definition at line 49 of file Component_Shape.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Shape.c

3.346 pComponent_Sound Struct Reference

Data Fields

- int **soundWarned**

3.346.1 Detailed Description

Definition at line 46 of file Component_Sound.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Sound.c

3.347 pComponent_Text Struct Reference

Data Fields

- FT_Library **library**
- FT_Face **font_face** [num_fonts]
- int **font_opened** [num_fonts]
- FT_Glyph **glyphs** [MAX_GLYPHS]
- int **cur_glyph**
- int **TextVerbose**
- FT_Outline_Funcs **FW_outline_interface**
- char * **font_directory**
- char **thisfontname** [fp_name_len]
- double **pen_x**
- double **pen_y**
- float **TextZdist**
- double **x_size**
- double **y_size**
- int **myff**
- int **FW_RIA** [500]
- int **FW_RIA_indx**
- struct **X3D_PolyRep** * **FW_rep_**
- int **FW_pointctr**
- int **indx_count**
- int **coordmaxsize**
- int **cindexmaxsize**
- int **contour_started**
- FT_Vector **last_point**
- int **FW_Vertex**
- int **started**

3.347.1 Detailed Description

Definition at line 80 of file Component_Text.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Text.c

3.348 pConsoleMessage Struct Reference

Data Fields

- int **androidFreeSlot**
- char ** **androidMessageSlot**
- int **androidHaveUnreadMessages**
- char **FWbuffer** [STRING_LENGTH]
- int **maxLineLength**
- int **maxLines**
- int **tabSpaces**
- void(* **callback** [2])(char *)

3.348.1 Detailed Description

Definition at line 55 of file ConsoleMessage.c.

The documentation for this struct was generated from the following file:

- src/lib/main/ConsoleMessage.c

3.349 pCParse Struct Reference

Data Fields

- int **ijunk**

3.349.1 Detailed Description

Definition at line 51 of file CParse.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParse.c

3.350 pCParserParser Struct Reference

Data Fields

- char **fw_outline** [2000]
- int **foundInputErrors**
- int **useBrotos**

3.350.1 Detailed Description

Definition at line 65 of file CParserParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParserParser.c

3.351 pCProto Struct Reference

Data Fields

- indexT **latest_protoDefNumber**
- indexT **nextFabricatedDef**
- struct **Vector** * **protoDefVec**

3.351.1 Detailed Description

Definition at line 127 of file CProto.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.c

3.352 pCRoutes Struct Reference

Data Fields

- struct **FirstStruct** * **ClockEvents**
- int **num_ClockEvents**
- int **size_ClockEvents**
- int **CRoutes_Initiated**
- int **CRoutes_Count**
- int **CRoutes_MAX**
- int **initialEventBeforeRoutesCount**
- int **preRouteTableSize**
- struct **initialRouteStruct** * **preEvents**
- pthread_mutex_t **preRouteLock**
- struct **Vector** * **routesToRegister**
- pthread_mutex_t **insertRouteLock**
- int **thisIntTimeStamp**
- struct **CRStruct** * **CRoutes**
- struct **CRscriptStruct** * **ScriptControl**

3.352.1 Detailed Description

Definition at line 377 of file CRoutes.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CRoutes.c

3.353 pCScripts Struct Reference

Data Fields

- int **handleCnt**

3.353.1 Detailed Description

- Next handle to be assinged */

Definition at line 230 of file CScripts.c.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.c

3.354 pCursorDraw Struct Reference

Data Fields

- GLuint **textureID**
- int **done**

3.354.1 Detailed Description

Definition at line 190 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/CursorDraw.c

3.355 pEAI_C_CommonFunctions Struct Reference

Data Fields

- struct **VRMLParser** * **parser**

3.355.1 Detailed Description

Definition at line 59 of file EAI_C_CommonFunctions.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAI_C_CommonFunctions.c

3.356 pEAICore Struct Reference

Data Fields

- pthread_mutex_t **eaibufferlock**

3.356.1 Detailed Description

Definition at line 161 of file EAIEventsIn.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIEventsIn.c

3.357 pEAIEventsIn Struct Reference

Data Fields

- int **oldCount**
- int **waiting_for_anchor**
- struct X3D_Anchor **EAI_AnchorNode**

3.357.1 Detailed Description

Definition at line 130 of file EAIEventsIn.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIEventsIn.c

3.358 pEAHelpers Struct Reference

Data Fields

- struct **Vector** * **EAINodeIndex**

3.358.1 Detailed Description

Definition at line 104 of file EAIHelpers.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIHelpers.c

3.359 pFrustum Struct Reference

Data Fields

- GLuint * **OccQueries**
- GLuint **potentialOccluderCount**
- void ** **occluderNodePointer**
- GLuint **OccQuerySize**
- GLint **OccResultsAvailable**

3.359.1 Detailed Description

Definition at line 88 of file Frustum.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Frustum.c

3.360 pict Struct Reference

Data Fields

- unsigned int **temp_ref**
- unsigned int **code_type**
- unsigned int **vbv_delay**
- int **full_pel_forw_vector**
- unsigned int **forw_r_size**
- unsigned int **forw_f**
- int **full_pel_back_vector**
- unsigned int **back_r_size**
- unsigned int **back_f**
- char * **extra_info**
- char * **ext_data**
- char * **user_data**

3.360.1 Detailed Description

Definition at line 131 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.361 pict_image Struct Reference

Data Fields

- unsigned char * **luminance**
- unsigned char * **Cr**
- unsigned char * **Cb**
- unsigned char * **display**
- int **locked**
- TimeStamp **show_time**

3.361.1 Detailed Description

Definition at line 105 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.362 pio_http Struct Reference

Data Fields

- void * **filler**
- struct **Vector** * **resStack**
- **resource_item_t** * **lastBaseResource**

3.362.1 Detailed Description

Definition at line 46 of file io_http.c.

The documentation for this struct was generated from the following file:

- src/lib/io_http.c

3.363 pJScript Struct Reference

Data Fields

- struct **CRjsnameStruct** * **JSparamnames**
- int **JSMMaxScript**

3.363.1 Detailed Description

Definition at line 88 of file JScript.c.

The documentation for this struct was generated from the following file:

- src/lib/world_script/JScript.c

3.364 playbackRecord Struct Reference

Data Fields

- int **frame**
- double **dtime**
- int * **mousetuples**
- int **mouseCount**
- char * **keystrokes**
- int **keyCount**

3.364.1 Detailed Description

Definition at line 135 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

3.365 pLoadTextures Struct Reference

Data Fields

- **s_list_t** * **texture_request_list**
- bool **loader_waiting**
- **s_list_t** * **texture_list**
- int **TextureParsing**

3.365.1 Detailed Description

- is the texture thread up and running yet? */

Definition at line 82 of file LoadTextures.c.

The documentation for this struct was generated from the following file:

- src/lib/openssl/LoadTextures.c

3.366 pMainloop Struct Reference

Data Fields

- int **onScreen**
- int **doEvents**
- char * **PluginFullPath**
- int **num_SensorEvents**
- GLint **viewPort2** [10]
- GLint **viewpointScreenX** [2]
- struct **X3D_Node** * **CursorOverSensitive**
- struct **X3D_Node** * **oldCOS**
- int **NavigationMode**
- int **ButDown** [20][8]
- int **currentCursor**
- int **lastMouseEvent**
- struct **X3D_Node** * **lastPressedOver**
- struct **X3D_Node** * **lastOver**
- int **lastOverButtonPressed**
- int **maxbuffers**
- int **bufferarray** [2]
- double **BrowserStartTime**
- int **keypress_wait_for_settle**
- char * **keypress_string**
- struct **SensStruct** * **SensorEvents**
- unsigned int **loop_count**
- unsigned int **slowloop_count**
- double **waitsec**
- int **lastDeltax**
- int **lastDeltay**
- int **lastxx**
- int **lastyy**
- int **ntouch**
- int **currentTouch**
- struct **Touch** **touchlist** [20]
- int **EMULATE_MULTITOUCH**
- FILE * **recordingFile**
- char * **recordingFName**
- int **modeRecord**
- int **modeFixture**
- int **modePlayback**
- int **fwplayOpened**

- char * **nameTest**
- int **frameNum**
- struct **playbackRecord** * **playback**
- int **playbackCount**
- struct **keypressTuple** **keypressQueue** [50]
- int **keypressQueueCount**
- struct **mouseTuple** **mouseQueue** [50]
- int **mouseQueueCount**
- FILE * **logfile**
- FILE * **logerr**
- char * **logfname**
- int **logging**
- int **keySensorMode**

3.366.1 Detailed Description

Definition at line 144 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

3.367 point_XYZ Struct Reference

Data Fields

- GLDOUBLE **x**
- GLDOUBLE **y**
- GLDOUBLE **z**

3.367.1 Detailed Description

Definition at line 34 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.368 pointer2pointer Struct Reference

Data Fields

- struct **X3D_Node** * **pp**
- struct **X3D_Node** * **pn**

3.368.1 Detailed Description

Definition at line 4334 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseParser.c

3.369 PointerHash Struct Reference

Data Fields

- struct **Vector** * **data** [POINTER_HASH_SIZE]

3.369.1 Detailed Description

Definition at line 206 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.370 PointerHashEntry Struct Reference

Data Fields

- struct **X3D_Node** * **original**
- struct **X3D_Node** * **copy**

3.370.1 Detailed Description

Definition at line 199 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.371 pOpenGL_Utils Struct Reference

Data Fields

- struct **Vector** * **linearNodeTable**
- int **potentialHoleCount**
- float **cc_red**
- float **cc_green**
- float **cc_blue**
- float **cc_alpha**
- pthread_mutex_t **memtablelock**
- MATRIX4 **FW_ModelView** [MAX_LARGE_MATRIX_STACK]
- MATRIX4 **FW_ProjectionView** [MAX_SMALL_MATRIX_STACK]
- MATRIX4 **FW_TextureView** [MAX_SMALL_MATRIX_STACK]
- int **modelviewTOS**
- int **projectionviewTOS**
- int **textureviewTOS**
- int **whichMode**
- GLDOUBLE * **currentMatrix**
- struct **Vector** * **myShaderTable**
- int **userDefinedShaderCount**
- char * **userDefinedFragmentShader** [MAX_USER_DEFINED_SHADERS]
- char * **userDefinedVertexShader** [MAX_USER_DEFINED_SHADERS]
- bool **usePhongShaders**
- int **maxStackUsed**

3.371.1 Detailed Description

Definition at line 120 of file OpenGL_Utils.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/OpenGL_Utils.c

3.372 pPluginSocket Struct Reference

Data Fields

- pthread_mutex_t **mylocker**
- fd_set **rfds**
- struct timeval **tv**
- char **return_url** [FILENAME_MAX]

3.372.1 Detailed Description

Definition at line 62 of file PluginSocket.c.

The documentation for this struct was generated from the following file:

- src/lib/plugin/PluginSocket.c

3.373 ppluginUtils Struct Reference

Data Fields

- int **waitingForURLtoLoad**
- resource_item_t * **plugin_res**

3.373.1 Detailed Description

Definition at line 70 of file pluginUtils.c.

The documentation for this struct was generated from the following file:

- src/lib/plugin/pluginUtils.c

3.374 pProdCon Struct Reference

Data Fields

- struct Vector * **fogNodes**
- struct Vector * **backgroundNodes**
- struct Vector * **navigationNodes**
- int **_P_LOCK_VAR**
- s_list_t * **resource_list_to_parse**
- s_list_t * **frontend_list_to_get**
- int **frontend_gets_files**
- struct PSStruct **psp**
- int **inputThreadParsing**
- int **haveParsedCParsed**

3.374.1 Detailed Description

Definition at line 122 of file ProdCon.c.

The documentation for this struct was generated from the following file:

- src/lib/main/ProdCon.c

3.375 PQhandleElem Struct Reference

Data Fields

- PQkey **key**
- PQhandle **node**

3.375.1 Detailed Description

Definition at line 84 of file priorityq-heap.h.

The documentation for this struct was generated from the following file:

- src/libtess/priorityq-heap.h

3.376 PQnode Struct Reference

Data Fields

- PQhandle **handle**

3.376.1 Detailed Description

Definition at line 83 of file priorityq-heap.h.

The documentation for this struct was generated from the following file:

- src/libtess/priorityq-heap.h

3.377 pRasterFont Struct Reference

Data Fields

- struct **X3D_Text** **myText**
- struct **X3D_FontStyle** **myFont**
- bool **rf_initialized**
- int **xf_color**
- vec4f_t **xf_colors** [3]

3.377.1 Detailed Description

Definition at line 57 of file RasterFont.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/RasterFont.c

3.378 pRenderFuncs Struct Reference

Data Fields

- int **profile_entry_count**
- struct **profile_entry** **profile_entries** [100]
- int **profiling_on**
- float **light_linAtten** [MAX_LIGHT_STACK]
- float **light_constAtten** [MAX_LIGHT_STACK]
- float **light_quadAtten** [MAX_LIGHT_STACK]
- float **light_spotCutoffAngle** [MAX_LIGHT_STACK]
- float **light_spotBeamWidth** [MAX_LIGHT_STACK]
- shaderVec4 **light_amb** [MAX_LIGHT_STACK]
- shaderVec4 **light_dif** [MAX_LIGHT_STACK]
- shaderVec4 **light_pos** [MAX_LIGHT_STACK]
- shaderVec4 **light_spec** [MAX_LIGHT_STACK]
- shaderVec4 **light_spotDir** [MAX_LIGHT_STACK]
- float **light_radius** [MAX_LIGHT_STACK]
- GLint **lightType** [MAX_LIGHT_STACK]
- int **nextFreeLight**
- unsigned int **currentLoop**
- unsigned int **lastLoop**
- unsigned int **sendCount**
- GLint **lightOnOff** [MAX_LIGHT_STACK]
- GLint **lightChanged** [MAX_LIGHT_STACK]
- GLint **lastShader**
- int **cur_hits**
- void * **empty_group**
- struct **point_XYZ** **hyper_r1** **hyper_r2**
- struct **currayhit** **rayph**
- struct **X3D_Group** * **rootNode**
- struct **X3D_Anchor** * **AnchorAnchor**
- struct **currayhit** **rayHit** **rayHitHyper**
- struct **trenderstate** **renderstate**
- int **renderLevel**
- GLint **currentShader**

3.378.1 Detailed Description

Definition at line 65 of file RenderFuncs.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.c

3.379 pRenderTextures Struct Reference

Data Fields

- void * **nada**

3.379.1 Detailed Description

Definition at line 34 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.380 PriorityQ Struct Reference

Data Fields

- **PQnode * nodes**
- **PQhandleElem * handles**
- long **size**
- long **max**
- PQhandle **freeList**
- int **initialized**
- int(* **leq**)(PQkey key1, PQkey key2)
- PriorityQHeap * **heap**
- PQkey * **keys**
- PQkey ** **order**
- PQhandle **size**
- PQhandle **max**

3.380.1 Detailed Description

Definition at line 86 of file priorityq-heap.h.

The documentation for this struct was generated from the following files:

- src/libtess/priorityq-heap.h
- src/libtess/priorityq-sort.h
- src/libtess/priorityq.h

3.381 profile_entry Struct Reference

Data Fields

- char * **name**
- double **start**
- double **accum**
- int **hits**

3.381.1 Detailed Description

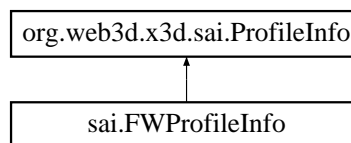
Definition at line 58 of file RenderFuncs.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.c

3.382 org.web3d.x3d.sai.ProfileInfo Interface Reference

Inheritance diagram for org.web3d.x3d.sai.ProfileInfo:



Public Member Functions

- String **getName** ()
- String **getTitle** ()
- **ComponentInfo[]** **getComponents** ()
- String **toX3DString** ()

3.382.1 Detailed Description

Definition at line 3 of file ProfileInfo.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/ProfileInfo.java

3.383 proftablestruct Struct Reference

Data Fields

- int **profileName**
- const int * **profileTable**
- int **level**

3.383.1 Detailed Description

Definition at line 234 of file capabilitiesHandler.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/capabilitiesHandler.c

3.384 ProtoDefinition Struct Reference

Data Fields

- indexT **protoDefNumber**
- struct **Vector** * **iface**
- struct **Vector** * **deconstructedProtoBody**
- int **estimatedBodyLen**
- char * **protoName**
- int **isCopy**

3.384.1 Detailed Description

Definition at line 160 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.385 ProtoElementPointer Struct Reference

Data Fields

- char * **stringToken**
- indexT **isNODE**
- indexT **isKEYWORD**
- indexT **terminalSymbol**
- indexT **fabricatedDef**

3.385.1 Detailed Description

Definition at line 47 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.386 ProtoFieldDecl Struct Reference

Data Fields

- indexT **mode**
- indexT **type**
- indexT **name**
- char * **fieldString**
- BOOL **alreadySet**
- union **anyVrml** **defaultVal**
- struct **Vector** * **scriptDests**

3.386.1 Detailed Description

Definition at line 70 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.387 protoInsert Struct Reference

Data Fields

- struct **ProtoDefinition** * **vrmlProtoDef**
- int **xmlProtoDef**

3.387.1 Detailed Description

Definition at line 1607 of file CProto.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.c

3.388 PROTOInstanceEntry Struct Reference

Data Fields

- char * **name** [PROTOINSTANCE_MAX_PARAMS]
- char * **value** [PROTOINSTANCE_MAX_PARAMS]
- int **type** [PROTOINSTANCE_MAX_PARAMS]
- char * **defName**
- int **container**
- int **paircount**
- int **uniqueNumber**

3.388.1 Detailed Description

Definition at line 82 of file X3DProtoScript.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/X3DProtoScript.c

3.389 PROTOnameStruct Struct Reference

Data Fields

- char * **definedProtoName**
- char * **url**
- FILE * **fileDescriptor**
- char * **fileName**
- int **charLen**
- int **fileOpen**
- int **isExternProto**
- struct **Shader_Script** * **fieldDefs**

3.389.1 Detailed Description

Definition at line 94 of file X3DProtoScript.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/X3DProtoScript.c

3.390 ProtoRoute Struct Reference

Data Fields

- struct **X3D_Node** * **from**
- struct **X3D_Node** * **to**
- uintptr_t **fromOfs**
- uintptr_t **toOfs**
- size_t **len**
- int **dir**

3.390.1 Detailed Description

Definition at line 126 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.391 pSensInterps Struct Reference

Data Fields

- int **SoundSourceNumber**
- float **AC_LastDuration** [50]

3.391.1 Detailed Description

Definition at line 66 of file SensInterps.c.

The documentation for this struct was generated from the following file:

- src/lib/input/SensInterps.c

3.392 pSnapshot Struct Reference

Data Fields

- int **snapRawCount**
- int **snapGoodCount**
- int **snapGif**
- char * **snapsnapB**
- const char * **default_seqtmp**
- char * **seqtmp**
- int **doSnapshot**
- int **doPrintshot**
- int **savedSnapshot**
- int **modeTesting**

3.392.1 Detailed Description

- snapshot stuff */* need to re-implement this for OSX generating QTVR */

Definition at line 76 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

3.393 PSStruct Struct Reference

Data Fields

- unsigned **type**
- char * **inp**
- void * **ptr**
- unsigned **ofs**
- int **zeroBind**
- int **bind**
- char * **path**
- int * **comp**
- char * **fieldname**
- int **jparamcount**
- struct **Uni_String** * **sv**

3.393.1 Detailed Description

Definition at line 104 of file ProdCon.c.

The documentation for this struct was generated from the following file:

- src/lib/main/ProdCon.c

3.394 pstatusbar Struct Reference

Data Fields

- int **initDone**
- int **screenWidth**
- int **screenHeight**
- double **screenRatio**

3.394.1 Detailed Description

Definition at line 65 of file statusbar.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/statusbar.c

3.395 pStreamPoly Struct Reference

Data Fields

- int **Sindex**
- int **Tindex**
- GLfloat **minVals** [3]
- GLfloat **Ssize**

3.395.1 Detailed Description

Definition at line 81 of file StreamPoly.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/StreamPoly.c

3.396 pTess Struct Reference

Data Fields

- int **global_IFS_Coords** [TESS_MAX_COORDS]

3.396.1 Detailed Description

Definition at line 68 of file Tess.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Tess.c

3.397 pTextures Struct Reference

Data Fields

- struct **Vector** * **activeTextureTable**
- **textureTableIndexStruct_s** * **loadThisTexture**
- int **currentlyWorkingOn**
- int **textureInProcess**

3.397.1 Detailed Description

Definition at line 89 of file Textures.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Textures.c

3.398 pViewer Struct Reference

Data Fields

- int **examineCounter**
- int **viewer_initialized**
- **X3D_Viewer_Walk** viewer_walk
- **X3D_Viewer_Examine** viewer_examine
- **X3D_Viewer_Fly** viewer_fly
- **X3D_Viewer_YawPitchZoom** viewer_ypz
- int **translate** [COORD_SYS]
- int **rotate** [COORD_SYS]
- FILE * **exfly_in_file**
- struct **point_XYZ** viewer_lastP
- int **exflyMethod**
- int **StereolInitializedOnce**
- GLboolean **acMask** [3][3]
- **X3D_Viewer** Viewer
- double **viewpoint2rootnode** [16]
- int **vp2rnSaved**
- double **old2new** [16]
- double **identity** [16]
- double **tickFrac**
- **Quaternion** sq
- double **sp** [3]

3.398.1 Detailed Description

Definition at line 73 of file Viewer.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.c

3.399 pX3DParser Struct Reference

Data Fields

- struct **VRMLLexer** * **myLexer**
- **Stack** * **DEFedNodes**
- struct **Vector** ** **childAttributes**
- int **CDATA_TextMallocSize**
- int **in3_3_fieldValue**
- int **in3_3_fieldIndex**
- int **X3DParserRecurseLevel**
- XML_Parser **x3dparser** [PROTOINSTANCE_MAX_LEVELS]
- XML_Parser **currentX3DParser**
- int **currentParserMode** [PROTOINSTANCE_MAX_LEVELS]
- int **currentParserModelIndex**

3.399.1 Detailed Description

- for testing Johannes Behrs fieldValue hack for getting data in */

Definition at line 125 of file X3DParser.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/X3DParser.c

3.400 pX3DProtoScript Struct Reference

Data Fields

- int **currentProtoDeclare**
- int **MAXProtos**
- int **curProDecStackInd**
- int **currentProtoInstance** [PROTOINSTANCE_MAX_LEVELS]
- int **curProtoInsStackInd**
- struct **PROTOInstanceEntry** **ProtoInstanceTable** [PROTOINSTANCE_MAX_LEVELS]
- struct **PROTOnameStruct** * **PROTONames**
- struct **fieldNodeState** **fieldNodeParsingStateA** [PROTOINSTANCE_MAX_LEVELS]
- struct **fieldNodeState** **fieldNodeParsingStateB** [PARENTSTACKSIZE]

3.400.1 Detailed Description

Definition at line 125 of file X3DProtoScript.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/X3DProtoScript.c

3.401 quaternion Struct Reference

Data Fields

- double **w**
- double **x**
- double **y**
- double **z**

3.401.1 Detailed Description

Definition at line 70 of file quaternion.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/quaternion.h

3.402 rb1 Struct Reference

Data Fields

- int **head**
- int **tail**
- int **noOfElements**
- void * **data**

3.402.1 Detailed Description

Definition at line 8 of file ringbuf.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/ringbuf.h

3.403 resource_item Struct Reference

Data Fields

- struct **resource_item** * **parent**
- **s_list_t** * **children**
- bool **network**
- bool **new_root**
- resource_type_t **type**
- resource_status_t **status**
- bool **complete**
- void * **whereToPlaceData**
- int **offsetFromWhereToPlaceData**
- **s_list_t** * **m_request**
- char * **URLrequest**
- char * **URLbase**
- char * **temp_dir**
- char * **afterPoundCharacters**
- char * **parsed_request**
- char * **actual_file**
- void * **cached_files**
- void * **opened_files**
- char **four_first_bytes** [4]
- resource_media_type_t **media_type**
- int **treat_as_root**

3.403.1 Detailed Description

Definition at line 74 of file resources.h.

The documentation for this struct was generated from the following file:

- src/lib/resources.h

3.404 s_renderer_capabilities_t Struct Reference

Data Fields

- const char * **renderer**
- const char * **version**
- const char * **vendor**
- const char * **extensions**
- float **versionf**
- bool **have_GL_VERSION_1_1**
- bool **have_GL_VERSION_1_2**
- bool **have_GL_VERSION_1_3**
- bool **have_GL_VERSION_1_4**
- bool **have_GL_VERSION_1_5**
- bool **have_GL_VERSION_2_0**
- bool **have_GL_VERSION_2_1**

- bool **have_GL_VERSION_3_0**
- bool **av_multitexture**
- bool **av_npot_texture**
- bool **av_texture_rect**
- bool **av_occlusion_q**
- int **texture_units**
- int **runtime_max_texture_size**
- int **system_max_texture_size**
- float **anisotropicDegree**
- GLboolean **quadBuffer**

3.404.1 Detailed Description

Definition at line 399 of file `display.h`.

The documentation for this struct was generated from the following file:

- `src/lib/display.h`

3.405 **s_shader_capabilities** Struct Reference

Data Fields

- GLint **compiledOK**
- GLuint **myShaderProgram**
- GLint **myMaterialAmbient**
- GLint **myMaterialDiffuse**
- GLint **myMaterialSpecular**
- GLint **myMaterialShininess**
- GLint **myMaterialEmission**
- GLint **myMaterialBackAmbient**
- GLint **myMaterialBackDiffuse**
- GLint **myMaterialBackSpecular**
- GLint **myMaterialBackShininess**
- GLint **myMaterialBackEmission**
- GLint **myPointSize**
- bool **haveLightInShader**
- GLint **lightcount**
- GLint **lightType** [MAX_LIGHTS]
- GLint **lightAmbient** [MAX_LIGHTS]
- GLint **lightDiffuse** [MAX_LIGHTS]
- GLint **lightSpecular** [MAX_LIGHTS]
- GLint **lightPosition** [MAX_LIGHTS]
- GLint **lightSpotDir** [MAX_LIGHTS]
- GLint **lightAtten** [MAX_LIGHTS]
- GLint **lightSpotCutoffAngle** [MAX_LIGHTS]
- GLint **lightSpotBeamWidth** [MAX_LIGHTS]
- GLint **lightRadius** [MAX_LIGHTS]
- GLint **ModelViewMatrix**
- GLint **ProjectionMatrix**
- GLint **NormalMatrix**

- GLint **TextureMatrix**
- GLint **Vertices**
- GLint **Normals**
- GLint **Colours**
- GLint **TexCoords**
- GLint **TextureUnit** [MAX_MULTITEXTURE]
- GLint **TextureMode** [MAX_MULTITEXTURE]
- GLint **textureCount**
- GLint **hatchColour**
- GLint **hatchPercent**
- GLint **hatchScale**
- GLint **filledBool**
- GLint **hatchedBool**
- GLint **algorithm**
- GLint **texCoordGenType**

3.405.1 Detailed Description

Definition at line 322 of file display.h.

The documentation for this struct was generated from the following file:

- src/lib/display.h

3.406 sCollisionGeometry Struct Reference

Data Fields

- struct **point_XYZ** * **pts**
- struct **point_XYZ** * **tpts**
- ctri * **tris**
- int **ntris**
- cquad * **quads**
- int **nquads**
- int **npts**
- double **smin** [3]
- double **smax** [3]

3.406.1 Detailed Description

Definition at line 1048 of file Component_Geometry3D.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Geometry3D.c

3.407 sCollisionInfo Struct Reference

Data Fields

- struct **point_XYZ Offset**
- int **Count**
- double **Maximum2**

3.407.1 Detailed Description

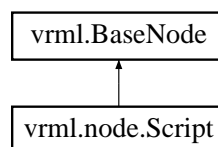
Definition at line 47 of file Collision.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.h

3.408 vrml.node.Script Class Reference

Inheritance diagram for vrml.node.Script:



Public Member Functions

- void **initialize** ()
- final **Field** **getEventOut** (String eventName)
- void **processEvents** (final int count, final **Event** events[])
- void **processEvent** (**Event** event)
- void **eventsProcessed** ()
- void **shutdown** ()

Protected Member Functions

- final **Field** **getField** (String fieldName)
- final **Field** **getEventIn** (String eventName)

3.408.1 Detailed Description

Definition at line 10 of file Script.java.

The documentation for this class was generated from the following file:

- src/java/vrml/node/Script.java

3.409 ScriptFieldDecl Struct Reference

Data Fields

- struct **FieldDecl** * **fieldDecl**
- char * **ASCIIvalue**
- union **anyVrml** **value**
- BOOL **valueSet**

3.409.1 Detailed Description

Definition at line 94 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

3.410 ScriptFieldInstanceInfo Struct Reference

Data Fields

- struct **ScriptFieldDecl** * **decl**
- struct **Shader_Script** * **script**

3.410.1 Detailed Description

Definition at line 108 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

3.411 ScriptParamList Struct Reference

Data Fields

- struct **ScriptParamList** * **next**
- indexT **kind**
- indexT **type**
- char * **field**
- union **anyVrml** **value**

3.411.1 Detailed Description

Definition at line 173 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

3.412 SensStruct Struct Reference

Data Fields

- struct **X3D_Node** * **fromnode**
- struct **X3D_Node** * **datanode**
- void(* **interpptr**)(void *, int, int, int)

3.412.1 Detailed Description

Definition at line 107 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

3.413 sFallInfo Struct Reference

Data Fields

- double **fallHeight**
- double **fallStep**
- double **hfall**
- double **hclimb**
- int **isFall**
- int **canFall**
- int **isClimb**
- int **hits**
- int **walking**
- int **smoothStep**
- int **allowClimbing**
- GLDOUBLE **collision2avatar** [16]
- GLDOUBLE **avatar2collision** [16]
- int **checkFall**
- int **checkCylinder**
- int **checkPenetration**
- int **canPenetrate**
- int **isPenetrate**
- GLDOUBLE **penMin** [3]
- GLDOUBLE **penMax** [3]
- struct **point_XYZ** **penvec**
- double **penRadius**
- struct **point_XYZ** **pen correction**
- double **pendisp**

3.413.1 Detailed Description

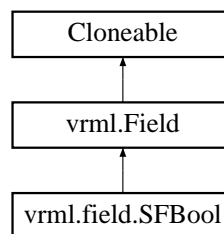
Definition at line 134 of file Collision.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.h

3.414 vrml.field.SFBool Class Reference

Inheritance diagram for vrml.field.SFBool:



Public Member Functions

- **SFBool** (boolean value)
- boolean **getValue** ()
- void **setValue** (boolean value)
- void **setValue** (**ConstSFBool** sfBool)
- void **setValue** (**SFBool** sfBool)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.414.1 Detailed Description

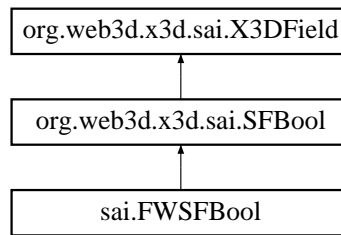
Definition at line 10 of file SFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFBool.java

3.415 org.web3d.x3d.sai.SFBool Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFBool:



Public Member Functions

- boolean **getValue** ()
- void **setValue** (boolean value)

3.415.1 Detailed Description

Definition at line 3 of file SFBool.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFBool.java

3.416 SFColor Struct Reference

Data Fields

- float **c** [3]

3.416.1 Detailed Description

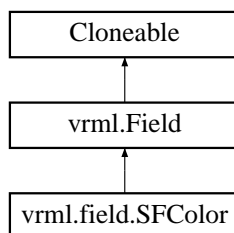
Definition at line 1869 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.417 vrml.field.SFColor Class Reference

Inheritance diagram for vrml.field.SFColor:



Public Member Functions

- **SFColor** (float red, float green, float blue)
- void **getValue** (float[] values)
- float **getRed** ()
- float **getGreen** ()
- float **getBlue** ()
- void **setValue** (float red, float green, float blue)
- void **setValue** (float[] values)
- void **setValue (ConstSFColor sfColor)**
- void **setValue (SFColor sfColor)**
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.417.1 Detailed Description

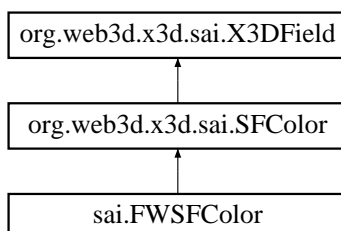
Definition at line 10 of file SFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFColor.java

3.418 org.web3d.x3d.sai.SFColor Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFColor:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.418.1 Detailed Description

Definition at line 3 of file SFCOLOR.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFCOLOR.java

3.419 SFCOLORRGBA Struct Reference

Data Fields

- float **c** [4]
- float **r** [4]

3.419.1 Detailed Description

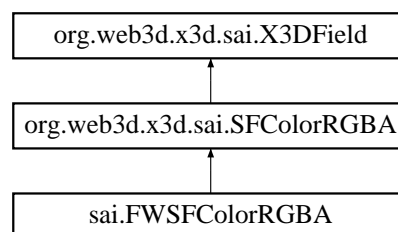
Definition at line 1871 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.420 org.web3d.x3d.sai.SFCOLORRGBA Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFCOLORRGBA:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.420.1 Detailed Description

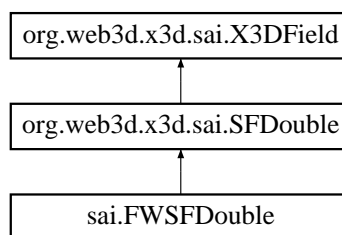
Definition at line 3 of file SFColorRGBA.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFColorRGBA.java

3.421 org.web3d.x3d.sai.SFDouble Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFDouble:



Public Member Functions

- double **getValue** ()
- void **setValue** (double value)

3.421.1 Detailed Description

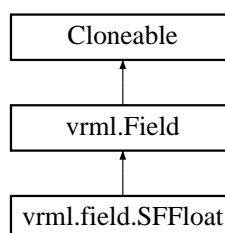
Definition at line 3 of file SFDouble.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFDouble.java

3.422 vrml.field.SFFloat Class Reference

Inheritance diagram for vrml.field.SFFloat:



Public Member Functions

- **SFFloat** (float f)
- float **getValue** ()
- void **setValue** (float f)
- void **setValue** (**ConstSFFloat** sfFloat)
- void **setValue** (**SFFloat** sfFloat)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.422.1 Detailed Description

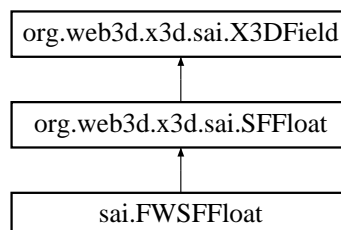
Definition at line 10 of file SFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFFloat.java

3.423 org.web3d.x3d.sai.SFFloat Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFFloat:



Public Member Functions

- float **getValue** ()
- void **setValue** (float value)

3.423.1 Detailed Description

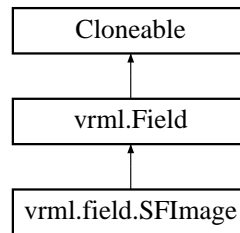
Definition at line 3 of file SFFloat.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFFloat.java

3.424 vrml.field.SFImage Class Reference

Inheritance diagram for vrml.field.SFImage:



Public Member Functions

- **SFImage** (int width, int height, int components, byte[] pixels)
- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()
- byte[] **getPixels** ()
- void **setValue** (int width, int height, int components, byte[] pixels)
- void **setValue** (ConstSFImage sflmage)
- void **setValue** (SFImage sflmage)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.424.1 Detailed Description

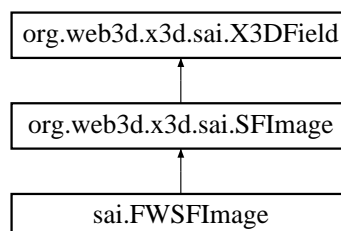
Definition at line 10 of file SFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFImage.java

3.425 org.web3d.x3d.sai.SFImage Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFImage:



Public Member Functions

- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()
- void **getPixels** (int[] pixels)
- java.awt.image.WritableRenderedImage **getImage** ()
- void **setValue** (int width, int height, int components, int[] pixels)
- void **setImage** (java.awt.image.RenderedImage image)
- void **setSubImage** (java.awt.image.RenderedImage image, int srcWidth, int srcHeight, int srcXOffset, int srcYOffset, int destXOffset, int destYOffset)

3.425.1 Detailed Description

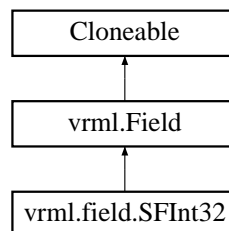
Definition at line 3 of file SFImage.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFImage.java

3.426 vrml.field.SFInt32 Class Reference

Inheritance diagram for vrml.field.SFInt32:



Public Member Functions

- **SFInt32** (int value)
- int **getValue** ()
- void **setValue** (int value)
- void **setValue** (**ConstSFInt32** sflnt32)
- void **setValue** (**SFInt32** sflnt32)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.426.1 Detailed Description

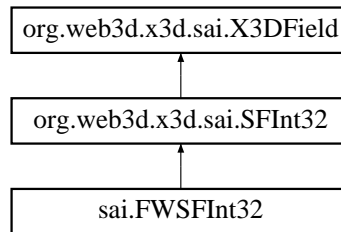
Definition at line 10 of file SFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFInt32.java

3.427 org.web3d.x3d.sai.SFInt32 Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFInt32:



Public Member Functions

- int **getValue** ()
- void **setValue** (int value)

3.427.1 Detailed Description

Definition at line 3 of file SFInt32.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFInt32.java

3.428 SFMatrix3d Struct Reference

Data Fields

- double **c** [9]

3.428.1 Detailed Description

Definition at line 1888 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.429 SFMatrix3f Struct Reference

Data Fields

- float **c** [9]

3.429.1 Detailed Description

Definition at line 1886 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.430 SFMatrix4d Struct Reference

Data Fields

- double **c** [16]

3.430.1 Detailed Description

Definition at line 1892 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.431 SFMatrix4f Struct Reference

Data Fields

- float **c** [16]

3.431.1 Detailed Description

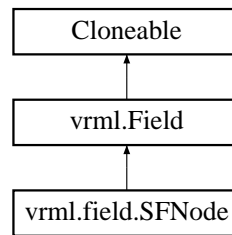
Definition at line 1890 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.432 vrml.field.SFNode Class Reference

Inheritance diagram for vrml.field.SFNode:



Public Member Functions

- **SFNode** (**BaseNode** node)
- **BaseNode** **getValue** ()
- void **setValue** (**BaseNode** node)
- void **setValue** (**ConstSFNode** sfNode)
- void **setValue** (**SFNode** sfNode)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.432.1 Detailed Description

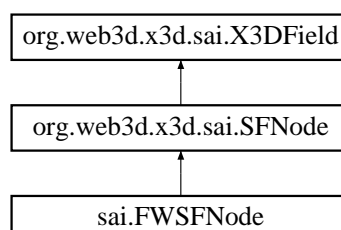
Definition at line 10 of file SFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFNode.java

3.433 org.web3d.x3d.sai.SFNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFNode:



Public Member Functions

- **X3DNode** **getValue** ()
- void **setValue** (**X3DNode** value) throws InvalidNodeException

3.433.1 Detailed Description

Definition at line 3 of file SFNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFNode.java

3.434 SFRotation Struct Reference

Data Fields

- float **c** [4]
- float **r** [4]

3.434.1 Detailed Description

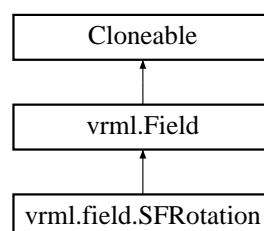
Definition at line 1859 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.435 vrml.field.SFRotation Class Reference

Inheritance diagram for vrml.field.SFRotation:



Public Member Functions

- **SFRotation** (float axisX, float axisY, float axisZ, float angle)
- void **getValue** (float[] values)
- void **setValue** (float axisX, float axisY, float axisZ, float angle)
- void **setValue** (float[] values)
- void **setValue** (**ConstSFRotation** sfRotation)
- void **setValue** (**SFRotation** sfRotation)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.435.1 Detailed Description

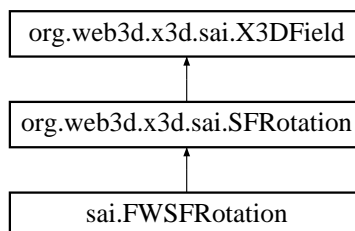
Definition at line 10 of file SFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFRotation.java

3.436 org.web3d.x3d.sai.SFRotation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFRotation:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.436.1 Detailed Description

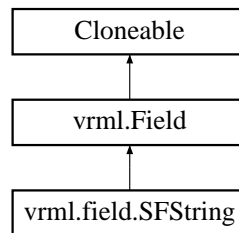
Definition at line 3 of file SFRotation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFRotation.java

3.437 vrml.field.SFString Class Reference

Inheritance diagram for vrml.field.SFString:



Public Member Functions

- **SFString** (String s)
- String **getValue** ()
- void **setValue** (String s)
- void **setValue (ConstSFString sfString)**
- void **setValue (SFString sfString)**
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.437.1 Detailed Description

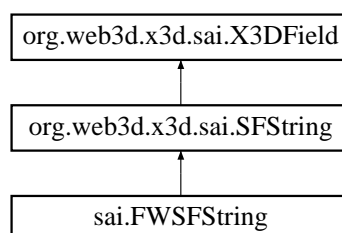
Definition at line 10 of file SFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFString.java

3.438 org.web3d.x3d.sai.SFString Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFString:



Public Member Functions

- String **getValue** ()
- void **setValue** (String value)

3.438.1 Detailed Description

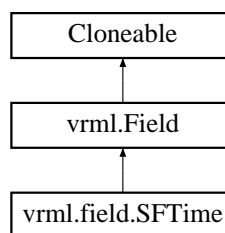
Definition at line 3 of file SFString.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFString.java

3.439 vrml.field.SFTime Class Reference

Inheritance diagram for vrml.field.SFTime:



Public Member Functions

- **SFTime** (double value)
- double **getValue** ()
- void **setValue** (double value)
- void **setValue (ConstSFTime sfTime)**
- void **setValue (SFTime sfTime)**
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.439.1 Detailed Description

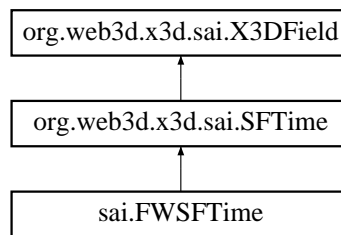
Definition at line 10 of file SFTime.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFTime.java

3.440 org.web3d.x3d.sai.SFTime Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFTime:



Public Member Functions

- double **getValue** ()
- long **getJavaValue** ()
- void **setValue** (double value)
- void **setValue** (long value)

3.440.1 Detailed Description

Definition at line 3 of file SFTime.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFTime.java

3.441 SFVec2d Struct Reference

Data Fields

- double **c** [2]

3.441.1 Detailed Description

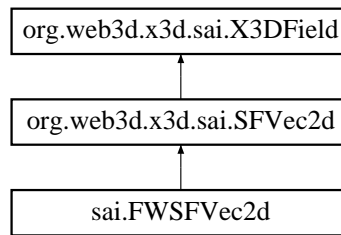
Definition at line 1894 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.442 org.web3d.x3d.sai.SFVec2d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec2d:



Public Member Functions

- void **getValue** (double[] value)
- void **setValue** (double[] value)

3.442.1 Detailed Description

Definition at line 3 of file SFVec2d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec2d.java

3.443 SFVec2f Struct Reference

Data Fields

- float **c** [2]

3.443.1 Detailed Description

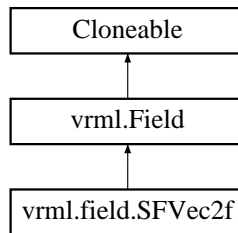
Definition at line 1877 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.444 vrml.field.SFVec2f Class Reference

Inheritance diagram for vrml.field.SFVec2f:



Public Member Functions

- **SFVec2f** (float x, float y)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- void **setValue** (float x, float y)
- void **setValue** (float[] values)
- void **setValue** (**ConstSFVec2f** sfVec2f)
- void **setValue** (**SFVec2f** sfVec2f)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.444.1 Detailed Description

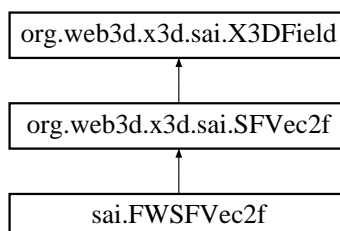
Definition at line 10 of file SFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFVec2f.java

3.445 org.web3d.x3d.sai.SFVec2f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec2f:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.445.1 Detailed Description

Definition at line 3 of file SFVec2f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec2f.java

3.446 SFVec3d Struct Reference

Data Fields

- double **c** [3]

3.446.1 Detailed Description

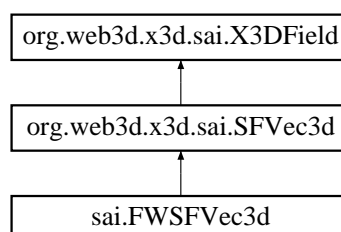
Definition at line 1882 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.447 org.web3d.x3d.sai.SFVec3d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec3d:



Public Member Functions

- void **getValue** (double[] value)
- void **setValue** (double[] value)

3.447.1 Detailed Description

Definition at line 3 of file SFVec3d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec3d.java

3.448 SFVec3f Struct Reference

Data Fields

- float **c** [3]

3.448.1 Detailed Description

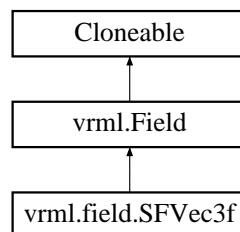
Definition at line 1861 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.449 vrml.field.SFVec3f Class Reference

Inheritance diagram for vrml.field.SFVec3f:



Public Member Functions

- **SFVec3f** (float x, float y, float z)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- float **getZ** ()
- void **setValue** (float x, float y, float z)
- void **setValue** (float[] values)
- void **setValue** (ConstSFVec3f sfVec3f)
- void **setValue** (SFVec3f sfVec3f)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.449.1 Detailed Description

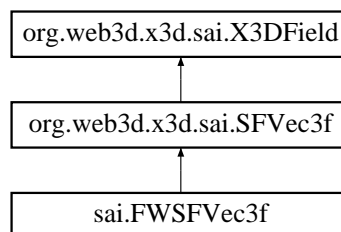
Definition at line 10 of file SFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFVec3f.java

3.450 org.web3d.x3d.sai.SFVec3f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec3f:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.450.1 Detailed Description

Definition at line 3 of file SFVec3f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec3f.java

3.451 SFVec4d Struct Reference

Data Fields

- double **c** [4]

3.451.1 Detailed Description

Definition at line 1898 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.452 SFVec4f Struct Reference

Data Fields

- float **c** [4]

3.452.1 Detailed Description

Definition at line 1896 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.453 Shader_Script Struct Reference

Data Fields

- struct **X3D_Node** * **ShaderScriptNode**
- int **num**
- BOOL **loaded**
- struct **Vector** * **fields**

3.453.1 Detailed Description

Definition at line 141 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

3.454 shaderTableEntry Struct Reference

Data Fields

- unsigned int **whichOne**
- **s_shader_capabilities_t** * **myCapabilities**

3.454.1 Detailed Description

Definition at line 88 of file OpenGL_Utils.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/OpenGL_Utils.c

3.455 slice Struct Reference

Data Fields

- unsigned int **vert_pos**
- unsigned int **quant_scale**
- char * **extra_info**

3.455.1 Detailed Description

Definition at line 150 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.456 sNavInfo Struct Reference

Data Fields

- double **width**
- double **height**
- double **step**

3.456.1 Detailed Description

Definition at line 87 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.457 SNDFILE Struct Reference

Data Fields

- int **type**
- FILE * **fd**
- char **data** [MAXBUFSIZE]
- int **dataptr**
- int **wavdataoffset**
- float **pitch**
- int **bytes_remaining**
- int **ampl**
- int **balance**
- **fmtChnk** FormatChunk
- **datChnk** DataChunk

3.457.1 Detailed Description

Definition at line 75 of file soundheader.h.

The documentation for this struct was generated from the following file:

- src/sound/soundheader.h

3.458 iiglobal::tBindable Struct Reference

Data Fields

- struct **sNavilInfo** **naviinfo**
- struct **Vector** * **background_stack**
- struct **Vector** * **viewpoint_stack**
- struct **Vector** * **navigation_stack**
- struct **Vector** * **fog_stack**
- void * **prv**

3.458.1 Detailed Description

Definition at line 373 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.459 iiglobal::tcollision Struct Reference

Data Fields

- void * **prv**

3.459.1 Detailed Description

Definition at line 240 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.460 iiglobal::tcommon Struct Reference

Data Fields

- void * **prv**

3.460.1 Detailed Description

Definition at line 391 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.461 iiglobal::tComponent_EnvironSensor Struct Reference

Data Fields

- void * **prv**

3.461.1 Detailed Description

Definition at line 243 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.462 iiglobal::tComponent_Geometry3D Struct Reference

Data Fields

- void * **prv**

3.462.1 Detailed Description

Definition at line 246 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.463 iiglobal::tComponent_Geospatial Struct Reference

Data Fields

- void * **prv**

3.463.1 Detailed Description

Definition at line 249 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.464 iiglobal::tComponent_HAnim Struct Reference

Data Fields

- void * **prv**

3.464.1 Detailed Description

Definition at line 252 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.465 iiglobal::tComponent_KeyDevice Struct Reference

Data Fields

- void * **prv**

3.465.1 Detailed Description

Definition at line 255 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.466 iiglobal::tComponent_Shape Struct Reference

Data Fields

- void * **prv**

3.466.1 Detailed Description

Definition at line 274 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.467 iiglobal::tComponent_Sound Struct Reference

Data Fields

- int **sound_from_audioclip**
- int **SoundEngineStarted**
- void * **prv**

3.467.1 Detailed Description

Definition at line 277 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.468 iiglobal::tComponent_Text Struct Reference

Data Fields

- void * **prv**

3.468.1 Detailed Description

Definition at line 283 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

3.469 **iiglobal::tComponent_VRML1** Struct Reference

Data Fields

- `void * prv`

3.469.1 Detailed Description

Definition at line 286 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

3.470 **iiglobal::tConsoleMessage** Struct Reference

Data Fields

- `int consMsgCount`
- `int Console_writeToHud`
- `void * prv`

3.470.1 Detailed Description

Definition at line 143 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

3.471 **iiglobal::tCParse** Struct Reference

Data Fields

- `void * globalParser`
- `void * prv`

3.471.1 Detailed Description

Definition at line 331 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.472 iiglobal::tCParserParser Struct Reference

Data Fields

- void * **prv**

3.472.1 Detailed Description

Definition at line 335 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.473 iiglobal::tCProto Struct Reference

Data Fields

- void * **prv**

3.473.1 Detailed Description

Definition at line 338 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.474 iiglobal::tCRoutes Struct Reference

Data Fields

- int **CRoutesExtra**
- jsval **JSglobal_return_val**
- void * **JSSFpointer**
- int * **scr_act**
- int **max_script_found**
- int **max_script_found_and_initialized**
- void * **prv**

3.474.1 Detailed Description

Definition at line 341 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.475 iiglobal::tCScripts Struct Reference

Data Fields

- void * **prv**

3.475.1 Detailed Description

Definition at line 352 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.476 iiglobal::tCursorDraw Struct Reference

Data Fields

- void * **prv**

3.476.1 Detailed Description

Definition at line 394 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.477 `iglobal::tdisplay` Struct Reference

Data Fields

- `freewrl_params_t` `params`
- `GLenum` `_global_gl_err`
- `bool` `display_initialized`
- `int` `view_height`
- `int` `view_width`
- `int` `screenWidth`
- `int` `screenHeight`
- `double` `screenRatio`
- `char *` `window_title`
- `int` `mouse_x`
- `int` `mouse_y`
- `int` `show_mouse`
- `int` `shutterGlasses`
- `int` `quadbuff_stereo_mode`
- `s_renderer_capabilities_t` `rdr_caps`
- `float` `myFps`
- `char` `myMenuStatus` [MAXSTAT]
- `void *` `prv`

3.477.1 Detailed Description

Definition at line 42 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

3.478 `iglobal::tEAI_C_CommonFunctions` Struct Reference

Data Fields

- `int` `eaiverbose`
- `void *` `prv`

3.478.1 Detailed Description

Definition at line 119 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

3.479 iiglobal::tEAICore Struct Reference

Data Fields

- char * **EAIbuffer**
- int **EAIbufcount**
- int **EAIbufpos**
- int **EAIbufsize**
- char **EAIListenerData** [8192]
- void * **prv**

3.479.1 Detailed Description

Definition at line 131 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.480 iiglobal::tEAIEventsIn Struct Reference

Data Fields

- void * **prv**

3.480.1 Detailed Description

Definition at line 123 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.481 iiglobal::tEAHelpers Struct Reference

Data Fields

- char * **outBuffer**
- int **outBufferLen**
- void * **prv**

3.481.1 Detailed Description

Definition at line 126 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.482 textureTableIndexStruct Struct Reference

Data Fields

- struct **X3D_Node** * **scenegraphNode**
- int **nodeType**
- int **status**
- int **hasAlpha**
- GLuint **OpenGLTexture**
- int **frames**
- char * **filename**
- int **x**
- int **y**
- unsigned char * **texdata**
- GLint **Src**
- GLint **Trc**

3.482.1 Detailed Description

Definition at line 37 of file Textures.h.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Textures.h

3.483 textureVertexInfo Struct Reference

Data Fields

- GLfloat * **pre_canned_textureCoords**
- GLint **TC_size**
- GLenum **TC_type**
- GLsizei **TC_stride**
- GLvoid * **TC_pointer**

3.483.1 Detailed Description

Definition at line 59 of file Textures.h.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Textures.h

3.484 iiglobal::tFrustum Struct Reference

Data Fields

- int **OccFailed**
- void * **prv**

3.484.1 Detailed Description

Definition at line 194 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.485 iiglobal::tinternalc Struct Reference

Data Fields

- bool **global_strictParsing**
- bool **global_plugin_print**
- bool **global_occlusion_disable**
- unsigned **user_request_texture_size**
- bool **global_print_opengl_errors**
- bool **global_trace_threads**
- void * **prv**

3.485.1 Detailed Description

Definition at line 71 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.486 iiglobal::tio_http Struct Reference

Data Fields

- void * **prv**

3.486.1 Detailed Description

Definition at line 80 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.487 iiglobal::tJScript Struct Reference

Data Fields

- int **jsnameindex**
- int **MAXJSparamNames**
- void * **prv**

3.487.1 Detailed Description

Definition at line 355 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.488 iiglobal::tjsUtils Struct Reference

Data Fields

- void * **prv**

3.488.1 Detailed Description

Definition at line 361 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.489 iiglobal::tjsVRMLBrowser Struct Reference

Data Fields

- jsval **JSCreate_global_return_val**
- void * **prv**

3.489.1 Detailed Description

Definition at line 364 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.490 iiglobal::tjsVRMLClasses Struct Reference

Data Fields

- void * **prv**

3.490.1 Detailed Description

Definition at line 370 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.491 iiglobal::tLoadTextures Struct Reference

Data Fields

- void * **prv**

3.491.1 Detailed Description

Definition at line 198 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.492 iiglobal::tMainloop Struct Reference

Data Fields

- float **gl_linewidth**
- int **currentFileVersion**
- double **TickTime**
- double **lastTime**
- double **BrowserFPS**
- double **BrowserSpeed**
- int **HaveSensitive**
- int **trisThisLoop**
- int **clipPlane**
- int **currentX** [20]
- int **currentY** [20]
- void * **prv**
- char * **tmpFileLocation**
- char * **url**
- char * **scene_name**
- char * **scene_suff**
- int **scene_profile**
- int * **scene_components**
- char * **replaceWorldRequest**
- void * **replaceWorldRequestMulti**

3.492.1 Detailed Description

Definition at line 148 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.493 iiglobal::tOpenGL_Utils Struct Reference

Data Fields

- int **displayDepth**
- int **cc_changed**
- void * **prv**

3.493.1 Detailed Description

Definition at line 203 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.494 Touch Struct Reference

Data Fields

- int **button**
- bool **isDown**
- int **mev**
- int **ID**
- float **angle**
- int **x**
- int **y**

3.494.1 Detailed Description

Definition at line 112 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

3.495 iiglobal::tPluginSocket Struct Reference

Data Fields

- void * **prv**

3.495.1 Detailed Description

Definition at line 234 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.496 iiglobal::tpluginUtils Struct Reference

Data Fields

- void * **prv**

3.496.1 Detailed Description

Definition at line 237 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.497 iiglobal::tProdCon Struct Reference

Data Fields

- struct **Vector** * **viewpointNodes**
- int **currboundvpno**
- struct **X3D_Node** * **setViewpointBindInRender**
- struct **X3D_Node** * **setFogBindInRender**
- struct **X3D_Node** * **setBackgroundBindInRender**
- struct **X3D_Node** * **setNavigationBindInRender**
- void * **savedParser**
- void * **prv**

3.497.1 Detailed Description

Definition at line 170 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.498 iiglobal::tRasterFont Struct Reference

Data Fields

- void * **prv**

3.498.1 Detailed Description

Definition at line 219 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.499 iiglobal::tRenderFuncs Struct Reference

Data Fields

- int **BrowserAction**
- double **hitPointDist**
- struct **SFColor** **hyp_save_posn** **hyp_save_norm** **ray_save_posn**
- void * **hypersensitive**
- int **hyperhit**
- struct **point_XYZ** **hp**
- void * **prv**
- void * **rayHit**
- void * **rayHitHyper**
- struct **point_XYZ** **t_r1** **t_r2** **t_r3**
- int **lightingOn**
- int **have_transparency**
- int **last_texture_type**
- GLuint **boundTextureStack** [10]
- int **textureStackTop**

3.499.1 Detailed Description

Definition at line 289 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

3.500 **trenderstate Struct Reference**

Data Fields

- int **render_sensitive**
- int **render_vp**
- int **render_light**
- int **render_proximity**
- int **render_other**
- int **verbose**
- int **render_blend**
- int **render_geom**
- int **render_collision**

3.500.1 Detailed Description

Definition at line 733 of file `headers.h`.

The documentation for this struct was generated from the following file:

- `src/lib/main/headers.h`

3.501 **iiglobal::tRenderTextures Struct Reference**

Data Fields

- struct **multiTexParams textureParameterStack** [MAX_MULTITEXTURE]
- void * **prv**

3.501.1 Detailed Description

Definition at line 222 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

3.502 iiglobal::tresources Struct Reference

Data Fields

- **resource_item_t * root_res**
- **void * prv**

3.502.1 Detailed Description

Definition at line 83 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.503 iiglobal::tSensInterps Struct Reference

Data Fields

- **void * prv**

3.503.1 Detailed Description

Definition at line 140 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.504 iiglobal::tSnapshot Struct Reference

Data Fields

- **bool doSnapshot**
- **bool doPrintshot**
- **int snapGoodCount**
- **void * prv**

3.504.1 Detailed Description

Definition at line 113 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.505 iiglobal::tstatusbar Struct Reference

Data Fields

- void * **prv**

3.505.1 Detailed Description

Definition at line 328 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.506 iiglobal::tStreamPoly Struct Reference

Data Fields

- void * **prv**

3.506.1 Detailed Description

Definition at line 316 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.507 iiglobal::tTess Struct Reference

Data Fields

- int * **global_IFS_Coords**
- int **global_IFS_Coord_count**
- **GLUtriangulatorObj** * **global_tessobj**
- void * **prv**

3.507.1 Detailed Description

Definition at line 319 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.508 **iglobal::tTextures** Struct Reference

Data Fields

- GLuint * **global_tcin**
- int **global_tcin_count**
- void * **global_tcin_lastParent**
- GLuint **defaultBlankTexture**
- void * **prv**

3.508.1 Detailed Description

Definition at line 226 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

3.509 **iglobal::tthreads** Struct Reference

Data Fields

- pthread_t **mainThread**
- pthread_t **DispThrd**
- pthread_t **PCthread**
- pthread_t **loadThread**
- pthread_mutex_t **mutex_resource_tree**
- pthread_mutex_t **mutex_resource_list**
- pthread_cond_t **resource_list_condition**
- pthread_mutex_t **mutex_frontend_list**
- pthread_mutex_t **mutex_texture_list**
- pthread_cond_t **texture_list_condition**
- BOOL **ResourceThreadRunning**
- BOOL **TextureThreadRunning**
- BOOL **ResourceThreadWaiting**
- BOOL **TextureThreadWaiting**
- int **MainLoopQuit**
- int **flushing**
- void * **prv**

3.509.1 Detailed Description

Definition at line 87 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

3.510 iiglobal::tViewer Struct Reference

Data Fields

- void * **prv**

3.510.1 Detailed Description

Definition at line 325 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.511 iiglobal::tX3DParser Struct Reference

Data Fields

- int **parentIndex**
- struct **X3D_Node** * **parentStack** [PARENTSTACKSIZE]
- char * **CDATA_Text**
- int **CDATA_Text_curlen**
- void * **prv**

3.511.1 Detailed Description

Definition at line 381 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.512 iiglobal::tX3DProtoScript Struct Reference

Data Fields

- void * **prv**

3.512.1 Detailed Description

Definition at line 388 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.513 un1 Union Reference

Data Fields

- int **i**
- float **f**
- void * **p**

3.513.1 Detailed Description

Definition at line 2 of file ringbuf.h.

The documentation for this union was generated from the following file:

- src/lib/scenegraph/ringbuf.h

3.514 Uni_String Struct Reference

Data Fields

- int **len**
- char * **strptr**
- int **touched**
- size_t **len**

3.514.1 Detailed Description

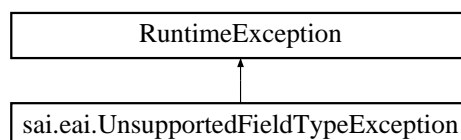
Definition at line 51 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.515 sai.eai.UnsupportedFieldTypeException Class Reference

Inheritance diagram for sai.eai.UnsupportedFieldTypeException:



Public Member Functions

- **UnsupportedFieldTypeException** (String str)

3.515.1 Detailed Description

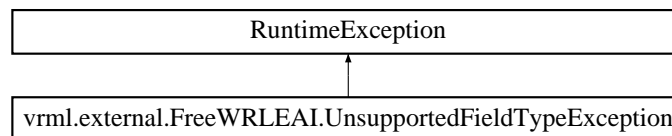
Definition at line 19 of file UnsupportedFieldTypeException.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/UnsupportedFieldTypeException.java

3.516 vrml.external.FreeWRLEAI.UnsupportedFieldTypeException Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.UnsupportedFieldTypeException:



Public Member Functions

- **UnsupportedFieldTypeException** (String str)

3.516.1 Detailed Description

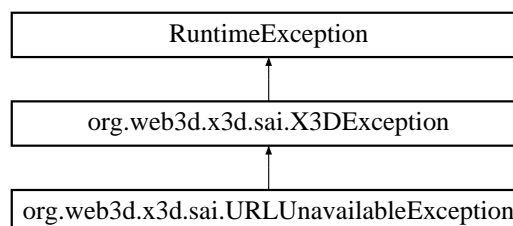
Definition at line 19 of file UnsupportedFieldTypeException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/UnsupportedFieldTypeException.java

3.517 org.web3d.x3d.sai.URLUnavailableException Class Reference

Inheritance diagram for org.web3d.x3d.sai.URLUnavailableException:



Public Member Functions

- **URLUnavailableException** (String msg)

3.517.1 Detailed Description

Definition at line 3 of file URLUnavailableException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/URLUnavailableException.java

3.518 Vector Struct Reference

Data Fields

- int **n**
- int **allocn**
- void * **data**

3.518.1 Detailed Description

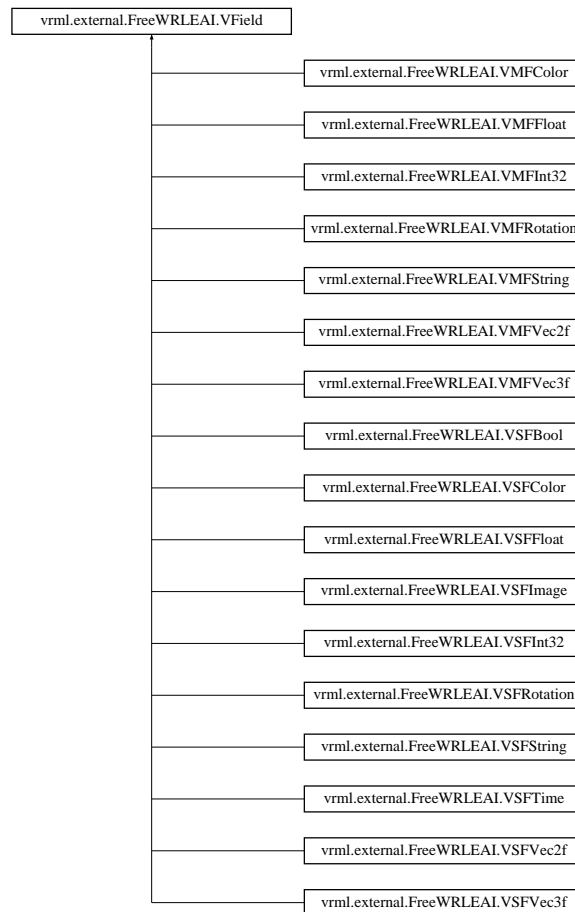
Definition at line 36 of file Vector.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Vector.h

3.519 vrml.external.FreeWRLEAI.VField Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VField:



Public Member Functions

- byte **getType** ()
- abstract void **write** (DataOutputStream out) throws IOException

Static Public Attributes

- static final byte **NOTHING** = -1
- static final byte **SFBOOL** = 0
- static final byte **SFCOLOR** = 1
- static final byte **SFFLOAT** = 2
- static final byte **SFIMAGE** = 3
- static final byte **SFINT32** = 4
- static final byte **SFNODE** = 5
- static final byte **SFROTATION** = 6
- static final byte **SFSTRING** = 7
- static final byte **SFTIME** = 8
- static final byte **SFVEC2F** = 9
- static final byte **SFVEC3F** = 10
- static final byte **MFCOLOR** = 11
- static final byte **MFFLOAT** = 12
- static final byte **MFINT32** = 13
- static final byte **MFNODE** = 14
- static final byte **MFROTATION** = 15
- static final byte **MFSTRING** = 16
- static final byte **MFVEC2F** = 17
- static final byte **MFVEC3F** = 18

3.519.1 Detailed Description

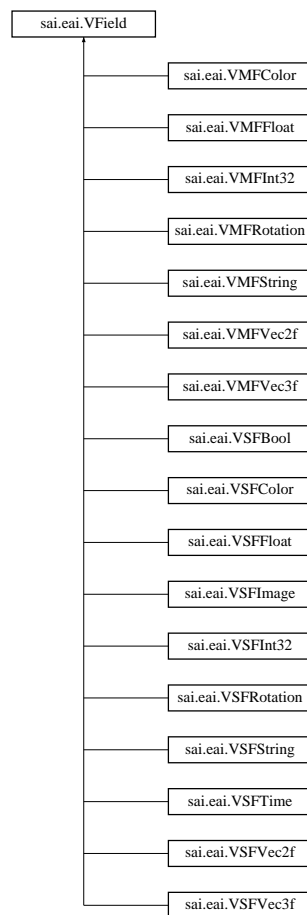
Definition at line 24 of file VField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VField.java

3.520 sai.eai.VField Class Reference

Inheritance diagram for sai.eai.VField:



Public Member Functions

- byte **getType** ()
- abstract void **write** (DataOutputStream out) throws IOException

Static Public Attributes

- static final byte **NOTHING** = -1
- static final byte **SFBOOL** = 0
- static final byte **SFCOLOR** = 1
- static final byte **SFFLOAT** = 2
- static final byte **SFIMAGE** = 3
- static final byte **SFINT32** = 4
- static final byte **SFNODE** = 5
- static final byte **SFROTATION** = 6
- static final byte **SFSTRING** = 7
- static final byte **SFTIME** = 8
- static final byte **SFVEC2F** = 9
- static final byte **SFVEC3F** = 10
- static final byte **MFCOLOR** = 11
- static final byte **MFFLOAT** = 12
- static final byte **MFINT32** = 13
- static final byte **MFNODE** = 14
- static final byte **MFROTATION** = 15
- static final byte **MFSTRING** = 16
- static final byte **MFVEC2F** = 17
- static final byte **MFVEC3F** = 18

3.520.1 Detailed Description

Definition at line 24 of file VField.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VField.java

3.521 vid_stream Struct Reference

Data Fields

- unsigned int **h_size**
- unsigned int **v_size**
- unsigned int **mb_height**
- unsigned int **mb_width**
- unsigned char **aspect_ratio**
- unsigned char **picture_rate**
- unsigned int **bit_rate**
- unsigned int **vbv_buffer_size**
- int **const_param_flag**
- unsigned char **intra_quant_matrix** [8][8]
- unsigned char **non_intra_quant_matrix** [8][8]
- char * **ext_data**
- char * **user_data**
- **GoP** group
- **Pict** picture
- **Slice** slice

- **Macroblock mblock**
- **Block block**
- int **state**
- int **bit_offset**
- unsigned int * **buffer**
- int **buf_length**
- unsigned int * **buf_start**
- int **max_buf_length**
- int **film_has_ended**
- int **sys_layer**
- unsigned int **num_left**
- unsigned int **leftover_bytes**
- int **EOF_flag**
- FILE * **input**
- long **seekValue**
- int **swap**
- int **Parse_done**
- int **gAudioStreamID**
- int **gVideoStreamID**
- int **gReservedStreamID**
- int **right_for**
- int **down_for**
- int **right_half_for**
- int **down_half_for**
- unsigned int **curBits**
- int **matched_depth**
- char * **filename**
- int **ditherType**
- char * **ditherFlags**
- int **totNumFrames**
- double **realTimeStart**
- **PictImage** * **past**
- **PictImage** * **future**
- **PictImage** * **current**
- **PictImage** * **ring** [RING_BUF_SIZE]
- int **ppm_width**
- int **ppm_height**
- int **ppm_modulus**

3.521.1 Detailed Description

Definition at line 191 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.522 viewer Struct Reference

Data Fields

- struct **point_XYZ** Pos
- struct **point_XYZ** AntiPos
- struct **point_XYZ** currentPosInModel
- **Quaternion** Quat
- **Quaternion** AntiQuat
- **Quaternion** bindTimeQuat
- int **headlight**
- int **collision**
- double **speed**
- double **Dist**
- int **isStereo**
- int **iside**
- int **sidebyside**
- int **shutterGlasses**
- int **haveQuadbuffer**
- int **anaglyph**
- int **dominantEye**
- double **stereoParameter**
- double **eyehalf**
- double **eyehalfangle**
- double **screendist**
- double **eyedist**
- int **iprogram** [2]
- unsigned int **buffer**
- int **oktypes** [16]
- **X3D_Viewer_Walk** walk
- **X3D_Viewer_Examine** examine
- **X3D_Viewer_Fly** fly
- **X3D_Viewer_YawPitchZoom** ypz
- **X3D_Viewer_InPlane** inplane
- struct **point_XYZ** VPvelocity
- int **SLERPing2**
- int **SLERPing2justStarted**
- int **SLERPing**
- double **startSLERPtime**
- int **type**
- int **transitionType**
- double **transitionTime**
- struct **point_XYZ** startSLERPPos
- struct **point_XYZ** startSLERPAntiPos
- **Quaternion** startSLERPQuat
- **Quaternion** startSLERPAntiQuat
- **Quaternion** startSLERPbindTimeQuat
- **Quaternion** prepVPQuat
- **Quaternion** startSLERPprepVPQuat
- struct **X3D_GeoViewpoint** * **GeoSpatialNode**
- int **doExamineModeDistanceCalculations**
- int **ortho**
- double **orthoField** [4]
- int **screenOrientation**

- double **nearPlane**
- double **farPlane**
- double **backgroundPlane**
- GLDOUBLE **fieldofview**
- GLDOUBLE **fovZoom**
- int **wasBound**

3.522.1 Detailed Description

Definition at line 213 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.523 viewer_examine Struct Reference

Data Fields

- struct **point_XYZ** **Origin**
- **Quaternion** **OQuat**
- **Quaternion** **SQuat**
- double **ODist**
- double **SY**

3.523.1 Detailed Description

Definition at line 177 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.524 viewer_fly Struct Reference

Data Fields

- double **Velocity** [COORD_SYS]
- double **AVelocity** [COORD_SYS]
- **Key Down** [KEYS_HANDLED]
- **Key WasDown** [KEYS_HANDLED]
- double **lasttime**

3.524.1 Detailed Description

Definition at line 204 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.525 viewer_inplane Struct Reference

Data Fields

- float **x**
- float **y**
- float **xx**
- float **yy**
- int **on**

3.525.1 Detailed Description

Definition at line 191 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.526 viewer_walk Struct Reference

Data Fields

- double **SX**
- double **SY**
- double **XD**
- double **YD**
- double **ZD**
- double **RD**

3.526.1 Detailed Description

Definition at line 167 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.527 viewer_ypz Struct Reference

Data Fields

- double **ypz0** [3]
- double **ypz** [3]
- float **x**
- float **y**

3.527.1 Detailed Description

Definition at line 185 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.528 sai.eai.VIP Class Reference

Static Public Member Functions

- static String **fieldName** (short value)

Static Public Attributes

- static final short **QUIT** = -1
- static final short **MESSAGE** = -2
- static final short **ADD_OBJECT** = -3
- static final short **REMOVE_OBJECT** = -4
- static final short **PRIVATE_MESSAGE** = -5
- static final short **CREATE_OBJECT** = -6
- static final short **USER_INFO** = -7
- static final short **SELF_INFO** = -8
- static final short **SSRC** = -9
- static final short **TRANSFERREQUEST** = -10
- static final short **TRANSFERACCEPT** = -11
- static final short **TRANSFERREJECT** = -12
- static final short **TRANSFERREQUESTADD** = -13
- static final short **FILEREQUEST** = -14
- static final short **FRQRESPONSE** = -15
- static final short **POSITION** = 0
- static final short **ORIENTATION** = 1
- static final short **SCALE** = 2
- static final short **NAME** = 3
- static final short **OWNER** = 4
- static final short **PARENT** = 5
- static final short **CHILDREN** = 6
- static final short **DROPPED** = 7
- static final short **NUM_FIELDS** = 4
- static final short **MAX_GESTURES** = 10
- static final short **MAX_CHILDREN** = 50

3.528.1 Detailed Description

Definition at line 19 of file VIP.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VIP.java

3.529 vrml.external.FreeWRLEAI.VIP Class Reference

Static Public Member Functions

- static String **fieldName** (short value)

Static Public Attributes

- static final short **QUIT** = -1
- static final short **MESSAGE** = -2
- static final short **ADD_OBJECT** = -3
- static final short **REMOVE_OBJECT** = -4
- static final short **PRIVATE_MESSAGE** = -5
- static final short **CREATE_OBJECT** = -6
- static final short **USER_INFO** = -7
- static final short **SELF_INFO** = -8
- static final short **SSRC** = -9
- static final short **TRANSFERREQUEST** = -10
- static final short **TRANSFERACCEPT** = -11
- static final short **TRANSFERREJECT** = -12
- static final short **TRANSFERREQUESTADD** = -13
- static final short **FILEREQUEST** = -14
- static final short **FRQRESPONSE** = -15
- static final short **POSITION** = 0
- static final short **ORIENTATION** = 1
- static final short **SCALE** = 2
- static final short **NAME** = 3
- static final short **OWNER** = 4
- static final short **PARENT** = 5
- static final short **CHILDREN** = 6
- static final short **DROPPED** = 7
- static final short **NUM_FIELDS** = 4
- static final short **MAX_GESTURES** = 10
- static final short **MAX_CHILDREN** = 50

3.529.1 Detailed Description

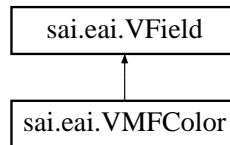
Definition at line 19 of file VIP.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VIP.java

3.530 sai.eai.VMFCOLOR Class Reference

Inheritance diagram for sai.eai.VMFCOLOR:



Public Member Functions

- **VMFCOLOR** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.530.1 Detailed Description

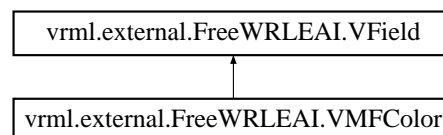
Definition at line 21 of file VMFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFCOLOR.java

3.531 vrml.external.FreeWRLEAI.VMFCOLOR Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFCOLOR:



Public Member Functions

- **VMFCOLOR** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.531.1 Detailed Description

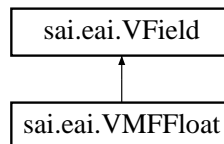
Definition at line 21 of file VMFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFColor.java

3.532 sai.eai.VMFFloat Class Reference

Inheritance diagram for sai.eai.VMFFloat:



Public Member Functions

- **VMFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.532.1 Detailed Description

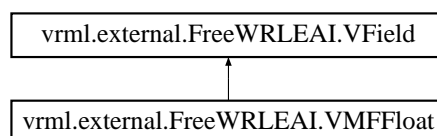
Definition at line 21 of file VMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFFloat.java

3.533 vrml.external.FreeWRLEAI.VMFFloat Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFFloat:



Public Member Functions

- **VMFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.533.1 Detailed Description

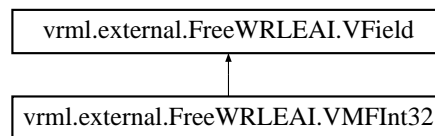
Definition at line 21 of file VMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFFloat.java

3.534 vrml.external.FreeWRLEAI.VMFloat32 Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFloat32:



Public Member Functions

- **VMFloat32** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.534.1 Detailed Description

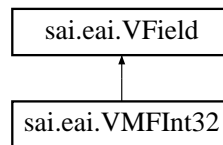
Definition at line 21 of file VMFloat32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFloat32.java

3.535 sai.eai.VMField32 Class Reference

Inheritance diagram for sai.eai.VMField32:



Public Member Functions

- **VMField32** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.535.1 Detailed Description

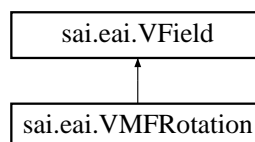
Definition at line 21 of file VMField32.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMField32.java

3.536 sai.eai.VMFieldRotation Class Reference

Inheritance diagram for sai.eai.VMFieldRotation:



Public Member Functions

- **VMFieldRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.536.1 Detailed Description

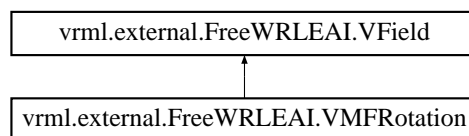
Definition at line 21 of file VMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFRotation.java

3.537 vrml.external.FreeWRLEAI.VMFRotation Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFRotation:



Public Member Functions

- **VMFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.537.1 Detailed Description

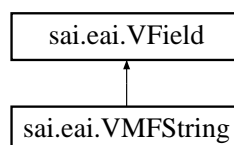
Definition at line 21 of file VMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFRotation.java

3.538 sai.eai.VMFString Class Reference

Inheritance diagram for sai.eai.VMFString:



Public Member Functions

- **VMFString** (DataInputStream in) throws IOException
- **VMFString** (String[] strings)
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- String[] **getValue** ()
- String **get1Value** (int pos)
- String **toString** ()

Additional Inherited Members

3.538.1 Detailed Description

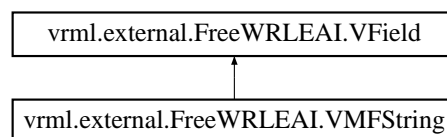
Definition at line 21 of file VMFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFString.java

3.539 vrml.external.FreeWRLEAI.VMFString Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFString:



Public Member Functions

- **VMFString** (DataInputStream in) throws IOException
- **VMFString** (String[] strings)
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- String[] **getValue** ()
- String **get1Value** (int pos)
- String **toString** ()

Additional Inherited Members

3.539.1 Detailed Description

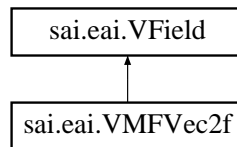
Definition at line 21 of file VMFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFString.java

3.540 sai.eai.VMFVec2f Class Reference

Inheritance diagram for sai.eai.VMFVec2f:



Public Member Functions

- **VMFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.540.1 Detailed Description

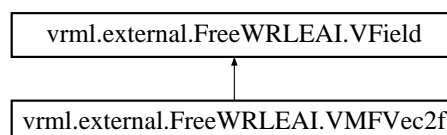
Definition at line 21 of file VMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFVec2f.java

3.541 vrml.external.FreeWRLEAI.VMFVec2f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFVec2f:



Public Member Functions

- **VMFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.541.1 Detailed Description

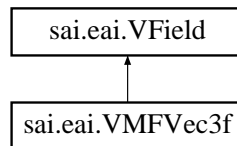
Definition at line 21 of file VMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFVec2f.java

3.542 sai.eai.VMFVec3f Class Reference

Inheritance diagram for sai.eai.VMFVec3f:



Public Member Functions

- **VMFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.542.1 Detailed Description

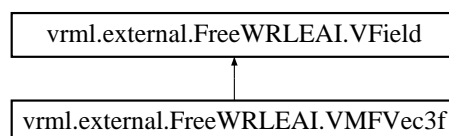
Definition at line 21 of file VMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFVec3f.java

3.543 vrml.external.FreeWRLEAI.VMFVec3f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFVec3f:



Public Member Functions

- **VMFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.543.1 Detailed Description

Definition at line 21 of file VMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFVec3f.java

3.544 VRMLLexer Struct Reference

Data Fields

- char * **nextIn**
- char * **startOfStringPtr** [LEXER_INPUT_STACK_MAX]
- char * **curlID**
- BOOL **isEof**
- int **lexerInputLevel**
- char * **oldNextIn** [LEXER_INPUT_STACK_MAX]
- **Stack** * **userNodeNames**
- struct **Vector** * **userNodeTypesVec**
- **Stack** * **userNodeTypesStack**
- struct **Vector** * **user_initializeOnly**
- struct **Vector** * **user_inputOutput**
- struct **Vector** * **user_inputOnly**
- struct **Vector** * **user_outputOnly**

3.544.1 Detailed Description

Definition at line 50 of file CParseLexer.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseLexer.h

3.545 sai.eai.VRMLObject Class Reference

Public Member Functions

- **VRMLObject** (int id, String URL, **VRMLObjectObserver** observer)
- String[] **getFieldNames** ()
- **VField** **getField** (short field)
- void **setName** (String name)
- void **setField** (short field, **VField** value)
- String **toString** ()
- void **load** ()

Data Fields

- int **id**
- String **URL**
- **VRMLObject** **next**
- String[] **gestures**
- boolean **loaded** = false

Protected Member Functions

- void **doSetField** (short field, **VField** value)

Protected Attributes

- String **name**
- String[] **fieldNames**
- **VRMLObjectObserver** **observer**
- **VField**[] **fields**

3.545.1 Detailed Description

Definition at line 23 of file VRMLObject.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VRMLObject.java

3.546 vrml.external.FreeWRLEAI.VRMLObject Class Reference

Public Member Functions

- **VRMLObject** (int id, String URL, **VRMLObjectObserver** observer)
- String[] **getFieldNames** ()
- **VField** **getField** (short field)
- void **setName** (String name)
- void **setField** (short field, **VField** value)
- String **toString** ()
- void **load** ()

Data Fields

- int **id**
- String **URL**
- **VRMLObject** **next**
- String[] **gestures**
- boolean **loaded** = false

Protected Member Functions

- void **doSetField** (short field, **VField** value)

Protected Attributes

- String **name**
- String[] **fieldNames**
- **VRMLObjectObserver** **observer**
- **VField**[] **fields**

3.546.1 Detailed Description

Definition at line 23 of file VRMLObject.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VRMLObject.java

3.547 vrml.external.FreeWRLEAI.VRMLObjectObserver Interface Reference

Public Member Functions

- void **onClicked** (**VRMLObject** obj)
- void **onLoaded** (**VRMLObject** obj)

3.547.1 Detailed Description

Definition at line 19 of file VRMLObjectObserver.java.

The documentation for this interface was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VRMLObjectObserver.java

3.548 sai.eai.VRMLObjectObserver Interface Reference

Public Member Functions

- void **onClicked** (VRMLObject obj)
- void **onLoaded** (VRMLObject obj)

3.548.1 Detailed Description

Definition at line 19 of file VRMLObjectObserver.java.

The documentation for this interface was generated from the following file:

- src/java/sai/eai/VRMLObjectObserver.java

3.549 VRMLParser Struct Reference

Data Fields

- struct **VRMLLexer** * **lexer**
- void * **ptr**
- unsigned **ofs**
- struct **ProtoDefinition** * **curPROTO**
- **Stack** * **DEFedNodes**
- struct **Vector** * **PROTOs**
- int **parsingX3DfromXML**
- **Stack** * **brotoDEFedNodes**

3.549.1 Detailed Description

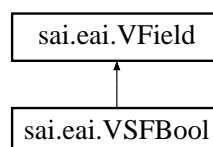
Definition at line 66 of file CParseParser.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseParser.h

3.550 sai.eai.VSFBool Class Reference

Inheritance diagram for sai.eai.VSFBool:



Public Member Functions

- **VSFBool** (boolean value)
- **VSFBool** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- boolean **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.550.1 Detailed Description

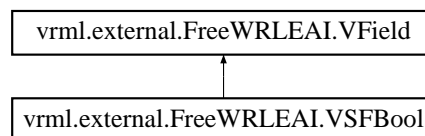
Definition at line 21 of file VSFBool.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFBool.java

3.551 vrml.external.FreeWRLEAI.VSFBool Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFBool:



Public Member Functions

- **VSFBool** (boolean value)
- **VSFBool** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- boolean **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.551.1 Detailed Description

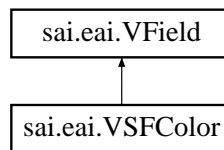
Definition at line 21 of file VSFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFBool.java

3.552 sai.eai.VSFCOLOR Class Reference

Inheritance diagram for sai.eai.VSFCOLOR:



Public Member Functions

- **VSFCOLOR** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.552.1 Detailed Description

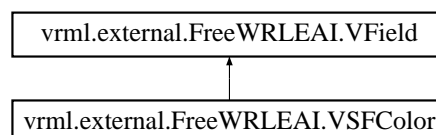
Definition at line 21 of file VSFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VsFCOLOR.java

3.553 vrml.external.FreeWRLEAI.VSFCOLOR Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFCOLOR:



Public Member Functions

- **VSFCOLOR** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.553.1 Detailed Description

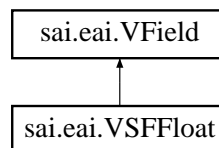
Definition at line 21 of file VSFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFCOLOR.java

3.554 sai.eai.VSFFloat Class Reference

Inheritance diagram for sai.eai.VSFFloat:



Public Member Functions

- **VSFFloat** (float value) throws IOException
- **VSFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.554.1 Detailed Description

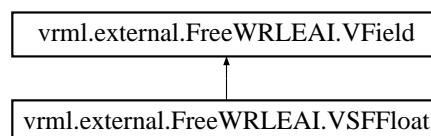
Definition at line 20 of file VSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VsFFloat.java

3.555 vrml.external.FreeWRLEAI.VSFFloat Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFFloat:



Public Member Functions

- **VSFFloat** (float value) throws IOException
- **VSFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.555.1 Detailed Description

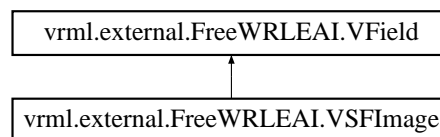
Definition at line 20 of file VSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSSFFloat.java

3.556 vrml.external.FreeWRLEAI.VSImage Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSImage:



Public Member Functions

- **VSImage** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.556.1 Detailed Description

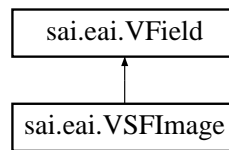
Definition at line 21 of file VSImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSSImage.java

3.557 sai.eai.VSFIImage Class Reference

Inheritance diagram for sai.eai.VSFIImage:



Public Member Functions

- **VSFIImage** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.557.1 Detailed Description

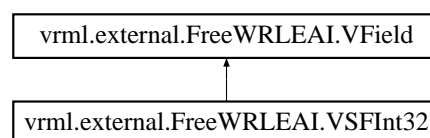
Definition at line 21 of file VSFIImage.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFIImage.java

3.558 vrml.external.FreeWRLEAI.VSFInt32 Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFInt32:



Public Member Functions

- **VSFInt32** (DataInputStream in) throws IOException
- **VSFInt32** (int v)
- void **write** (DataOutputStream out) throws IOException
- int **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.558.1 Detailed Description

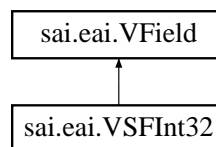
Definition at line 21 of file VSField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSField.java

3.559 sai.eai.VSField Class Reference

Inheritance diagram for sai.eai.VSField:



Public Member Functions

- **VSField32** (DataInputStream in) throws IOException
- **VSField32** (int v)
- void **write** (DataOutputStream out) throws IOException
- int **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.559.1 Detailed Description

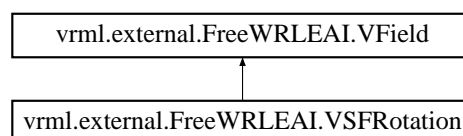
Definition at line 21 of file VSField.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSField.java

3.560 vrml.external.FreeWRLEAI.VSField Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSField:



Public Member Functions

- **VSFRotation** (float axisX, float axisY, float axisZ, float angle)
- **VSFRotation** (float[] values)
- **VSFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- double **getAngle** ()

Additional Inherited Members

3.560.1 Detailed Description

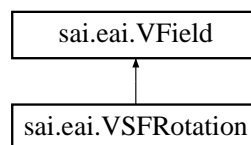
Definition at line 20 of file VSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFRotation.java

3.561 sai.eai.VSFRotation Class Reference

Inheritance diagram for sai.eai.VSFRotation:



Public Member Functions

- **VSFRotation** (float axisX, float axisY, float axisZ, float angle)
- **VSFRotation** (float[] values)
- **VSFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- double **getAngle** ()

Additional Inherited Members

3.561.1 Detailed Description

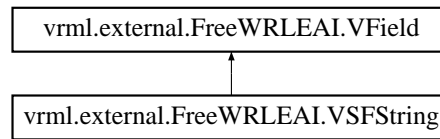
Definition at line 20 of file VSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFRotation.java

3.562 vrml.external.FreeWRLEAI.VSFString Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFString:



Public Member Functions

- **VSFString** (String s)
- **VSFString** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- String **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.562.1 Detailed Description

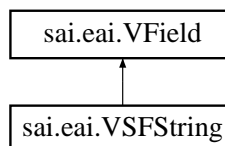
Definition at line 21 of file VSFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFString.java

3.563 sai.eai.VSFString Class Reference

Inheritance diagram for sai.eai.VSFString:



Public Member Functions

- **VSFString** (String s)
- **VSFString** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- String **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.563.1 Detailed Description

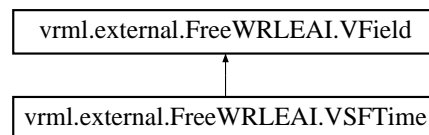
Definition at line 21 of file VSFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFString.java

3.564 vrml.external.FreeWRLEAI.VSFTIME Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFTIME:



Public Member Functions

- **VSFTIME** (double time)
- **VSFTIME** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- double **getValue** ()

Additional Inherited Members

3.564.1 Detailed Description

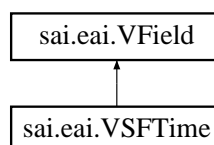
Definition at line 21 of file VSFTIME.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFTIME.java

3.565 sai.eai.VSFTIME Class Reference

Inheritance diagram for sai.eai.VSFTIME:



Public Member Functions

- **VSFTime** (double time)
- **VSFTime** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- double **getValue** ()

Additional Inherited Members

3.565.1 Detailed Description

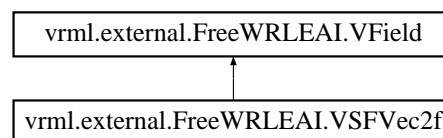
Definition at line 21 of file VSFTime.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFTime.java

3.566 vrml.external.FreeWRLEAI.VSFVec2f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFVec2f:



Public Member Functions

- **VSFVec2f** (float x, float y, float z)
- **VSFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.566.1 Detailed Description

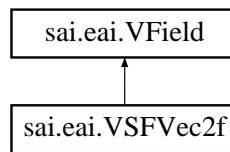
Definition at line 21 of file VSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFVec2f.java

3.567 sai.eai.VSFVec2f Class Reference

Inheritance diagram for sai.eai.VSFVec2f:



Public Member Functions

- **VSFVec2f** (float x, float y, float z)
- **VSFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.567.1 Detailed Description

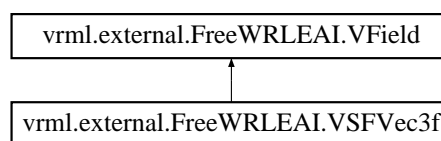
Definition at line 21 of file VSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFVec2f.java

3.568 vrml.external.FreeWRLEAI.VSFVec3f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFVec3f:



Public Member Functions

- **VSFVec3f** (float x, float y, float z)
- **VSFVec3f** (float[] values)
- **VSFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- **VSFVec3f plus** (VSFVec3f v)
- **VSFVec3f minus** (VSFVec3f v)
- **VSFVec3f times** (float s)
- double **getDistance** (VSFVec3f v)
- double **getAngle** (VSFVec3f v)

Additional Inherited Members

3.568.1 Detailed Description

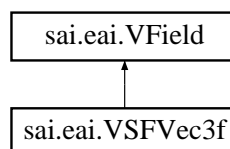
Definition at line 19 of file VSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFVec3f.java

3.569 sai.eai.VSFVec3f Class Reference

Inheritance diagram for sai.eai.VSFVec3f:



Public Member Functions

- **VSFVec3f** (float x, float y, float z)
- **VSFVec3f** (float[] values)
- **VSFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- **VSFVec3f plus** (VSFVec3f v)
- **VSFVec3f minus** (VSFVec3f v)
- **VSFVec3f times** (float s)
- double **getDistance** (VSFVec3f v)
- double **getAngle** (VSFVec3f v)

Additional Inherited Members

3.569.1 Detailed Description

Definition at line 19 of file VSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFVec3f.java

3.570 X3D_Anchor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **_parentResource**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **Uni_String** * **description**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **parameter**
- struct **Multi_Node** **removeChildren**
- struct **Multi_String** **url**

3.570.1 Detailed Description

Definition at line 2006 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.571 X3D_Appearance Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **fillProperties**
- struct **X3D_Node** * **lineProperties**
- struct **X3D_Node** * **material**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **shaders**
- struct **X3D_Node** * **texture**
- struct **X3D_Node** * **textureTransform**

3.571.1 Detailed Description

Definition at line 2033 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.572 X3D_Arc2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__numPoints**
- struct **Multi_Vec2f** **__points**
- float **endAngle**
- struct **X3D_Node** * **metadata**
- float **radius**
- float **startAngle**

3.572.1 Detailed Description

Definition at line 2057 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.573 X3D_ArcClose2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__numPoints**
- struct **Multi_Vec2f** **__points**
- struct **Uni_String** * **closureType**
- float **endAngle**
- struct **X3D_Node** * **metadata**
- float **radius**
- int **solid**
- float **startAngle**

3.573.1 Detailed Description

Definition at line 2080 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.574 X3D_AudioClip Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **__inittime**

- void * **__localFileName**
- int **__sourceNumber**
- void * **_parentResource**
- struct **Uni_String** * **description**
- double **duration_changed**
- double **elapsedTime**
- int **isActive**
- int **isPaused**
- int **loop**
- struct **X3D_Node** * **metadata**
- double **pauseTime**
- float **pitch**
- double **resumeTime**
- double **startTime**
- double **stopTime**
- struct **Multi_String** **url**

3.574.1 Detailed Description

Definition at line 2105 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.575 X3D_Background Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__VBO**
- struct **X3D_Node** * **__backTexture**
- struct **X3D_Node** * **__bottomTexture**
- struct **Multi_Color** **__colours**
- struct **X3D_Node** * **__frontTexture**
- struct **X3D_Node** * **__leftTexture**
- struct **Multi_Vec3f** **__points**
- int **__quadcount**
- struct **X3D_Node** * **__rightTexture**
- int **__textureright**

- struct **X3D_Node** * **__topTexture**
- void * **_parentResource**
- struct **Multi_String** **backUrl**
- double **bindTime**
- struct **Multi_String** **bottomUrl**
- struct **Multi_String** **frontUrl**
- struct **Multi_Float** **groundAngle**
- struct **Multi_Color** **groundColor**
- int **isBound**
- struct **Multi_String** **leftUrl**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **rightUrl**
- int **set_bind**
- struct **Multi_Float** **skyAngle**
- struct **Multi_Color** **skyColor**
- struct **Multi_String** **topUrl**
- float **transparency**

3.575.1 Detailed Description

Definition at line 2139 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.576 X3D_Billboard Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **_rotationAngle**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **axisOfRotation**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**

3.576.1 Detailed Description

Definition at line 2183 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.577 X3D_BooleanFilter Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **inputFalse**
- int **inputNegate**
- int **inputTrue**
- struct **X3D_Node** * **metadata**
- int **set_boolean**

3.577.1 Detailed Description

Definition at line 2208 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.578 X3D_BooleanSequencer Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Bool** **keyValue**
- struct **X3D_Node** * **metadata**
- int **next**
- int **previous**
- float **set_fraction**
- int **value_changed**

3.578.1 Detailed Description

Definition at line 2230 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.579 X3D_BooleanToggle Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- int **set_boolean**
- int **toggle**

3.579.1 Detailed Description

Definition at line 2254 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.580 X3D_BooleanTrigger Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- double **set_triggerTime**
- int **triggerTrue**

3.580.1 Detailed Description

Definition at line 2274 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.581 X3D_Box Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec3f** **__points**
- struct **X3D_Node** * **metadata**
- struct **SFVec3f** **size**
- int **solid**

3.581.1 Detailed Description

Definition at line 2294 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.582 X3D_CADAssembly Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **_sortedChildren**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Multi_Node** **removeChildren**

3.582.1 Detailed Description

Definition at line 2315 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.583 X3D_CADFace Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **X3D_Node** * **shape**

3.583.1 Detailed Description

Definition at line 2340 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.584 X3D_CADLayer Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Multi_Node** **removeChildren**
- struct **Multi_Bool** **visible**

3.584.1 Detailed Description

Definition at line 2362 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.585 X3D_CADPart Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__do_anything**
- int **__do_center**
- int **__do_rotation**
- int **__do_scale**
- int **__do_scaleO**
- int **__do_trans**
- struct **Multi_Node** **_sortedChildren**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Multi_Node** **removeChildren**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**

3.585.1 Detailed Description

Definition at line 2387 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.586 X3D_Circle2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__numPoints**
- struct **Multi_Vec2f** **__points**
- struct **X3D_Node** * **metadata**
- float **radius**

3.586.1 Detailed Description

Definition at line 2423 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.587 X3D_ClipPlane Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **enabled**
- struct **X3D_Node** * **metadata**
- struct **SFVec4f** **plane**

3.587.1 Detailed Description

Definition at line 2444 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.588 X3D_Collision Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__hit**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- int **collide**
- double **collideTime**
- int **enabled**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **proxy**
- struct **Multi_Node** **removeChildren**

3.588.1 Detailed Description

Definition at line 2464 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.589 X3D_Color Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Color** **color**
- struct **X3D_Node** * **metadata**

3.589.1 Detailed Description

Definition at line 2492 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.590 X3D_ColorInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Color** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **SFColor** **value_changed**

3.590.1 Detailed Description

Definition at line 2511 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.591 X3D_ColorRGBA Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_ColorRGBA** **color**
- struct **X3D_Node** * **metadata**

3.591.1 Detailed Description

Definition at line 2533 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.592 X3D_ComposedCubeMapTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**

- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **_parentResource**
- struct **X3D_Node** * **back**
- struct **X3D_Node** * **bottom**
- struct **X3D_Node** * **front**
- struct **X3D_Node** * **left**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **right**
- struct **X3D_Node** * **top**

3.592.1 Detailed Description

Definition at line 2552 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.593 X3D_ComposedShader Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **_initialized**
- int **_retrievedURLData**
- pthread_t **_shaderLoadThread**
- struct **X3D_Node** * **_shaderUserDefinedFields**
- int **_shaderUserNumber**
- int **activate**
- int **isSelected**
- int **isValid**
- struct **Uni_String** * **language**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **parts**

3.593.1 Detailed Description

Definition at line 2577 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.594 X3D_Cone Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec3f** **__botpoints**
- int **__coneTriangles**
- int **__coneVBO**
- struct **Multi_Vec3f** **__normals**
- struct **Multi_Vec3f** **__sidepoints**
- int **bottom**
- float **bottomRadius**
- float **height**
- struct **X3D_Node** * **metadata**
- int **side**
- int **solid**

3.594.1 Detailed Description

Definition at line 2605 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.595 X3D_Contour2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **addChildren**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**

3.595.1 Detailed Description

Definition at line 2633 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.596 X3D_ContourPolyLine2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2d** **controlPoint**
- struct **X3D_Node** * **metadata**

3.596.1 Detailed Description

Definition at line 2654 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.597 X3D_Coordinate Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Vec3f** point

3.597.1 Detailed Description

Definition at line 2673 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.598 X3D_CoordinateDouble Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2d** controlPoint
- struct **X3D_Node** * **metadata**

3.598.1 Detailed Description

Definition at line 2692 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.599 X3D_CoordinateInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **_CPU_Routes_out**
- int **_GPU_Routes_out**
- int **_keyVBO**
- int **_keyValueVBO**
- struct **Multi_Float** **key**
- struct **Multi_Vec3f** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **Multi_Vec3f** **value_changed**

3.599.1 Detailed Description

Definition at line 2711 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.600 X3D_CoordinateInterpolator2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Vec2f** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **Multi_Vec2f** **value_changed**

3.600.1 Detailed Description

Definition at line 2737 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.601 X3D_Cylinder Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__cylinderTriangles**
- int **__cylinderVBO**
- struct **Multi_Vec3f** **__normals**
- struct **Multi_Vec3f** **__points**
- int **bottom**
- float **height**
- struct **X3D_Node** * **metadata**
- float **radius**
- int **side**
- int **solid**
- int **top**

3.601.1 Detailed Description

Definition at line 2759 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.602 X3D_CylinderSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- int **_dlchange**
- struct **SFRotation** **_oldrotation**
- struct **SFVec3f** **_oldtrackPoint**
- struct **SFVec3f** **_origPoint**
- float **_radius**
- int **autoOffset**
- struct **SFRotation** **axisRotation**
- struct **Uni_String** * **description**
- float **diskAngle**
- int **enabled**
- int **isActive**
- int **isOver**
- float **maxAngle**
- struct **X3D_Node** * **metadata**
- float **minAngle**
- float **offset**
- struct **SFRotation** **rotation_changed**
- struct **SFVec3f** **trackPoint_changed**

3.602.1 Detailed Description

Definition at line 2787 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.603 X3D_DirectionalLight Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec4f** **_amb**
- struct **SFVec4f** **_col**
- struct **SFVec4f** **_dir**
- float **ambientIntensity**
- struct **SFColor** **color**
- struct **SFVec3f** **direction**
- int **global**
- float **intensity**
- struct **X3D_Node** * **metadata**
- int **on**

3.603.1 Detailed Description

Definition at line 2874 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.604 X3D_DISEntityManager Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**

- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **addedEntities**
- struct **Uni_String** * **address**
- int **applicationID**
- struct **Multi_Node** **mapping**
- struct **X3D_Node** * **metadata**
- int **port**
- struct **Multi_Node** **removedEntities**
- int **siteID**

3.604.1 Detailed Description

Definition at line 2823 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.605 X3D_DISEntityTypeMapping Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **category**
- int **country**
- int **domain**
- int **extra**
- int **kind**
- struct **X3D_Node** * **metadata**
- int **specific**
- int **subcategory**
- struct **Multi_String** **url**

3.605.1 Detailed Description

Definition at line 2848 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.606 X3D_Disk2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__numPoints**
- struct **Multi_Vec2f** **__points**
- int **__simpleDisk**
- void * **__texCoords**
- float **innerRadius**
- struct **X3D_Node** * **metadata**
- float **outerRadius**
- int **solid**

3.606.1 Detailed Description

Definition at line 2901 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.607 X3D_EaseInEaseOut Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2f** **easeInEaseOut**
- struct **Multi_Float** **key**
- struct **X3D_Node** * **metadata**
- float **modifiedFraction_changed**
- float **set_fraction**

3.607.1 Detailed Description

Definition at line 2926 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.608 X3D_ElevationGrid Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32_coordIndex**
- struct **Multi_Node attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- float **creaseAngle**
- struct **X3D_Node** * **fogCoord**
- struct **Multi_Float height**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- struct **Multi_Float set_height**
- int **solid**
- struct **X3D_Node** * **texCoord**
- int **xDimension**
- float **xSpacing**
- int **zDimension**
- float **zSpacing**

3.608.1 Detailed Description

Definition at line 2948 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.609 X3D_EspduTransform Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **addChildren**
- struct **Uni_String** * **address**
- int **applicationID**
- struct **Multi_Float** **articulationParameterArray**
- struct **Multi_Int32** **articulationParameterChangeIndicatorArr**
- int **articulationParameterCount**
- struct **Multi_Int32** **articulationParameterDesignatorArray**
- struct **Multi_Int32** **articulationParameterIdPartAttachedToAr**
- struct **Multi_Int32** **articulationParameterTypeArray**
- float **articulationParameterValue0_changed**
- float **articulationParameterValue1_changed**
- float **articulationParameterValue2_changed**
- float **articulationParameterValue3_changed**
- float **articulationParameterValue4_changed**
- float **articulationParameterValue5_changed**
- float **articulationParameterValue6_changed**
- float **articulationParameterValue7_changed**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- double **collideTime**
- int **collisionType**
- int **deadReckoning**
- double **detonateTime**
- struct **SFVec3f** **detonationLocation**
- struct **SFVec3f** **detonationRelativeLocation**
- int **detonationResult**
- int **enabled**
- int **entityCategory**
- int **entityCountry**
- int **entityDomain**
- int **entityExtra**
- int **entityID**
- int **entityKind**
- int **entitySpecific**
- int **entitySubCategory**
- int **eventApplicationID**

- int **eventEntityID**
- int **eventNumber**
- int **eventSiteID**
- int **fireMissionIndex**
- int **fired1**
- int **fired2**
- double **firedTime**
- float **firingRange**
- int **firingRate**
- int **forceID**
- int **fuse**
- int **isActive**
- int **isCollided**
- int **isDetonated**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- struct **SFVec3f** **linearAcceleration**
- struct **SFVec3f** **linearVelocity**
- struct **Uni_String** * **marking**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **multicastRelayHost**
- int **multicastRelayPort**
- int **munitionApplicationID**
- struct **SFVec3f** **munitionEndPoint**
- int **munitionEntityID**
- int **munitionQuantity**
- int **munitionSiteID**
- struct **SFVec3f** **munitionStartPoint**
- struct **Uni_String** * **networkMode**
- int **port**
- double **readInterval**
- struct **Multi_Node** **removeChildren**
- struct **SFRotation** **rotation**
- int **rtpHeaderExpected**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- float **set_articulationParameterValue0**
- float **set_articulationParameterValue1**
- float **set_articulationParameterValue2**
- float **set_articulationParameterValue3**
- float **set_articulationParameterValue4**
- float **set_articulationParameterValue5**
- float **set_articulationParameterValue6**
- float **set_articulationParameterValue7**
- int **siteID**
- double **timestamp**
- struct **SFVec3f** **translation**
- int **warhead**
- double **writeInterval**

3.609.1 Detailed Description

Definition at line 2983 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.610 X3D_Extrusion Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **beginCap**
- int **ccw**
- int **convex**
- float **creaseAngle**
- struct **Multi_Vec2f** **crossSection**
- int **endCap**
- struct **X3D_Node** * **metadata**
- struct **Multi_Rotation** **orientation**
- struct **Multi_Vec2f** **scale**
- struct **Multi_Vec2f** **set_crossSection**
- struct **Multi_Rotation** **set_orientation**
- struct **Multi_Vec2f** **set_scale**
- struct **Multi_Vec3f** **set_spine**
- int **solid**
- struct **Multi_Vec3f** **spine**

3.610.1 Detailed Description

Definition at line 3089 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.611 X3D_FillProperties Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **_enabled**
- struct **SFVec2f** **_hatchScale**
- int **filled**
- struct **SFColor** **hatchColor**
- int **hatchStyle**
- int **hatched**
- struct **X3D_Node** * **metadata**

3.611.1 Detailed Description

Definition at line 3121 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.612 X3D_FloatVertexAttribute Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- int **numComponents**
- struct **Multi_Float** **value**

3.612.1 Detailed Description

Definition at line 3145 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.613 X3D_Fog Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **bindTime**
- struct **SFColor** **color**
- struct **Uni_String** * **fogType**
- int **isBound**
- struct **X3D_Node** * **metadata**
- int **set_bind**
- float **visibilityRange**

3.613.1 Detailed Description

Definition at line 3166 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.614 X3D_FogCoordinate Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **depth**
- struct **X3D_Node** * **metadata**

3.614.1 Detailed Description

Definition at line 3190 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.615 X3D_FontStyle Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_String** **family**
- int **horizontal**
- struct **Multi_String** **justify**
- struct **Uni_String** * **language**
- int **leftToRight**
- struct **X3D_Node** * **metadata**
- float **size**
- float **spacing**
- struct **Uni_String** * **style**
- int **topToBottom**

3.615.1 Detailed Description

Definition at line 3209 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.616 X3D_GeneratedCubeMapTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__textureTableIndex**
- struct **X3D_Node** * **metadata**
- int **size**
- struct **X3D_Node** * **textureProperties**
- struct **Uni_String** * **update**

3.616.1 Detailed Description

Definition at line 3236 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.617 X3D_GeoCoordinate Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- struct **Multi_Vec3f** **__movedCoords**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- struct **X3D_Node** * **metadata**
- struct **Multi_Vec3d** **point**

3.617.1 Detailed Description

Definition at line 3258 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.618 X3D_GeoElevationGrid Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- struct **Multi_Int32** **_coordIndex**
- int **ccw**

- struct **X3D_Node** * **color**
- int **colorPerVertex**
- double **creaseAngle**
- struct **SFVec3d** **geoGridOrigin**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- struct **Multi_Double** **height**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- struct **Multi_Double** **set_height**
- int **solid**
- struct **X3D_Node** * **texCoord**
- int **xDimension**
- double **xSpacing**
- float **yScale**
- int **zDimension**
- double **zSpacing**

3.618.1 Detailed Description

Definition at line 3281 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.619 X3D_GeoLocation Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- struct **SFVec4d** **__localOrient**
- struct **SFVec3d** **__movedCoords**
- struct **Multi_Node** **__oldChildren**
- struct **SFVec3d** **__oldgeoCoords**
- struct **Multi_Node** **_sortedChildren**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **SFVec3d** **geoCoords**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**

3.619.1 Detailed Description

Definition at line 3362 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.620 X3D_GeoLOD Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **__child1Node**
- struct **X3D_Node** * **__child2Node**
- struct **X3D_Node** * **__child3Node**
- struct **X3D_Node** * **__child4Node**
- int **__childloadstatus**
- struct **Multi_Int32** **__geoSystem**
- int **__inRange**
- int **__level**
- struct **SFVec3d** **__movedCoords**
- struct **X3D_Node** * **__rootUrl**
- int **__rooturlloadstatus**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3d** **center**
- struct **Multi_String** **child1Url**
- struct **Multi_String** **child2Url**
- struct **Multi_String** **child3Url**
- struct **Multi_String** **child4Url**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- int **level_changed**
- struct **X3D_Node** * **metadata**
- float **range**
- struct **Multi_Node** **rootNode**
- struct **Multi_String** **rootUrl**

3.620.1 Detailed Description

Definition at line 3319 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.621 X3D_GeoMetadata Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **data**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **summary**
- struct **Multi_String** **url**

3.621.1 Detailed Description

Definition at line 3394 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.622 X3D_GeoOrigin Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- struct **SFVec3d** **__movedCoords**
- struct **Multi_String** **__oldMFString**
- struct **SFVec3d** **__oldgeoCoords**
- struct **SFVec4d** **__rotyup**
- struct **SFVec3d** **geoCoords**
- struct **Multi_String** **geoSystem**
- struct **X3D_Node** * **metadata**
- int **rotateYUp**

3.622.1 Detailed Description

Definition at line 3415 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.623 X3D_GeoPositionInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- struct **Multi_Int32** __geoSystem
- struct **Multi_Vec3d** __movedValue
- struct **Multi_Float** __oldKeyPtr
- struct **Multi_Vec3d** __oldKeyValuePtr
- struct **X3D_Node** * geoOrigin
- struct **Multi_String** geoSystem
- struct **SFVec3d** geovalue_changed
- struct **Multi_Float** key
- struct **Multi_Vec3d** keyValue
- struct **X3D_Node** * metadata
- float **set_fraction**
- struct **SFVec3f** value_changed

3.623.1 Detailed Description

Definition at line 3441 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.624 X3D_GeoProximitySensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** __geoSystem
- int **__hit**
- struct **SFVec4d** **__localOrient**
- struct **SFVec3d** **__movedCoords**
- int **__oldEnabled**
- struct **SFVec3d** **__oldGeoCenter**
- struct **SFVec3f** **__oldSize**
- struct **SFVec3f** **__t1**
- struct **SFRotation** **__t2**
- struct **SFVec3f** **centerOfRotation_changed**
- int **enabled**
- double **enterTime**
- double **exitTime**
- struct **SFVec3d** **geoCenter**

- struct **SFVec3d** geoCoord_changed
- struct **X3D_Node** * geoOrigin
- struct **Multi_String** geoSystem
- int **isActive**
- struct **X3D_Node** * metadata
- struct **SFRotation** orientation_changed
- struct **SFVec3f** position_changed
- struct **SFVec3f** size

3.624.1 Detailed Description

Definition at line 3470 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.625 X3D_GeoTouchSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- int **__oldEnabled**
- struct **SFVec3f** **_oldhitNormal**
- struct **SFVec3f** **_oldhitPoint**
- struct **SFVec2f** **_oldhitTexCoord**
- struct **Uni_String** * **description**
- int **enabled**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- struct **SFVec3d** **hitGeoCoord_changed**
- struct **SFVec3f** **hitNormal_changed**
- struct **SFVec3f** **hitPoint_changed**
- struct **SFVec2f** **hitTexCoord_changed**
- int **isActive**
- int **isOver**
- struct **X3D_Node** * **metadata**
- double **touchTime**

3.625.1 Detailed Description

Definition at line 3509 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.626 X3D_GeoTransform Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__do_center**
- int **__do_rotation**
- int **__do_scale**
- int **__do_scaleO**
- int **__do_trans**
- struct **Multi_Int32** **__geoSystem**
- struct **SFVec4d** **__localOrient**
- struct **SFVec3d** **__movedCoords**
- struct **Multi_Node** **__oldChildren**
- struct **SFVec3d** **__oldGeoCenter**
- struct **Multi_Node** **_sortedChildren**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **SFVec3d** **geoCenter**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**

3.626.1 Detailed Description

Definition at line 3543 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.627 X3D_GeoViewpoint Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- struct **SFRotation** **__movedOrientation**
- struct **SFVec3d** **__movedPosition**
- float **__oldFieldOfView**
- int **__oldHeadlight**
- int **__oldJump**
- struct **Multi_String** **__oldMFString**
- struct **Uni_String** * **__oldSFString**
- double **bindTime**
- struct **Uni_String** * **description**
- float **fieldOfView**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- int **headlight**
- int **isBound**
- int **jump**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **navType**
- struct **SFRotation** **orientation**
- struct **SFVec3d** **position**
- int **set_bind**
- struct **SFRotation** **set_orientation**
- struct **SFVec3d** **set_position**
- float **speedFactor**

3.627.1 Detailed Description

Definition at line 3584 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.628 X3D_Group Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **FreeWRL_PROTOInterfaceNodes**
- int **FreeWRL__protoDef**
- struct **Multi_Node** **_sortedChildren**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**

3.628.1 Detailed Description

Definition at line 3625 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.629 X3D_HAnimDisplacer Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **coordIndex**
- struct **Multi_Vec3f** **displacements**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- float **weight**

3.629.1 Detailed Description

Definition at line 3651 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.630 X3D_HAnimHumanoid Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_String** **info**

- struct **Multi_Node** joints
- struct **X3D_Node** * metadata
- struct **Uni_String** * name
- struct **SFRotation** rotation
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation
- struct **Multi_Node** segments
- struct **Multi_Node** sites
- struct **Multi_Node** skeleton
- struct **Multi_Node** skin
- struct **X3D_Node** * skinCoord
- struct **X3D_Node** * skinNormal
- struct **SFVec3f** translation
- struct **Uni_String** * version
- struct **Multi_Node** viewpoints

3.630.1 Detailed Description

Definition at line 3673 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.631 X3D_HAnimJoint Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__do_center**
- int **__do_rotation**
- int **__do_scale**
- int **__do_scaleO**
- int **__do_trans**
- struct **Multi_Node** addChildren
- struct **SFVec3f** bboxCenter
- struct **SFVec3f** bboxSize
- struct **SFVec3f** center
- struct **Multi_Node** children
- struct **Multi_Node** displacers

- struct **SFRotation** limitOrientation
- struct **Multi_Float** llimit
- struct **X3D_Node** * metadata
- struct **Uni_String** * name
- struct **Multi_Node** removeChildren
- struct **SFRotation** rotation
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation
- struct **Multi_Int32** skinCoordIndex
- struct **Multi_Float** skinCoordWeight
- struct **Multi_Float** stiffness
- struct **SFVec3f** translation
- struct **Multi_Float** ulimit

3.631.1 Detailed Description

Definition at line 3709 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.632 X3D_HAnimSegment Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** addChildren
- struct **SFVec3f** bboxCenter
- struct **SFVec3f** bboxSize
- struct **SFVec3f** centerOfMass
- struct **Multi_Node** children
- struct **X3D_Node** * **coord**
- struct **Multi_Node** displacers
- float **mass**
- struct **X3D_Node** * **metadata**
- struct **Multi_Float** momentsOfInertia
- struct **Uni_String** * **name**
- struct **Multi_Node** removeChildren

3.632.1 Detailed Description

Definition at line 3750 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.633 X3D_HAnimSite Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__do_center**
- int **__do_rotation**
- int **__do_scale**
- int **__do_scaleO**
- int **__do_trans**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Multi_Node** **removeChildren**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**

3.633.1 Detailed Description

Definition at line 3779 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.634 X3D_ImageCubeMapTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__regenSubTextures**
- struct **Multi_Node** **__subTextures**
- int **__textureTableIndex**
- void * **_parentResource**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **textureProperties**
- struct **Multi_String** **url**

3.634.1 Detailed Description

Definition at line 3813 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.635 X3D_ImageTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__textureTableIndex**
- void * **_parentResource**
- struct **X3D_Node** * **metadata**
- int **repeatS**
- int **repeatT**
- struct **X3D_Node** * **textureProperties**
- struct **Multi_String** **url**

3.635.1 Detailed Description

Definition at line 3837 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.636 X3D_IndexedFaceSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- struct **Multi_Int32** **colorIndex**
- int **colorPerVertex**
- int **convex**
- struct **X3D_Node** * **coord**
- struct **Multi_Int32** **coordIndex**
- float **creaseAngle**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- struct **Multi_Int32** **normalIndex**
- int **normalPerVertex**
- struct **Multi_Int32** **set_colorIndex**
- struct **Multi_Int32** **set_coordIndex**
- struct **Multi_Int32** **set_normalIndex**
- struct **Multi_Int32** **set_texCoordIndex**
- int **solid**
- struct **X3D_Node** * **texCoord**
- struct **Multi_Int32** **texCoordIndex**

3.636.1 Detailed Description

Definition at line 3861 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.637 X3D_IndexedLineSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **__colours**
- int **__segCount**
- void * **__vertArr**
- void * **__vertIndx**
- void * **__vertexCount**
- void * **__vertices**
- struct **Multi_Node** **attrib**
- struct **X3D_Node** * **color**
- struct **Multi_Int32** **colorIndex**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **Multi_Int32** **coordIndex**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **Multi_Int32** **set_colorIndex**
- struct **Multi_Int32** **set_coordIndex**

3.637.1 Detailed Description

Definition at line 3899 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.638 X3D_IndexedQuadSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **Multi_Int32** **index**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- struct **Multi_Int32** **set_index**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.638.1 Detailed Description

Definition at line 3932 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.639 X3D_IndexedTriangleFanSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]

- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **Multi_Int32** **index**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- struct **Multi_Int32** **set_index**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.639.1 Detailed Description

Definition at line 3963 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.640 X3D_IndexedTriangleSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **Multi_Int32** **index**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- struct **Multi_Int32** **set_index**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.640.1 Detailed Description

Definition at line 3994 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.641 X3D_IndexedTriangleStripSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **Multi_Int32** **index**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- struct **Multi_Int32** **set_index**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.641.1 Detailed Description

Definition at line 4025 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.642 X3D_Inline Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **__children**
- void * **__loadResource**
- int **__loadstatus**
- void * **_parentResource**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **load**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **url**

3.642.1 Detailed Description

Definition at line 4056 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.643 X3D_IntegerSequencer Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Int32** **keyValue**
- struct **X3D_Node** * **metadata**
- int **next**
- int **previous**
- float **set_fraction**
- int **value_changed**

3.643.1 Detailed Description

Definition at line 4082 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.644 X3D_IntegerTrigger Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **integerKey**
- struct **X3D_Node** * **metadata**
- int **set_boolean**
- int **triggerValue**

3.644.1 Detailed Description

Definition at line 4106 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.645 X3D_KeySensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- int **actionKeyPress**
- int **actionKeyRelease**
- int **altKey**
- int **controlKey**
- int **enabled**
- int **isActive**
- struct **Uni_String** * **keyPress**
- struct **Uni_String** * **keyRelease**
- struct **X3D_Node** * **metadata**
- int **shiftKey**

3.645.1 Detailed Description

Definition at line 4127 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.646 X3D_LineProperties Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **applied**
- int **linetype**
- float **linewidthScaleFactor**
- struct **X3D_Node** * **metadata**

3.646.1 Detailed Description

Definition at line 4185 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.647 X3D_LineSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- struct **SFVec3f** **_oldtrackPoint**
- struct **SFVec3f** **_oldtranslation**
- struct **SFVec3f** **_origPoint**
- int **autoOffset**
- struct **Uni_String** * **description**
- struct **SFVec3f** **direction**
- int **enabled**
- int **isActive**
- int **isOver**
- float **maxPosition**
- struct **X3D_Node** * **metadata**
- float **minPosition**
- float **offset**
- struct **SFVec3f** **trackPoint_changed**
- struct **SFVec3f** **translation_changed**

3.647.1 Detailed Description

Definition at line 4206 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.648 X3D_LineSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__segCount**
- void * **__vertArr**
- void * **__vertIndx**
- struct **Multi_Node** **attrib**
- struct **X3D_Node** * **color**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **Multi_Int32** **vertexCount**

3.648.1 Detailed Description

Definition at line 4239 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.649 X3D_LoadSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- double **__StartLoadTime**
- int **__finishedloading**
- int **__loading**
- int **__oldEnabled**
- int **enabled**
- int **isActive**
- int **isLoading**
- double **loadTime**
- struct **X3D_Node** * **metadata**
- float **progress**
- double **timeOut**
- struct **Multi_Node** **watchList**

3.649.1 Detailed Description

Definition at line 4265 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.650 X3D_LocalFog Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFColor** **color**
- int **enabled**
- struct **Uni_String** * **fogType**
- struct **X3D_Node** * **metadata**
- float **visibilityRange**

3.650.1 Detailed Description

Definition at line 4294 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.651 X3D_LOD Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__isX3D**
- void * **_selected**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- int **forceTransitions**
- struct **Multi_Node** **level**
- int **levelChanged**
- struct **X3D_Node** * **metadata**
- struct **Multi_Float** **range**
- struct **Multi_Node** **removeChildren**

3.651.1 Detailed Description

Definition at line 4155 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.652 X3D_Material Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**

- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **_verifiedColor**
- float **ambientIntensity**
- struct **SFColor** **diffuseColor**
- struct **SFColor** **emissiveColor**
- struct **X3D_Node** * **metadata**
- float **shininess**
- struct **SFColor** **specularColor**
- float **transparency**

3.652.1 Detailed Description

Definition at line 4316 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.653 X3D_Matrix3VertexAttribute Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Multi_Matrix3f** **value**

3.653.1 Detailed Description

Definition at line 4341 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.654 X3D_Matrix4VertexAttribute Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Multi_Matrix4f** value

3.654.1 Detailed Description

Definition at line 4361 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.655 X3D_MetadataDouble Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Uni_String** * **reference**
- struct **Multi_Double** value

3.655.1 Detailed Description

Definition at line 4381 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.656 X3D_MetadataFloat Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Uni_String** * **reference**
- struct **Multi_Float** value

3.656.1 Detailed Description

Definition at line 4402 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.657 X3D_MetadataInteger Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Uni_String** * **reference**
- struct **Multi_Int32** value

3.657.1 Detailed Description

Definition at line 4423 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.658 X3D_MetadataMFBool Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Bool** **setValue**
- double **tickTime**
- struct **Multi_Bool** **value**
- struct **Multi_Bool** **valueChanged**

3.658.1 Detailed Description

Definition at line 4444 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.659 X3D_MetadataMFColor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Color** **setValue**
- double **tickTime**
- struct **Multi_Color** **value**
- struct **Multi_Color** **valueChanged**

3.659.1 Detailed Description

Definition at line 4465 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.660 X3D_MetadataMFCOLORRGBA Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_ColorRGBA** **setValue**
- double **tickTime**
- struct **Multi_ColorRGBA** **value**
- struct **Multi_ColorRGBA** **valueChanged**

3.660.1 Detailed Description

Definition at line 4486 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.661 X3D_MetadataMFDdouble Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Double** **setValue**
- double **tickTime**
- struct **Multi_Double** **value**
- struct **Multi_Double** **valueChanged**

3.661.1 Detailed Description

Definition at line 4507 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.662 X3D_MetadataMFFloat Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **setValue**
- double **tickTime**
- struct **Multi_Float** **value**
- struct **Multi_Float** **valueChanged**

3.662.1 Detailed Description

Definition at line 4528 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.663 X3D_MetadataMFInt32 Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **setValue**
- double **tickTime**
- struct **Multi_Int32** **value**
- struct **Multi_Int32** **valueChanged**

3.663.1 Detailed Description

Definition at line 4549 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.664 X3D_MetadataMFMatrix3d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Matrix3d** **setValue**
- double **tickTime**
- struct **Multi_Matrix3d** **value**
- struct **Multi_Matrix3d** **valueChanged**

3.664.1 Detailed Description

Definition at line 4570 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.665 X3D_MetadataMFMatrix3f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Matrix3f** **setValue**
- double **tickTime**
- struct **Multi_Matrix3f** **value**
- struct **Multi_Matrix3f** **valueChanged**

3.665.1 Detailed Description

Definition at line 4591 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.666 X3D_MetadataMFMatrix4d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Matrix4d** **setValue**
- double **tickTime**
- struct **Multi_Matrix4d** **value**
- struct **Multi_Matrix4d** **valueChanged**

3.666.1 Detailed Description

Definition at line 4612 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.667 X3D_MetadataMFMatrix4f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Matrix4f** **setValue**
- double **tickTime**
- struct **Multi_Matrix4f** **value**
- struct **Multi_Matrix4f** **valueChanged**

3.667.1 Detailed Description

Definition at line 4633 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.668 X3D_MetadataMFNode Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **setValue**
- double **tickTime**
- struct **Multi_Node** **value**
- struct **Multi_Node** **valueChanged**

3.668.1 Detailed Description

Definition at line 4654 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.669 X3D_MetadataMFRotation Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Rotation** **setValue**
- double **tickTime**
- struct **Multi_Rotation** **value**
- struct **Multi_Rotation** **valueChanged**

3.669.1 Detailed Description

Definition at line 4675 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.670 X3D_MetadataMFString Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_String** **setValue**
- double **tickTime**
- struct **Multi_String** **value**
- struct **Multi_String** **valueChanged**

3.670.1 Detailed Description

Definition at line 4696 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.671 X3D_MetadataMFTime Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Time** **setValue**
- double **tickTime**
- struct **Multi_Time** **value**
- struct **Multi_Time** **valueChanged**

3.671.1 Detailed Description

Definition at line 4717 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.672 X3D_MetadataMFVec2d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2d** **setValue**
- double **tickTime**
- struct **Multi_Vec2d** **value**
- struct **Multi_Vec2d** **valueChanged**

3.672.1 Detailed Description

Definition at line 4738 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.673 X3D_MetadataMFVec2f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2f** **setValue**
- double **tickTime**
- struct **Multi_Vec2f** **value**
- struct **Multi_Vec2f** **valueChanged**

3.673.1 Detailed Description

Definition at line 4759 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.674 X3D_MetadataMFVec3d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec3d** **setValue**
- double **tickTime**
- struct **Multi_Vec3d** **value**
- struct **Multi_Vec3d** **valueChanged**

3.674.1 Detailed Description

Definition at line 4780 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.675 X3D_MetadataMFVec3f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec3f** **setValue**
- double **tickTime**
- struct **Multi_Vec3f** **value**
- struct **Multi_Vec3f** **valueChanged**

3.675.1 Detailed Description

Definition at line 4801 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.676 X3D_MetadataMFVec4d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec4d** **setValue**
- double **tickTime**
- struct **Multi_Vec4d** **value**
- struct **Multi_Vec4d** **valueChanged**

3.676.1 Detailed Description

Definition at line 4822 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.677 X3D_MetadataMFVec4f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec4f** **setValue**
- double **tickTime**
- struct **Multi_Vec4f** **value**
- struct **Multi_Vec4f** **valueChanged**

3.677.1 Detailed Description

Definition at line 4843 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.678 X3D_Metadataset Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Uni_String** * **reference**
- struct **Multi_Node** **value**

3.678.1 Detailed Description

Definition at line 5305 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.679 X3D_MetadataSFBool Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **setValue**
- double **tickTime**
- int **value**
- int **valueChanged**

3.679.1 Detailed Description

Definition at line 4864 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.680 X3D_MetadataSFCOLOR Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFCOLOR** **setValue**
- double **tickTime**
- struct **SFCOLOR** **value**
- struct **SFCOLOR** **valueChanged**

3.680.1 Detailed Description

Definition at line 4885 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.681 X3D_MetadataSFCOLORRGBA Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFCOLORRGBA** **setValue**
- double **tickTime**
- struct **SFCOLORRGBA** **value**
- struct **SFCOLORRGBA** **valueChanged**

3.681.1 Detailed Description

Definition at line 4906 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.682 X3D_MetadataSFDouble Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **setValue**
- double **tickTime**
- double **value**
- double **valueChanged**

3.682.1 Detailed Description

Definition at line 4927 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.683 X3D_MetadataSFFloat Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- float **setValue**
- double **tickTime**
- float **value**
- float **valueChanged**

3.683.1 Detailed Description

Definition at line 4948 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.684 X3D_MetadataSFImage Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **setValue**
- double **tickTime**
- struct **Multi_Int32** **value**
- struct **Multi_Int32** **valueChanged**

3.684.1 Detailed Description

Definition at line 4969 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.685 X3D_MetadataSFInt32 Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **setValue**
- double **tickTime**
- int **value**
- int **valueChanged**

3.685.1 Detailed Description

Definition at line 4990 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.686 X3D_MetadataSFMatrix3d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFMatrix3d** **setValue**
- double **tickTime**
- struct **SFMatrix3d** **value**
- struct **SFMatrix3d** **valueChanged**

3.686.1 Detailed Description

Definition at line 5011 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.687 X3D_MetadataSFMatrix3f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFMatrix3f** **setValue**
- double **tickTime**
- struct **SFMatrix3f** **value**
- struct **SFMatrix3f** **valueChanged**

3.687.1 Detailed Description

Definition at line 5032 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.688 X3D_MetadataSFMatrix4d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFMatrix4d** **setValue**
- double **tickTime**
- struct **SFMatrix4d** **value**
- struct **SFMatrix4d** **valueChanged**

3.688.1 Detailed Description

Definition at line 5053 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.689 X3D_MetadataSFMatrix4f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFMatrix4f** **setValue**
- double **tickTime**
- struct **SFMatrix4f** **value**
- struct **SFMatrix4f** **valueChanged**

3.689.1 Detailed Description

Definition at line 5074 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.690 X3D_MetadataSFNode Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **setValue**
- double **tickTime**
- struct **X3D_Node** * **value**
- struct **X3D_Node** * **valueChanged**

3.690.1 Detailed Description

Definition at line 5095 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.691 X3D_MetadataSFRotation Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFRotation** **setValue**
- double **tickTime**
- struct **SFRotation** **value**
- struct **SFRotation** **valueChanged**

3.691.1 Detailed Description

Definition at line 5116 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.692 X3D_MetadataSFString Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Uni_String** * **setValue**
- double **tickTime**
- struct **Uni_String** * **value**
- struct **Uni_String** * **valueChanged**

3.692.1 Detailed Description

Definition at line 5137 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.693 X3D_MetadataSFTIME Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **setValue**
- double **tickTime**
- double **value**
- double **valueChanged**

3.693.1 Detailed Description

Definition at line 5158 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.694 X3D_MetadataSFVec2d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec2d** **setValue**
- double **tickTime**
- struct **SFVec2d** **value**
- struct **SFVec2d** **valueChanged**

3.694.1 Detailed Description

Definition at line 5179 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.695 X3D_MetadataSFVec2f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec2f** **setValue**
- double **tickTime**
- struct **SFVec2f** **value**
- struct **SFVec2f** **valueChanged**

3.695.1 Detailed Description

Definition at line 5200 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.696 X3D_MetadataSFVec3d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec3d** **setValue**
- double **tickTime**
- struct **SFVec3d** **value**
- struct **SFVec3d** **valueChanged**

3.696.1 Detailed Description

Definition at line 5221 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.697 X3D_MetadataSFVec3f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec3f** **setValue**
- double **tickTime**
- struct **SFVec3f** **value**
- struct **SFVec3f** **valueChanged**

3.697.1 Detailed Description

Definition at line 5242 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.698 X3D_MetadataSFVec4d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec4d** **setValue**
- double **tickTime**
- struct **SFVec4d** **value**
- struct **SFVec4d** **valueChanged**

3.698.1 Detailed Description

Definition at line 5263 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.699 X3D_MetadataSFVec4f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec4f** **setValue**
- double **tickTime**
- struct **SFVec4f** **value**
- struct **SFVec4f** **valueChanged**

3.699.1 Detailed Description

Definition at line 5284 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.700 X3D_MetadataString Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Uni_String** * **reference**
- struct **Multi_String** **value**

3.700.1 Detailed Description

Definition at line 5326 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.701 X3D_MovieTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__textureTableIndex**
- void * **_parentResource**
- struct **Uni_String** * **description**
- double **duration_changed**
- double **elapsedTime**
- int **isActive**
- double **isPaused**
- int **loop**
- struct **X3D_Node** * **metadata**
- double **pauseTime**
- int **repeatS**
- int **repeatT**
- double **resumeTime**
- float **speed**
- double **startTime**
- double **stopTime**
- struct **X3D_Node** * **textureProperties**
- struct **Multi_String** **url**

3.701.1 Detailed Description

Definition at line 5347 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

3.702 X3D_MultiTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **__params**
- float **alpha**
- struct **SFColor** **color**
- struct **Multi_String** **function**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **mode**
- struct **Multi_String** **source**
- struct **Multi_Node** **texture**

3.702.1 Detailed Description

Definition at line 5382 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.703 X3D_MultiTextureCoordinate Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **texCoord**

3.703.1 Detailed Description

Definition at line 5407 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.704 X3D_MultiTextureTransform Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **textureTransform**

3.704.1 Detailed Description

Definition at line 5426 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.705 X3D_NavigationInfo Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**

- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **avatarSize**
- double **bindTime**
- int **headlight**
- int **isBound**
- struct **X3D_Node** * **metadata**
- int **set_bind**
- float **speed**
- int **transitionComplete**
- double **transitionTime**
- struct **Multi_String** **transitionType**
- struct **Multi_String** **type**
- float **visibilityLimit**

3.705.1 Detailed Description

Definition at line 5445 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.706 X3D_Node Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

3.706.1 Detailed Description

Definition at line 1910 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.707 X3D_Normal Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Vec3f** **vector**

3.707.1 Detailed Description

Definition at line 5474 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.708 X3D_NormalInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Vec3f** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **Multi_Vec3f** **value_changed**

3.708.1 Detailed Description

Definition at line 5493 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.709 X3D_NurbsCurve Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **controlPoint**
- struct **Multi_Double** **knot**
- struct **X3D_Node** * **metadata**
- int **order**
- int **tessellation**
- struct **Multi_Double** **weight**

3.709.1 Detailed Description

Definition at line 5515 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.710 X3D_NurbsCurve2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2d** **controlPoint**
- struct **Multi_Double** **knot**
- struct **X3D_Node** * **metadata**
- int **order**
- int **tessellation**
- struct **Multi_Double** **weight**

3.710.1 Detailed Description

Definition at line 5538 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.711 X3D_NurbsOrientationInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **controlPoint**
- struct **Multi_Double** **knot**
- struct **X3D_Node** * **metadata**
- int **order**
- float **set_fraction**
- struct **SFRotation** **value_changed**
- struct **Multi_Double** **weight**

3.711.1 Detailed Description

Definition at line 5561 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.712 X3D_NurbsPatchSurface Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **controlPoint**
- struct **X3D_Node** * **metadata**
- int **solid**
- struct **X3D_Node** * **texCoord**
- int **uClosed**
- int **uDimension**
- struct **Multi_Double** **uKnot**
- int **uOrder**
- int **uTessellation**
- int **vClosed**
- int **vDimension**
- struct **Multi_Double** **vKnot**
- int **vOrder**
- int **vTessellation**
- struct **Multi_Double** **weight**

3.712.1 Detailed Description

Definition at line 5585 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.713 X3D_NurbsPositionInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **controlPoint**
- struct **Multi_Double** **knot**
- struct **X3D_Node** * **metadata**
- int **order**
- float **set_fraction**
- struct **SFVec3f** **value_changed**
- struct **Multi_Double** **weight**

3.713.1 Detailed Description

Definition at line 5617 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.714 X3D_NurbsSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **addGeometry**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **geometry**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeGeometry**
- float **tessellationScale**

3.714.1 Detailed Description

Definition at line 5641 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.715 X3D_NurbsSurfaceInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **controlPoint**
- struct **X3D_Node** * **metadata**
- struct **SFVec3f** **normal_changed**
- struct **SFVec3f** **position_changed**
- struct **SFVec2f** **set_fraction**
- int **uDimension**
- struct **Multi_Double** **uKnot**
- int **uOrder**
- int **vDimension**
- struct **Multi_Double** **vKnot**
- int **vOrder**

3.715.1 Detailed Description

Definition at line 5665 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.716 X3D_NurbsSweptSurface Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **ccw**
- struct **X3D_Node** * **crossSectionCurve**
- struct **X3D_Node** * **metadata**
- int **solid**
- struct **X3D_Node** * **trajectoryCurve**

3.716.1 Detailed Description

Definition at line 5693 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.717 X3D_NurbsSwungSurface Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **ccw**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **profileCurve**
- int **solid**
- struct **X3D_Node** * **trajectoryCurve**

3.717.1 Detailed Description

Definition at line 5715 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.718 X3D_NurbsTextureCoordinate Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2f** **controlPoint**
- struct **X3D_Node** * **metadata**
- int **uDimension**
- struct **Multi_Double** **uKnot**
- int **uOrder**
- int **vDimension**
- struct **Multi_Double** **vKnot**
- int **vOrder**
- struct **Multi_Float** **weight**

3.718.1 Detailed Description

Definition at line 5737 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.719 X3D_NurbsTrimmedSurface Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **addTrimmingContour**
- struct **X3D_Node** * **controlPoint**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeTrimmingContour**
- int **solid**
- struct **X3D_Node** * **texCoord**
- struct **Multi_Node** **trimmingContour**
- int **uClosed**
- int **uDimension**
- struct **Multi_Double** **uKnot**
- int **uOrder**
- int **uTessellation**
- int **vClosed**
- int **vDimension**
- struct **Multi_Double** **vKnot**
- int **vOrder**
- int **vTessellation**
- struct **Multi_Double** **weight**

3.719.1 Detailed Description

Definition at line 5763 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.720 X3D_OrientationInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Rotation** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **SFRotation** **value_changed**

3.720.1 Detailed Description

Definition at line 5838 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.721 X3D_OrthoViewpoint Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **bindTime**
- struct **SFVec3f** **centerOfRotation**
- struct **Uni_String** * **description**
- struct **Multi_Float** **fieldOfView**
- int **isBound**
- int **jump**
- struct **X3D_Node** * **metadata**
- struct **SFRotation** **orientation**
- struct **SFVec3f** **position**
- int **retainUserOffsets**
- int **set_bind**

3.721.1 Detailed Description

Definition at line 5860 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.722 X3D_OSC_Sensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **FIFOsize**
- struct **X3D_Node** * **__oldmetadata**
- void * **_floatInpFIFO**
- void * **_floatOutFIFO**
- void * **_int32InpFIFO**
- void * **_int32OutFIFO**
- int **_status**
- void * **_stringInpFIFO**
- void * **_stringOutFIFO**
- struct **Multi_Node** **_talkToNodes**
- struct **Uni_String** * **description**
- int **enabled**
- struct **Uni_String** * **filter**
- float **floatInp**
- int **gotEvents**
- struct **Uni_String** * **handler**
- int **int32Inp**
- struct **Uni_String** * **listenfor**
- struct **X3D_Node** * **metadata**
- int **port**
- struct **Uni_String** * **protocol**
- struct **Uni_String** * **stringInp**
- struct **Multi_String** **talksTo**

3.722.1 Detailed Description

Definition at line 5798 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.723 X3D_PackagedShader Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **_initialized**
- int **_retrievedURLData**
- pthread_t **_shaderLoadThread**
- struct **X3D_Node** * **_shaderUserDefinedFields**
- int **_shaderUserNumber**
- int **activate**
- int **isSelected**
- int **isValid**
- struct **Uni_String** * **language**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **url**

3.723.1 Detailed Description

Definition at line 5888 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.724 X3D_PickableGroup Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **FreeWRL_PROTOInterfaceNodes**
- int **FreeWRL__protoDef**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **objectType**
- int **pickable**
- struct **Multi_Node** **removeChildren**

3.724.1 Detailed Description

Definition at line 5916 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.725 X3D_PixelTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__textureTableIndex**
- void * **_parentResource**
- struct **Multi_Int32** **image**
- struct **X3D_Node** * **metadata**
- int **repeatS**
- int **repeatT**
- struct **X3D_Node** * **textureProperties**

3.725.1 Detailed Description

Definition at line 5943 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.726 X3D_PlaneSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- struct **SFVec3f** **_oldtrackPoint**
- struct **SFVec3f** **_oldtranslation**
- struct **SFVec3f** **_origPoint**
- int **autoOffset**
- struct **SFRotation** **axisRotation**
- struct **Uni_String** * **description**
- int **enabled**
- int **isActive**
- int **isOver**
- struct **SFVec2f** **maxPosition**
- struct **X3D_Node** * **metadata**
- struct **SFVec2f** **minPosition**
- struct **SFVec3f** **offset**
- struct **SFVec3f** **trackPoint_changed**
- struct **SFVec3f** **translation_changed**

3.726.1 Detailed Description

Definition at line 5967 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.727 X3D_PointLight Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec4f** **_amb**
- struct **SFVec4f** **_col**
- struct **SFVec4f** **_loc**
- float **ambientIntensity**
- struct **SFVec3f** **attenuation**
- struct **SFColor** **color**
- int **global**
- float **intensity**
- struct **SFVec3f** **location**
- struct **X3D_Node** * **metadata**
- int **on**
- float **radius**

3.727.1 Detailed Description

Definition at line 6000 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.728 X3D_PointPickSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**

- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec3f** **_bboxCenter**
- struct **SFVec3f** **_bboxSize**
- int **_oldIsActive**
- struct **Multi_Node** **_oldpickTarget**
- struct **Multi_Node** **_oldpickedGeometry**
- struct **Multi_Vec3f** **_oldpickedPoint**
- int **enabled**
- struct **Uni_String** * **intersectionType**
- int **isActive**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **objectType**
- struct **Multi_Node** **pickTarget**
- struct **Multi_Node** **pickedGeometry**
- struct **Multi_Vec3f** **pickedPoint**
- struct **X3D_Node** * **pickingGeometry**
- struct **Uni_String** * **set_intersectionType**
- struct **Uni_String** * **set_sortOrder**
- struct **Uni_String** * **sortOrder**

3.728.1 Detailed Description

Definition at line 6029 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.729 X3D_PointSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **_colourSize**
- int **_coloursVBO**
- int **_npoints**
- int **_pointsVBO**
- struct **Multi_Node** **attrib**
- struct **X3D_Node** * **color**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**

3.729.1 Detailed Description

Definition at line 6064 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.730 X3D_Polyline2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2f** **lineSegments**
- struct **X3D_Node** * **metadata**

3.730.1 Detailed Description

Definition at line 6090 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.731 X3D_Polypoint2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Vec2f** **point**

3.731.1 Detailed Description

Definition at line 6109 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.732 X3D_PolyRep Struct Reference

Data Fields

- int **irep_change**
- int **ccw**
- int **ntri**
- int **streamed**
- GLuint * **cindex**
- GLuint * **colindex**
- GLuint * **norindex**
- GLuint * **tcindex**
- float * **actualCoord**
- float * **color**
- float * **normal**
- float * **GeneratedTexCoords**
- int **tcoordtype**
- int **texgentype**
- GLfloat **minVals** [3]
- GLfloat **maxVals** [3]
- GLfloat **transparency**
- int **isRGBAcolorNode**
- GLuint **VBO_buffers** [VBO_COUNT]

3.732.1 Detailed Description

Definition at line 61 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.733 X3D_PositionInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Vec3f** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **SFVec3f** **value_changed**

3.733.1 Detailed Description

Definition at line 6128 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.734 X3D_PositionInterpolator2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Vec2f** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **SFVec2f** **value_changed**

3.734.1 Detailed Description

Definition at line 6150 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.735 X3D_ProgramShader Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **_initialized**
- int **_retrievedURLData**
- pthread_t **_shaderLoadThread**
- int **_shaderUserNumber**
- int **activate**
- int **isSelected**
- int **isValid**
- struct **Uni_String** * **language**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **programs**

3.735.1 Detailed Description

Definition at line 6172 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.736 X3D_Proto Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **__DEFnames**
- void * **__IS**
- void * **__ROUTES**
- struct **X3D_Node** * **__parentProto**
- struct **Multi_Node** **__protoDeclares**
- void * **__protoDef**
- int **__protoFlags**
- struct **X3D_Node** * **__prototype**
- struct **Multi_Node** **_children**
- struct **Multi_Node** **_sortedChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **X3D_Node** * **metadata**

3.736.1 Detailed Description

Definition at line 6199 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.737 X3D_ProximitySensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**

- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__hit**
- int **__oldEnabled**
- struct **SFVec3f** **__t1**
- struct **SFRotation** **__t2**
- struct **SFVec3f** **center**
- struct **SFVec3f** **centerOfRotation_changed**
- int **enabled**
- double **enterTime**
- double **exitTime**
- int **isActive**
- struct **X3D_Node** * **metadata**
- struct **SFRotation** **orientation_changed**
- struct **SFVec3f** **position_changed**
- struct **SFVec3f** **size**

3.737.1 Detailed Description

Definition at line 6229 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.738 X3D_QuadSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.738.1 Detailed Description

Definition at line 6260 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.739 X3D_ReceiverPdu Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Uni_String** * **address**
- int **applicationID**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **enabled**
- int **entityID**
- int **isActive**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni_String** * **networkMode**
- int **port**
- int **radiolD**
- float **readInterval**
- float **receivedPower**
- int **receiverState**
- int **rtpHeaderExpected**
- int **sitelD**
- double **timestamp**
- int **transmitterApplicationID**
- int **transmitterEntityID**
- int **transmitterRadiolD**
- int **transmitterSitelD**
- int **whichGeometry**
- float **writeInterval**

3.739.1 Detailed Description

Definition at line 6289 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.740 X3D_Rectangle2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__numPoints**
- struct **Multi_Vec3f** **__points**
- struct **X3D_Node** * **metadata**
- struct **SFVec2f** **size**
- int **solid**

3.740.1 Detailed Description

Definition at line 6335 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.741 X3D_ScalarInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Float** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- float **value_changed**

3.741.1 Detailed Description

Definition at line 6357 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.742 X3D_Script Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **__scriptObj**
- void * **_parentResource**
- int **directOutput**
- struct **X3D_Node** * **metadata**
- int **mustEvaluate**
- struct **Multi_String** **url**

3.742.1 Detailed Description

Definition at line 6379 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.743 X3D_ShaderPart Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **_parentResource**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **type**
- struct **Multi_String** **url**

3.743.1 Detailed Description

Definition at line 6402 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.744 X3D_ShaderProgram Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **_parentResource**
- struct **X3D_Node** * **_shaderUserDefinedFields**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **type**
- struct **Multi_String** **url**

3.744.1 Detailed Description

Definition at line 6423 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.745 X3D_Shape Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__Samples**
- int **__occludeCheckCount**
- int **__visible**
- int **_shaderTableEntry**
- struct **X3D_Node** * **appearance**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **X3D_Node** * **geometry**
- struct **X3D_Node** * **metadata**

3.745.1 Detailed Description

Definition at line 6445 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.746 X3D_SignalPdu Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Uni_String** * **address**
- int **applicationID**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Int32** **data**
- int **dataLength**
- int **enabled**
- int **encodingScheme**
- int **entityID**
- int **isActive**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni_String** * **networkMode**
- int **port**
- int **radiolD**
- float **readInterval**
- int **rtpHeaderExpected**
- int **sampleRate**
- int **samples**
- int **siteID**
- int **tdlType**
- double **timestamp**
- int **whichGeometry**
- float **writeInterval**

3.746.1 Detailed Description

Definition at line 6471 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.747 X3D_Sound Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec3f** **direction**
- float **intensity**
- struct **SFVec3f** **location**
- float **maxBack**
- float **maxFront**
- struct **X3D_Node** * **metadata**
- float **minBack**
- float **minFront**
- float **priority**
- struct **X3D_Node** * **source**
- int **spatialize**

3.747.1 Detailed Description

Definition at line 6517 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.748 X3D_Sphere Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__SphereIndxVBO**
- struct **Multi_Vec3f** **__points**
- int **_sideVBO**
- struct **X3D_Node** * **metadata**
- float **radius**
- int **solid**

3.748.1 Detailed Description

Definition at line 6545 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.749 X3D_SphereSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- struct **SFRotation** **_oldrotation**
- struct **SFVec3f** **_oldtrackPoint**
- struct **SFVec3f** **_origNormalizedPoint**
- struct **SFVec3f** **_origPoint**
- float **_radius**
- int **autoOffset**
- struct **Uni_String** * **description**
- int **enabled**
- int **isActive**
- int **isOver**
- struct **X3D_Node** * **metadata**
- struct **SFRotation** **offset**
- struct **SFRotation** **rotation_changed**
- struct **SFVec3f** **trackPoint_changed**

3.749.1 Detailed Description

Definition at line 6568 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.750 X3D_SplinePositionInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **closed**
- struct **Multi_Float** **key**
- struct **Multi_Vec3f** **keyValue**
- struct **Multi_Vec3f** **keyVelocity**
- struct **X3D_Node** * **metadata**
- int **normalizeVelocity**
- float **set_fraction**
- struct **SFVec3f** **value_changed**

3.750.1 Detailed Description

Definition at line 6600 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.751 X3D_SplinePositionInterpolator2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **closed**
- struct **Multi_Float** **key**
- struct **Multi_Vec2f** **keyValue**
- struct **Multi_Vec2f** **keyVelocity**
- struct **X3D_Node** * **metadata**
- int **normalizeVelocity**
- float **set_fraction**
- struct **SFVec2f** **value_changed**

3.751.1 Detailed Description

Definition at line 6625 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

3.752 X3D_SplineScalarInterpolator Struct Reference

Data Fields

- `int _renderFlags`
- `int _hit`
- `int _change`
- `int _ichange`
- `struct Vector * _parentVector`
- `double _dist`
- `float _extent [6]`
- `struct X3D_PolyRep * _intern`
- `int _nodeType`
- `int referenceCount`
- `int _defaultContainer`
- `struct X3D_Node * _executionContext`
- `int closed`
- `struct Multi_Float key`
- `struct Multi_Float keyValue`
- `struct Multi_Float keyVelocity`
- `struct X3D_Node * metadata`
- `int normalizeVelocity`
- `float set_fraction`
- `float value_changed`

3.752.1 Detailed Description

Definition at line 6650 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

3.753 X3D_SpotLight Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec4f** **_amb**
- struct **SFVec4f** **_col**
- struct **SFVec4f** **_dir**
- struct **SFVec4f** **_loc**
- float **ambientIntensity**
- struct **SFVec3f** **attenuation**
- float **beamWidth**
- struct **SFColor** **color**
- float **cutOffAngle**
- struct **SFVec3f** **direction**
- int **global**
- float **intensity**
- struct **SFVec3f** **location**
- struct **X3D_Node** * **metadata**
- int **on**
- float **radius**

3.753.1 Detailed Description

Definition at line 6675 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

3.754 X3D_SquadOrientationInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Rotation** **keyValue**
- struct **X3D_Node** * **metadata**
- int **normalizeVelocity**
- float **set_fraction**
- struct **SFRotation** **value_changed**

3.754.1 Detailed Description

Definition at line 6708 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.755 X3D_StaticGroup Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__solid**
- int **__transparency**
- struct **Multi_Node** **_sortedChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**

3.755.1 Detailed Description

Definition at line 6731 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.756 X3D_StringSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- int **_initialized**
- int **deletionAllowed**
- int **enabled**
- struct **Uni_String** * **enteredText**
- struct **Uni_String** * **finalText**
- int **isActive**
- struct **X3D_Node** * **metadata**

3.756.1 Detailed Description

Definition at line 6755 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.757 X3D_Switch Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__isX3D**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **Multi_Node** **choice**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**
- int **whichChoice**

3.757.1 Detailed Description

Definition at line 6780 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.758 X3D_Text Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- int **__rendersub**
- struct **X3D_Node** * **fontStyle**
- struct **Multi_Float** **length**
- struct **Multi_Vec2f** **lineBounds**
- float **maxExtent**
- struct **X3D_Node** * **metadata**
- struct **SFVec3f** **origin**
- int **solid**
- struct **Multi_String** **string**
- struct **SFVec2f** **textBounds**

3.758.1 Detailed Description

Definition at line 6806 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.759 X3D_TextureBackground Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__VBO**
- struct **Multi_Vec3f** **__colours**
- struct **Multi_Vec3f** **__points**
- int **__quadcount**
- void * **_parentResource**
- struct **X3D_Node** * **backTexture**
- double **bindTime**
- struct **X3D_Node** * **bottomTexture**
- struct **X3D_Node** * **frontTexture**
- struct **Multi_Float** **groundAngle**
- struct **Multi_Color** **groundColor**
- int **isBound**
- struct **X3D_Node** * **leftTexture**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **rightTexture**
- int **set_bind**
- struct **Multi_Float** **skyAngle**
- struct **Multi_Color** **skyColor**
- struct **X3D_Node** * **topTexture**
- struct **Multi_Float** **transparency**

3.759.1 Detailed Description

Definition at line 6833 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.760 X3D_TextureCoordinate Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Vec2f** **point**

3.760.1 Detailed Description

Definition at line 6870 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.761 X3D_TextureCoordinateGenerator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **mode**
- struct **Multi_Float** **parameter**

3.761.1 Detailed Description

Definition at line 6889 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.762 X3D_TextureProperties Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- float **anisotropicDegree**
- struct **SFColorRGBA** **borderColor**
- int **borderWidth**
- struct **Uni_String** * **boundaryModeR**
- struct **Uni_String** * **boundaryModeS**
- struct **Uni_String** * **boundaryModeT**
- int **generateMipMaps**
- struct **Uni_String** * **magnificationFilter**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **minificationFilter**
- struct **Uni_String** * **textureCompression**
- float **texturePriority**

3.762.1 Detailed Description

Definition at line 6909 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.763 X3D_TextureTransform Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec2f** **center**
- struct **X3D_Node** * **metadata**
- float **rotation**
- struct **SFVec2f** **scale**
- struct **SFVec2f** **translation**

3.763.1 Detailed Description

Definition at line 6938 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.764 X3D_TimeSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **__ctflag**
- double **__inittime**
- int **__oldEnabled**
- double **cycleInterval**

- double **cycleTime**
- double **elapsedTime**
- int **enabled**
- float **fraction_changed**
- int **isActive**
- double **isPaused**
- int **loop**
- struct **X3D_Node** * **metadata**
- double **pauseTime**
- double **resumeTime**
- double **startTime**
- double **stopTime**
- double **time**

3.764.1 Detailed Description

Definition at line 6960 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.765 X3D_TimeTrigger Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- int **set_boolean**
- double **triggerTime**

3.765.1 Detailed Description

Definition at line 6994 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.766 X3D_TouchSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- struct **SFVec3f** **_oldhitNormal**
- struct **SFVec3f** **_oldhitPoint**
- struct **SFVec2f** **_oldhitTexCoord**
- struct **Uni_String** * **description**
- int **enabled**
- struct **SFVec3f** **hitNormal_changed**
- struct **SFVec3f** **hitPoint_changed**
- struct **SFVec2f** **hitTexCoord_changed**
- int **isActive**
- int **isOver**
- struct **X3D_Node** * **metadata**
- double **touchTime**

3.766.1 Detailed Description

Definition at line 7014 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.767 X3D_Transform Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**

- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__do_anything**
- int **__do_center**
- int **__do_rotation**
- int **__do_scale**
- int **__do_scaleO**
- int **__do_trans**
- struct **Multi_Node** **_sortedChildren**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**

3.767.1 Detailed Description

Definition at line 7044 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.768 X3D_TransmitterPdu Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Uni_String** * **address**
- struct **SFVec3f** **antennaLocation**
- int **antennaPatternLength**
- int **antennaPatternType**

- int **applicationID**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **cryptoKeyID**
- int **cryptoSystem**
- int **enabled**
- int **entityID**
- int **frequency**
- int **inputSource**
- int **isActive**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- int **lengthOfModulationParameters**
- struct **X3D_Node** * **metadata**
- int **modulationTypeDetail**
- int **modulationTypeMajor**
- int **modulationTypeSpreadSpectrum**
- int **modulationTypeSystem**
- struct **Uni_String** * **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni_String** * **networkMode**
- int **port**
- float **power**
- int **radioEntityTypeCategory**
- int **radioEntityTypeCountry**
- int **radioEntityTypeDomain**
- int **radioEntityTypeKind**
- int **radioEntityTypeNomenclature**
- int **radioEntityTypeNomenclatureVersion**
- int **radiolD**
- float **readInterval**
- struct **SFVec3f** **relativeAntennaLocation**
- int **rtpHeaderExpected**
- int **sitelD**
- double **timestamp**
- float **transmitFrequencyBandwidth**
- int **transmitState**
- int **whichGeometry**
- float **writeInterval**

3.768.1 Detailed Description

Definition at line 7079 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

3.769 X3D_TriangleFanSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **Multi_Int32** **fanCount**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.769.1 Detailed Description

Definition at line 7141 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.770 X3D_TriangleSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**

- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.770.1 Detailed Description

Definition at line 7171 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.771 X3D_TriangleSet2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **__texCoords**
- struct **X3D_Node** * **metadata**
- int **solid**
- struct **Multi_Vec2f** **vertices**

3.771.1 Detailed Description

Definition at line 7200 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.772 X3D_TriangleStripSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- int **solid**
- struct **Multi_Int32** **stripCount**
- struct **X3D_Node** * **texCoord**

3.772.1 Detailed Description

Definition at line 7221 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.773 X3D_TwoSidedMaterial Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **_verifiedBackColor**
- struct **Multi_Float** **_verifiedFrontColor**
- float **ambientIntensity**
- float **backAmbientIntensity**
- struct **SFColor** **backDiffuseColor**
- struct **SFColor** **backEmissiveColor**
- float **backShininess**
- struct **SFColor** **backSpecularColor**
- float **backTransparency**
- struct **SFColor** **diffuseColor**
- struct **SFColor** **emissiveColor**
- struct **X3D_Node** * **metadata**
- int **separateBackColor**
- float **shininess**
- struct **SFColor** **specularColor**
- float **transparency**

3.773.1 Detailed Description

Definition at line 7251 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.774 X3D_Viewpoint Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **bindTime**
- struct **SFVec3f** **centerOfRotation**
- struct **Uni_String** * **description**
- float **fieldOfView**
- int **isBound**
- int **jump**
- struct **X3D_Node** * **metadata**
- struct **SFRotation** **orientation**
- struct **SFVec3f** **position**
- int **retainUserOffsets**
- int **set_bind**

3.774.1 Detailed Description

Definition at line 7284 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.775 X3D_ViewpointGroup Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**

- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **__proxNode**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- struct **Uni_String** * **description**
- int **displayed**
- struct **X3D_Node** * **metadata**
- int **retainUserOffsets**
- struct **SFVec3f** **size**

3.775.1 Detailed Description

Definition at line 7312 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.776 X3D_Virt Struct Reference

Data Fields

- void(* **prep**)(void *)
- void(* **rend**)(void *)
- void(* **children**)(void *)
- void(* **fin**)(void *)
- void(* **rendray**)(void *)
- void(* **mkpolyrep**)(void *)
- void(* **proximity**)(void *)
- void(* **other**)(void *)
- void(* **collision**)(void *)
- void(* **compile**)(void *, void *, void *, void *, void *)

3.776.1 Detailed Description

Definition at line 37 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.777 X3D_VisibilitySensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__Samples**
- int **__occludeCheckCount**
- int **__oldEnabled**
- struct **Multi_Vec3f** **__points**
- int **__visible**
- struct **SFVec3f** **center**
- int **enabled**
- double **enterTime**
- double **exitTime**
- int **isActive**
- struct **X3D_Node** * **metadata**
- struct **SFVec3f** **size**

3.777.1 Detailed Description

Definition at line 7337 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.778 X3D_WorldInfo Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_String** **info**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **title**

3.778.1 Detailed Description

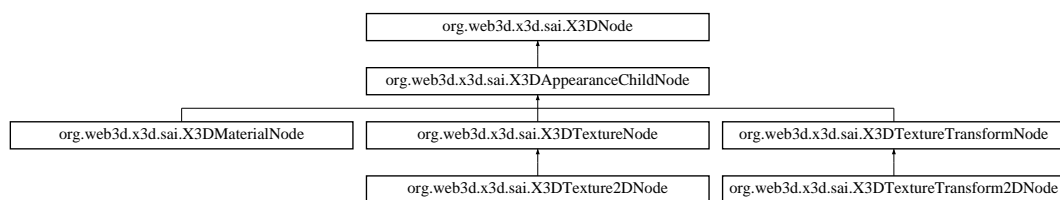
Definition at line 7366 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.779 org.web3d.x3d.sai.X3DAppearanceChildNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAppearanceChildNode:



Additional Inherited Members

3.779.1 Detailed Description

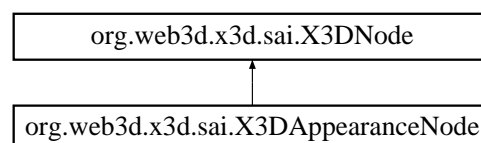
Definition at line 3 of file `X3DAppearanceChildNode.java`.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAppearanceChildNode.java

3.780 org.web3d.x3d.sai.X3DAppearanceNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAppearanceNode:



Additional Inherited Members

3.780.1 Detailed Description

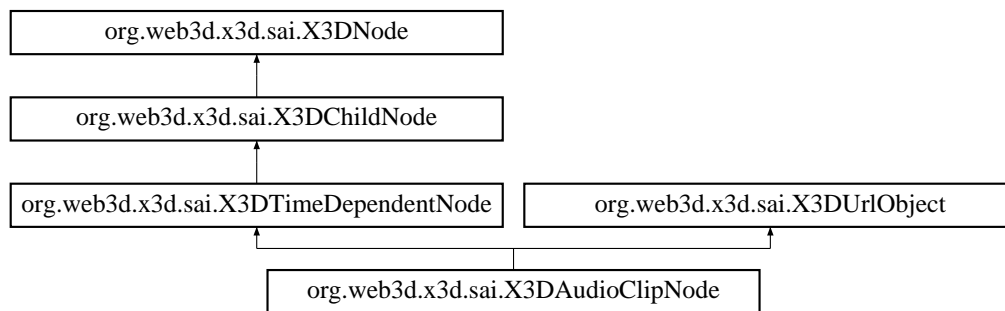
Definition at line 3 of file `X3DAppearanceNode.java`.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAppearanceNode.java

3.781 org.web3d.x3d.sai.X3DAudioClipNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAudioClipNode:



Public Member Functions

- String **getDescription** ()
- void **setDescription** ()
- float **getPitch** ()
- void **setPitch** (float pitch) throws InvalidFieldValueException
- double **getDuration** ()
- void **setDuration** (double time)

3.781.1 Detailed Description

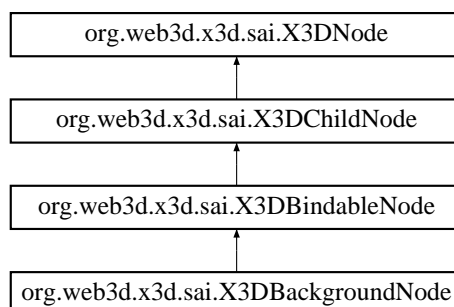
Definition at line 3 of file X3DAudioClipNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAudioClipNode.java

3.782 org.web3d.x3d.sai.X3DBackgroundNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBackgroundNode:



Public Member Functions

- int **getNumSkyAngle** ()
- void **getSkyAngle** (float[] angles)
- void **setSkyAngle** (float[] angles)
- int **getNumGroundAngle** ()
- void **getGroundAngle** (float[] angle)
- void **setGroundAngle** (float[] angle)
- int **getNumSkyColor** ()
- void **getSkyColor** (float[] colors)
- void **setSkyColor** (float[] colors)
- int **getNumGroundColor** ()
- void **getGroundColor** (float[] color)
- void **setGroundColor** (float[] color)

3.782.1 Detailed Description

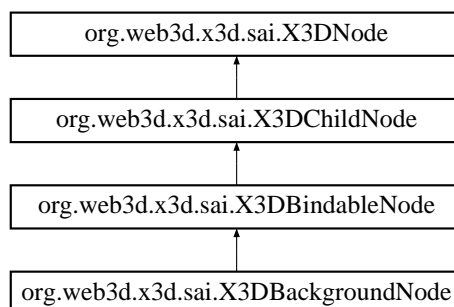
Definition at line 3 of file X3DBackgroundNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBackgroundNode.java

3.783 org.web3d.x3d.sai.X3DBindableNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBindableNode:



Public Member Functions

- void **setBind** (boolean enable)
- boolean **isBound** ()
- double **getBindTime** ()

3.783.1 Detailed Description

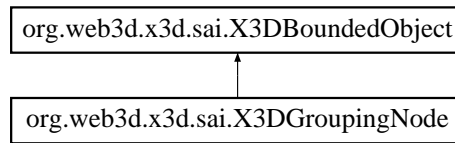
Definition at line 3 of file X3DBindableNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBindableNode.java

3.784 org.web3d.x3d.sai.X3DBoundedObject Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBoundedObject:



3.784.1 Detailed Description

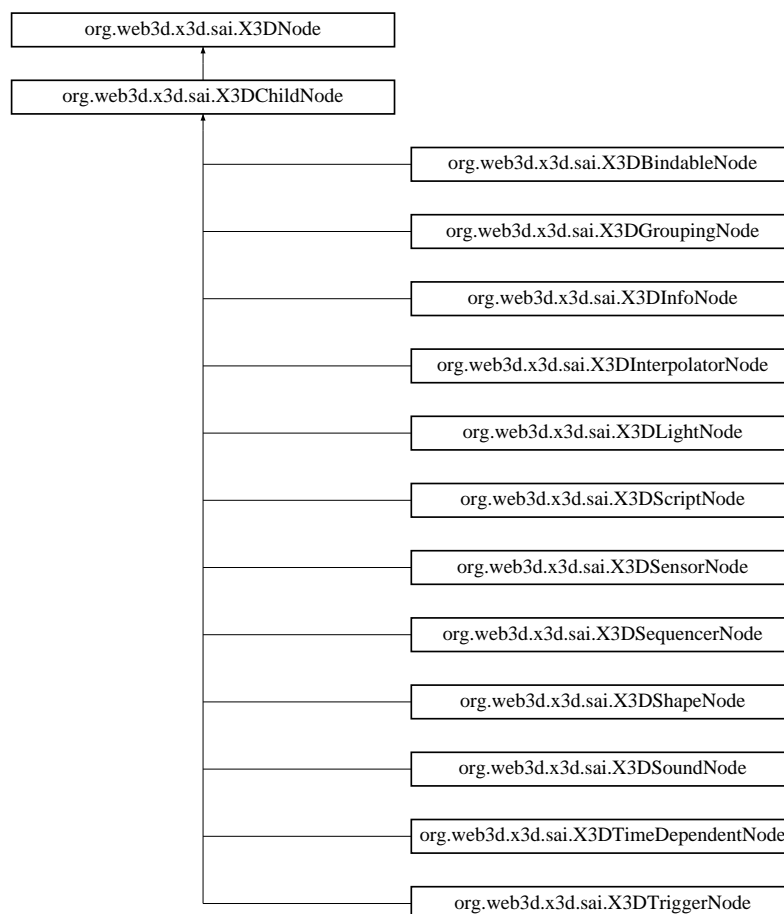
Definition at line 3 of file `X3DBoundedObject.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DBoundedObject.java`

3.785 org.web3d.x3d.sai.X3DChildNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DChildNode:



Additional Inherited Members

3.785.1 Detailed Description

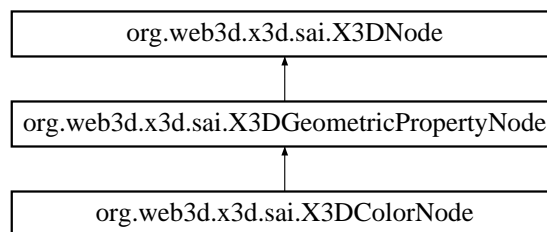
Definition at line 3 of file X3DChildNode.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DChildNode.java`

3.786 `org.web3d.x3d.sai.X3DColorNode` Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DColorNode`:



Public Member Functions

- `int` **getNumColors** ()
- `int` **getNumComponents** ()
- `void` **setColor** (`float[]` colors)
- `void` **getColor** (`float[]` color)

3.786.1 Detailed Description

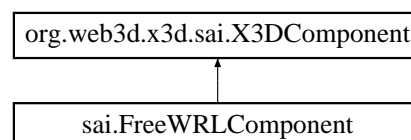
Definition at line 3 of file X3DColorNode.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DColorNode.java`

3.787 `org.web3d.x3d.sai.X3DComponent` Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DComponent`:



Public Member Functions

- **ExternalBrowser** **getBrowser** ()
- Object **getImplementation** ()
- void **shutdown** ()

3.787.1 Detailed Description

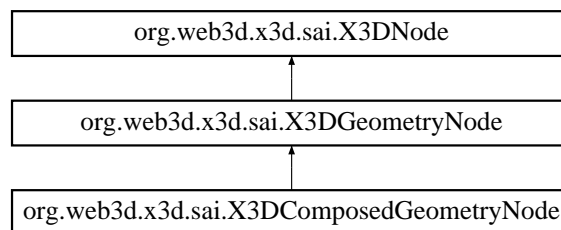
Definition at line 3 of file X3DComponent.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DComponent.java

3.788 org.web3d.x3d.sai.X3DComposedGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DComposedGeometryNode:



Public Member Functions

- **X3DNode** **getColor** ()
- void **setColor** (**X3DColorNode** node)
- void **setColor** (**X3DProtolInstance** comp)
- **X3DNode** **getCoord** ()
- void **setCoord** (**X3DCoordinateNode** node)
- void **setCoord** (**X3DProtolInstance** node)
- **X3DNode** **getTexCoord** ()
- void **setTexCoord** (**X3DTextureCoordinateNode** node)
- void **setTexCoord** (**X3DProtolInstance** node)
- **X3DNode** **getNormal** ()
- void **setNormal** (**X3DNormalNode** node)
- void **setNormal** (**X3DProtolInstance** node)
- boolean **getIsSolid** ()
- void **setIsSolid** (boolean solid)
- boolean **getIsCCW** ()
- void **setIsCCW** (boolean ccw)
- boolean **getColorPerVertex** ()
- void **setColorPerVertex** (boolean perVertex)
- boolean **getNormalPerVertex** ()
- void **setNormalPerVertex** (boolean perVertex)

3.788.1 Detailed Description

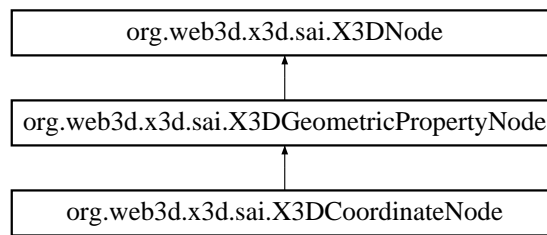
Definition at line 3 of file X3DComposedGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DComposedGeometryNode.java

3.789 org.web3d.x3d.sai.X3DCoordinateNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DCoordinateNode:



Public Member Functions

- int **getNumCoordinates** ()
- void **setPoint** (float[] points)
- void **getPoint** (float[] points)

3.789.1 Detailed Description

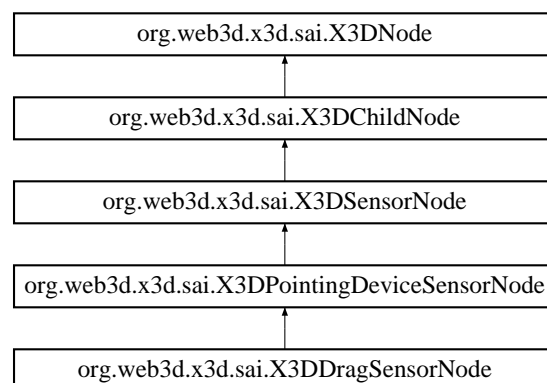
Definition at line 3 of file X3DCoordinateNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DCoordinateNode.java

3.790 org.web3d.x3d.sai.X3DDragSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DDragSensorNode:



Public Member Functions

- void **setAutoOffset** (boolean newAutoOffset)
- boolean **getAutoOffset** ()
- void **getTrackPoint** (float[] points)

3.790.1 Detailed Description

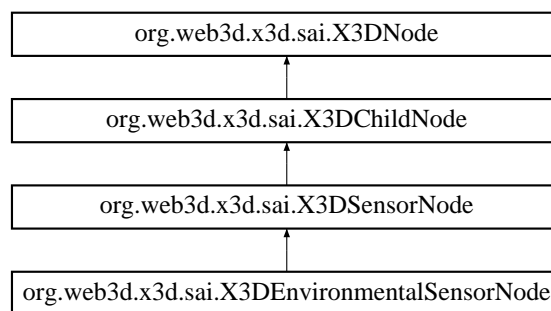
Definition at line 3 of file X3DDragSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DDragSensorNode.java

3.791 org.web3d.x3d.sai.X3DEnvironmentalSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DEnvironmentalSensorNode:



Public Member Functions

- double **getEnterTime** ()
- double **getExitTime** ()
- void **getCenter** (float[] pos)
- void **setCenter** (float[] pos)
- void **getSize** (float[] size)
- void **setSize** (float[] size)

3.791.1 Detailed Description

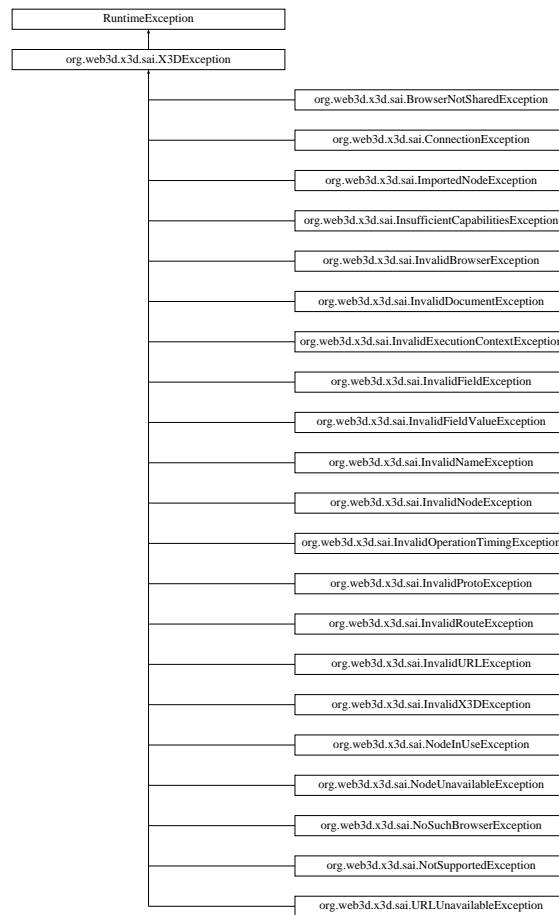
Definition at line 3 of file X3DEnvironmentalSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DEnvironmentalSensorNode.java

3.792 org.web3d.x3d.sai.X3DException Class Reference

Inheritance diagram for org.web3d.x3d.sai.X3DException:



Public Member Functions

- **X3DException** (String msg)

3.792.1 Detailed Description

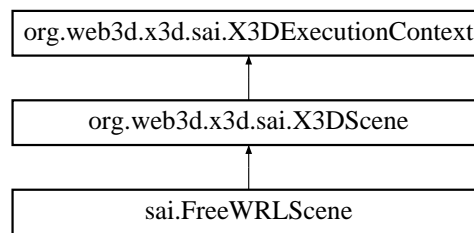
Definition at line 3 of file X3DException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DException.java

3.793 org.web3d.x3d.sai.X3DExecutionContext Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DExecutionContext:



Public Member Functions

- String **getSpecificationVersion** () throws InvalidExecutionContextException
- int **getEncoding** () throws InvalidExecutionContextException
- ProfileInfo **getProfile** () throws InvalidExecutionContextException
- ComponentInfo[] **getComponents** () throws InvalidExecutionContextException
- String **getWorldURL** () throws InvalidExecutionContextException
- X3DNode **getNamedNode** (String nodeName) throws InvalidExecutionContextException, Node←UnavailableException, InvalidNameException
- X3DNode **getImportedNode** (String nodeName) throws InvalidExecutionContextException, Node←UnavailableException, InvalidNameException
- X3DNode **createNode** (String nodeName) throws InvalidExecutionContextException, InvalidNameException
- X3DProtoInstance **createProto** (String protoName) throws InvalidExecutionContextException, Invalid←NameException
- void **updateNamedNode** (String nodeName, X3DNode nodeRef) throws InvalidExecutionContextException, InvalidNameException, ImportedNodeException
- void **updateImportedNode** (String nodeName, String importedName, X3DNode nodeRef) throws Invalid←ExecutionContextException, InvalidNameException, ImportedNodeException
- void **removeNamedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName←Exception
- void **removeImportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName←Exception
- X3DProtoDeclaration **getProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidNameException
- void **updateProtoDeclaration** (String protoName, X3DProtoDeclaration newDeclaration) throws Invalid←ExecutionContextException, InvalidNameException
- void **removeProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidName←Exception
- X3DExternProtoDeclaration **getExternProtoDeclaration** (String protoName) throws InvalidExecution←ContextException, InvalidNameException, URLUnavailableException
- void **updateExternProtoDeclaration** (String protoName, X3DExternProtoDeclaration newDeclaration) throws InvalidExecutionContextException
- void **removeExternProtoDeclaration** (String protoName) throws InvalidExecutionContextException
- X3DNode[] **getRootNodes** () throws InvalidExecutionContextException
- X3DRoute[] **getRoutes** () throws InvalidExecutionContextException
- X3DRoute **addRoute** (X3DNode startNode, String starttName, X3DNode endNode, String endEvent) throws InvalidExecutionContextException, InvalidNodeException, InvalidFieldException
- void **removeRoute** (X3DRoute route) throws InvalidExecutionContextException

3.793.1 Detailed Description

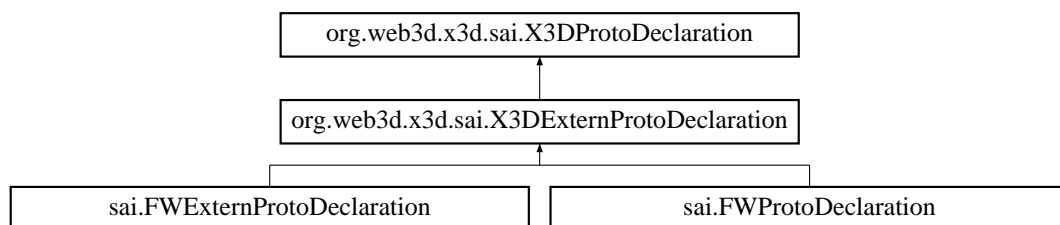
Definition at line 3 of file X3DExecutionContext.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DExecutionContext.java

3.794 org.web3d.x3d.sai.X3DExternProtoDeclaration Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DExternProtoDeclaration:



Public Member Functions

- `int getLoadState ()` throws `InvalidOperationTimingException`, `InvalidProtoException`
- `void loadNow ()` throws `InvalidOperationTimingException`, `InvalidProtoException`

3.794.1 Detailed Description

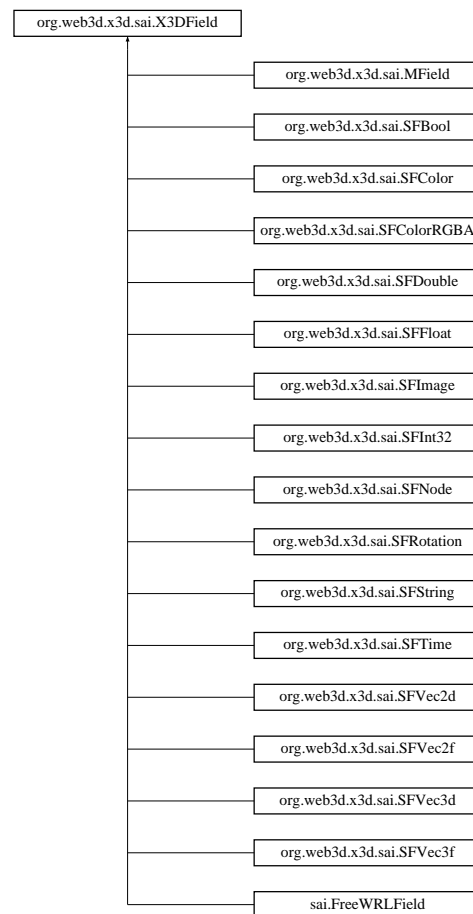
Definition at line 3 of file X3DExternProtoDeclaration.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DExternProtoDeclaration.java

3.795 org.web3d.x3d.sai.X3DField Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DField:



Public Member Functions

- **X3DFieldDefinition** **getDefinition** () throws InvalidFieldException, ConnectionException
- boolean **isReadable** () throws InvalidFieldException, ConnectionException
- boolean **isWritable** () throws InvalidFieldException, ConnectionException
- void **addX3DEventListener** (X3DFieldEventListener l) throws InvalidFieldException, ConnectionException
- void **removeX3DEventListener** (X3DFieldEventListener l) throws InvalidFieldException, ConnectionException
- void **setUserData** (Object data) throws InvalidFieldException, ConnectionException
- Object **getUserData** () throws InvalidFieldException, ConnectionException
- void **dispose** ()

3.795.1 Detailed Description

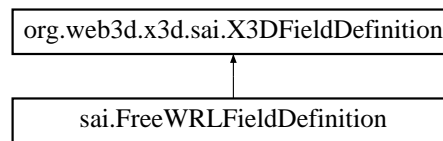
Definition at line 3 of file X3DField.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DField.java

3.796 org.web3d.x3d.sai.X3DFieldDefinition Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldDefinition:



Public Member Functions

- String **getName** ()
- int **getAccessType** ()
- int **getFieldType** ()
- String **getFieldTypeString** ()

3.796.1 Detailed Description

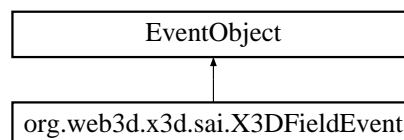
Definition at line 3 of file X3DFieldDefinition.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldDefinition.java

3.797 org.web3d.x3d.sai.X3DFieldEvent Class Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldEvent:



Public Member Functions

- **X3DFieldEvent** (Object src, double t, Object d)
- double **getTime** ()
- Object **getData** ()

3.797.1 Detailed Description

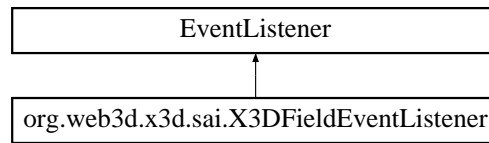
Definition at line 4 of file X3DFieldEvent.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldEvent.java

3.798 org.web3d.x3d.sai.X3DFieldEventListener Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldEventListener:



Public Member Functions

- void **readableFieldChanged** (**X3DFieldEvent** evt)

3.798.1 Detailed Description

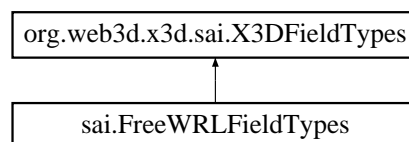
Definition at line 3 of file `X3DFieldEventListener.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DFieldEventListener.java`

3.799 org.web3d.x3d.sai.X3DFieldTypes Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldTypes:



Data Fields

- int **INPUT_ONLY** = 1
- int **INITIALIZE_ONLY** = 2
- int **INPUT_OUTPUT** = 3
- int **OUTPUT_ONLY** = 4
- int **SFBOOL** = 1
- int **MFBOOL** = 2
- int **SFCOLOR** = 21
- int **MFCOLOR** = 22
- int **SFCOLORRGBA** = 23
- int **MFCOLORRGBA** = 24
- int **SFDOUBLE** = 7
- int **MFDOUBLE** = 8
- int **SFFLOAT** = 5

- int **MFFLOAT** = 6
- int **SFIMAGE** = 25
- int **MFIMAGE** = 26
- int **SFINT32** = 3
- int **MFINT32** = 4
- int **SFNODE** = 11
- int **MFNODE** = 12
- int **SFROTATION** = 19
- int **MFROTATION** = 20
- int **SFSTRING** = 27
- int **MFSTRING** = 28
- int **SFTIME** = 9
- int **MFTIME** = 10
- int **SFVEC2F** = 13
- int **MFVEC2F** = 14
- int **SFVEC3F** = 15
- int **MFVEC3F** = 16
- int **SFVEC3D** = 17
- int **MFVEC3D** = 18
- int **SFVEC2D** = 29
- int **MFVEC2D** = 30

3.799.1 Detailed Description

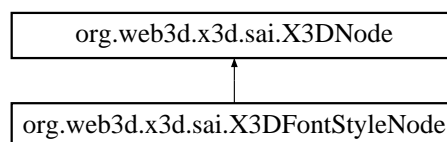
Definition at line 3 of file X3DFieldTypes.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldTypes.java

3.800 org.web3d.x3d.sai.X3DFontStyleNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFontStyleNode:



Public Member Functions

- Font **getFont** ()
- int **getHorizontalJustification** ()
- int **getVerticalJustification** ()
- float **getSpacing** ()
- float **getSize** ()
- boolean **isTopToBottom** ()
- boolean **isLeftToRight** ()

Data Fields

- int **PLAIN_STYLE** = java.awt.Font.PLAIN
- int **ITALIC_STYLE** = java.awt.Font.ITALIC
- int **BOLD_STYLE** = java.awt.Font.BOLD
- int **BOLDITALIC_STYLE** = java.awt.Font.BOLD + java.awt.Font.ITALIC
- int **BEGIN_JUSTIFY** = 1
- int **END_JUSTIFY** = 2
- int **MIDDLE_JUSTIFY** = 3
- int **FIRST_JUSTIFY** = 4

3.800.1 Detailed Description

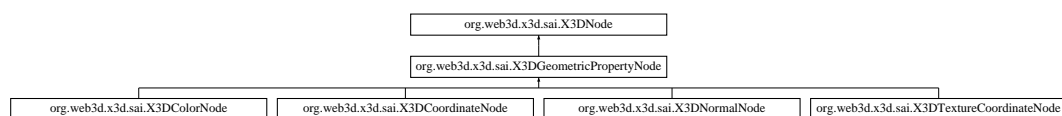
Definition at line 4 of file X3DFontStyleNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFontStyleNode.java

3.801 org.web3d.x3d.sai.X3DGeometricPropertyNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGeometricPropertyNode:



Additional Inherited Members

3.801.1 Detailed Description

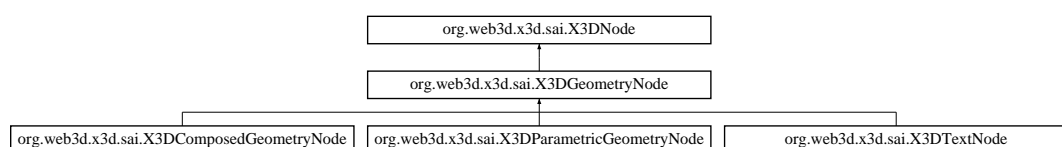
Definition at line 3 of file X3DGeometricPropertyNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGeometricPropertyNode.java

3.802 org.web3d.x3d.sai.X3DGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGeometryNode:



Additional Inherited Members

3.802.1 Detailed Description

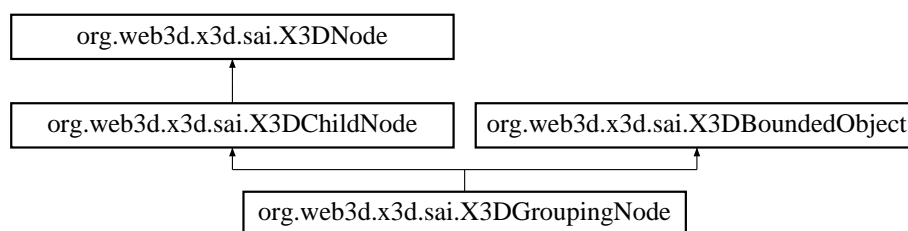
Definition at line 3 of file X3DGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGeometryNode.java

3.803 org.web3d.x3d.sai.X3DGroupingNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGroupingNode:



Public Member Functions

- void **getChildren** (**X3DNode**[] nodes)
- void **setChildren** (**X3DNode**[] kids) throws `InvalidNodeException`
- void **addChildren** (**X3DNode**[] added) throws `InvalidNodeException`
- void **removeChildren** (**X3DNode**[] removed) throws `InvalidNodeException`
- void **removeChild** (**X3DNode** removed) throws `InvalidNodeException`
- int **getNumChildren** ()

3.803.1 Detailed Description

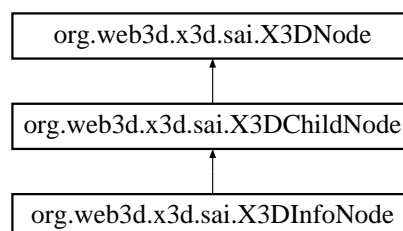
Definition at line 3 of file X3DGroupingNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGroupingNode.java

3.804 org.web3d.x3d.sai.X3DInfoNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DInfoNode:



Additional Inherited Members

3.804.1 Detailed Description

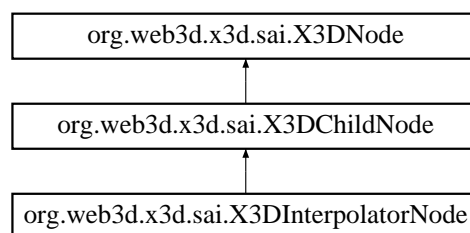
Definition at line 3 of file X3DInfoNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DInfoNode.java

3.805 org.web3d.x3d.sai.X3DInterpolatorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DInterpolatorNode:



Public Member Functions

- void **setFraction** (float value)
- int **getNumKeys** ()
- void **setKey** (float[] keys)
- void **getKey** (float[] keys)

3.805.1 Detailed Description

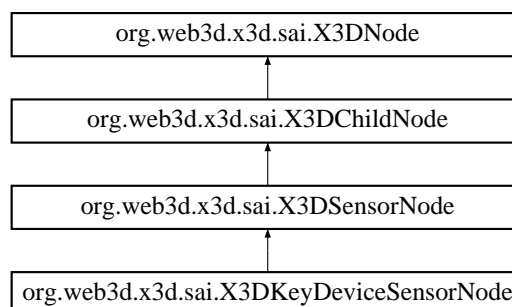
Definition at line 3 of file X3DInterpolatorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DInterpolatorNode.java

3.806 org.web3d.x3d.sai.X3DKeyDeviceSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DKeyDeviceSensorNode:



Additional Inherited Members

3.806.1 Detailed Description

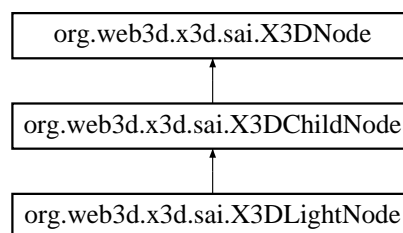
Definition at line 3 of file X3DKeyDeviceSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DKeyDeviceSensorNode.java

3.807 org.web3d.x3d.sai.X3DLightNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DLightNode:



Public Member Functions

- boolean **getOn** ()
- void **setOn** (boolean state)
- float **getAmbientIntensity** ()
- void **setAmbientIntensity** (float intensity) throws InvalidFieldValueException
- void **getColor** (float[] color)
- void **setColor** (float[] color) throws InvalidFieldValueException
- void **getIntensity** ()
- void **setIntensity** (float newIntensity) throws InvalidFieldValueException

3.807.1 Detailed Description

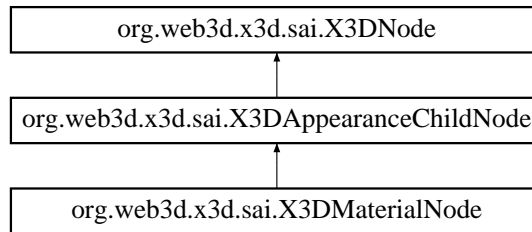
Definition at line 3 of file X3DLightNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DLightNode.java

3.808 org.web3d.x3d.sai.X3DMaterialNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DMaterialNode:



Additional Inherited Members

3.808.1 Detailed Description

Definition at line 3 of file X3DMaterialNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DMaterialNode.java

3.809 org.web3d.x3d.sai.X3DMetadataObject Interface Reference

Public Member Functions

- void **setStandard** (String std)
- String **getStandard** ()
- void **setName** (String name)
- String **getName** ()

3.809.1 Detailed Description

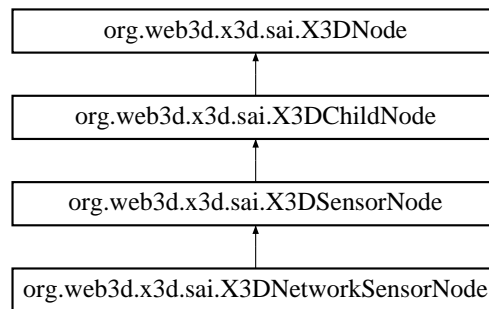
Definition at line 3 of file X3DMetadataObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DMetadataObject.java

3.810 org.web3d.x3d.sai.X3DNetworkSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNetworkSensorNode:



Additional Inherited Members

3.810.1 Detailed Description

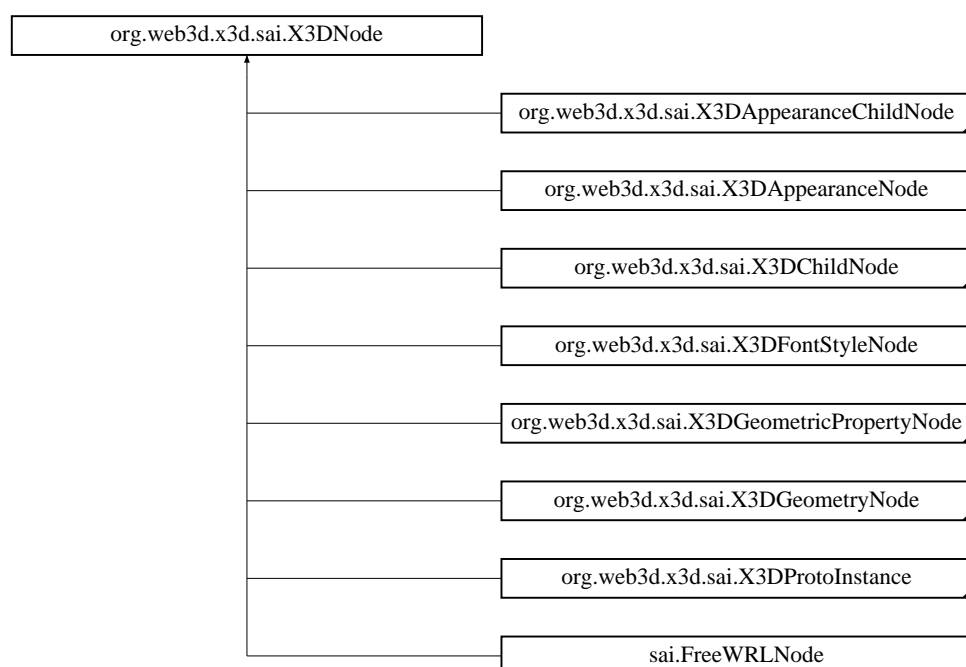
Definition at line 3 of file X3DNetworkSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNetworkSensorNode.java

3.811 org.web3d.x3d.sai.X3DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNode:



Public Member Functions

- void **setMetadata** (**X3DMetadataObject** data) throws `InvalidNodeException`, `ConnectionException`
- **X3DMetadataObject** **getMetadata** () throws `InvalidNodeException`, `ConnectionException`
- String **getNodeName** () throws `InvalidNodeException`, `ConnectionException`
- **X3DFieldDefinition**[] **getFieldDefinitions** () throws `InvalidNodeException`, `ConnectionException`
- int[] **getNodeType** () throws `InvalidNodeException`, `ConnectionException`
- **X3DField** **getField** (String name) throws `InvalidNameException`, `InvalidNodeException`, `ConnectionException`
- void **dispose** ()

3.811.1 Detailed Description

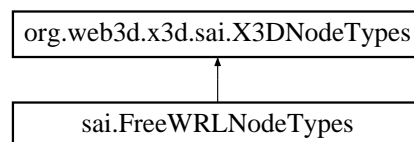
Definition at line 3 of file `X3DNode.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DNode.java`

3.812 org.web3d.x3d.sai.X3DNodeTypes Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DNodeTypes`:



Data Fields

- int **X3DBoundedObject** = 1
- int **X3DBounded2DObject** = 2
- int **X3DURLObject** = 3
- int **X3DAppearanceNode** = 10
- int **X3DAppearanceChildNode** = 11
- int **X3DMaterialNode** = 12
- int **X3DTextureNode** = 13
- int **X3DTexture2DNode** = 14
- int **X3DTexture3DNode** = 15
- int **X3DTextureTransformNode** = 16
- int **X3DTextureTransform2DNode** = 17
- int **X3DGeometryNode** = 18
- int **X3DTextNode** = 19
- int **X3DParametricGeometryNode** = 20
- int **X3DGeometricPropertyNode** = 21
- int **X3DColorNode** = 22
- int **X3DCoordinateNode** = 23
- int **X3DNormalNode** = 24

- int **X3DTextureCoordinateNode** = 25
- int **X3DFontStyleNode** = 26
- int **X3DProtoInstance** = 27
- int **X3DChildNode** = 28
- int **X3DBindableNode** = 29
- int **X3DBackgroundNode** = 30
- int **X3DGroupingNode** = 31
- int **X3DShapeNode** = 32
- int **X3DInterpolatorNode** = 33
- int **X3DLightNode** = 34
- int **X3DScriptNode** = 35
- int **X3DSensorNode** = 36
- int **X3DEnvironmentalSensorNode** = 37
- int **X3DKeyDeviceSensorNode** = 38
- int **X3DNetworkSensorNode** = 39
- int **X3DPointingDeviceSensorNode** = 40
- int **X3DDragSensorNode** = 41
- int **X3DTouchSensorNode** = 42
- int **X3DSequencerNode** = 43
- int **X3DTimeDependentNode** = 44
- int **X3DSoundSourceNode** = 45
- int **X3DTriggerNode** = 46
- int **X3DInfoNode** = 47

3.812.1 Detailed Description

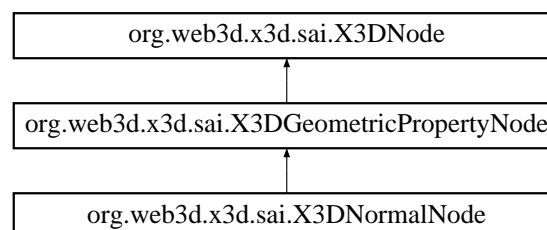
Definition at line 3 of file X3DNodeTypes.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNodeTypes.java

3.813 org.web3d.x3d.sai.X3DNormalNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNormalNode:



Public Member Functions

- int **getNumNormals** ()
- void **setVector** (float[] value)
- void **getVector** (float[] value)

3.813.1 Detailed Description

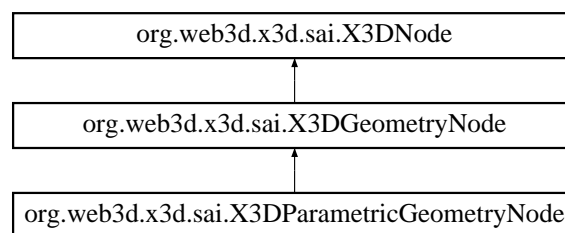
Definition at line 3 of file X3DNormalNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNormalNode.java

3.814 org.web3d.x3d.sai.X3DParametricGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DParametricGeometryNode:



Additional Inherited Members

3.814.1 Detailed Description

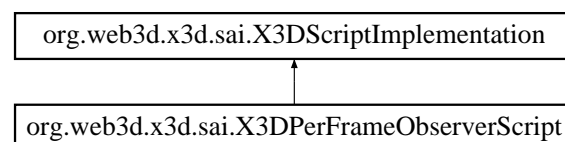
Definition at line 3 of file X3DParametricGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DParametricGeometryNode.java

3.815 org.web3d.x3d.sai.X3DPerFrameObserverScript Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DPerFrameObserverScript:



Public Member Functions

- void **prepareEvents** ()

3.815.1 Detailed Description

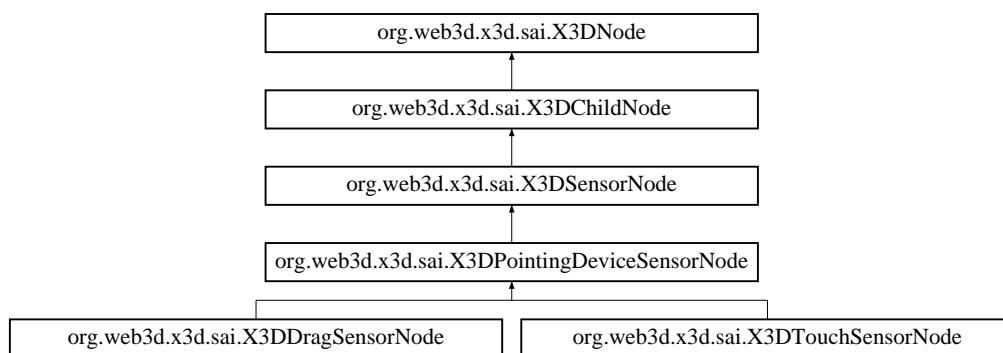
Definition at line 3 of file X3DPerFrameObserverScript.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DPerFrameObserverScript.java

3.816 org.web3d.x3d.sai.X3DPointingDeviceSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DPointingDeviceSensorNode:



Additional Inherited Members

3.816.1 Detailed Description

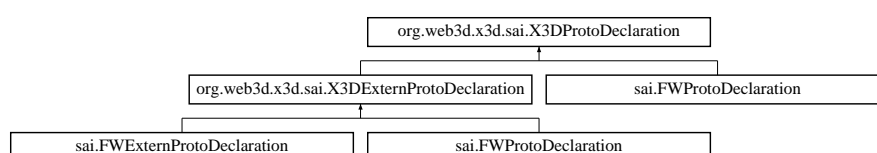
Definition at line 3 of file X3DPointingDeviceSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DPointingDeviceSensorNode.java

3.817 org.web3d.x3d.sai.X3DProtoDeclaration Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DProtoDeclaration:



Public Member Functions

- **X3DProtoInstance** **createInstance** () throws InvalidOperationTimingException, InvalidProtoException
- **X3DFieldDefinition[]** **getFieldDefinitions** () throws InvalidOperationTimingException, InvalidProtoException
- void **dispose** ()

3.817.1 Detailed Description

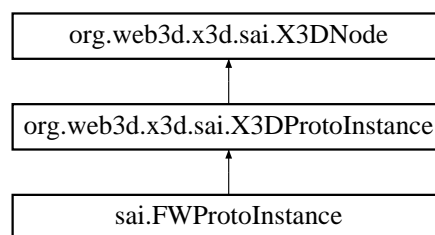
Definition at line 3 of file X3DProtoDeclaration.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DProtoDeclaration.java

3.818 org.web3d.x3d.sai.X3DProtoInstance Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DProtoInstance:



Public Member Functions

- int[] **getImplementationTypes** ()

3.818.1 Detailed Description

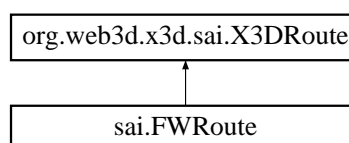
Definition at line 3 of file X3DProtoInstance.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DProtoInstance.java

3.819 org.web3d.x3d.sai.X3DRoute Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DRoute:



Public Member Functions

- **X3DNode** **getSourceNode** () throws InvalidOperationTimingException, InvalidRouteException
- String **getSourceField** () throws InvalidOperationTimingException, InvalidRouteException
- **X3DNode** **getDestinationNode** () throws InvalidOperationTimingException, InvalidRouteException
- String **getDestinationField** () throws InvalidOperationTimingException, InvalidRouteException
- void **dispose** () throws InvalidOperationTimingException

3.819.1 Detailed Description

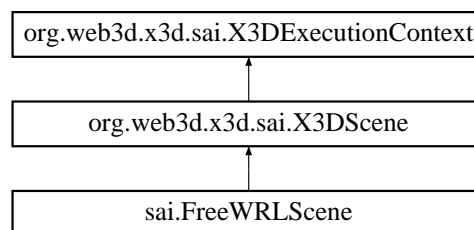
Definition at line 3 of file X3DRoute.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DRoute.java

3.820 org.web3d.x3d.sai.X3DScene Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScene:



Public Member Functions

- String **getMetaData** (String **key**) throws InvalidExecutionContextException
- void **setMetaData** (String **key**, String value) throws InvalidExecutionContextException
- **X3DNode** **getExportedNode** (String nodeName) throws InvalidExecutionContextException, Node↔UnavailableException, InvalidNameException
- void **updateExportedNode** (String nodeName, String newName) throws InvalidExecutionContextException, InvalidNameException
- void **removeExportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↔Exception
- void **addRootNode** (**X3DNode** rootNode) throws InvalidExecutionContextException, NodeInUseException, InsufficientCapabilitiesException
- void **removeRootNode** (**X3DNode** rootNode) throws InvalidExecutionContextException
- void **dispose** ()

3.820.1 Detailed Description

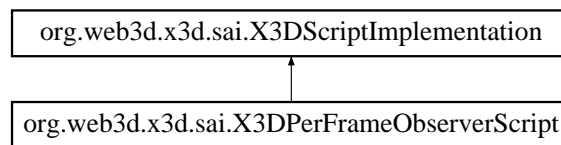
Definition at line 3 of file X3DScene.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScene.java

3.821 org.web3d.x3d.sai.X3DScriptImplementation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScriptImplementation:



Public Member Functions

- void **setBrowser** (**Browser** browser)
- void **setFields** (**X3DScriptNode** externalView, java.util.Map fields)
- void **initialize** ()
- void **eventsProcessed** ()
- void **shutdown** ()

3.821.1 Detailed Description

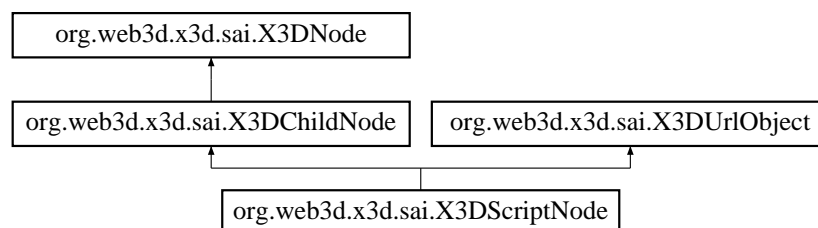
Definition at line 3 of file `X3DScriptImplementation.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DScriptImplementation.java`

3.822 org.web3d.x3d.sai.X3DScriptNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScriptNode:



Additional Inherited Members

3.822.1 Detailed Description

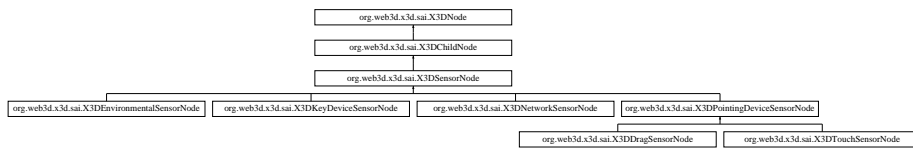
Definition at line 3 of file `X3DScriptNode.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DScriptNode.java`

3.823 org.web3d.x3d.sai.X3DSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSensorNode:



Public Member Functions

- void **setEnabled** (boolean state)
- boolean **getEnabled** ()
- boolean **getIsActive** ()

3.823.1 Detailed Description

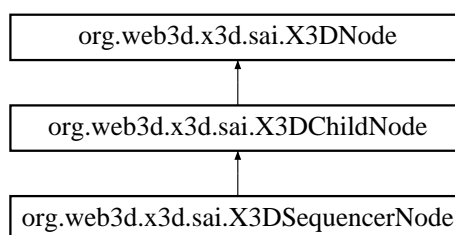
Definition at line 3 of file X3DSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSensorNode.java

3.824 org.web3d.x3d.sai.X3DSequencerNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSequencerNode:



Public Member Functions

- void **setFraction** (float fraction)
- int **getNumKey** ()
- void **getKey** (float[] keys)
- void **setKey** (float[] keys)
- int **getNumKeyValue** ()

3.824.1 Detailed Description

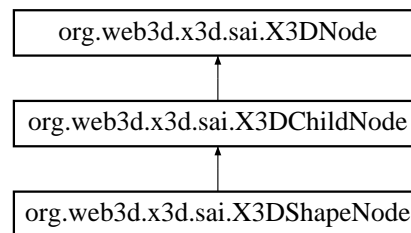
Definition at line 3 of file X3DSequencerNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSequencerNode.java

3.825 org.web3d.x3d.sai.X3DShapeNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DShapeNode:



Public Member Functions

- **X3DNode** **getAppearance** ()
- void **setAppearance** (**X3DAppearanceNode** app)
- void **setAppearance** (**X3DProtolInstance** app)
- **X3DNode** **getGeometry** ()
- void **setGeometry** (**X3DGeometryNode** geom)
- void **setGeometry** (**X3DProtolInstance** geom)

3.825.1 Detailed Description

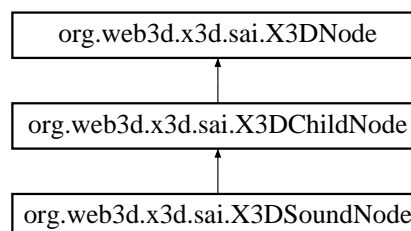
Definition at line 3 of file X3DShapeNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DShapeNode.java

3.826 org.web3d.x3d.sai.X3DSoundNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSoundNode:



Additional Inherited Members

3.826.1 Detailed Description

Definition at line 3 of file X3DSoundNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSoundNode.java

3.827 org.web3d.x3d.sai.X3DSoundSourceNode Interface Reference

Public Member Functions

- float **getPitch** ()
- void **setPitch** (float pitch) throws InvalidFieldValueException
- void **setDescription** (String text)
- String **getDescription** (String text)

3.827.1 Detailed Description

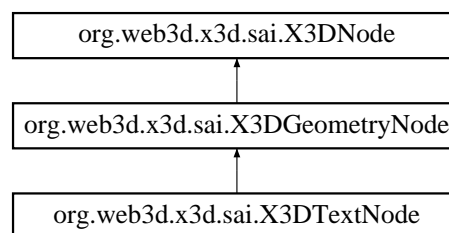
Definition at line 3 of file X3DSoundSourceNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSoundSourceNode.java

3.828 org.web3d.x3d.sai.X3DTextNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextNode:



Public Member Functions

- void **setFontStyle** (X3DFontStyleNode fs)
- void **setFontStyle** (X3DProtoInstance fs)
- X3DNode **getFontStyle** ()
- int **getNumText** ()
- void **setText** (String[] text)
- void **getText** (String[] text)

3.828.1 Detailed Description

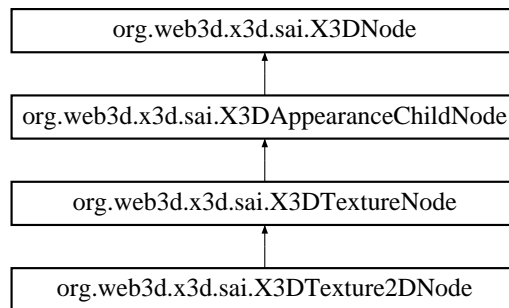
Definition at line 3 of file X3DTextNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextNode.java

3.829 org.web3d.x3d.sai.X3DTexture2DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTexture2DNode:



Public Member Functions

- void **setRepeatS** (boolean state)
- boolean **getRepeatS** ()
- void **setRepeatT** (boolean state)
- boolean **getRepeatT** ()

3.829.1 Detailed Description

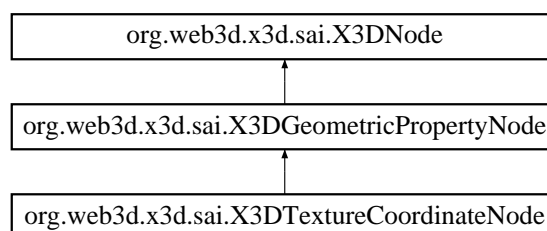
Definition at line 3 of file X3DTexture2DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTexture2DNode.java

3.830 org.web3d.x3d.sai.X3DTextureCoordinateNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureCoordinateNode:



Public Member Functions

- int **getNumCoordinates** ()
- int **getNumComponents** ()
- void **setPoint** (float[] points)
- void **getPoint** (float[] points)

3.830.1 Detailed Description

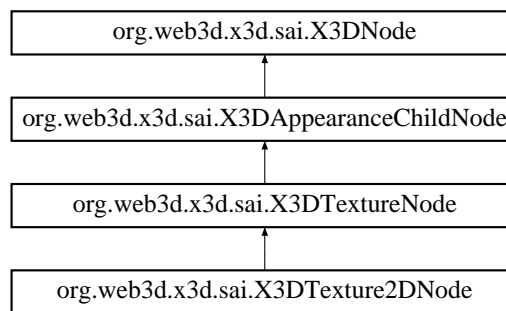
Definition at line 3 of file X3DTextureCoordinateNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureCoordinateNode.java

3.831 org.web3d.x3d.sai.X3DTextureNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureNode:



Additional Inherited Members

3.831.1 Detailed Description

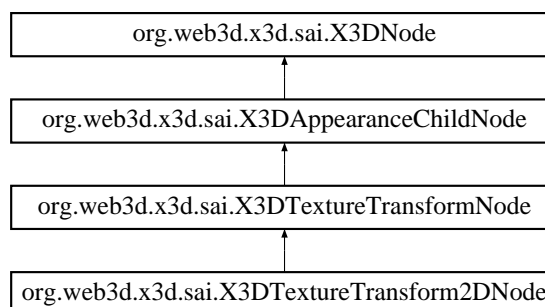
Definition at line 3 of file X3DTextureNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureNode.java

3.832 org.web3d.x3d.sai.X3DTextureTransform2DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureTransform2DNode:



Public Member Functions

- void **getCenter** (float[] position)
- void **setCenter** (float[] position)
- float **getRotation** ()
- void **setRotation** (float angle)
- void **getScale** (float[] scale)
- void **setScale** (float[] scale)
- void **getTranslation** (float[] trans)
- void **setTranslation** (float[] trans)

3.832.1 Detailed Description

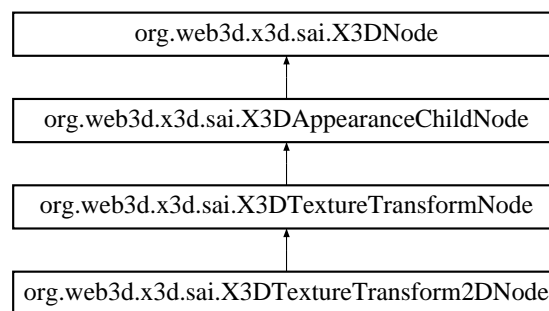
Definition at line 3 of file X3DTextureTransform2DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureTransform2DNode.java

3.833 org.web3d.x3d.sai.X3DTextureTransformNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureTransformNode:



Additional Inherited Members

3.833.1 Detailed Description

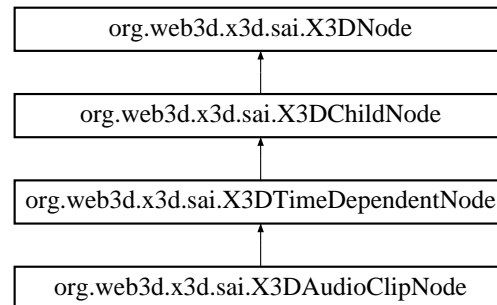
Definition at line 3 of file X3DTextureTransformNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureTransformNode.java

3.834 org.web3d.x3d.sai.X3DTimeDependentNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTimeDependentNode:



Public Member Functions

- boolean **getIsActive** ()
- boolean **getIsPaused** ()
- double **getElapsedTime** ()
- void **setNumLoops** (float count)
- float **getNumLoops** ()
- void **setLoop** (boolean loop)
- boolean **getLoop** ()
- void **setStartTime** (double time)
- double **getStartTime** ()
- void **setStopTime** (double time)
- double **getStopTime** ()
- void **setPauseTime** (double time)
- double **getPauseTime** ()
- void **setUnPauseTime** (double time)
- double **getUnPauseTime** ()

3.834.1 Detailed Description

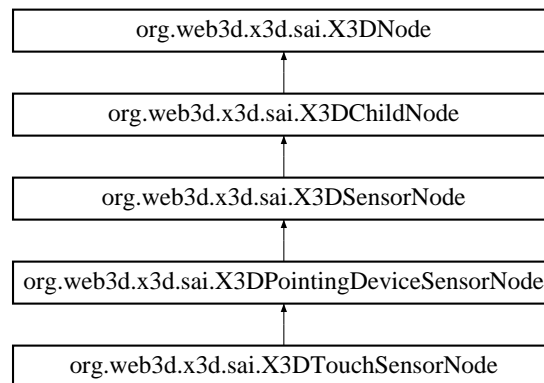
Definition at line 3 of file X3DTimeDependentNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTimeDependentNode.java

3.835 org.web3d.x3d.sai.X3DTouchSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTouchSensorNode:



Public Member Functions

- boolean **getIsOver** ()
- double **getEnterTime** ()
- double **getTouchTime** ()

3.835.1 Detailed Description

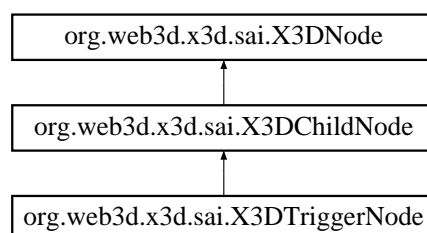
Definition at line 3 of file X3DTouchSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTouchSensorNode.java

3.836 org.web3d.x3d.sai.X3DTriggerNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTriggerNode:



Additional Inherited Members

3.836.1 Detailed Description

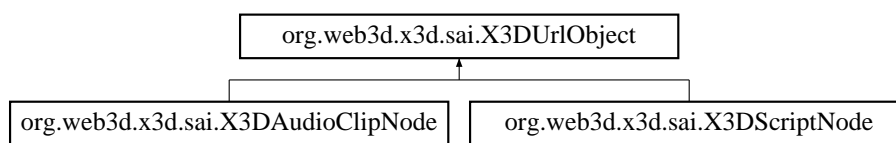
Definition at line 3 of file X3DTriggerNode.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DTriggerNode.java`

3.837 `org.web3d.x3d.sai.X3DUrlObject` Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DUrlObject`:



Public Member Functions

- `int` **getNumUrls** ()
- `void` **getUrl** (`String[]` urls)
- `void` **setUrl** (`String[]` urls)

3.837.1 Detailed Description

Definition at line 3 of file X3DUrlObject.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DUrlObject.java`

3.838 XY Struct Reference

Data Fields

- `int` **x**
- `int` **y**

3.838.1 Detailed Description

Definition at line 210 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- `src/lib/ui/CursorDraw.c`

Index

`_BrowserNative`, 33
`_CRnodeStruct`, 34
`_FW_PluginInstance`, 34
`_SFColorNative`, 45
`_SFColorRGBANative`, 45
`_SFImageNative`, 45
`_SFNodeNative`, 46
`_SFRotationNative`, 46
`_SFVec2fNative`, 46
`_SFVec3dNative`, 47
`_SFVec3fNative`, 47
`_SFVec4dNative`, 47
`_SFVec4fNative`, 48
`_X3DNode`, 49
`_cd_list_t`, 33
`_intX3D_EventIn`, 44
`_intX3D_MFBool`, 35
`_intX3D_MFColor`, 35
`_intX3D_MFColorRGBA`, 35
`_intX3D_MFFloat`, 36
`_intX3D_MFImage`, 36
`_intX3D_MFInt32`, 36
`_intX3D_MFNode`, 37
`_intX3D_MFRotation`, 37
`_intX3D_MFString`, 37
`_intX3D_MFTime`, 38
`_intX3D_MFVec2d`, 38
`_intX3D_MFVec2f`, 38
`_intX3D_MFVec3d`, 39
`_intX3D_MFVec3f`, 39
`_intX3D_SFBool`, 39
`_intX3D_SFColor`, 40
`_intX3D_SFColorRGBA`, 40
`_intX3D_SFFloat`, 40
`_intX3D_SFImage`, 41
`_intX3D_SFInt32`, 41
`_intX3D_SFNode`, 41
`_intX3D_SFRotation`, 42
`_intX3D_SFString`, 42
`_intX3D_SFTime`, 42
`_intX3D_SFVec2d`, 43
`_intX3D_SFVec2f`, 43
`_intX3D_SFVec3d`, 43
`_intX3D_SFVec3f`, 44
`_s_list_t`, 44
`_urlRequest`, 48

`ActiveRegion`, 49
`anyVrml`, 50

`block`, 51
`brotoDefpair`, 51
`brotoIS`, 51
`brotoRoute`, 52

`CR_RegStruct`, 79
`CRStruct`, 81
`CRjsnameStruct`, 80
`CRscriptStruct`, 80
`CachedVertex`, 60
`cbDataExactName`, 60
`cbDataRootNameAndRouteDir`, 61
`coded_block_pattern_entry`, 61
`currayhit`, 81

`DDS_header`, 82
`datChnk`, 81
`dct_dc_size_entry`, 82
`DdsLoadInfo`, 83
`Dict`, 83
`DictNode`, 84

`EAI_ListenerStruct`, 84
`EAINodeIndexStruct`, 89
`EAINodeParams`, 89
`ECMAValueStruct`, 91
`EdgePair`, 92

`FWBITMAPFILEHEADER`, 133
`FWBITMAPINFOHEADER`, 133
`FWBITMAPINFO`, 133
`FWJavaScriptClassLoader`
 `vrml::FWJavaScriptClassLoader`, 137
`FWRGBQUAD`, 149
`FWSNDMSG`, 159
`FGY`, 160
`FaceCount`, 117
`FieldDecl`, 119
`fieldNodeState`, 119
`FirstStruct`, 120
`fmtChnk`, 121
`freewrl_params`, 121
`fw_MaterialParameters`, 132

`GLUface`, 160
`GLUhalfEdge`, 160
`GLUmesh`, 161
`GLUtessellator`, 161
`GLUvertex`, 162
`GoP`, 163

- iiglobal, 165
- iiglobal::tBindable, 279
- iiglobal::tCParse, 283
- iiglobal::tCParseParser, 284
- iiglobal::tCProto, 284
- iiglobal::tCRoutes, 284
- iiglobal::tCScripts, 285
- iiglobal::tComponent_EnvironSensor, 280
- iiglobal::tComponent_Geometry3D, 280
- iiglobal::tComponent_Geospatial, 281
- iiglobal::tComponent_HAnim, 281
- iiglobal::tComponent_KeyDevice, 281
- iiglobal::tComponent_Shape, 282
- iiglobal::tComponent_Sound, 282
- iiglobal::tComponent_Text, 282
- iiglobal::tComponent_VRML1, 283
- iiglobal::tConsoleMessage, 283
- iiglobal::tCursorDraw, 285
- iiglobal::tEAI_C_CommonFunctions, 286
- iiglobal::tEAICore, 287
- iiglobal::tEAIEventsIn, 287
- iiglobal::tEAHelpers, 287
- iiglobal::tFrustum, 289
- iiglobal::tJScript, 290
- iiglobal::tLoadTextures, 291
- iiglobal::tMainloop, 292
- iiglobal::tOpenGL_Utills, 292
- iiglobal::tPluginSocket, 293
- iiglobal::tProdCon, 294
- iiglobal::tRasterFont, 294
- iiglobal::tRenderFuncs, 294
- iiglobal::tRenderTextures, 295
- iiglobal::tSensInterps, 296
- iiglobal::tSnapshot, 296
- iiglobal::tStreamPoly, 297
- iiglobal::tTess, 297
- iiglobal::tTextures, 298
- iiglobal::tViewer, 299
- iiglobal::tX3DParser, 299
- iiglobal::tX3DProtoScript, 299
- iiglobal::tcollision, 279
- iiglobal::tcommon, 280
- iiglobal::tdisplay, 286
- iiglobal::tinternalc, 289
- iiglobal::tio_http, 290
- iiglobal::tjsUtills, 290
- iiglobal::tjsVRMLBrowser, 291
- iiglobal::tjsVRMLClasses, 291
- iiglobal::tpluginUtills, 293
- iiglobal::tresources, 296
- iiglobal::tstatusbar, 297
- iiglobal::tthreads, 298
- initialRouteStruct, 167
- InvalidEventInException
 - vrml::external::exception::InvalidEventInException, 169
- InvalidNodeException
 - vrml::external::exception::InvalidNodeException, 176
- InvalidVrmlException
 - vrml::external::exception::InvalidVrmlException, 179
- key, 181
- keypressTuple, 182
- macroblock, 182
- matpropstruct, 183
- mb_addr_inc_entry, 185
- mb_type_entry, 185
- motion_vectors_entry, 207
- mouseTuple, 207
- Multi_Bool, 207
- Multi_Color, 208
- Multi_ColorRGBA, 208
- Multi_Double, 209
- Multi_Float, 209
- Multi_Int32, 209
- Multi_Matrix3d, 210
- Multi_Matrix3f, 210
- Multi_Matrix4d, 211
- Multi_Matrix4f, 211
- Multi_Node, 211
- Multi_Rotation, 212
- Multi_String, 212
- Multi_Time, 213
- Multi_Vec2d, 213
- Multi_Vec2f, 213
- Multi_Vec3d, 214
- Multi_Vec3f, 214
- Multi_Vec4d, 215
- Multi_Vec4f, 215
- multiTexParams, 215
- myArgs, 216
- MyVertex, 216
- nameValuePairs, 217
- NestedProtoField, 217
- opened_file, 221
- org.web3d.x3d.sai.Browser, 52
- org.web3d.x3d.sai.BrowserEvent, 55
- org.web3d.x3d.sai.BrowserFactoryImpl, 56
- org.web3d.x3d.sai.BrowserInterface, 58
- org.web3d.x3d.sai.BrowserListener, 59
- org.web3d.x3d.sai.BrowserNotSharedException, 59
- org.web3d.x3d.sai.ComponentInfo, 61
- org.web3d.x3d.sai.ConnectionException, 62
- org.web3d.x3d.sai.ExternalBrowser, 117
- org.web3d.x3d.sai.ImportedNodeException, 167
- org.web3d.x3d.sai.InsufficientCapabilitiesException, 168
- org.web3d.x3d.sai.InvalidBrowserException, 168
- org.web3d.x3d.sai.InvalidDocumentException, 169
- org.web3d.x3d.sai.InvalidExecutionContextException, 171

- org.web3d.x3d.sai.InvalidFieldException, 173
- org.web3d.x3d.sai.InvalidFieldValueException, 174
- org.web3d.x3d.sai.InvalidNameException, 174
- org.web3d.x3d.sai.InvalidNodeException, 175
- org.web3d.x3d.sai.InvalidOperationTimingException, 176
- org.web3d.x3d.sai.InvalidProtoException, 177
- org.web3d.x3d.sai.InvalidRouteException, 177
- org.web3d.x3d.sai.InvalidURLErrorException, 178
- org.web3d.x3d.sai.InvalidX3DException, 180
- org.web3d.x3d.sai.MFBool, 186
- org.web3d.x3d.sai.MFColor, 187
- org.web3d.x3d.sai.MFColorRGBA, 188
- org.web3d.x3d.sai.MFDouble, 189
- org.web3d.x3d.sai.MFFloat, 190
- org.web3d.x3d.sai.MFImage, 193
- org.web3d.x3d.sai.MFInt32, 194
- org.web3d.x3d.sai.MFNode, 195
- org.web3d.x3d.sai.MFRotation, 197
- org.web3d.x3d.sai.MFString, 199
- org.web3d.x3d.sai.MFTime, 200
- org.web3d.x3d.sai.MFVec2d, 202
- org.web3d.x3d.sai.MFVec2f, 203
- org.web3d.x3d.sai.MFVec3d, 204
- org.web3d.x3d.sai.MFVec3f, 206
- org.web3d.x3d.sai.MField, 191
- org.web3d.x3d.sai.Matrix, 183
- org.web3d.x3d.sai.Matrix3, 184
- org.web3d.x3d.sai.Matrix4, 184
- org.web3d.x3d.sai.NoSuchBrowserException, 220
- org.web3d.x3d.sai.NodeInUseException, 219
- org.web3d.x3d.sai.NodeUnavailableException, 219
- org.web3d.x3d.sai.NotSupportedException, 220
- org.web3d.x3d.sai.ProfileInfo, 241
- org.web3d.x3d.sai.SFBool, 257
- org.web3d.x3d.sai.SFColor, 258
- org.web3d.x3d.sai.SFColorRGBA, 259
- org.web3d.x3d.sai.SFDouble, 260
- org.web3d.x3d.sai.SFFloat, 261
- org.web3d.x3d.sai.SFImage, 262
- org.web3d.x3d.sai.SFInt32, 264
- org.web3d.x3d.sai.SFNode, 266
- org.web3d.x3d.sai.SFRotation, 268
- org.web3d.x3d.sai.SFString, 269
- org.web3d.x3d.sai.SFTime, 271
- org.web3d.x3d.sai.SFVec2d, 272
- org.web3d.x3d.sai.SFVec2f, 273
- org.web3d.x3d.sai.SFVec3d, 274
- org.web3d.x3d.sai.SFVec3f, 276
- org.web3d.x3d.sai.URLUnavailableException, 301
- org.web3d.x3d.sai.X3DAppearanceChildNode, 476
- org.web3d.x3d.sai.X3DAppearanceNode, 476
- org.web3d.x3d.sai.X3DAudioClipNode, 477
- org.web3d.x3d.sai.X3DBackgroundNode, 477
- org.web3d.x3d.sai.X3DBindableNode, 478
- org.web3d.x3d.sai.X3DBoundedObject, 479
- org.web3d.x3d.sai.X3DChildNode, 479
- org.web3d.x3d.sai.X3DColorNode, 480
- org.web3d.x3d.sai.X3DComponent, 480
- org.web3d.x3d.sai.X3DComposedGeometryNode, 481
- org.web3d.x3d.sai.X3DCoordinateNode, 482
- org.web3d.x3d.sai.X3DDragSensorNode, 482
- org.web3d.x3d.sai.X3DEnvironmentalSensorNode, 483
- org.web3d.x3d.sai.X3DException, 484
- org.web3d.x3d.sai.X3DExecutionContext, 485
- org.web3d.x3d.sai.X3DExternProtoDeclaration, 486
- org.web3d.x3d.sai.X3DField, 486
- org.web3d.x3d.sai.X3DFieldDefinition, 488
- org.web3d.x3d.sai.X3DFieldEvent, 488
- org.web3d.x3d.sai.X3DFieldEventListener, 489
- org.web3d.x3d.sai.X3DFieldTypes, 489
- org.web3d.x3d.sai.X3DFontStyleNode, 490
- org.web3d.x3d.sai.X3DGeometricPropertyNode, 491
- org.web3d.x3d.sai.X3DGeometryNode, 491
- org.web3d.x3d.sai.X3DGroupingNode, 492
- org.web3d.x3d.sai.X3DInfoNode, 492
- org.web3d.x3d.sai.X3DInterpolatorNode, 493
- org.web3d.x3d.sai.X3DKeyDeviceSensorNode, 493
- org.web3d.x3d.sai.X3DLightNode, 494
- org.web3d.x3d.sai.X3DMaterialNode, 495
- org.web3d.x3d.sai.X3DMetadataObject, 495
- org.web3d.x3d.sai.X3DNetworkSensorNode, 496
- org.web3d.x3d.sai.X3DNode, 496
- org.web3d.x3d.sai.X3DNodeTypes, 497
- org.web3d.x3d.sai.X3DNormalNode, 498
- org.web3d.x3d.sai.X3DParametricGeometryNode, 499
- org.web3d.x3d.sai.X3DPerFrameObserverScript, 499
- org.web3d.x3d.sai.X3DPointingDeviceSensorNode, 500
- org.web3d.x3d.sai.X3DProtoDeclaration, 500
- org.web3d.x3d.sai.X3DProtoInstance, 501
- org.web3d.x3d.sai.X3DRoute, 501
- org.web3d.x3d.sai.X3DScene, 502
- org.web3d.x3d.sai.X3DScriptImplementation, 503
- org.web3d.x3d.sai.X3DScriptNode, 503
- org.web3d.x3d.sai.X3DSensorNode, 504
- org.web3d.x3d.sai.X3DSequencerNode, 504
- org.web3d.x3d.sai.X3DShapeNode, 505
- org.web3d.x3d.sai.X3DSoundNode, 505
- org.web3d.x3d.sai.X3DSoundSourceNode, 506
- org.web3d.x3d.sai.X3DTextNode, 506
- org.web3d.x3d.sai.X3DTexture2DNode, 507
- org.web3d.x3d.sai.X3DTextureCoordinateNode, 507
- org.web3d.x3d.sai.X3DTextureNode, 508
- org.web3d.x3d.sai.X3DTextureTransform2DNode, 508
- org.web3d.x3d.sai.X3DTextureTransformNode, 509
- org.web3d.x3d.sai.X3DTimeDependentNode, 510
- org.web3d.x3d.sai.X3DTouchSensorNode, 511
- org.web3d.x3d.sai.X3DTriggerNode, 511
- org.web3d.x3d.sai.X3DUrlObject, 512
- orient_XYZA, 221
- pCParse, 226
- pCParseParser, 227
- pCProto, 227
- pCRoutes, 227
- pCScripts, 228
- pComponent_EnvironSensor, 223

pComponent_Geometry3D, 223
pComponent_Geospatial, 223
pComponent_HAnim, 224
pComponent_KeyDevice, 224
pComponent_Shape, 224
pComponent_Sound, 225
pComponent_Text, 225
pConsoleMessage, 226
pCursorDraw, 228
pEAI_C_CommonFunctions, 228
pEAICore, 229
pEAIEventsIn, 229
pEAISHelpers, 229
pFrustum, 230
pJScript, 232
pLoadTextures, 232
pMainloop, 233
pOpenGL_Utils, 236
pPluginSocket, 236
pProdCon, 237
PQhandleElem, 237
PQnode, 238
PROTOInstanceEntry, 243
PROTOnameStruct, 244
pRasterFont, 238
pRenderFuncs, 239
pRenderTextures, 239
PSStruct, 245
pSensInterps, 244
pSnapshot, 245
pStreamPoly, 246
pTess, 247
pTextures, 247
pViewer, 247
pX3DParser, 248
pX3DProtoScript, 248
pcollision, 222
pcommon, 222
pict, 230
pict_image, 231
pio_http, 231
playbackRecord, 232
point_XYZ, 234
pointer2pointer, 234
PointerHash, 235
PointerHashEntry, 235
ppuginUtils, 237
PriorityQ, 240
profile_entry, 240
proftablestruct, 241
ProtoDefinition, 242
ProtoElementPointer, 242
ProtoFieldDecl, 242
protoInsert, 243
ProtoRoute, 244
pstatusbar, 246

quaternion, 249

rb1, 249
resource_item, 250

s_renderer_capabilities_t, 250
s_shader_capabilities, 251
sCollisionGeometry, 252
sCollisionInfo, 253
SFCColor, 257
SFCColorRGBA, 259
SFMatrix3d, 264
SFMatrix3f, 264
SFMatrix4d, 265
SFMatrix4f, 265
SFRotation, 267
SFVec2d, 271
SFVec2f, 272
SFVec3d, 274
SFVec3f, 275
SFVec4d, 276
SFVec4f, 277
sFallInfo, 255
SNDFILE, 279
sNavInfo, 278
sai.BrowserFactory, 56
sai.BrowserGlobals, 57
sai.eai.EAIAsyncMessage, 85
sai.eai.EAIAsyncQueue, 86
sai.eai.EAIAsyncThread, 86
sai.eai.EAIMessage, 88
sai.eai.EAIinThread, 87
sai.eai.EAIoutQueue, 90
sai.eai.EAIoutThread, 90
sai.eai.UnsupportedFieldTypeException, 300
sai.eai.VField, 304
sai.eai.VIP, 310
sai.eai.VMFCColor, 312
sai.eai.VMFFloat, 313
sai.eai.VMFInt32, 315
sai.eai.VMFRotation, 315
sai.eai.VMFString, 316
sai.eai.VMFVec2f, 318
sai.eai.VMFVec3f, 319
sai.eai.VRMLObject, 321
sai.eai.VRMLObjectObserver, 323
sai.eai.VSFBBool, 323
sai.eai.VSFCColor, 325
sai.eai.VSFFloat, 326
sai.eai.VSFImage, 328
sai.eai.VSFInt32, 329
sai.eai.VSFRotation, 330
sai.eai.VSFString, 331
sai.eai.VSFTime, 332
sai.eai.VSFVec2f, 334
sai.eai.VSFVec3f, 335
sai.FWComponentInfo, 134
sai.FWExternProtoDeclaration, 135
sai.FWMFCColor, 138
sai.FWMFCColorRGBA, 139
sai.FWMFDouble, 139

sai.FWMFFloat, 140
sai.FWMFInt32, 141
sai.FWMFNode, 142
sai.FWMFRotation, 142
sai.FWMFString, 143
sai.FWMFVec2d, 144
sai.FWMFVec2f, 145
sai.FWMFVec3d, 145
sai.FWMFVec3f, 146
sai.FWProfInfo, 147
sai.FWProfileInfo, 147
sai.FWProtoDeclaration, 148
sai.FWProtoInstance, 149
sai.FWRoute, 150
sai.FWSFBool, 150
sai.FWSFColor, 151
sai.FWSFColorRGBA, 151
sai.FWSFDouble, 152
sai.FWSFFloat, 153
sai.FWSFImage, 153
sai.FWSFInt32, 154
sai.FWSFNode, 154
sai.FWSFRotation, 155
sai.FWSFString, 156
sai.FWSFTime, 156
sai.FWSFVec2d, 157
sai.FWSFVec2f, 157
sai.FWSFVec3d, 158
sai.FWSFVec3f, 159
sai.FreeWRLBrowser, 122
sai.FreeWRLBrowserInfo, 124
sai.FreeWRLComponent, 124
sai.FreeWRLField, 125
sai.FreeWRLFieldDefinition, 126
sai.FreeWRLFieldTypes, 127
sai.FreeWRLMField, 128
sai.FreeWRLNode, 129
sai.FreeWRLNodeTypes, 129
sai.FreeWRLRendererInfo, 130
sai.FreeWRLScene, 131
ScriptFieldDecl, 254
ScriptFieldInstanceInfo, 254
ScriptParamList, 254
SensStruct, 255
Shader_Script, 277
shaderTableEntry, 278
slice, 278

textureTableIndexStruct, 288
textureVertexInfo, 288
Touch, 293
trenderstate, 295

un1, 300
Uni_String, 300

VRMLLexer, 320
VRMLParser, 323
Vector, 302
vid_stream, 305
viewer, 307
viewer_examine, 308
viewer_fly, 308
viewer_inplane, 309
viewer_walk, 309
viewer_ypz, 310
vrml.BaseNode, 50
vrml.Browser, 53
vrml.ConstField, 63
vrml.ConstMField, 65
vrml.Event, 92
vrml.external.Browser, 54
vrml.external.BrowserGlobals, 57
vrml.external.BrowserInterface, 58
vrml.external.exception.InvalidEventInException, 169
vrml.external.exception.InvalidEventOutException, 171
vrml.external.exception.InvalidNodeException, 175
vrml.external.exception.InvalidVrmlException, 179
vrml.external.field.EventIn, 93
vrml.external.field.EventInMFColor, 94
vrml.external.field.EventInMFFloat, 94
vrml.external.field.EventInMFInt32, 95
vrml.external.field.EventInMFNode, 96
vrml.external.field.EventInMFRotation, 96
vrml.external.field.EventInMFString, 97
vrml.external.field.EventInMFVec2f, 97
vrml.external.field.EventInMFVec3f, 98
vrml.external.field.EventInSFBool, 98
vrml.external.field.EventInSFColor, 99
vrml.external.field.EventInSFFloat, 99
vrml.external.field.EventInSFImage, 100
vrml.external.field.EventInSFInt32, 100
vrml.external.field.EventInSFNode, 101
vrml.external.field.EventInSFRotation, 101
vrml.external.field.EventInSFString, 102
vrml.external.field.EventInSFTime, 102
vrml.external.field.EventInSFVec2f, 103
vrml.external.field.EventInSFVec3f, 103
vrml.external.field.EventOut, 104
vrml.external.field.EventOutMFColor, 105
vrml.external.field.EventOutMFFloat, 105
vrml.external.field.EventOutMFInt32, 107
vrml.external.field.EventOutMFNode, 107
vrml.external.field.EventOutMFRotation, 108
vrml.external.field.EventOutMFString, 109
vrml.external.field.EventOutMFVec2f, 109
vrml.external.field.EventOutMFVec3f, 110
vrml.external.field.EventOutMField, 106
vrml.external.field.EventOutObserver, 110
vrml.external.field.EventOutSFBool, 111
vrml.external.field.EventOutSFColor, 111
vrml.external.field.EventOutSFFloat, 112
vrml.external.field.EventOutSFImage, 112
vrml.external.field.EventOutSFInt32, 113
vrml.external.field.EventOutSFNode, 114
vrml.external.field.EventOutSFRotation, 114
vrml.external.field.EventOutSFString, 115

- vrml.external.field.EventOutSFTIME, 115
- vrml.external.field.EventOutSFVec2f, 116
- vrml.external.field.EventOutSFVec3f, 116
- vrml.external.field.FieldTypes, 120
- vrml.external.FreeWRLEAI.EAIAsyncMessage, 84
- vrml.external.FreeWRLEAI.EAIAsyncQueue, 85
- vrml.external.FreeWRLEAI.EAIAsyncThread, 86
- vrml.external.FreeWRLEAI.EAIMessage, 88
- vrml.external.FreeWRLEAI.EAIinThread, 87
- vrml.external.FreeWRLEAI.EAOutQueue, 90
- vrml.external.FreeWRLEAI.EAOutThread, 91
- vrml.external.FreeWRLEAI.UnsupportedFieldTypeException, 301
- vrml.external.FreeWRLEAI.VField, 302
- vrml.external.FreeWRLEAI.VIP, 311
- vrml.external.FreeWRLEAI.VMFCOLOR, 312
- vrml.external.FreeWRLEAI.VMFFloat, 313
- vrml.external.FreeWRLEAI.VMFINt32, 314
- vrml.external.FreeWRLEAI.VMFRotation, 316
- vrml.external.FreeWRLEAI.VMFString, 317
- vrml.external.FreeWRLEAI.VMFVec2f, 318
- vrml.external.FreeWRLEAI.VMFVec3f, 319
- vrml.external.FreeWRLEAI.VRMLObject, 321
- vrml.external.FreeWRLEAI.VRMLObjectObserver, 322
- vrml.external.FreeWRLEAI.VSFBool, 324
- vrml.external.FreeWRLEAI.VSFCOLOR, 325
- vrml.external.FreeWRLEAI.VSFFloat, 326
- vrml.external.FreeWRLEAI.VSFImage, 327
- vrml.external.FreeWRLEAI.VSFInt32, 328
- vrml.external.FreeWRLEAI.VSFRotation, 329
- vrml.external.FreeWRLEAI.VSFString, 331
- vrml.external.FreeWRLEAI.VSFTIME, 332
- vrml.external.FreeWRLEAI.VSFVec2f, 333
- vrml.external.FreeWRLEAI.VSFVec3f, 334
- vrml.external.IBrowser, 163
- vrml.external.Node, 217
- vrml.FWCreateField, 134
- vrml.FWHelper, 135
- vrml.FWJavaScript, 136
- vrml.FWJavaScriptBinding, 136
- vrml.FWJavaScriptClassLoader, 137
- vrml.Field, 118
- vrml.field.ConstMFCOLOR, 63
- vrml.field.ConstMFFloat, 64
- vrml.field.ConstMFINt32, 66
- vrml.field.ConstMFNode, 67
- vrml.field.ConstMFRotation, 68
- vrml.field.ConstMFString, 69
- vrml.field.ConstMFTIME, 69
- vrml.field.ConstMFVec2f, 70
- vrml.field.ConstMFVec3f, 71
- vrml.field.ConstSFBool, 72
- vrml.field.ConstSFCOLOR, 72
- vrml.field.ConstSFFloat, 73
- vrml.field.ConstSFImage, 74
- vrml.field.ConstSFInt32, 75
- vrml.field.ConstSFNode, 75
- vrml.field.ConstSFRotation, 76
- vrml.field.ConstSFString, 77
- vrml.field.ConstSFTIME, 77
- vrml.field.ConstSFVec2f, 78
- vrml.field.ConstSFVec3f, 79
- vrml.field.MFCOLOR, 186
- vrml.field.MFFloat, 189
- vrml.field.MFINt32, 194
- vrml.field.MFNode, 196
- vrml.field.MFRotation, 198
- vrml.field.MFString, 199
- vrml.field.MFTIME, 201
- vrml.field.MFVec2f, 203
- vrml.field.MFVec3f, 205
- vrml.field.SFBool, 256
- vrml.field.SFCOLOR, 258
- vrml.field.SFFloat, 260
- vrml.field.SFImage, 262
- vrml.field.SFINt32, 263
- vrml.field.SFNode, 266
- vrml.field.SFRotation, 267
- vrml.field.SFString, 269
- vrml.field.SFTIME, 270
- vrml.field.SFVec2f, 273
- vrml.field.SFVec3f, 275
- vrml.InvalidEventInException, 170
- vrml.InvalidEventOutException, 170
- vrml.InvalidExposedFieldException, 172
- vrml.InvalidFieldChangeException, 172
- vrml.InvalidFieldException, 173
- vrml.InvalidRouteException, 178
- vrml.InvalidVRMLSyntaxException, 180
- vrml.InvalidX3DSyntaxException, 181
- vrml.MField, 192
- vrml.node.Node, 218
- vrml.node.Script, 253
- vrml::FWJavaScriptClassLoader
 - FWJavaScriptClassLoader, 137
- vrml::external::exception::InvalidEventInException
 - InvalidEventInException, 169
- vrml::external::exception::InvalidNodeException
 - InvalidNodeException, 176
- vrml::external::exception::InvalidVrmlException
 - InvalidVrmlException, 179
- X3D_Ancor, 336
- X3D_Appearance, 336
- X3D_Arc2D, 337
- X3D_ArcClose2D, 338
- X3D_AudioClip, 338
- X3D_Background, 339
- X3D_Billboard, 340
- X3D_BooleanFilter, 341
- X3D_BooleanSequencer, 342
- X3D_BooleanToggle, 342
- X3D_BooleanTrigger, 343
- X3D_Box, 343
- X3D_CADAssembly, 344
- X3D_CADFace, 345
- X3D_CADLayer, 345

X3D_CADPart, 346
X3D_Circle2D, 347
X3D_ClipPlane, 347
X3D_Collision, 348
X3D_Color, 349
X3D_ColorInterpolator, 349
X3D_ColorRGBA, 350
X3D_ComposedCubeMapTexture, 350
X3D_ComposedShader, 351
X3D_Cone, 352
X3D_Contour2D, 353
X3D_ContourPolyLine2D, 353
X3D_Coordinate, 354
X3D_CoordinateDouble, 354
X3D_CoordinateInterpolator, 355
X3D_CoordinateInterpolator2D, 356
X3D_Cylinder, 356
X3D_CylinderSensor, 357
X3D_DISEntityManager, 358
X3D_DISEntityTypeMapping, 359
X3D_DirectionalLight, 358
X3D_Disk2D, 360
X3D_EaseInEaseOut, 360
X3D_ElevationGrid, 361
X3D_EspduTransform, 362
X3D_Extrusion, 364
X3D_FillProperties, 365
X3D_FloatVertexAttribute, 365
X3D_Fog, 366
X3D_FogCoordinate, 367
X3D_FontStyle, 367
X3D_GeneratedCubeMapTexture, 368
X3D_GeoCoordinate, 369
X3D_GeoElevationGrid, 369
X3D_GeoLOD, 371
X3D_GeoLocation, 370
X3D_GeoMetadata, 372
X3D_GeoOrigin, 373
X3D_GeoPositionInterpolator, 373
X3D_GeoProximitySensor, 374
X3D_GeoTouchSensor, 375
X3D_GeoTransform, 376
X3D_GeoViewpoint, 377
X3D_Group, 378
X3D_HAnimDisplacer, 379
X3D_HAnimHumanoid, 379
X3D_HAnimJoint, 380
X3D_HAnimSegment, 381
X3D_HAnimSite, 382
X3D_ImageCubeMapTexture, 383
X3D_ImageTexture, 383
X3D_IndexedFaceSet, 384
X3D_IndexedLineSet, 385
X3D_IndexedQuadSet, 386
X3D_IndexedTriangleFanSet, 386
X3D_IndexedTriangleSet, 387
X3D_IndexedTriangleStripSet, 388
X3D_Inline, 389
X3D_IntegerSequencer, 389
X3D_IntegerTrigger, 390
X3D_KeySensor, 391
X3D_LOD, 395
X3D_LineProperties, 391
X3D_LineSensor, 392
X3D_LineSet, 393
X3D_LoadSensor, 393
X3D_LocalFog, 394
X3D_Material, 395
X3D_Matrix3VertexAttribute, 396
X3D_Matrix4VertexAttribute, 397
X3D_MetadataDouble, 397
X3D_MetadataFloat, 398
X3D_MetadataInteger, 398
X3D_MetadataMFBool, 399
X3D_MetadataMFColor, 399
X3D_MetadataMFColorRGBA, 400
X3D_MetadataMFDouble, 400
X3D_MetadataMFFloat, 401
X3D_MetadataMFInt32, 401
X3D_MetadataMFMatrix3d, 402
X3D_MetadataMFMatrix3f, 402
X3D_MetadataMFMatrix4d, 403
X3D_MetadataMFMatrix4f, 403
X3D_MetadataMFNode, 404
X3D_MetadataMFRotation, 404
X3D_MetadataMFString, 405
X3D_MetadataMFTime, 405
X3D_MetadataMFVec2d, 406
X3D_MetadataMFVec2f, 406
X3D_MetadataMFVec3d, 407
X3D_MetadataMFVec3f, 407
X3D_MetadataMFVec4d, 408
X3D_MetadataMFVec4f, 408
X3D_MetadataSFBool, 409
X3D_MetadataSFColor, 410
X3D_MetadataSFColorRGBA, 410
X3D_MetadataSFDouble, 411
X3D_MetadataSFFloat, 411
X3D_MetadataSFImage, 412
X3D_MetadataSFInt32, 412
X3D_MetadataSFMMatrix3d, 413
X3D_MetadataSFMMatrix3f, 413
X3D_MetadataSFMMatrix4d, 414
X3D_MetadataSFMMatrix4f, 414
X3D_MetadataSFNode, 415
X3D_MetadataSFRotation, 415
X3D_MetadataSFString, 416
X3D_MetadataSFTime, 416
X3D_MetadataSFVec2d, 417
X3D_MetadataSFVec2f, 417
X3D_MetadataSFVec3d, 418
X3D_MetadataSFVec3f, 418
X3D_MetadataSFVec4d, 419
X3D_MetadataSFVec4f, 419
X3D_MetadataSet, 409
X3D_MetadataString, 420

X3D_MovieTexture, 421
X3D_MultiTexture, 422
X3D_MultiTextureCoordinate, 422
X3D_MultiTextureTransform, 423
X3D_NavigationInfo, 423
X3D_Node, 424
X3D_Normal, 425
X3D_NormalInterpolator, 425
X3D_NurbsCurve, 426
X3D_NurbsCurve2D, 427
X3D_NurbsOrientationInterpolator, 427
X3D_NurbsPatchSurface, 428
X3D_NurbsPositionInterpolator, 429
X3D_NurbsSet, 429
X3D_NurbsSurfaceInterpolator, 430
X3D_NurbsSweptSurface, 431
X3D_NurbsSwungSurface, 431
X3D_NurbsTextureCoordinate, 432
X3D_NurbsTrimmedSurface, 433
X3D_OSC_Sensor, 435
X3D_OrientationInterpolator, 434
X3D_OrthoViewpoint, 434
X3D_PackagedShader, 436
X3D_PickableGroup, 437
X3D_PixelTexture, 437
X3D_PlaneSensor, 438
X3D_PointLight, 439
X3D_PointPickSensor, 439
X3D_PointSet, 440
X3D_PolyRep, 442
X3D_Polyline2D, 441
X3D_Polypoint2D, 441
X3D_PositionInterpolator, 443
X3D_PositionInterpolator2D, 443
X3D_ProgramShader, 444
X3D_Proto, 445
X3D_ProximitySensor, 445
X3D_QuadSet, 446
X3D_ReceiverPdu, 447
X3D_Rectangle2D, 448
X3D_ScalarInterpolator, 449
X3D_Script, 449
X3D_ShaderPart, 450
X3D_ShaderProgram, 450
X3D_Shape, 451
X3D_SignalPdu, 452
X3D_Sound, 453
X3D_Sphere, 453
X3D_SphereSensor, 454
X3D_SplinePositionInterpolator, 455
X3D_SplinePositionInterpolator2D, 455
X3D_SplineScalarInterpolator, 456
X3D_SpotLight, 457
X3D_SquadOrientationInterpolator, 458
X3D_StaticGroup, 458
X3D_StringSensor, 459
X3D_Switch, 460
X3D_Text, 460
X3D_TextureBackground, 461
X3D_TextureCoordinate, 462
X3D_TextureCoordinateGenerator, 462
X3D_TextureProperties, 463
X3D_TextureTransform, 464
X3D_TimeSensor, 464
X3D_TimeTrigger, 465
X3D_TouchSensor, 466
X3D_Transform, 466
X3D_TransmitterPdu, 467
X3D_TriangleFanSet, 469
X3D_TriangleSet, 469
X3D_TriangleSet2D, 470
X3D_TriangleStripSet, 471
X3D_TwoSidedMaterial, 472
X3D_Viewpoint, 473
X3D_ViewpointGroup, 473
X3D_Virt, 474
X3D_VisibilitySensor, 475
X3D_WorldInfo, 475
XY, 512