FreeWRL/FreeX3D

3.0.0

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Chapter 1

cson JSON API

cson (pronounced "season") is an object-oriented C API for generating and consuming JSON (http://www.↩ json.org) data.

Its main claim to fame is that it can parse JSON from, and output it to, damned near anywhere. The i/o routines use a callback function to fetch/emit JSON data, allowing clients to easily plug in their own implementations. Implementations are provided for string- and FILE-based i/o.

Project home page: http://fossil.wanderinghorse.net/repos/cson

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License: Dual Public Domain/MIT

The full license text is at the bottom of the main header file (cson.h).

Examples of how to use the library are scattered throughout the API documentation, in the test.c file in the source repo, and in the wiki on the project's home page.

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

Chapter 3

Data Structure Index

3.1 Data Structures

Here are the data structures with brief descriptions:

Chapter 4

Data Structure Documentation

4.1 _BrowserNative Struct Reference

Data Fields

- int **dummyEntry**

4.1.1 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

4.2 _cd_list_t Struct Reference

Data Fields

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

4.2.1 Detailed Description

Definition at line 85 of file list.h.

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

- src/lib/list.h

4.3 _CRnodeStruct Struct Reference

Data Fields

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

4.3.1 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

4.4 _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**

4.4.1 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

4.5 _GLwDrawingAreaClassPart Struct Reference

Data Fields

- caddr_t **extension**

4.5.1 Detailed Description

Definition at line 49 of file GLwDrawAP.h.

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

- src/lib/ui/GLwDrawAP.h

4.6 _GLwDrawingAreaClassRec Struct Reference

Data Fields

- CoreClassPart **core_class**
- **GLwDrawingAreaClassPart glwDrawingArea_class**

4.6.1 Detailed Description

Definition at line 68 of file GLwDrawAP.h.

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

- src/lib/ui/GLwDrawAP.h

4.7 _GLwDrawingAreaRec Struct Reference

Data Fields

- CorePart **core**
- **GLwDrawingAreaPart glwDrawingArea**

4.7.1 Detailed Description

Definition at line 123 of file GLwDrawAP.h.

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

- src/lib/ui/GLwDrawAP.h

4.8 _intX3D_MFBool Struct Reference

Data Fields

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

4.8.1 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

4.9 _intX3D_MFColor Struct Reference

Data Fields

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

4.9.1 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

4.10 _intX3D_MFColorRGBA Struct Reference

Data Fields

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

4.10.1 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

4.11 _intX3D_MFFloat Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFFloat** ∗ **p**

4.11.1 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

4.12 _intX3D_MFImage Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFImage** ∗ **p**

4.12.1 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

4.13 _intX3D_MFInt32 Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFInt32** ∗ **p**

4.13.1 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

4.14 _intX3D_MFNode Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFNode** ∗ **p**

4.14.1 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

4.15 _intX3D_MFRotation Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFRotation** ∗ **p**

4.15.1 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

4.16 _intX3D_MFString Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFString** ∗ **p**

4.16.1 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

4.17 _intX3D_MFTime Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFTime** ∗ **p**

4.17.1 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

4.18 _intX3D_MFVec2d Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFVec2d** ∗ **p**

4.18.1 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

4.19 _intX3D_MFVec2f Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFVec2f** ∗ **p**

4.19.1 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

4.20 _intX3D_MFVec3d Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFVec3d** ∗ **p**

4.20.1 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

4.21 _intX3D_MFVec3f Struct Reference

Data Fields

- int **type**
- int **n**
- **_intX3D_SFVec3f** ∗ **p**

4.21.1 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

4.22 _intX3D_SFBool Struct Reference

Data Fields

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

4.22.1 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

4.23 _intX3D_SFColor Struct Reference

Data Fields

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

4.23.1 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

4.24 _intX3D_SFColorRGBA Struct Reference

Data Fields

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

4.24.1 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

4.25 _intX3D_SFFloat Struct Reference

Data Fields

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

4.25.1 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

4.26 _intX3D_SFImage Struct Reference

Data Fields

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

4.26.1 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

4.27 _intX3D_SFInt32 Struct Reference

Data Fields

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

4.27.1 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

4.28 _intX3D_SFNode Struct Reference

Data Fields

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

4.28.1 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

4.29 _intX3D_SFRotation Struct Reference

Data Fields

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

4.29.1 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

4.30 _intX3D_SFString Struct Reference

Data Fields

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

4.30.1 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

4.31 _intX3D_SFTime Struct Reference

Data Fields

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

4.31.1 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

4.32 _intX3D_SFVec2d Struct Reference

Data Fields

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

4.32.1 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

4.33 _intX3D_SFVec2f Struct Reference

Data Fields

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

4.33.1 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

4.34 _intX3D_SFVec3d Struct Reference

Data Fields

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

4.34.1 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

4.35 _intX3D_SFVec3f Struct Reference

Data Fields

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

4.35.1 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

4.36 _intX3DEventIn Struct Reference

Data Fields

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

4.36.1 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

4.37 _NPByteRange Struct Reference

Data Fields

- int32_t **offset**
- uint32_t **length**
- struct **_NPByteRange** ∗ **next**

4.37.1 Detailed Description

Definition at line 176 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.38 _NPEmbedPrint Struct Reference

Data Fields

- **NPWindow window**
- void * **platformPrint**

4.38.1 Detailed Description

Definition at line 441 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.39 _NPFullPrint Struct Reference

Data Fields

- NPBool **pluginPrinted**
- NPBool **printOne**
- void * **platformPrint**

4.39.1 Detailed Description

Definition at line 433 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.40 _NPImageExpose Struct Reference

Data Fields

- char * **data**
- int32_t **stride**
- int32_t **depth**
- int32_t **x**
- int32_t **y**
- uint32_t **width**
- uint32_t **height**
- **NPSize dataSize**
- float **translateX**
- float **translateY**
- float **scaleX**
- float **scaleY**

4.40.1 Detailed Description

Definition at line 417 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.41 _NPNetscapeFuncs Struct Reference

Data Fields

- uint16_t **size**
- uint16_t **version**
- NPN_GetURLProcPtr **geturl**
- NPN_PostURLProcPtr **posturl**
- NPN_RequestReadProcPtr **requestread**
- NPN_NewStreamProcPtr **newstream**
- NPN_WriteProcPtr **write**
- NPN_DestroyStreamProcPtr **destroystream**
- NPN_StatusProcPtr **status**
- NPN_UserAgentProcPtr **uagent**
- NPN_MemAllocProcPtr **memalloc**
- NPN_MemFreeProcPtr **memfree**
- NPN_MemFlushProcPtr **memflush**
- NPN_ReloadPluginsProcPtr **reloadplugins**
- NPN_GetJavaEnvProcPtr **getJavaEnv**
- NPN_GetJavaPeerProcPtr **getJavaPeer**
- NPN_GetURLNotifyProcPtr **geturlnotify**
- NPN_PostURLNotifyProcPtr **posturlnotify**
- NPN_GetValueProcPtr **getvalue**
- NPN_SetValueProcPtr **setvalue**
- NPN_InvalidateRectProcPtr **invalidaterect**

- NPN_InvalidateRegionProcPtr **invalidateregion**
- NPN_ForceRedrawProcPtr **forceredraw**
- NPN_GetStringIdentifierProcPtr **getstringidentifier**
- NPN_GetStringIdentifiersProcPtr **getstringidentifiers**
- NPN_GetIntIdentifierProcPtr **getintidentifier**
- NPN_IdentifierIsStringProcPtr **identifierisstring**
- NPN_UTF8FromIdentifierProcPtr **utf8fromidentifier**
- NPN_IntFromIdentifierProcPtr **intfromidentifier**
- NPN_CreateObjectProcPtr **createobject**
- NPN_RetainObjectProcPtr **retainobject**
- NPN_ReleaseObjectProcPtr **releaseobject**
- NPN_InvokeProcPtr **invoke**
- NPN_InvokeDefaultProcPtr **invokeDefault**
- NPN_EvaluateProcPtr **evaluate**
- NPN_GetPropertyProcPtr **getproperty**
- NPN_SetPropertyProcPtr **setproperty**
- NPN_RemovePropertyProcPtr **removeproperty**
- NPN_HasPropertyProcPtr **hasproperty**
- NPN_HasMethodProcPtr **hasmethod**
- NPN_ReleaseVariantValueProcPtr **releasevariantvalue**
- NPN_SetExceptionProcPtr **setexception**
- NPN_PushPopupsEnabledStateProcPtr **pushpopupsenabledstate**
- NPN_PopPopupsEnabledStateProcPtr **poppopupsenabledstate**
- NPN_EnumerateProcPtr **enumerate**
- NPN_PluginThreadAsyncCallProcPtr **pluginthreadasynccall**
- NPN_ConstructProcPtr **construct**
- NPN_GetValueForURLPtr **getvalueforurl**
- NPN_SetValueForURLPtr **setvalueforurl**
- NPN_GetAuthenticationInfoPtr **getauthenticationinfo**

4.41.1 Detailed Description

Definition at line 139 of file npfunctions.h.

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

- src/plugin_win32/include/npfunctions.h

4.42 _NPP Struct Reference

Data Fields

- void * **pdata**
- void * **ndata**

4.42.1 Detailed Description

Definition at line 148 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.43 _NPPluginFuncs Struct Reference

Data Fields

- uint16_t **size**
- uint16_t **version**
- NPP_NewProcPtr **newp**
- NPP_DestroyProcPtr **destroy**
- NPP_SetWindowProcPtr **setwindow**
- NPP_NewStreamProcPtr **newstream**
- NPP_DestroyStreamProcPtr **destroystream**
- NPP_StreamAsFileProcPtr **asfile**
- NPP_WriteReadyProcPtr **writeready**
- NPP_WriteProcPtr **write**
- NPP_PrintProcPtr **print**
- NPP_HandleEventProcPtr **event**
- NPP_URLNotifyProcPtr **urlnotify**
- void * **javaClass**
- NPP_GetValueProcPtr **getvalue**
- NPP_SetValueProcPtr **setvalue**

4.43.1 Detailed Description

Definition at line 120 of file npfunctions.h.

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

- src/plugin_win32/include/npfunctions.h

4.44 _NPPrint Struct Reference

Data Fields

- uint16_t **mode**
- union {
  NPFullPrint fullPrint
  NPEmbedPrint embedPrint
  } **print**

4.44.1 Detailed Description

Definition at line 447 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.45 _NPRect Struct Reference

Data Fields

- uint16_t **top**
- uint16_t **left**
- uint16_t **bottom**
- uint16_t **right**

4.45.1 Detailed Description

Definition at line 189 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.46 _NPSavedData Struct Reference

Data Fields

- int32_t **len**
- void * **buf**

4.46.1 Detailed Description

Definition at line 183 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.47 _NPSize Struct Reference

Data Fields

- int32_t **width**
- int32_t **height**

4.47.1 Detailed Description

Definition at line 197 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.48 _NPStream Struct Reference

Data Fields

- void ∗ **pdata**
- void ∗ **ndata**
- const char ∗ **url**
- uint32_t **end**
- uint32_t **lastmodified**
- void ∗ **notifyData**
- const char ∗ **headers**

4.48.1 Detailed Description

Definition at line 156 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.49 _NPString Struct Reference

Data Fields

- const NPUTF8 ∗ **UTF8Characters**
- uint32_t **UTF8Length**

4.49.1 Detailed Description

Definition at line 117 of file npruntime.h.

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

- src/plugin_win32/include/npruntime.h

4.50 _NPVariant Struct Reference

Data Fields

- NPVariantType **type**
- union {
  bool **boolValue**
  int32_t **intValue**
  double **doubleValue**
  NPString stringValue
  NPObject ∗ **objectValue**
  } **value**

4.50.1 Detailed Description

Definition at line 132 of file npruntime.h.

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

- src/plugin_win32/include/npruntime.h

4.51 _NPWindow Struct Reference

Data Fields

- void * **window**
- int32_t **x**
- int32_t **y**
- uint32_t **width**
- uint32_t **height**
- **NPRect clipRect**
- NPWindowType **type**

4.51.1 Detailed Description

Definition at line 400 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.52 _s_list_t Struct Reference

Data Fields

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

4.52.1 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

4.53 freeWRLSAI_cpp::_SAIParameter Class Reference

Data Fields

- void * **interactor**

4.53.1 Detailed Description

Definition at line 31 of file SAIGlobals.h.

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

- src/SAI_Cpp/SAIGlobals.h

4.54 _SFColorNative Struct Reference

Data Fields

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

4.54.1 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

4.55 _SFColorRGBANative Struct Reference

Data Fields

- int **valueChanged**
- struct **SFColorRGBA v**

4.55.1 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

4.56 _SFImageNative Struct Reference

Data Fields

- int **valueChanged**

4.56.1 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

4.57 _SFNodeNative Struct Reference

Data Fields

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

4.57.1 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

4.58 _SFRotationNative Struct Reference

Data Fields

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

4.58.1 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

4.59 _SFVec2fNative Struct Reference

Data Fields

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

4.59.1 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

4.60 _SFVec3dNative Struct Reference

Data Fields

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

4.60.1 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

4.61 _SFVec3fNative Struct Reference

Data Fields

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

4.61.1 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

4.62 _SFVec4dNative Struct Reference

Data Fields

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

4.62.1 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

4.63 _SFVec4fNative Struct Reference

Data Fields

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

4.63.1 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

4.64 _urlRequest Struct Reference

Data Fields

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

4.64.1 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

4.65 _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**

4.65.1 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

4.66 ActiveRegion Struct Reference

Data Fields

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

4.66.1 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

4.67 anyVrml Union Reference

4.67.1 Detailed Description

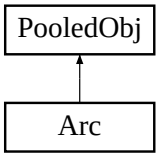
Definition at line 55 of file CParseGeneral.h.

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

- src/lib/vrml_parser/CParseGeneral.h

4.68 Arc Class Reference

Inheritance diagram for Arc:



Public Member Functions

- **Arc** (**Arc** ∗, **PwlArc** ∗)
- **Arc** (arc_side, long)
- Arc_ptr **append** (Arc_ptr)
- int **check** (void)
- int **isMonotone** (void)
- int **isDisconnected** (void)
- int **numpts** (void)
- void **markverts** (void)
- void **getextrema** (Arc_ptr[4])
- void **print** (void)
- void **show** (void)
- void **makeSide** (**PwlArc** ∗, arc_side)
- int **isTessellated** ()
- long **isbezier** ()
- void **setbezier** ()
- void **clearbezier** ()
- long **npts** ()

- **TrimVertex** ∗ **pts** ()
- REAL ∗ **tail** ()
- REAL ∗ **head** ()
- REAL ∗ **rhead** ()
- long **ismarked** ()
- void **setmark** ()
- void **clearmark** ()
- void **clearside** ()
- void **setside** (arc_side s)
- arc_side **getside** ()
- int **getitail** ()
- void **setitail** ()
- void **clearitail** ()

Data Fields

- Arc_ptr **prev**
- Arc_ptr **next**
- Arc_ptr **link**
- **BezierArc** ∗ **bezierArc**
- **PwlArc** ∗ **pwlArc**
- long **type**
- long **nuid**

Static Public Attributes

- static const int **bezier_tag** = (1<<13)
- static const int **arc_tag** = (1<<3)
- static const int **tail_tag** = (1<<6)

4.68.1 Detailed Description

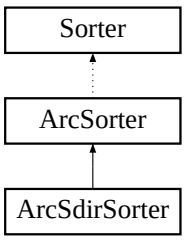
Definition at line 55 of file arc.h.

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

- src/libnurbs/internals/arc.h
- src/libnurbs/internals/arc.cc

4.69 ArcSdirSorter Class Reference

Inheritance diagram for ArcSdirSorter:



Public Member Functions

- **ArcSdirSorter** (**Subdivider** &)

Additional Inherited Members

4.69.1 Detailed Description

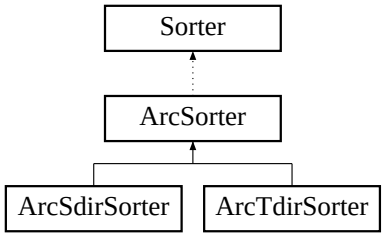
Definition at line 58 of file arcsorter.h.

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

- src/libnurbs/internals/arcsorter.h
- src/libnurbs/internals/arcsorter.cc

4.70 ArcSorter Class Reference

Inheritance diagram for ArcSorter:



Public Member Functions

- **ArcSorter** (**Subdivider** &)
- void **qsort** (**Arc** ∗∗a, int n)

Protected Member Functions

- virtual int **qscmp** (char ∗, char ∗)

Protected Attributes

- **Subdivider** & **subdivider**

4.70.1 Detailed Description

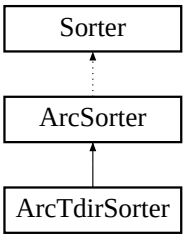
Definition at line 45 of file arcsorter.h.

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

- src/libnurbs/internals/arcsorter.h
- src/libnurbs/internals/arcsorter.cc

4.71 ArcTdirSorter Class Reference

Inheritance diagram for ArcTdirSorter:



Public Member Functions

- **ArcTdirSorter** (**Subdivider** &)

Additional Inherited Members

4.71.1 Detailed Description

Definition at line 66 of file arcsorter.h.

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

- src/libnurbs/internals/arcsorter.h
- src/libnurbs/internals/arcsorter.cc

4.72 ArcTessellator Class Reference

Public Member Functions

- **ArcTessellator** (**TrimVertexPool** &, **Pool** &)
- void **bezier** (Arc_ptr, REAL, REAL, REAL, REAL)
- void **pwl** (Arc_ptr, REAL, REAL, REAL, REAL, REAL)
- void **pwl_left** (Arc_ptr, REAL, REAL, REAL, REAL)
- void **pwl_right** (Arc_ptr, REAL, REAL, REAL, REAL)
- void **pwl_top** (Arc_ptr, REAL, REAL, REAL, REAL)
- void **pwl_bottom** (Arc_ptr, REAL, REAL, REAL, REAL)
- void **tessellateLinear** (Arc_ptr, REAL, REAL, int)
- void **tessellateNonlinear** (Arc_ptr, REAL, REAL, int)

4.72.1 Detailed Description

Definition at line 47 of file arctess.h.

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

- src/libnurbs/internals/arctess.h
- src/libnurbs/internals/arctess.cc

4.73 ArgListType Struct Reference

Data Fields

- char **nfixedArg**
- char **iVarArgStartsAt**
- char **fillMissingFixedWithZero**
- char ∗ **argtypes**

4.73.1 Detailed Description

Definition at line 40 of file FWTYPE.h.

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

- src/lib/world_script/FWTYPE.h

4.74 Atlas Struct Reference

Data Fields

- char ∗ **name**
- int **type**
- unsigned char ∗ **texture**
- int **bytesperpixel**
- **ivec2 size**
- int **rowheight**
- **ivec2 pen**

4.74.1 Detailed Description

Definition at line 2251 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.75 AtlasEntry Struct Reference

Data Fields

- char ∗ **name**
- int **type**
- **ivec2 apos**
- **ivec2 size**
- int **ichar**
- **ivec2 pos**
- **ivec2 advance**

4.75.1 Detailed Description

Definition at line 2230 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.76 AtlasEntrySet Struct Reference

Data Fields

- char * **name**
- int **type**
- int **EMpixels**
- int **maxadvancepx**
- int **rowheight**
- int **lastascii**
- char * **atlasName**
- **Atlas** * **atlas**
- **AtlasFont** * **font**
- **AtlasEntry** * **ascii** [128]
- struct **Vector** * **entries**

4.76.1 Detailed Description

Definition at line 2214 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.77 AtlasFont Struct Reference

Data Fields

- char * **name**
- int **type**
- char * **path**
- FT_Face **fontFace**
- int **EMsize**
- **AtlasEntrySet** * **set**

4.77.1 Detailed Description

Definition at line 2274 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.78 Backend Class Reference

Public Member Functions

- **Backend** (**BasicCurveEvaluator** &c, **BasicSurfaceEvaluator** &e)
- void **bgnsurf** (int, int, long)
- void **patch** (REAL, REAL, REAL, REAL)
- void **surfpts** (long, REAL ∗, long, long, int, int, REAL, REAL, REAL, REAL)
- void **surfbbox** (long, REAL ∗, REAL ∗)
- void **surfgrid** (REAL, REAL, long, REAL, REAL, long)
- void **surfmesh** (long, long, long, long)
- void **bgntmesh** (const char ∗)
- void **endtmesh** (void)
- void **swaptmesh** (void)
- void **tmeshvert** (**GridTrimVertex** ∗)
- void **tmeshvert** (**TrimVertex** ∗)
- void **tmeshvert** (**GridVertex** ∗)
- void **tmeshvert** (REAL u, REAL v)
- void **linevert** (**TrimVertex** ∗)
- void **linevert** (**GridVertex** ∗)
- void **bgnoutline** (void)
- void **endoutline** (void)
- void **endsurf** (void)
- void **triangle** (**TrimVertex** ∗, **TrimVertex** ∗, **TrimVertex** ∗)
- void **bgntfan** ()
- void **endtfan** ()
- void **bgnqstrip** ()
- void **endqstrip** ()
- void **evalUStrip** (int n_upper, REAL v_upper, REAL ∗upper_val, int n_lower, REAL v_lower, REAL ∗lower↩ _val)
- void **evalVStrip** (int n_left, REAL u_left, REAL ∗left_val, int n_right, REAL v_right, REAL ∗right_val)
- void **tmeshvertNOGE** (**TrimVertex** ∗t)
- void **tmeshvertNOGE_BU** (**TrimVertex** ∗t)
- void **tmeshvertNOGE_BV** (**TrimVertex** ∗t)
- void **preEvaluateBU** (REAL u)
- void **preEvaluateBV** (REAL v)
- void **bgncurv** (void)
- void **segment** (REAL, REAL)
- void **curvpts** (long, REAL ∗, long, int, REAL, REAL)
- void **curvgrid** (REAL, REAL, long)
- void **curvmesh** (long, long)
- void **curvpt** (REAL)
- void **bgnline** (void)
- void **endline** (void)
- void **endcurv** (void)

4.78.1 Detailed Description

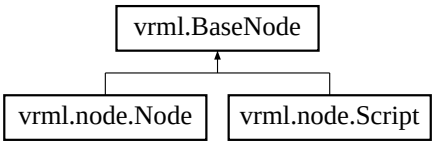
Definition at line 46 of file backend.h.

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

- src/libnurbs/internals/backend.h
- src/libnurbs/internals/backend.cc

4.79 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** ()

4.79.1 Detailed Description

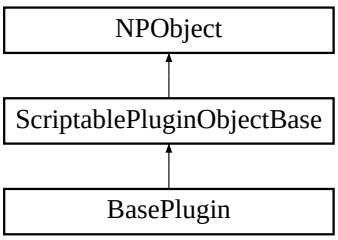
Definition at line 5 of file BaseNode.java.

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

- src/java/vrml/BaseNode.java

4.80 BasePlugin Class Reference

Inheritance diagram for BasePlugin:



Public Member Functions

- **BasePlugin** (**NPP** npp)
- virtual bool **HasMethod** (NPIdentifier name)
- virtual bool **HasProperty** (NPIdentifier name)

  Returns true if the NPIdentifier passed is managed as a scriptable property.
- virtual bool **GetProperty** (NPIdentifier name, **NPVariant** ∗result)

  Returns true if the scriptable property is managed and fills the NPVariant pointer with the value.
- virtual bool **Invoke** (NPIdentifier name, const **NPVariant** ∗args, uint32_t argCount, **NPVariant** ∗result)

  returns true if the invoked method is managed and executes the appropriate code filling the NPVariant pointer with data if needed
- virtual bool **InvokeDefault** (const **NPVariant** ∗args, uint32_t argCount, **NPVariant** ∗result)

  Manages the invocation of the default '()' method.

Additional Inherited Members

4.80.1 Detailed Description

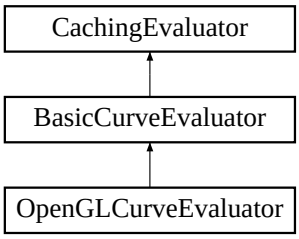
Definition at line 62 of file BasePlugin.h.

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

- src/plugin_win32/BasePlugin.h
- src/plugin_win32/BasePlugin.cpp

4.81 BasicCurveEvaluator Class Reference

Inheritance diagram for BasicCurveEvaluator:



Public Member Functions

- virtual void **domain1f** (REAL, REAL)
- virtual void **range1f** (long, REAL ∗, REAL ∗)
- virtual void **enable** (long)
- virtual void **disable** (long)
- virtual void **bgnmap1f** (long)
- virtual void **map1f** (long, REAL, REAL, long, long, REAL ∗)
- virtual void **mapgrid1f** (long, REAL, REAL)
- virtual void **mapmesh1f** (long, long, long)
- virtual void **evalcoord1f** (long, REAL)
- virtual void **endmap1f** (void)
- virtual void **bgnline** (void)
- virtual void **endline** (void)

Additional Inherited Members

4.81.1 Detailed Description

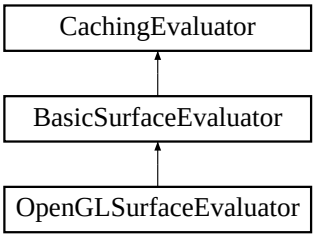
Definition at line 43 of file basiccrveval.h.

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

- src/libnurbs/internals/basiccrveval.h
- src/libnurbs/internals/basiccrveval.cc

4.82 BasicSurfaceEvaluator Class Reference

Inheritance diagram for BasicSurfaceEvaluator:



Public Member Functions

- virtual void **range2f** (long, REAL ∗, REAL ∗)
- virtual void **domain2f** (REAL, REAL, REAL, REAL)
- virtual void **enable** (long)
- virtual void **disable** (long)
- virtual void **bgnmap2f** (long)
- virtual void **map2f** (long, REAL, REAL, long, long, REAL, REAL, long, long, REAL ∗)
- virtual void **mapgrid2f** (long, REAL, REAL, long, REAL, REAL)
- virtual void **mapmesh2f** (long, long, long, long, long)
- virtual void **evalcoord2f** (long, REAL, REAL)
- virtual void **evalpoint2i** (long, long)
- virtual void **endmap2f** (void)
- virtual void **polymode** (long)
- virtual void **bgnline** (void)
- virtual void **endline** (void)
- virtual void **bgnclosedline** (void)
- virtual void **endclosedline** (void)
- virtual void **bgntmesh** (void)
- virtual void **swaptmesh** (void)
- virtual void **endtmesh** (void)
- virtual void **bgnqstrip** (void)
- virtual void **endqstrip** (void)
- virtual void **bgntfan** (void)
- virtual void **endtfan** (void)
- virtual void **evalUStrip** (int n_upper, REAL v_upper, REAL ∗upper_val, int n_lower, REAL v_lower, REAL ∗lower_val)=0
- virtual void **evalVStrip** (int n_left, REAL u_left, REAL ∗left_val, int n_right, REAL u_right, REAL ∗right_val)=0
- virtual void **inDoEvalCoord2NOGE** (REAL u, REAL v, REAL ∗ret_point, REAL ∗ret_normal)=0
- virtual void **inDoEvalCoord2NOGE_BU** (REAL u, REAL v, REAL ∗ret_point, REAL ∗ret_normal)=0
- virtual void **inDoEvalCoord2NOGE_BV** (REAL u, REAL v, REAL ∗ret_point, REAL ∗ret_normal)=0
- virtual void **inPreEvaluateBV_intfac** (REAL v)=0
- virtual void **inPreEvaluateBU_intfac** (REAL u)=0

Additional Inherited Members

4.82.1 Detailed Description

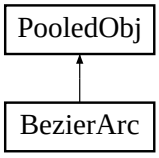
Definition at line 43 of file basicsurfeval.h.

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

- src/libnurbs/internals/basicsurfeval.h
- src/libnurbs/internals/basicsurfeval.cc

4.83 BezierArc Struct Reference

Inheritance diagram for BezierArc:



Data Fields

- REAL ∗ **cpts**
- int **order**
- int **stride**
- long **type**
- **Mapdesc** ∗ **mapdesc**

Additional Inherited Members

4.83.1 Detailed Description

Definition at line 43 of file bezierarc.h.

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

- src/libnurbs/internals/bezierarc.h

4.84 bezierPatch Struct Reference

Data Fields

- float **umin**
- float **vmin**
- float **umax**
- float **vmax**
- int **uorder**
- int **vorder**
- int **dimension**
- float ∗ **ctlpoints**
- struct **bezierPatch** ∗ **next**

4.84.1 Detailed Description

Definition at line 36 of file bezierPatch.h.

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

- src/libnurbs/interface/bezierPatch.h

4.85 bezierPatchMesh Struct Reference

Data Fields

- **bezierPatch** ∗ **bpatch**
- **bezierPatch** ∗ **bpatch_normal**
- **bezierPatch** ∗ **bpatch_texcoord**
- **bezierPatch** ∗ **bpatch_color**
- float ∗ **UVarray**
- int ∗ **length_array**
- GLenum ∗ **type_array**
- int **size_UVarray**
- int **index_UVarray**
- int **size_length_array**
- int **index_length_array**
- int **counter**
- GLenum **type**
- float ∗ **vertex_array**
- float ∗ **normal_array**
- float ∗ **color_array**
- float ∗ **texcoord_array**
- struct **bezierPatchMesh** ∗ **next**

4.85.1 Detailed Description

Definition at line 38 of file bezierPatchMesh.h.

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

- src/libnurbs/interface/bezierPatchMesh.h

4.86 Bin Class Reference

Public Member Functions

- Arc_ptr **firstarc** (void)
- Arc_ptr **nextarc** (void)
- Arc_ptr **removearc** (void)
- int **isnonempty** (void)
- void **addarc** (Arc_ptr)
- void **remove_this_arc** (Arc_ptr)
- int **numarcs** (void)
- void **adopt** (void)
- void **markall** (void)
- void **show** (char ∗)
- void **listBezier** (void)

4.86.1 Detailed Description

Definition at line 43 of file bin.h.

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

- src/libnurbs/internals/bin.h
- src/libnurbs/internals/bin.cc

4.87 bindablestack Struct Reference

Data Fields

- void * **background**
- void * **viewpoint**
- void * **fog**
- void * **navigation**
- int **layerId**
- double **screenorientationmatrix** [16]
- double **viewtransformmatrix** [16]
- double **posorimatrix** [16]
- double **stereooffsetmatrix** [2][16]
- int **isStereo**
- int **iside**
- int **nodetype**
- void * **viewer**
- double **pickraymatrix** [2][16]

4.87.1 Detailed Description

Definition at line 57 of file Bindable.h.

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

- src/lib/x3d_parser/Bindable.h

4.88 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**

4.88.1 Detailed Description

Definition at line 182 of file mpeg_berkley.h.

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

- src/lib/scenegraph/mpeg_berkley.h

4.89 Breakpt Struct Reference

Data Fields

- Knot **value**
- int **multi**
- int **def**

4.89.1 Detailed Description

Definition at line 48 of file tobezier.cc.

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

- src/libnurbs/internals/tobezier.cc

4.90 brotoDefpair Struct Reference

Data Fields

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

4.90.1 Detailed Description

Definition at line 235 of file CParseParser.h.

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

- src/lib/vrml_parser/CParseParser.h

4.91 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**

4.91.1 Detailed Description

Definition at line 4103 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

4.92 brotoRoute Struct Reference

Data Fields

- struct **brouteEnd from**
- struct **brouteEnd to**
- int **lastCommand**
- int **ft**

4.92.1 Detailed Description

Definition at line 73 of file CRoutes.h.

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

- src/lib/vrml_parser/CRoutes.h

4.93 brouteEnd Struct Reference

Data Fields

- int **weak**
- char ∗ **cnode**
- char ∗ **cfield**
- struct **X3D_Node** ∗ **node**
- int **ifield**
- int **ftype**

4.93.1 Detailed Description

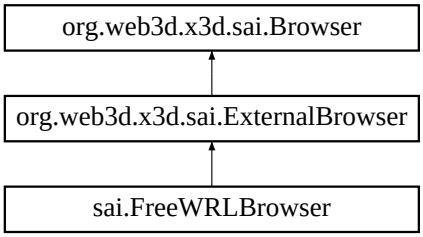
Definition at line 62 of file CRoutes.h.

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

- src/lib/vrml_parser/CRoutes.h

4.94 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, NotSupported↩ Exception, ConnectionException
- **X3DExecutionContext getExecutionContext** () throws InvalidBrowserException, ConnectionException
- **X3DScene createScene** (**ProfileInfo** profile, **ComponentInfo**[ ] components) throws InvalidBrowser↩ Exception, 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, InvalidX3D↩ Exception, 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** ()

4.94.1 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

4.95 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

4.95.1 Detailed Description

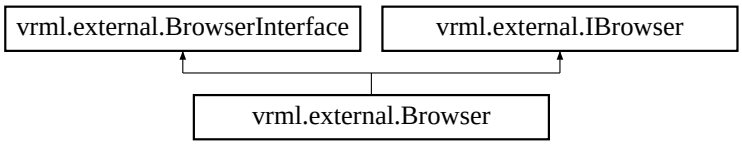
Definition at line 4 of file Browser.java.

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

- src/java/vrml/Browser.java

4.96 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 EVentreply, 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)

4.96.1 Detailed Description

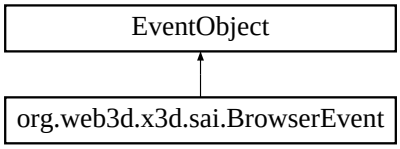
Definition at line 27 of file Browser.java.

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

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

4.97 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

4.97.1 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

4.98 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

4.98.1 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

4.99 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, NoSuch↩ BrowserException, UnknownHostException, ConnectionException
- **X3DComponent createX3DComponent** (Map args) throws NotSupportedException

4.99.1 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

4.100 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 EVObserver** [ ] = new **EventOutObserver**[256]
- static **EAIAsyncThread RL_Async**
- static int **queryno** = 1

4.100.1 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

4.101 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 EVObserver** [ ] = new **X3DFieldEventListener**[256]
- static **EAIAsyncThread RL_Async**
- static int **queryno** = 1

4.101.1 Detailed Description

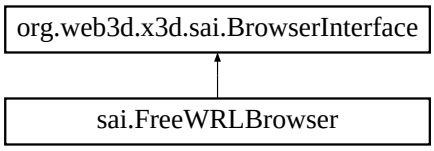
Definition at line 7 of file BrowserGlobals.java.

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

- src/java/sai/BrowserGlobals.java

4.102 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)

4.102.1 Detailed Description

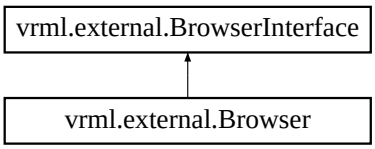
Definition at line 6 of file BrowserInterface.java.

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

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

4.103 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)

4.103.1 Detailed Description

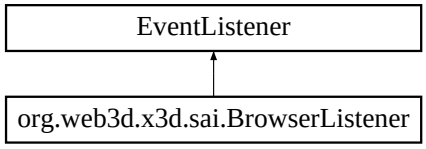
Definition at line 8 of file BrowserInterface.java.

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

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

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

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



Public Member Functions

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

4.104.1 Detailed Description

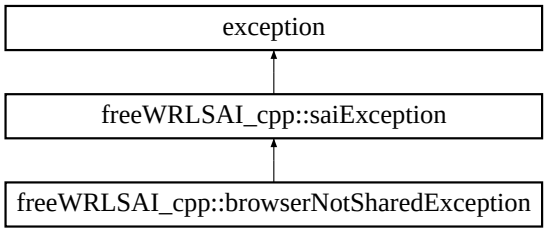
Definition at line 6 of file BrowserListener.java.

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

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

4.105 freeWRLSAI_cpp::browserNotSharedException Class Reference

Inheritance diagram for freeWRLSAI_cpp::browserNotSharedException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.105.1 Detailed Description

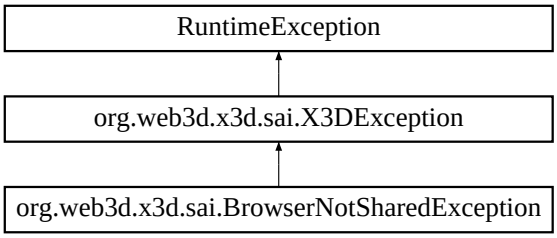
Definition at line 218 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

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

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



Public Member Functions

- **BrowserNotSharedException** (String msg)

4.106.1 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

4.107 Buffer Class Reference

Friends

- class **Pool**

4.107.1 Detailed Description

Definition at line 45 of file bufpool.h.

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

- src/libnurbs/internals/bufpool.h

4.108 BUTitem Struct Reference

Data Fields

- unsigned char ∗ **B**
- **BUTitem** ∗ **prev**
- **BUTitem** ∗ **next**

4.108.1 Detailed Description

Definition at line 814 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.109 CachedVertex Struct Reference

Data Fields

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

4.109.1 Detailed Description

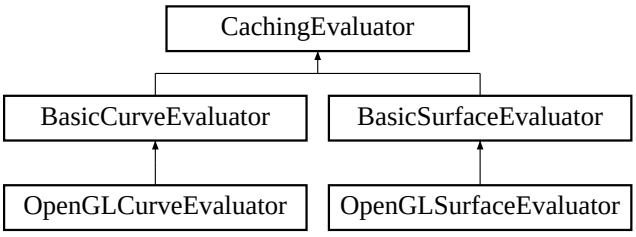
Definition at line 54 of file tess.h.

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

- src/libtess/tess.h

4.110 CachingEvaluator Class Reference

Inheritance diagram for CachingEvaluator:



Public Types

- enum **ServiceMode** { **play**, **record**, **playAndRecord** }

Public Member Functions

- virtual int **canRecord** (void)
- virtual int **canPlayAndRecord** (void)
- virtual int **createHandle** (int handle)
- virtual void **beginOutput** (ServiceMode, int handle)
- virtual void **endOutput** (void)
- virtual void **discardRecording** (int handle)
- virtual void **playRecording** (int handle)

4.110.1 Detailed Description

Definition at line 39 of file cachingeval.h.

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

- src/libnurbs/internals/cachingeval.h
- src/libnurbs/internals/cachingeval.cc

4.111 cbDataExactName Struct Reference

Data Fields

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

4.111.1 Detailed Description

Definition at line 5222 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

4.112 cbDataRootNameAndRouteDir Struct Reference

Data Fields

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

4.112.1 Detailed Description

Definition at line 5264 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

4.113 CdllFreeWRL Class Reference

Public Types

- enum **KeyAction** { **KEYDOWN** =2, **KEYUP** =3, **KEYPRESS** =1 }
- enum **MouseAction** { **MOUSEMOVE** =6, **MOUSEDOWN** =4, **MOUSEUP** =5 }
- enum **MouseButton** { **LEFT** =1, **MIDDLE** =2, **RIGHT** =3, **NONE** =0 }
- enum **resource_status** {
  ress_none, **ress_starts_good**, **ress_invalid**, **ress_downloaded**,
  ress_failed, **ress_loaded**, **ress_not_loaded**, **ress_parsed**,
  ress_not_parsed }
- enum **resource_media_type** {
  resm_unknown, **resm_vrml**, **resm_x3d**, **resm_image**,
  resm_movie, **resm_script**, **resm_pshader**, **resm_fshader**,
  resm_audio, **resm_x3z**, **resm_external** }

Public Member Functions

- **CdllFreeWRL** (int width, int height, void ∗windowhandle=0, bool bEai=false)
- **CdllFreeWRL** (char ∗scene_url, int width, int height, void ∗windowhandle=0, bool bEai=false)
- void **setDensityFactor** (float density_factor)
- void **onInit** (int width, int height, void ∗windowhandle=0, bool bEai=false, bool frontend_handles_display_↩thread=false)
- void **onLoad** (char ∗scene_url)
- void **onResize** (int width, int height)
- int **onMouse** (int mouseAction, int mouseButton, int x, int y)
- int **onTouch** (int touchAction, unsigned int ID, int x, int y)
- void **onGyro** (float rx, float ry, float rz)
- void **onAccelerometer** (float ax, float ay, float az)
- void **onMagnetic** (float azimuth, float pitch, float roll)
- void **onKey** (int keyAction, int keyValue)
- void **onDraw** ()
- void **onClose** ()
- void **print** (char ∗str)
- void **setTempFolder** (char ∗tmpFolder)
- void **setFontFolder** (char ∗fontFolder)
- int **getUpdatedCursorStyle** ()
- void ∗ **frontenditem_dequeue** ()
- char ∗ **resitem_getURL** (void ∗res)
- int **resitem_getStatus** (void ∗res)
- void **resitem_setStatus** (void ∗res, int status)
- int **resitem_getType** (void ∗res)
- int **resitem_getMediaType** (void ∗res)
- void **resitem_enqueuNextMulti** (void ∗res)
- void **resitem_setLocalPath** (void ∗res, char ∗path)
- void **resitem_enqueue** (void ∗res)
- void **resitem_load** (void ∗res)
- void **commandline** (char ∗cmdline)

4.113.1 Detailed Description

Definition at line 18 of file dllFreeWRL.h.

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

- src/dllFreeWRL/dllFreeWRL.h
- src/dllFreeWRL/dllFreeWRL.cpp

4.114 chardata Struct Reference

Data Fields

- unsigned int **iglyph**
- double **advance**
- double **x**
- double **y**
- double **sx**
- double **sy**

4.114.1 Detailed Description

Definition at line 202 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.115 chaser_ptrs Struct Reference

Data Fields

- void * **value_changed**
- void * **initialDestination**
- void * **initialValue**
- void * **set_destination**
- void * **set_value**
- void * **_buffer**
- void * **_previousValue**
- void * **_destination**

4.115.1 Detailed Description

Definition at line 164 of file Component_Followers.c.

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

- src/lib/scenegraph/Component_Followers.c

4.116 cline Struct Reference

Data Fields

- int **n**
- GLfloat **p** [6]

4.116.1 Detailed Description

Definition at line 234 of file CursorDraw.c.

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

- src/lib/ui/CursorDraw.c

4.117 coded_block_pattern_entry Struct Reference

Data Fields

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

4.117.1 Detailed Description

Definition at line 768 of file mpeg_berkley.h.

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

- src/lib/scenegraph/mpeg_berkley.h

4.118 colorScheme Struct Reference

Data Fields

- char * **name**
- char * **panel**
- char * **menuIcon**
- char * **statusText**
- char * **messageText**

4.118.1 Detailed Description

Definition at line 329 of file common.c.

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

- src/lib/ui/common.c

4.119 command Struct Reference

Data Fields

- char ∗ **key**
- int(∗ **cmdfunc**)()
- int(∗ **valfunc**)(char ∗val)
- char ∗ **helpstring**

4.119.1 Detailed Description

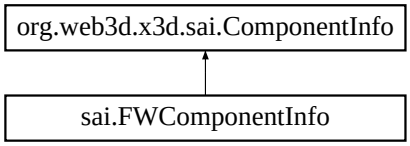
Definition at line 686 of file common.c.

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

- src/lib/ui/common.c

4.120 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** ()

4.120.1 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

4.121 connection_info_struct Struct Reference

Data Fields

- int **connectiontype**
- char ∗ **answerstring**
- int **len**
- struct MHD_PostProcessor ∗ **postprocessor**

4.121.1 Detailed Description

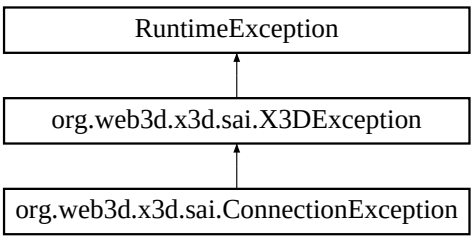
Definition at line 811 of file SSRServer.c.

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

- src/SSR/SSRServer.c

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

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



Public Member Functions

- **ConnectionException** (String msg)

4.122.1 Detailed Description

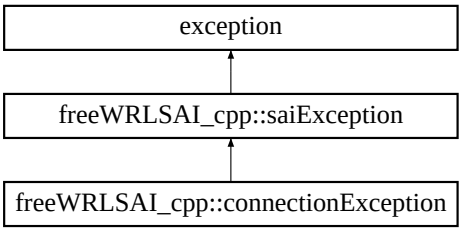
Definition at line 3 of file ConnectionException.java.

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

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

4.123 freeWRLSAI_cpp::connectionException Class Reference

Inheritance diagram for freeWRLSAI_cpp::connectionException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.123.1 Detailed Description

Definition at line 85 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.124 consoleLine Struct Reference

Data Fields

- char ∗ **line**
- int **len**
- int **endline**

4.124.1 Detailed Description

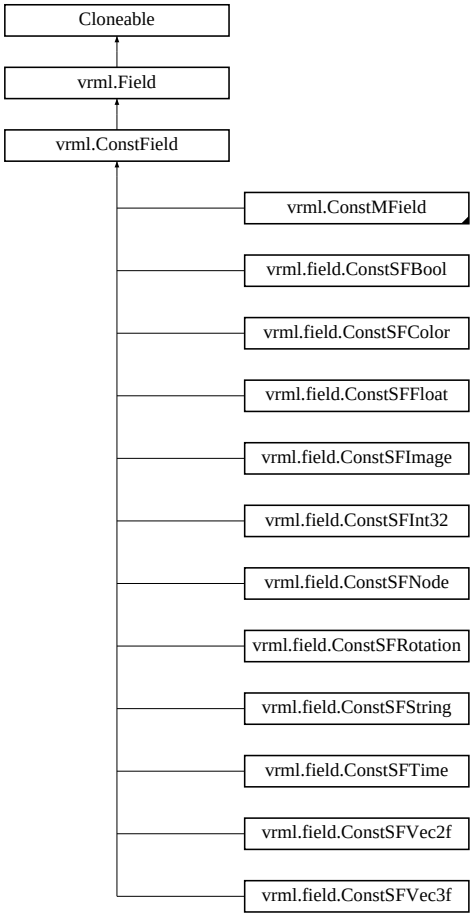
Definition at line 807 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.125 vrml.ConstField Class Reference

Inheritance diagram for vrml.ConstField:



Additional Inherited Members

4.125.1 Detailed Description

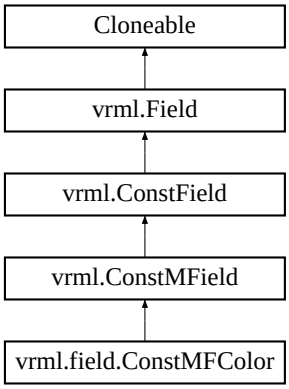
Definition at line 3 of file ConstField.java.

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

- src/java/vrml/ConstField.java

4.126 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

4.126.1 Detailed Description

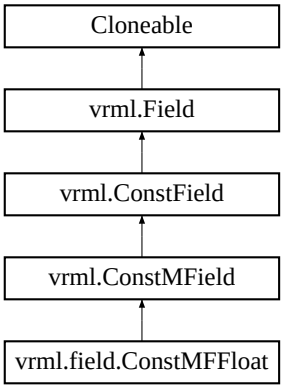
Definition at line 10 of file ConstMFColor.java.

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

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

4.127 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

4.127.1 Detailed Description

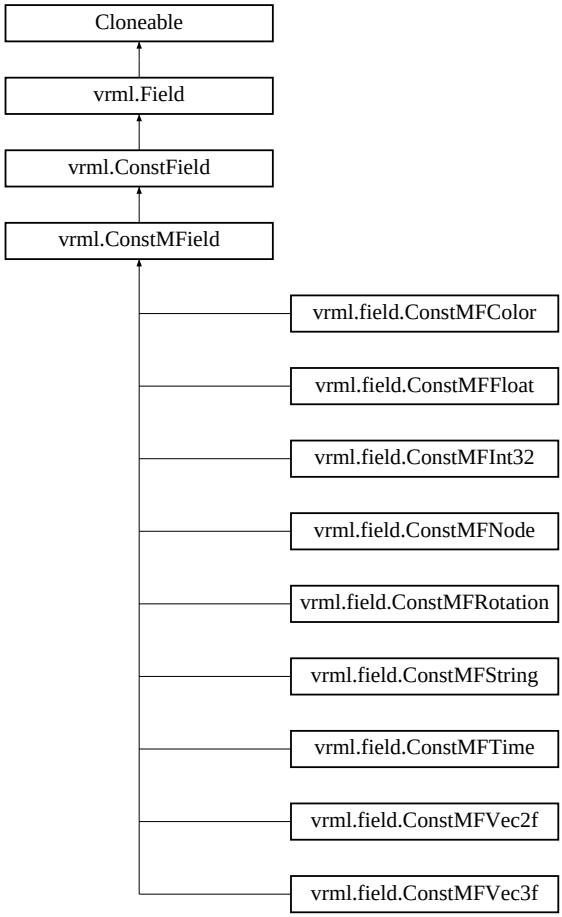
Definition at line 10 of file ConstMFFloat.java.

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

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

4.128 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)

4.128.1 Detailed Description

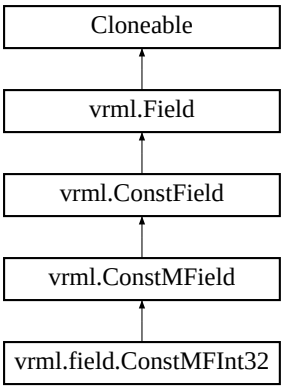
Definition at line 4 of file ConstMField.java.

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

- src/java/vrml/ConstMField.java

4.129 vrml.field.ConstMFInt32 Class Reference

Inheritance diagram for vrml.field.ConstMFInt32:



Public Member Functions

- **ConstMFInt32** (int[ ] value)
- **ConstMFInt32** (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

4.129.1 Detailed Description

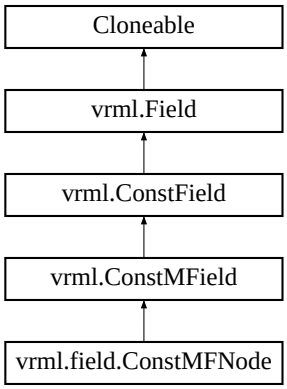
Definition at line 10 of file ConstMFInt32.java.

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

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

4.130 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

4.130.1 Detailed Description

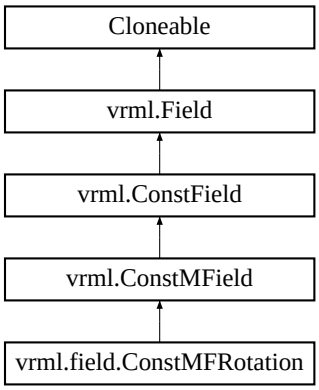
Definition at line 10 of file ConstMFNode.java.

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

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

4.131 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

4.131.1 Detailed Description

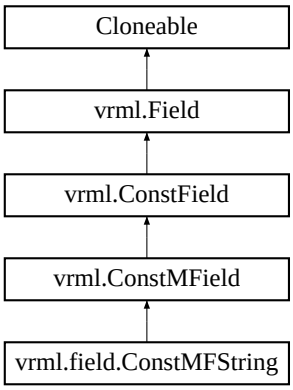
Definition at line 10 of file ConstMFRotation.java.

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

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

4.132 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

4.132.1 Detailed Description

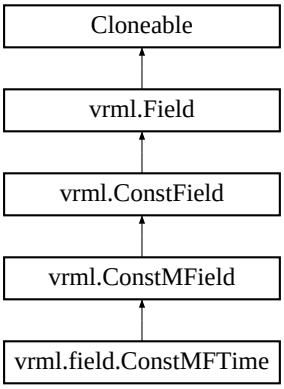
Definition at line 10 of file ConstMFString.java.

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

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

4.133 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

4.133.1 Detailed Description

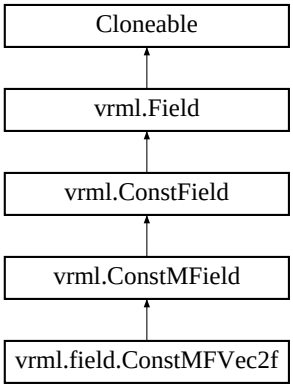
Definition at line 10 of file ConstMFTime.java.

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

- src/java/vrml/field/ConstMFTime.java

4.134 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

4.134.1 Detailed Description

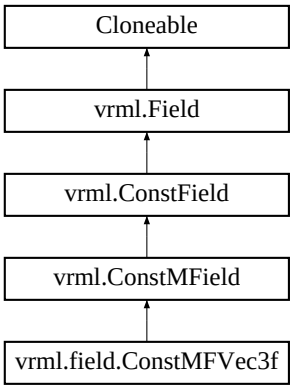
Definition at line 10 of file ConstMFVec2f.java.

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

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

4.135 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

4.135.1 Detailed Description

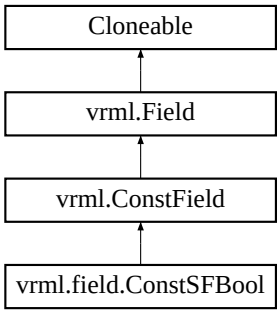
Definition at line 10 of file ConstMFVec3f.java.

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

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

4.136 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

4.136.1 Detailed Description

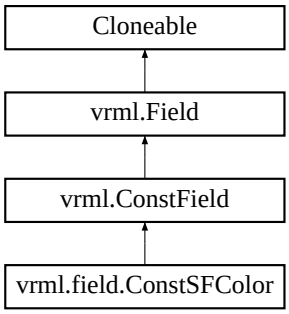
Definition at line 10 of file ConstSFBool.java.

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

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

4.137 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

4.137.1 Detailed Description

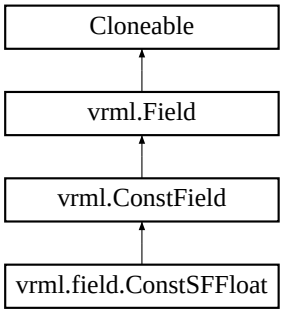
Definition at line 10 of file ConstSFColor.java.

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

- src/java/vrml/field/ConstSFColor.java

4.138 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

4.138.1 Detailed Description

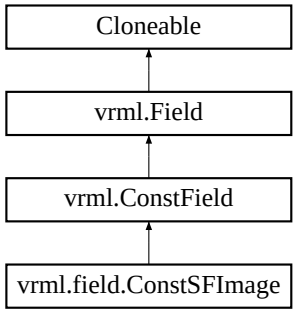
Definition at line 10 of file ConstSFFloat.java.

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

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

4.139 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

4.139.1 Detailed Description

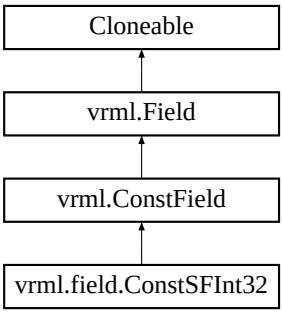
Definition at line 10 of file ConstSFImage.java.

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

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

4.140 vrml.field.ConstSFInt32 Class Reference

Inheritance diagram for vrml.field.ConstSFInt32:



Public Member Functions

- **ConstSFInt32** (int value)
- int **getValue** ()
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

4.140.1 Detailed Description

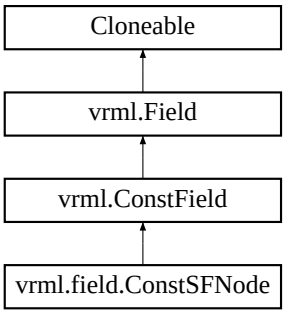
Definition at line 10 of file ConstSFInt32.java.

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

- src/java/vrml/field/ConstSFInt32.java

4.141 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

4.141.1 Detailed Description

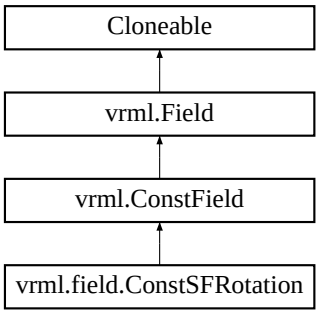
Definition at line 10 of file ConstSFNode.java.

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

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

4.142 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

4.142.1 Detailed Description

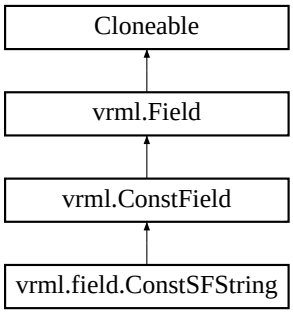
Definition at line 10 of file ConstSFRotation.java.

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

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

4.143 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

4.143.1 Detailed Description

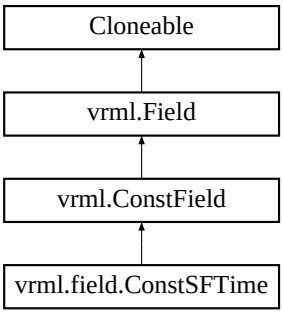
Definition at line 10 of file ConstSFString.java.

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

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

4.144 vrml.field.ConstSFTime Class Reference

Inheritance diagram for vrml.field.ConstSFTime:



Public Member Functions

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

Additional Inherited Members

4.144.1 Detailed Description

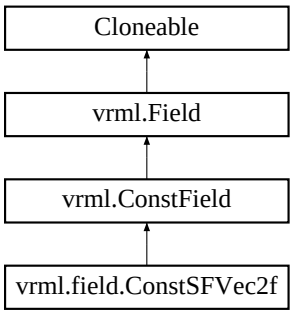
Definition at line 10 of file ConstSFTime.java.

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

- src/java/vrml/field/ConstSFTime.java

4.145 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

4.145.1 Detailed Description

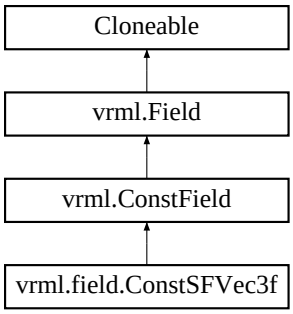
Definition at line 10 of file ConstSFVec2f.java.

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

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

4.146 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

4.146.1 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

4.147 contenttype Struct Reference

Data Fields

- **tcontenttype t1**

4.147.1 Detailed Description

Definition at line 457 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.148 contenttype_captiontext Struct Reference

Data Fields

- **tcontenttype t1**
- char ∗ **caption**
- int **len**
- int ∗ **utf32**
- int **len32**
- int **nalloc**
- **AtlasFont** ∗ **font**
- char ∗ **fontname**
- int **fontSize**
- **AtlasEntrySet** ∗ **set**
- float **percentSize**
- int **EMpixels**
- int **maxadvancepx**
- float **angle**
- **vec4 color**

4.148.1 Detailed Description

Definition at line 730 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.149 contenttype_e3dmouse Struct Reference

Data Fields

- **tcontenttype t1**
- int **sphericalmode**
- int **navigationMode**
- int **dragMode**
- int **waste**

4.149.1 Detailed Description

Definition at line 1407 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.150 contenttype_layer Struct Reference

Data Fields

- **tcontenttype t1**

4.150.1 Detailed Description

Definition at line 1272 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.151 contenttype_multitouch Struct Reference

Data Fields

- **tcontenttype t1**
- struct **Touch touchlist** [20]
- int **ntouch**
- int **IDD**
- int **lastbut**

4.151.1 Detailed Description

Definition at line 1332 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.152 contenttype_orientation Struct Reference

Data Fields

- **tcontenttype t1**
- int **nx**
- int **ny**
- int **nelements**
- int **nvert**
- GLushort * **index**
- GLfloat * **vert**
- GLfloat * **vert2**
- GLfloat * **tex**
- GLfloat * **norm**
- GLfloat **dx**
- GLfloat **tx**
- GLuint **textureID**

4.152.1 Detailed Description

Definition at line 2702 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.153 contenttype_quadrant Struct Reference

Data Fields

- **tcontenttype t1**
- float **offset_fraction** [2]

4.153.1 Detailed Description

Definition at line 1515 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.154 contenttype_scene Struct Reference

Data Fields

- **tcontenttype t1**

4.154.1 Detailed Description

Definition at line 503 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.155 contenttype_splitter Struct Reference

Data Fields

- **tcontenttype t1**
- float **offset_fraction**
- int **offset_pixels**
- int **orientation**

4.155.1 Detailed Description

Definition at line 2108 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.156 contenttype_statusbar Struct Reference

Data Fields

- **tcontenttype t1**
- int **clipplane**

4.156.1 Detailed Description

Definition at line 548 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.157 contenttype_stereo_anaglyph Struct Reference

Data Fields

- **tcontenttype t1**

4.157.1 Detailed Description

Definition at line 1797 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.158 contenttype_stereo_shutter Struct Reference

Data Fields

- **tcontenttype t1**

4.158.1 Detailed Description

Definition at line 1998 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.159 contenttype_stereo_sidebyside Struct Reference

Data Fields

- **tcontenttype t1**

4.159.1 Detailed Description

Definition at line 1645 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.160 contenttype_stereo_updown Struct Reference

Data Fields

- **tcontenttype t1**

4.160.1 Detailed Description

Definition at line 1890 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.161 contenttype_switch Struct Reference

Data Fields

- **tcontenttype t1**
- int **whichCase**
- int * **whichPtr**

4.161.1 Detailed Description

Definition at line 646 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.162 contenttype_textpanel Struct Reference

Data Fields

- **tcontenttype t1**
- **AtlasEntrySet** ∗ **set**
- **AtlasFont** ∗ **font**
- char ∗ **fontname**
- int **fontSize**
- int **maxadvancepx**
- **vec4 color**
- int **maxlines**
- int **maxlen**
- int **wrap**
- unsigned char ∗ **Ablob**
- int **blobsize**
- unsigned char ∗ **S**
- unsigned char ∗ **E**
- unsigned char ∗ **Z**
- unsigned char ∗ **z**
- **BUTitem** ∗ **Blist**
- **BUTitem** ∗ **bhead**
- int **added**
- int **rowsize**
- unsigned char ∗ **row**
- int **initialized**

4.162.1 Detailed Description

Definition at line 819 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.163 contenttype_texturegrid Struct Reference

Data Fields

- **tcontenttype t1**
- int **nx**
- int **ny**
- int **nelements**
- int **nvert**
- GLushort ∗ **index**
- GLfloat ∗ **vert**
- GLfloat ∗ **vert2**
- GLfloat ∗ **tex**
- GLfloat ∗ **norm**
- GLfloat **dx**
- GLfloat **tx**
- float **k1**
- float **xc**
- int **usingDistortions**
- GLuint **textureID**

4.163.1 Detailed Description

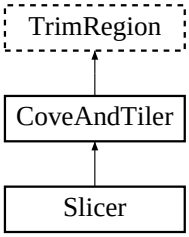
Definition at line 2329 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.164 CoveAndTiler Class Reference

Inheritance diagram for CoveAndTiler:



Public Member Functions

- **CoveAndTiler** (**Backend** &)
- void **coveAndTile** (void)

Additional Inherited Members

4.164.1 Detailed Description

Definition at line 46 of file coveandtiler.h.

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

- src/libnurbs/internals/coveandtiler.h
- src/libnurbs/internals/coveandtiler.cc

4.165 CPlugin Class Reference

Public Member Functions

- **CPlugin** (**NPP** pNPInstance)

  CPlugin *(p. 132) class.constructor.*
- NPBool **init** (**NPWindow** ∗pNPWindow)
- void **shut** ()
- NPBool **isInitialized** ()
- int16_t **handleEvent** (void ∗event)
- void **showVersion** ()
- void **clear** ()
- void **getVersion** (char ∗∗aVersion)
- void **setSceneUrl** (char ∗sceneUrl)
- void **setEAIFlag** ()
- **NPObject** ∗ **GetScriptableObject** ()

Data Fields

- char **m_String** [128]
- UINT_PTR **m_pTimerID**

4.165.1 Detailed Description

Definition at line 46 of file plugin.h.

4.165.2 Constructor & Destructor Documentation

4.165.2.1 CPlugin()

```
CPlugin::CPlugin (
            NPP pNPInstance )
```

CPlugin (p. 132) class.constructor.

Base initialization goes here.

Definition at line 73 of file plugin.cpp.

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

- src/plugin_win32/plugin.h
- src/plugin_win32/plugin.cpp

4.166 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**
- void ∗ **extra**

4.166.1 Detailed Description

Definition at line 177 of file CRoutes.c.

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

- src/lib/vrml_parser/CRoutes.c

4.167 CRjsnameStruct Struct Reference

Data Fields

- int **type**
- char **name** [MAXJSVARIABLELENGTH]
- void ∗ **eventInFunction**

4.167.1 Detailed Description

Definition at line 186 of file CScripts.h.

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

- src/lib/world_script/CScripts.h

4.168 CRscriptStruct Struct Reference

Data Fields

- int **thisScriptType**
- int **_initialized**
- void ∗ **cx**
- void ∗ **glob**
- void ∗ **eventsProcessed**
- char ∗ **scriptText**
- struct **ScriptParamList** ∗ **paramList**
- int **scriptOK**
- struct **Shader_Script** ∗ **script**
- int **scr_act**

4.168.1 Detailed Description

Definition at line 154 of file CScripts.h.

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

- src/lib/world_script/CScripts.h

4.169 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**
- void ∗ **extra**
- int **intTimeStamp**

4.169.1 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

4.170 cson_array Struct Reference

cson_array (p. 135) is an opaque handle to an Array value.

```
#include <cson_amalgamation_core.h>
```

Data Fields

- **cson_value_list list**

4.170.1 Detailed Description

cson_array (p. 135) is an opaque handle to an Array value.

They are used like:

```
cson_array * obj = cson_value_get_array(myValue);
...
```

They can be created like:

```
cson_value * arV = cson_value_new_array();
cson_array * ar = cson_value_get_array(arV);
// ar is owned by arV and arV must eventually be freed
// using cson_value_free() or added to a container
// object/array (which transfers ownership to that container).
```

See also

cson_value_new_array()
cson_value_get_array()
cson_value_free()

Definition at line 2142 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.171 cson_buffer Struct Reference

A generic buffer class.

```
#include <cson_amalgamation_core.h>
```

Data Fields

- cson_size_t **capacity**

  The number of bytes allocated for this object.
- cson_size_t **used**

  The number of bytes "used" by this object.
- cson_size_t **timesExpanded**

  This is a debugging/metric-counting value intended to help certain malloc()-conscious clients tweak their memory reservation sizes.
- unsigned char * **mem**

  The memory allocated for and owned by this buffer.

4.171.1 Detailed Description

A generic buffer class.

They can be used like this:

```
cson_buffer b = cson_buffer_empty;
int rc = cson_buffer_reserve( &buf, 100 );
if( 0 != rc ) { ... allocation error ... }
... use buf.mem ...
... then free it up ...
cson_buffer_reserve( &buf, 0 );
```

To take over ownership of a buffer's memory:

```
void * mem = b.mem;
// mem is b.capacity bytes long, but only b.used
// bytes of it has been "used" by the API.
b = cson_buffer_empty;
```

The memory now belongs to the caller and must eventually be free()d.

Definition at line 1826 of file cson_amalgamation_core.h.

4.171.2 Field Documentation

4.171.2.1 capacity

```
cson_size_t cson_buffer::capacity
```

The number of bytes allocated for this object.

Use cson_buffer_reserve() to change its value.

Definition at line 1832 of file cson_amalgamation_core.h.

4.171.2.2 mem

```
unsigned char* cson_buffer::mem
```

The memory allocated for and owned by this buffer.

Use cson_buffer_reserve() to change its size or free it. To take over ownership, do:

```
void * myptr = buf.mem;
buf = cson_buffer_empty;
```

(You might also need to store buf.used and buf.capacity, depending on what you want to do with the memory.)

When doing so, the memory must eventually be passed to free() to deallocate it.

Definition at line 1868 of file cson_amalgamation_core.h.

4.171.2.3 timesExpanded

```
cson_size_t cson_buffer::timesExpanded
```

This is a debugging/metric-counting value intended to help certain malloc()-conscious clients tweak their memory reservation sizes.

Each time cson_buffer_reserve() expands the buffer, it increments this value by 1.

Definition at line 1850 of file cson_amalgamation_core.h.

4.171.2.4 used

```
cson_size_t cson_buffer::used
```

The number of bytes "used" by this object.

It is not needed for all use cases, and management of this value (if needed) is up to the client. The **cson_buffer** (p. 135) public API does not use this member. The intention is that this can be used to track the length of strings which are allocated via **cson_buffer** (p. 135), since they need an explicit length and/or null terminator.

Definition at line 1841 of file cson_amalgamation_core.h.

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

- src/SSR/cson/cson_amalgamation_core.h

4.172 cson_data_source_StringSource_ Struct Reference

Internal type to hold state for a JSON input string.

Data Fields

- char const * **str**
  Start of input string.
- char const * **pos**
  Current iteration position.
- char const * **end**
  Logical EOF, one-past-the-end of str.

4.172.1 Detailed Description

Internal type to hold state for a JSON input string.

Definition at line 4325 of file cson_amalgamation_core.c.

4.172.2 Field Documentation

4.172.2.1 end

```
char const* cson_data_source_StringSource_::end
```

Logical EOF, one-past-the-end of str.

Definition at line 4332 of file cson_amalgamation_core.c.

4.172.2.2 pos

```
char const* cson_data_source_StringSource_::pos
```

Current iteration position.

Must initially be == str.

Definition at line 4330 of file cson_amalgamation_core.c.

4.172.2.3 str

```
char const* cson_data_source_StringSource_::str
```

Start of input string.

Definition at line 4328 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.173 cson_kvp Struct Reference

A key/value pair collection.

```
#include <cson_amalgamation_core.h>
```

Data Fields

- **cson_value** ∗ **key**
- **cson_value** ∗ **value**

4.173.1 Detailed Description

A key/value pair collection.

This class represents a key/value pair and is used for storing object properties.

Each of these objects owns its key/value pointers, and they are cleaned up by cson_kvp_clean().

It is opaque to client code, and the public API only uses this type for purposes of iterating over **cson_object** (p. 140) properties using the **cson_object_iterator** (p. 140) interfaces.

Definition at line 2022 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.174 cson_kvp_list Struct Reference

Data Fields

- **cson_kvp** ∗∗ **list**
- unsigned int **count**
- unsigned int **alloced**

4.174.1 Detailed Description

Definition at line 2114 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.175 cson_object Struct Reference

cson_object (p. 140) is an opaque handle to an Object value.

```
#include <cson_amalgamation_core.h>
```

Data Fields

- **cson_kvp_list kvp**

4.175.1 Detailed Description

cson_object (p. 140) is an opaque handle to an Object value.

They are used like:

```
cson_object * obj = cson_value_get_object(myValue);
...
```

They can be created like:

```
cson_value * objV = cson_value_new_object();
cson_object * obj = cson_value_get_object(objV);
// obj is owned by objV and objV must eventually be freed
// using cson_value_free() or added to a container
// object/array (which transfers ownership to that container).
```

See also

cson_value_new_object()
cson_value_get_object()
cson_value_free()

Definition at line 2124 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.176 cson_object_iterator Struct Reference

An iterator type for traversing object properties.

```
#include <cson_amalgamation_core.h>
```

Data Fields

- **cson_object** const * **obj**
- unsigned int **pos**

4.176.1 Detailed Description

An iterator type for traversing object properties.

Its values must be considered private, not to be touched by client code.

See also

cson_object_iter_init()
cson_object_iter_next()

Definition at line 1699 of file cson_amalgamation_core.h.

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

- src/SSR/cson/cson_amalgamation_core.h

4.177 cson_output_opt Struct Reference

Client-configurable options for the cson_output() family of functions.

```
#include <cson_amalgamation_core.h>
```

Data Fields

- unsigned char **indentation**

  Specifies how to indent (or not) output.
- unsigned short **maxDepth**

  Maximum object/array depth to traverse.
- char **addNewline**

  If true, a newline will be added to generated output, else not.
- char **addSpaceAfterColon**

  If true, a space will be added after the colon operator in objects' key/value pairs.
- char **indentSingleMemberValues**

  If set to 1 then objects/arrays containing only a single value will not indent an extra level for that value (but will indent on subsequent levels if that value contains multiple values).
- char **escapeForwardSlashes**

  The JSON format allows, but does not require, JSON generators to backslash-escape forward slashes.

4.177.1 Detailed Description

Client-configurable options for the cson_output() family of functions.

Definition at line 517 of file cson_amalgamation_core.h.

4.177.2 Field Documentation

4.177.2.1 escapeForwardSlashes

```
char cson_output_opt::escapeForwardSlashes
```

The JSON format allows, but does not require, JSON generators to backslash-escape forward slashes.

This option enables/disables that feature. According to JSON's inventor, Douglas Crockford:

<quote> It is allowed, not required. It is allowed so that JSON can be safely embedded in HTML, which can freak out when seeing strings containing "</". JSON tolerates "<\/" for this reason. </quote>

(from an email on 2011-04-08)

The default value is 0 (because it's just damned ugly).

Definition at line 572 of file cson_amalgamation_core.h.

4.177.2.2 indentation

```
unsigned char cson_output_opt::indentation
```

Specifies how to indent (or not) output.

The values are:

(0) == no extra indentation.

(1) == 1 TAB character for each level.

(>1) == that number of SPACES for each level.

Definition at line 529 of file cson_amalgamation_core.h.

4.177.2.3 maxDepth

```
unsigned short cson_output_opt::maxDepth
```

Maximum object/array depth to traverse.

Traversing deeply can be indicative of cycles in the object/array tree, and this value is used to figure out when to abort the traversal.

Definition at line 536 of file cson_amalgamation_core.h.

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

- src/SSR/cson/cson_amalgamation_core.h

4.178 cson_parse_info Struct Reference

A class for holding JSON parser information.

```
#include <cson_amalgamation_core.h>
```

Data Fields

- unsigned int **line**

  1-based line number.
- unsigned int **col**

  0-based column number.
- unsigned int **length**

  Length, in bytes.
- int **errorCode**

  Error code of the parse run (0 for no error).
- unsigned int **totalKeyCount**

  The total number of object keys successfully processed by the parser.
- unsigned int **totalValueCount**

  The total number of object/array values successfully processed by the parser, including the root node.

4.178.1 Detailed Description

A class for holding JSON parser information.

It is primarily intended for finding the position of a parse error.

Definition at line 458 of file cson_amalgamation_core.h.

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

- src/SSR/cson/cson_amalgamation_core.h

4.179 cson_parse_opt Struct Reference

Client-configurable options for the cson_parse() family of functions.

```
#include <cson_amalgamation_core.h>
```

Data Fields

- unsigned short **maxDepth**

  Maximum object/array depth to traverse.
- char **allowComments**

  Whether or not to allow C-style comments.

4.179.1 Detailed Description

Client-configurable options for the cson_parse() family of functions.

Definition at line 433 of file cson_amalgamation_core.h.

4.179.2 Field Documentation

4.179.2.1 allowComments

```
char cson_parse_opt::allowComments
```

Whether or not to allow C-style comments.

Do not rely on this option being available. If the underlying parser is replaced, this option might no longer be supported.

Definition at line 444 of file cson_amalgamation_core.h.

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

- src/SSR/cson/cson_amalgamation_core.h

4.180 cson_parser Struct Reference

Data Fields

- **JSON_parser p**
- **cson_value** ∗ **root**
- **cson_value** ∗ **node**
- **cson_array stack**
- **cson_string** ∗ **ckey**
- int **errNo**
- unsigned int **totalKeyCount**
- unsigned int **totalValueCount**

4.180.1 Detailed Description

Definition at line 2151 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.181 cson_string Struct Reference

Strings are allocated as an instances of this class with N+1 trailing bytes, where N is the length of the string being allocated.

```
#include <cson_amalgamation_core.h>
```

Data Fields

- unsigned int **length**

4.181.1 Detailed Description

Strings are allocated as an instances of this class with N+1 trailing bytes, where N is the length of the string being allocated.

cson-internal string type, opaque to client code.

To convert a **cson_string** (p. 145) to c-string we simply increment the **cson_string** (p. 145) pointer. To do the opposite we use (cstr - sizeof(cson_string)). Zero-length strings are a special case handled by a couple of the **cson_string** (p. 145) functions.

Strings in cson are immutable and allocated only by library internals, never directly by client code.

The actual string bytes are to be allocated together in the same memory chunk as the **cson_string** (p. 145) object, which saves us 1 malloc() and 1 pointer member in this type (because we no longer have a direct pointer to the memory).

Potential TODOs:

See also

cson_string_cstr()

Definition at line 1578 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.182 cson_value Struct Reference

The core value type of this API.

```
#include <cson_amalgamation_core.h>
```

Data Fields

- **cson_value_api** const ∗ **api**

  The "vtbl" of type-specific operations.
- void ∗ **value**

  The raw value.
- cson_counter_t **refcount**

  *We use this to allow us to store **cson_value** (p. 145) instances in multiple containers or multiple times within a single container (provided no cycles are introduced).*

4.182.1 Detailed Description

The core value type of this API.

It is opaque to clients, and only the cson public API should be used for setting or inspecting their values.

This class is opaque because stack-based usage can easily cause leaks if one does not intimately understand the underlying internal memory management (which sometimes changes).

It is (as of 20110323) legal to insert a given value instance into multiple containers (they will share ownership using reference counting) as long as those insertions do not cause cycles. However, be very aware that such value re-use uses a reference to the original copy, meaning that if its value is changed once, it is changed everywhere. Also beware that multi-threaded write operations on such references leads to undefined behaviour.

PLEASE read the ACHTUNGEN below...

ACHTUNG #1:

cson_values MUST NOT form cycles (e.g. via object or array entries).

Not abiding th Holy Law Of No Cycles will lead to double-frees and the like (i.e. undefined behaviour, likely crashes due to infinite recursion or stepping on invalid (freed) pointers).

ACHTUNG #2:

ALL cson_values returned as non-const **cson_value** (p. 145) pointers from any public functions in the cson API are to be treated as if they are heap-allocated, and MUST be freed by client by doing ONE of:

- Passing it to cson_value_free().
- Adding it to an Object or Array, in which case the object/array takes over ownership. As of 20110323, a value may be inserted into a single container multiple times, or into multiple containers, in which case they all share ownership (via reference counting) of the original value (meaning any changes to it are visible in all references to it).

Each call to cson_value_new_xxx() MUST eventually be followed up by one of those options.

Some cson_value_new_XXX() implementations do not actually allocate memory, but this is an internal implementation detail. Client code MUST NOT rely on this behaviour and MUST treat each object returned by such a function as if it was a freshly-allocated copy (even if their pointer addresses are the same).

ACHTUNG #3:

Note that ACHTUNG #2 tells us that we must always free (or transfer ownership of) all pointers returned bycson↩_value_new_xxx(), but that two calls to (e.g.) cson_value_new_bool(1) will (or might) return the same address. The client must not rely on the "non-allocation" policy of such special cases, and must pass each returned value to cson_value_free(), even if two of them have the same address. Some special values (e.g. null, true, false, integer 0, double 0.0, and empty strings) use shared copies and in other places reference counting is used internally to figure out when it is safe to destroy an object.

See also

cson_value_new_array()
cson_value_new_object()
cson_value_new_string()
cson_value_new_integer()
cson_value_new_double()
cson_value_new_bool()
cson_value_true()
cson_value_false()
cson_value_null()
cson_value_free()
cson_value_type_id()

Definition at line 1486 of file cson_amalgamation_core.c.

4.182.2 Field Documentation

4.182.2.1 api

```
cson_value_api const* cson_value::api
```

The "vtbl" of type-specific operations.

All instances of a given logical value type share a single api instance.

Results are undefined if this value is NULL.

Definition at line 1493 of file cson_amalgamation_core.c.

4.182.2.2 refcount

```
cson_counter_t cson_value::refcount
```

We use this to allow us to store **cson_value** (p. 145) instances in multiple containers or multiple times within a single container (provided no cycles are introduced).

Notes about the rc implementation:

- The refcount is for the **cson_value** (p. 145) instance itself, not its value pointer.
- Instances start out with a refcount of 0 (not 1). Adding them to a container will increase the refcount. Cleaning up the container will decrement the count.
- cson_value_free() decrements the refcount (if it is not already 0) and cleans/frees the value only when the refcount is 0.
- Some places in the internals add an "extra" reference to objects to avoid a premature deletion. Don't try this at home.

Definition at line 1526 of file cson_amalgamation_core.c.

4.182.2.3 value

```
void* cson_value::value
```

The raw value.

Its interpretation depends on the value of the api member. Some value types require dynamically-allocated memory, so one must always call cson_value_free() to destroy a value when it is no longer needed. For stack-allocated values (which client could SHOULD NOT USE unless they are intimately familiar with the memory management rules and don't mind an occasional leak or crash), use cson_value_clean() instead of cson_value_free().

Definition at line 1504 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.183 cson_value_api Struct Reference

This type holds the "vtbl" for type-specific operations when working with **cson_value** (p. 145) objects.

Data Fields

- const cson_type_id **typeID**

  The logical JavaScript/JSON type associated with this object.
- void(* **cleanup**)(**cson_value** *self)

  Must free any memory associated with self, but not free self.

4.183.1 Detailed Description

This type holds the "vtbl" for type-specific operations when working with **cson_value** (p. 145) objects.

All cson_values of a given logical type share a pointer to a single library-internal instance of this class.

Definition at line 1443 of file cson_amalgamation_core.c.

4.183.2 Field Documentation

4.183.2.1 cleanup

```
void(* cson_value_api::cleanup) ( cson_value *self)
```

Must free any memory associated with self, but not free self.

If self is NULL then this function must do nothing.

Definition at line 1455 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.184 cson_value_list Struct Reference

Data Fields

- **cson_value** ∗∗ **list**
- unsigned int **count**
- unsigned int **alloced**

4.184.1 Detailed Description

Definition at line 2132 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.185 curfile64_info Struct Reference

Data Fields

- z_stream **stream**
- int **stream_initialised**
- uInt **pos_in_buffered_data**
- ZPOS64_T **pos_local_header**
- char ∗ **central_header**
- uLong **size_centralExtra**
- uLong **size_centralheader**
- uLong **size_centralExtraFree**
- uLong **flag**
- int **method**
- int **raw**
- Byte **buffered_data** [Z_BUFSIZE]
- uLong **dosDate**
- uLong **crc32**
- int **encrypt**
- int **zip64**
- ZPOS64_T **pos_zip64extrainfo**
- ZPOS64_T **totalCompressedData**
- ZPOS64_T **totalUncompressedData**
- unsigned long **keys** [3]
- const unsigned long ∗ **pcrc_32_tab**
- int **crypt_header_size**

4.185.1 Detailed Description

Definition at line 130 of file zip.c.

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

- src/libminizip/zip.c

4.186 currayhit Struct Reference

Data Fields

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

4.186.1 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

4.187 Curve Class Reference

Public Member Functions

- **Curve** (**Quilt** ∗, REAL, REAL, **Curve** ∗)
- **Curve** (**Curve** &, REAL, **Curve** ∗)

Data Fields

- **Curve** ∗ **next**

Friends

- class **Curvelist**

4.187.1 Detailed Description

Definition at line 46 of file curve.h.

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

- src/libnurbs/internals/curve.h
- src/libnurbs/internals/curve.cc

4.188 curveEvalMachine Struct Reference

Data Fields

- REAL **uprime**
- int **k**
- REAL **u1**
- REAL **u2**
- int **ustride**
- int **uorder**
- REAL **ctlpoints** [IN_MAX_BEZIER_ORDER ∗IN_MAX_DIMENSION]
- REAL **ucoeff** [IN_MAX_BEZIER_ORDER]

4.188.1 Detailed Description

Definition at line 56 of file glcurveval.h.

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

- src/libnurbs/interface/glcurveval.h

4.189 Curvelist Class Reference

Public Member Functions

- **Curvelist** (**Quilt** ∗, REAL, REAL)
- **Curvelist** (**Curvelist** &, REAL)
- int **cullCheck** (void)
- void **getstepsize** (void)
- int **needsSamplingSubdivision** ()

Friends

- class **Subdivider**

4.189.1 Detailed Description

Definition at line 46 of file curvelist.h.

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

- src/libnurbs/internals/curvelist.h
- src/libnurbs/internals/curvelist.cc

4.190 damper_ptrs Struct Reference

Data Fields

- void * **value_changed**
- void * **initialDestination**
- void * **initialValue**
- void * **set_destination**
- void * **set_value**
- void * **_values**
- void * **_input**

4.190.1 Detailed Description

Definition at line 176 of file Component_Followers.c.

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

- src/lib/scenegraph/Component_Followers.c

4.191 datChnk Struct Reference

Data Fields

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

4.191.1 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

4.192 dct_dc_size_entry Struct Reference

Data Fields

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

4.192.1 Detailed Description

Definition at line 795 of file mpeg_berkley.h.

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

- src/lib/scenegraph/mpeg_berkley.h

4.193 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 **dwDDSX**
    - unsigned int **dwReserved**
  - } **sCaps**
  - unsigned int **dwReserved2**

  };

- char **data** [128]

4.193.1 Detailed Description

Definition at line 460 of file Component_CubeMapTexturing.c.

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

- src/lib/scenegraph/Component_CubeMapTexturing.c

4.194 DdsLoadInfo Struct Reference

Data Fields

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

4.194.1 Detailed Description

Definition at line 499 of file Component_CubeMapTexturing.c.

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

- src/lib/scenegraph/Component_CubeMapTexturing.c

4.195 Dict Struct Reference

Data Fields

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

4.195.1 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

4.196 DictNode Struct Reference

Data Fields

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

4.196.1 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

4.197 directedLine Class Reference

Public Member Functions

- **directedLine** (short dir, **sampledLine** ∗sl)
- void **init** (short dir, **sampledLine** ∗sl)
- Real ∗ **head** ()
- Real ∗ **tail** ()
- Real ∗ **getVertex** (Int i)
- Int **get_npoints** ()
- **directedLine** ∗ **getPrev** ()
- **directedLine** ∗ **getNext** ()
- **directedLine** ∗ **getNextPolygon** ()
- **sampledLine** ∗ **getSampledLine** ()
- short **getDirection** ()
- void **putDirection** (short dir)
- void **putPrev** (**directedLine** ∗p)
- void **putNext** (**directedLine** ∗p)
- void **insert** (**directedLine** ∗nl)
- void **deletePolygonList** ()
- void **deleteSinglePolygon** ()
- void **deleteSinglePolygonWithSline** ()
- void **deletePolygonListWithSline** ()
- void **deleteSingleLine** (**directedLine** ∗dline)
- **directedLine** ∗ **deleteDegenerateLines** ()
- **directedLine** ∗ **deleteDegenerateLinesAllPolygons** ()
- **directedLine** ∗ **cutIntersectionAllPoly** (int &cutOccur)
- short **isPolygon** ()
- Int **complnY** (**directedLine** ∗nl)
- Int **complnX** (**directedLine** ∗nl)
- **directedLine** ∗∗ **sortAllPolygons** ()
- Int **numEdges** ()
- Int **numEdgesAllPolygons** ()
- Int **numPolygons** ()
- short **isConnected** ()
- Real **polyArea** ()
- void **printSingle** ()
- void **printList** ()
- void **printAllPolygons** ()
- void **writeAllPolygons** (char ∗filename)
- **directedLine** ∗ **insertPolygon** (**directedLine** ∗newpolygon)
- **directedLine** ∗ **cutoffPolygon** (**directedLine** ∗p)
- Int **toArraySinglePolygon** (**directedLine** ∗∗array, Int index)

- **directedLine** ∗∗ **toArrayAllPolygons** (Int &total_num_edges)
- void **connectDiagonal** (**directedLine** ∗v1, **directedLine** ∗v2, **directedLine** ∗∗ret_p1, **directedLine** ∗∗ret_p2, **sampledLine** ∗∗generatedLine, **directedLine** ∗list)
- void **connectDiagonal_2slines** (**directedLine** ∗v1, **directedLine** ∗v2, **directedLine** ∗∗ret_p1, **directed↩ Line** ∗∗ret_p2, **directedLine** ∗list)
- Int **samePolygon** (**directedLine** ∗v1, **directedLine** ∗v2)
- void **setRootBit** ()
- void **resetRootBit** ()
- **directedLine** ∗ **findRoot** ()
- void **rootLinkSet** (**directedLine** ∗r)
- **directedLine** ∗ **rootLinkFindRoot** ()
- **directedLine** ∗ **deleteChain** (**directedLine** ∗begin, **directedLine** ∗end)

4.197.1 Detailed Description

Definition at line 41 of file directedLine.h.

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

- src/libnurbs/nurbtess/directedLine.h
- src/libnurbs/nurbtess/directedLine.cc

4.198 DisplayList Class Reference

Public Member Functions

- **DisplayList** (**NurbsTessellator** ∗)
- void **play** (void)
- void **append** (PFVS work, void ∗arg, PFVS cleanup)
- void **endList** (void)

4.198.1 Detailed Description

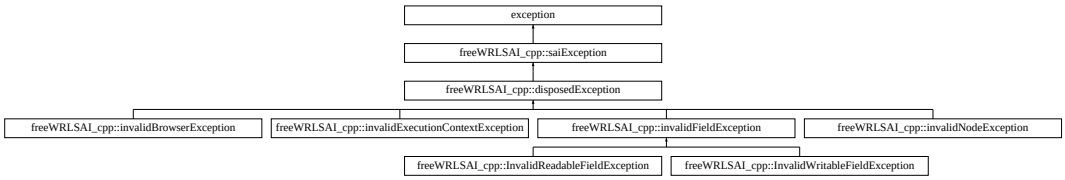
Definition at line 64 of file displaylist.h.

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

- src/libnurbs/internals/displaylist.h
- src/libnurbs/internals/displaylist.cc

4.199 freeWRLSAI_cpp::disposedException Class Reference

Inheritance diagram for freeWRLSAI_cpp::disposedException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.199.1 Detailed Description

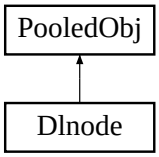
Definition at line 96 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.200 DInode Struct Reference

Inheritance diagram for DInode:



Public Member Functions

- **DInode** (PFVS, void ∗, PFVS)

Data Fields

- PFVS **work**
- void ∗ **arg**
- PFVS **cleanup**
- **DInode** ∗ **next**

4.200.1 Detailed Description

Definition at line 48 of file displaylist.h.

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

- src/libnurbs/internals/displaylist.h

4.201 draw_call_params Struct Reference

Data Fields

- int **calltype**
-
  union {
    struct **arrays** {
      int **arrays_mode**
      int **arrays_count**
      int **arrays_first**
    } **arrays**
    struct **elements** {
      int **elements_mode**
      int **elements_count**
      ushort * **elements_indices**
    } **elements**
  };

4.201.1 Detailed Description

Definition at line 71 of file RenderFuncs.c.

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

- src/lib/scenegraph/RenderFuncs.c

4.202 duk__bigint Struct Reference

Data Fields

- duk_small_int_t **n**
- duk_uint32_t **v** [DUK__BI_MAX_PARTS]

4.202.1 Detailed Description

Definition at line 79190 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.203 duk__compile_raw_args Struct Reference

Data Fields

- duk_size_t **src_length**
- const duk_uint8_t * **src_buffer**
- duk_uint_t **flags**

4.203.1 Detailed Description

Definition at line 14494 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.204 duk__compiler_stkstate Struct Reference

Data Fields

- duk_small_uint_t **flags**
- **duk_compiler_ctx comp_ctx_alloc**
- **duk_lexer_point lex_pt_alloc**

4.204.1 Detailed Description

Definition at line 60581 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.205 duk__decode_context Struct Reference

Data Fields

- duk_codepoint_t **codepoint**
- duk_uint8_t **upper**
- duk_uint8_t **lower**
- duk_uint8_t **needed**
- duk_uint8_t **bom_handled**
- duk_uint8_t **fatal**
- duk_uint8_t **ignore_bom**

4.205.1 Detailed Description

Definition at line 29015 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.206 duk__encode_context Struct Reference

Data Fields

- duk_uint8_t * **out**
- duk_codepoint_t **lead**

4.206.1 Detailed Description

Definition at line 29010 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.207 duk__exp_limits Struct Reference

Data Fields

- duk_int16_t **upper**
- duk_int16_t **lower**

4.207.1 Detailed Description

Definition at line 79149 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.208 duk__id_lookup_result Struct Reference

Data Fields

- **duk_hobject * holder**
- **duk_tval * value**
- duk_int_t **attrs**
- **duk_tval * this_binding**
- **duk_hobject * env**

4.208.1 Detailed Description

Definition at line 74954 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.209 duk__numconv_stringify_ctx Struct Reference

Data Fields

- **duk__bigint f**
- **duk__bigint r**
- **duk__bigint s**
- **duk__bigint mp**
- **duk__bigint mm**
- **duk__bigint t1**
- **duk__bigint t2**
- duk_small_int_t **is_s2n**
- duk_small_int_t **is_fixed**
- duk_small_int_t **req_digits**
- duk_small_int_t **abs_pos**
- duk_small_int_t **e**
- duk_small_int_t **b**
- duk_small_int_t **B**
- duk_small_int_t **k**
- duk_small_int_t **low_ok**
- duk_small_int_t **high_ok**
- duk_small_int_t **unequal_gaps**
- duk_uint8_t **digits** [DUK__MAX_OUTPUT_DIGITS]
- duk_small_int_t **count**

4.209.1 Detailed Description

Definition at line 79745 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.210 duk__objlit_state Struct Reference

Data Fields

- duk_reg_t **reg_obj**
- duk_reg_t **temp_start**
- duk_small_uint_t **num_pairs**

4.210.1 Detailed Description

Definition at line 63417 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.211 duk__pcall_prop_args Struct Reference

Data Fields

- duk_idx_t **obj_idx**
- duk_idx_t **nargs**

4.211.1 Detailed Description

Definition at line 13387 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.212 duk__re_disjunction_info Struct Reference

Data Fields

- duk_int32_t **charlen**

4.212.1 Detailed Description

Definition at line 81422 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.213 duk__transform_context Struct Reference

Data Fields

- **duk_hthread** ∗ **thr**
- **duk_hstring** ∗ **h_str**
- **duk_bufwriter_ctx bw**
- const duk_uint8_t ∗ **p**
- const duk_uint8_t ∗ **p_start**
- const duk_uint8_t ∗ **p_end**

4.213.1 Detailed Description

Definition at line 30433 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.214 duk_activation Struct Reference

Data Fields

- **duk_tval tv_func**
- **duk_hobject** ∗ **func**
- **duk_hobject** ∗ **var_env**
- **duk_hobject** ∗ **lex_env**
- duk_instr_t ∗ **curr_pc**
- duk_small_uint_t **flags**
- duk_size_t **idx_bottom**
- duk_size_t **idx_retval**

4.214.1 Detailed Description

Definition at line 6854 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.215 duk_bitdecoder_ctx Struct Reference

Data Fields

- const duk_uint8_t ∗ **data**
- duk_size_t **offset**
- duk_size_t **length**
- duk_uint32_t **currval**
- duk_small_int_t **currbits**

4.215.1 Detailed Description

Definition at line 1856 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.216 duk_bitencoder_ctx Struct Reference

Data Fields

- duk_uint8_t ∗ **data**
- duk_size_t **offset**
- duk_size_t **length**
- duk_uint32_t **currval**
- duk_small_int_t **currbits**
- duk_small_int_t **truncated**

4.216.1 Detailed Description

Definition at line 1870 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.217 duk_breakpoint Struct Reference

Data Fields

- **duk_hstring** ∗ **filename**
- duk_uint32_t **line**

4.217.1 Detailed Description

Definition at line 7685 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.218 duk_bufwriter_ctx Struct Reference

Data Fields

- duk_uint8_t ∗ **p**
- duk_uint8_t ∗ **p_base**
- duk_uint8_t ∗ **p_limit**
- **duk_hbuffer_dynamic** ∗ **buf**

4.218.1 Detailed Description

Definition at line 1941 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.219 duk_catcher Struct Reference

Data Fields

- **duk_hstring** ∗ **h_varname**
- duk_instr_t ∗ **pc_base**
- duk_size_t **callstack_index**
- duk_size_t **idx_base**
- duk_uint32_t **flags**

4.219.1 Detailed Description

Definition at line 6906 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.220 duk_compiler_ctx Struct Reference

Data Fields

- **duk_hthread** ∗ **thr**
- **duk_hstring** ∗ **h_filename**
- **duk_lexer_ctx lex**
- **duk_token prev_token**
- **duk_token curr_token**
- duk_idx_t **tok11_idx**
- duk_idx_t **tok12_idx**
- duk_idx_t **tok21_idx**
- duk_idx_t **tok22_idx**
- duk_int_t **recursion_depth**
- duk_int_t **recursion_limit**
- duk_int_t **emit_jumpslot_pc**
- **duk_compiler_func curr_func**

4.220.1 Detailed Description

Definition at line 3635 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.221 duk_compiler_func Struct Reference

Data Fields

- **duk_bufwriter_ctx bw_code**
- **duk_hstring * h_name**
- **duk_hobject * h_consts**
- **duk_hobject * h_funcs**
- **duk_hobject * h_decls**
- **duk_hobject * h_labelnames**
- **duk_hbuffer_dynamic * h_labelinfos**
- **duk_hobject * h_argnames**
- **duk_hobject * h_varmap**
- duk_idx_t **consts_idx**
- duk_idx_t **funcs_idx**
- duk_idx_t **decls_idx**
- duk_idx_t **labelnames_idx**
- duk_idx_t **labelinfos_idx**
- duk_idx_t **argnames_idx**
- duk_idx_t **varmap_idx**
- duk_reg_t **temp_first**
- duk_reg_t **temp_next**
- duk_reg_t **temp_max**
- duk_reg_t **shuffle1**
- duk_reg_t **shuffle2**
- duk_reg_t **shuffle3**
- duk_int_t **nud_count**
- duk_int_t **led_count**
- duk_int_t **paren_level**
- duk_bool_t **expr_lhs**
- duk_bool_t **allow_in**
- duk_int_t **stmt_next**
- duk_int_t **label_next**
- duk_int_t **catch_depth**
- duk_int_t **with_depth**
- duk_int_t **fnum_next**
- duk_int_t **num_formals**
- duk_reg_t **reg_stmt_value**
- duk_uint8_t **is_function**
- duk_uint8_t **is_eval**
- duk_uint8_t **is_global**
- duk_uint8_t **is_namebinding**
- duk_uint8_t **is_constructable**
- duk_uint8_t **is_setget**
- duk_uint8_t **is_strict**
- duk_uint8_t **is_notail**
- duk_uint8_t **in_directive_prologue**
- duk_uint8_t **in_scanning**
- duk_uint8_t **may_direct_eval**
- duk_uint8_t **id_access_arguments**
- duk_uint8_t **id_access_slow**
- duk_uint8_t **id_access_slow_own**
- duk_uint8_t **is_arguments_shadowed**
- duk_uint8_t **needs_shuffle**
- duk_uint8_t **reject_regexp_in_adv**

4.221.1 Detailed Description

Definition at line 3552 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.222 duk_compiler_instr Struct Reference

Data Fields

- duk_instr_t **ins**
- duk_uint32_t **line**

4.222.1 Detailed Description

Definition at line 3516 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.223 duk_double_union Union Reference

Data Fields

- double **d**
- float **f** [2]
- duk_uint32_t **ui** [2]
- duk_uint16_t **us** [4]
- duk_uint8_t **uc** [8]
- void * **vp** [2]

4.223.1 Detailed Description

Definition at line 1294 of file duktape.h.

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

- src/lib/world_script/duktape/duktape.h

4.224 duk_function_list_entry Struct Reference

Data Fields

- const char ∗ **key**
- duk_c_function **value**
- duk_idx_t **nargs**

4.224.1 Detailed Description

Definition at line 224 of file duktape.h.

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

- src/lib/world_script/duktape/duktape.h

4.225 duk_harray Struct Reference

Data Fields

- **duk_hobject obj**
- duk_uint32_t **length**
- duk_bool_t **length_nonwritable**

4.225.1 Detailed Description

Definition at line 7065 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.226 duk_hbuffer Struct Reference

Data Fields

- **duk_heaphdr hdr**
- duk_size_t **size**

4.226.1 Detailed Description

Definition at line 7263 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.227 duk_hbuffer_dynamic Struct Reference

Data Fields

- **duk_heaphdr hdr**
- duk_size_t **size**
- void * **curr_alloc**

4.227.1 Detailed Description

Definition at line 7363 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.228 duk_hbuffer_external Struct Reference

Data Fields

- **duk_heaphdr hdr**
- duk_size_t **size**
- void * **curr_alloc**

4.228.1 Detailed Description

Definition at line 7392 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.229 duk_hbuffer_fixed Struct Reference

Data Fields

-
  union {
    struct {
      duk_heaphdr hdr
      duk_size_t **size**
    } **s**
    duk_double_t **dummy_for_align8**
  } **u**

4.229.1 Detailed Description

Definition at line 7309 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.230 duk_hbufobj Struct Reference

Data Fields

- **duk_hobject obj**
- **duk_hbuffer * buf**
- **duk_hobject * buf_prop**
- duk_uint_t **offset**
- duk_uint_t **length**
- duk_uint8_t **shift**
- duk_uint8_t **elem_type**
- duk_uint8_t **is_typedarray**

4.230.1 Detailed Description

Definition at line 6598 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.231 duk_hcompfunc Struct Reference

Data Fields

- **duk_hobject obj**
- **duk_hbuffer * data**
- **duk_hobject ** funcs**
- duk_instr_t * **bytecode**
- **duk_hobject * lex_env**
- **duk_hobject * var_env**
- duk_uint16_t **nregs**
- duk_uint16_t **nargs**

4.231.1 Detailed Description

Definition at line 6336 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.232 duk_heap Struct Reference

Data Fields

- duk_small_uint_t **flags**
- duk_alloc_function **alloc_func**
- duk_realloc_function **realloc_func**
- duk_free_function **free_func**
- void * **heap_udata**
- duk_fatal_function **fatal_func**
- **duk_heaphdr** * **heap_allocated**
- **duk_heaphdr** * **refzero_list**
- **duk_heaphdr** * **refzero_list_tail**
- duk_int_t **mark_and_sweep_trigger_counter**
- duk_int_t **mark_and_sweep_recursion_depth**
- duk_small_uint_t **mark_and_sweep_base_flags**
- **duk_heaphdr** * **finalize_list**
- **duk_ljstate lj**
- duk_bool_t **handling_error**
- **duk_hthread** * **heap_thread**
- **duk_hthread** * **curr_thread**
- **duk_hobject** * **heap_object**
- duk_int_t **call_recursion_depth**
- duk_int_t **call_recursion_limit**
- duk_uint32_t **hash_seed**
- duk_uint32_t **rnd_state**
- duk_uint32_t **sym_counter** [2]
- **duk_hstring** ** **strtable**
- duk_uint32_t **st_size**
- duk_uint32_t **st_used**
- **duk_strcache strcache** [DUK_HEAP_STRCACHE_SIZE]
- **duk_hstring** * **strs** [DUK_HEAP_NUM_STRINGS]

4.232.1 Detailed Description

Definition at line 7766 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.233 duk_heaphdr Struct Reference

Data Fields

- duk_uint32_t **h_flags**
- duk_size_t **h_refcount**
- **duk_heaphdr** * **h_next**
- **duk_heaphdr** * **h_prev**

4.233.1 Detailed Description

Definition at line 3787 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.234 duk_heaphdr_string Struct Reference

Data Fields

- duk_uint32_t **h_flags**
- duk_size_t **h_refcount**

4.234.1 Detailed Description

Definition at line 3826 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.235 duk_hnatfunc Struct Reference

Data Fields

- **duk_hobject obj**
- duk_c_function **func**
- duk_int16_t **nargs**
- duk_int16_t **magic**

4.235.1 Detailed Description

Definition at line 6476 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.236 duk_hobject Struct Reference

Data Fields

- **duk_heaphdr hdr**
- duk_uint8_t * **props**
- **duk_hobject** * **prototype**
- duk_uint32_t **e_size**
- duk_uint32_t **e_next**
- duk_uint32_t **a_size**
- duk_uint32_t **h_size**

4.236.1 Detailed Description

Definition at line 5971 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.237 duk_hstring Struct Reference

Data Fields

- **duk_heaphdr_string hdr**
- duk_uint32_t **hash**
- duk_uarridx_t **arridx**
- duk_uint32_t **blen**
- duk_uint32_t **clen**

4.237.1 Detailed Description

Definition at line 5165 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.238 duk_hstring_external Struct Reference

Data Fields

- **duk_hstring str**
- const duk_uint8_t * **extdata**

4.238.1 Detailed Description

Definition at line 5216 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.239 duk_hthread Struct Reference

Data Fields

- **duk_hobject obj**
- duk_instr_t ∗∗ **ptr_curr_pc**
- **duk_heap** ∗ **heap**
- duk_uint8_t **strict**
- duk_uint8_t **state**
- duk_uint8_t **unused1**
- duk_uint8_t **unused2**
- duk_size_t **valstack_max**
- duk_size_t **callstack_max**
- duk_size_t **catchstack_max**
- **duk_tval** ∗ **valstack**
- **duk_tval** ∗ **valstack_end**
- **duk_tval** ∗ **valstack_bottom**
- **duk_tval** ∗ **valstack_top**
- duk_size_t **valstack_size**
- **duk_activation** ∗ **callstack**
- duk_size_t **callstack_size**
- duk_size_t **callstack_top**
- duk_size_t **callstack_preventcount**
- **duk_catcher** ∗ **catchstack**
- duk_size_t **catchstack_size**
- duk_size_t **catchstack_top**
- **duk_hthread** ∗ **resumer**
- **duk_compiler_ctx** ∗ **compile_ctx**
- **duk_hobject** ∗ **builtins** [DUK_NUM_BUILTINS]
- **duk_hstring** ∗∗ **strs**

4.239.1 Detailed Description

Definition at line 6915 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.240 duk_internal_thread_state Struct Reference

Data Fields

- **duk_ljstate lj**
- duk_bool_t **handling_error**
- **duk_hthread** ∗ **curr_thread**
- duk_int_t **call_recursion_depth**

4.240.1 Detailed Description

Definition at line 14949 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.241 duk_ispec Struct Reference

Data Fields

- duk_small_uint_t **t**
- duk_regconst_t **regconst**
- duk_idx_t **valstack_idx**

4.241.1 Detailed Description

Definition at line 3489 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.242 duk_ivalue Struct Reference

Data Fields

- duk_small_uint_t **t**
- duk_small_uint_t **op**
- **duk_ispec x1**
- **duk_ispec x2**

4.242.1 Detailed Description

Definition at line 3495 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.243 duk_jmpbuf Struct Reference

Data Fields

- DUK_JMPBUF_TYPE **jb**

4.243.1 Detailed Description

Definition at line 229 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.244 duk_json_dec_ctx Struct Reference

Data Fields

- **duk_hthread** ∗ **thr**
- const duk_uint8_t ∗ **p**
- const duk_uint8_t ∗ **p_start**
- const duk_uint8_t ∗ **p_end**
- duk_idx_t **idx_reviver**
- duk_small_uint_t **flags**
- duk_small_uint_t **flag_ext_custom**
- duk_small_uint_t **flag_ext_compatible**
- duk_small_uint_t **flag_ext_custom_or_compatible**
- duk_int_t **recursion_depth**
- duk_int_t **recursion_limit**

4.244.1 Detailed Description

Definition at line 9175 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.245 duk_json_enc_ctx Struct Reference

Data Fields

- **duk_hthread** ∗ **thr**
- **duk_bufwriter_ctx bw**
- **duk_hobject** ∗ **h_replacer**
- **duk_hstring** ∗ **h_gap**
- duk_idx_t **idx_proplist**
- duk_idx_t **idx_loop**
- duk_small_uint_t **flags**
- duk_small_uint_t **flag_ascii_only**
- duk_small_uint_t **flag_avoid_key_quotes**
- duk_small_uint_t **flag_ext_custom**
- duk_small_uint_t **flag_ext_compatible**
- duk_small_uint_t **flag_ext_custom_or_compatible**
- duk_int_t **recursion_depth**
- duk_int_t **recursion_limit**
- duk_uint_t **mask_for_undefined**
- duk_small_uint_t **stridx_custom_undefined**
- duk_small_uint_t **stridx_custom_nan**
- duk_small_uint_t **stridx_custom_neginf**
- duk_small_uint_t **stridx_custom_posinf**
- duk_small_uint_t **stridx_custom_function**
- **duk_hobject** ∗ **visiting** [DUK_JSON_ENC_LOOPARRAY]

4.245.1 Detailed Description

Definition at line 9147 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.246 duk_labelinfo Struct Reference

Data Fields

- duk_small_uint_t **flags**
- duk_int_t **label_id**
- **duk_hstring** ∗ **h_label**
- duk_int_t **catch_depth**
- duk_int_t **pc_label**

4.246.1 Detailed Description

Definition at line 3534 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.247 duk_lexer_codepoint Struct Reference

Data Fields

- duk_codepoint_t **codepoint**
- duk_size_t **offset**
- duk_int_t **line**

4.247.1 Detailed Description

Definition at line 3390 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.248 duk_lexer_ctx Struct Reference

Data Fields

- **duk_lexer_codepoint** ∗ **window**
- **duk_lexer_codepoint buffer** [DUK_LEXER_BUFFER_SIZE]
- **duk_hthread** ∗ **thr**
- const duk_uint8_t ∗ **input**
- duk_size_t **input_length**
- duk_size_t **input_offset**
- duk_int_t **input_line**
- duk_idx_t **slot1_idx**
- duk_idx_t **slot2_idx**
- duk_idx_t **buf_idx**
- **duk_hbuffer_dynamic** ∗ **buf**
- **duk_bufwriter_ctx bw**
- duk_int_t **token_count**
- duk_int_t **token_limit**

4.248.1 Detailed Description

Definition at line 3397 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.249 duk_lexer_point Struct Reference

Data Fields

- duk_size_t **offset**
- duk_int_t **line**

4.249.1 Detailed Description

Definition at line 3384 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.250 duk_ljstate Struct Reference

Data Fields

- **duk_jmpbuf** ∗ **jmpbuf_ptr**
- duk_small_uint_t **type**
- duk_bool_t **iserror**
- **duk_tval value1**
- **duk_tval value2**

4.250.1 Detailed Description

Definition at line 7731 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.251 duk_memory_functions Struct Reference

Data Fields

- duk_alloc_function **alloc_func**
- duk_realloc_function **realloc_func**
- duk_free_function **free_func**
- void ∗ **udata**

4.251.1 Detailed Description

Definition at line 217 of file duktape.h.

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

- src/lib/world_script/duktape/duktape.h

4.252 duk_number_list_entry Struct Reference

Data Fields

- const char * **key**
- duk_double_t **value**

4.252.1 Detailed Description

Definition at line 230 of file duktape.h.

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

- src/lib/world_script/duktape/duktape.h

4.253 duk_propaccessor Struct Reference

Data Fields

- **duk_hobject * get**
- **duk_hobject * set**

4.253.1 Detailed Description

Definition at line 5945 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.254 duk_propdesc Struct Reference

Data Fields

- duk_small_int_t **flags**
- **duk_hobject * get**
- **duk_hobject * set**
- duk_int_t **e_idx**
- duk_int_t **h_idx**
- duk_int_t **a_idx**

4.254.1 Detailed Description

Definition at line 5959 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.255 duk_propvalue Union Reference

Data Fields

- **duk_tval v**
- **duk_propaccessor a**

4.255.1 Detailed Description

Definition at line 5950 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.256 duk_re_compiler_ctx Struct Reference

Data Fields

- **duk_hthread** ∗ **thr**
- duk_uint32_t **re_flags**
- **duk_lexer_ctx lex**
- **duk_re_token curr_token**
- **duk_bufwriter_ctx bw**
- duk_uint32_t **captures**
- duk_uint32_t **highest_backref**
- duk_uint32_t **recursion_depth**
- duk_uint32_t **recursion_limit**
- duk_uint32_t **nranges**

4.256.1 Detailed Description

Definition at line 3733 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.257 duk_re_matcher_ctx Struct Reference

Data Fields

- **duk_hthread** ∗ **thr**
- duk_uint32_t **re_flags**
- const duk_uint8_t ∗ **input**
- const duk_uint8_t ∗ **input_end**
- const duk_uint8_t ∗ **bytecode**
- const duk_uint8_t ∗ **bytecode_end**
- const duk_uint8_t ∗∗ **saved**
- duk_uint32_t **nsaved**
- duk_uint32_t **recursion_depth**
- duk_uint32_t **recursion_limit**
- duk_uint32_t **steps_count**
- duk_uint32_t **steps_limit**

4.257.1 Detailed Description

Definition at line 3717 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.258 duk_re_token Struct Reference

Data Fields

- duk_small_int_t **t**
- duk_small_int_t **greedy**
- duk_uint_fast32_t **num**
- duk_uint_fast32_t **qmin**
- duk_uint_fast32_t **qmax**

4.258.1 Detailed Description

Definition at line 3375 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.259 duk_strcache Struct Reference

Data Fields

- **duk_hstring** ∗ **h**
- duk_uint32_t **bidx**
- duk_uint32_t **cidx**

4.259.1 Detailed Description

Definition at line 7720 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.260 duk_strtab_entry Struct Reference

Data Fields

- duk_size_t **listlen**
- union {
  duk_hstring ∗∗ **strlist**
  duk_hstring ∗ **str**
  } **u**

4.260.1 Detailed Description

Definition at line 7743 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.261 duk_thread_state Struct Reference

Data Fields

- char **data** [128]

4.261.1 Detailed Description

Definition at line 209 of file duktape.h.

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

- src/lib/world_script/duktape/duktape.h

4.262 duk_time_components Struct Reference

Data Fields

- duk_double_t **year**
- duk_double_t **month**
- duk_double_t **day**
- duk_double_t **hours**
- duk_double_t **minutes**
- duk_double_t **seconds**
- duk_double_t **milliseconds**
- duk_double_t **weekday**

4.262.1 Detailed Description

Definition at line 235 of file duktape.h.

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

- src/lib/world_script/duktape/duktape.h

4.263 duk_token Struct Reference

Data Fields

- duk_small_int_t **t**
- duk_small_int_t **t_nores**
- duk_double_t **num**
- **duk_hstring** ∗ **str1**
- **duk_hstring** ∗ **str2**
- duk_size_t **start_offset**
- duk_int_t **start_line**
- duk_int_t **num_escapes**
- duk_bool_t **lineterm**
- duk_bool_t **allow_auto_semi**

4.263.1 Detailed Description

Definition at line 3359 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.264 duk_tval_unused Struct Reference

Data Fields

- duk_uint16_t **a**
- duk_uint16_t **b**
- duk_uint16_t **c**
- duk_uint16_t **d**

4.264.1 Detailed Description

Definition at line 415 of file duktape.c.

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

- src/lib/world_script/duktape/duktape.c

4.265 EAI_Extra_Data Struct Reference

Data Fields

- int **field_id**
- int **node_id**
- int **field_type**
- int **listener_id**

4.265.1 Detailed Description

Definition at line 76 of file EAIHeaders.h.

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

- src/lib/input/EAIHeaders.h

4.266 EAI_ListenerStruct Struct Reference

Data Fields

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

4.266.1 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

4.267 vrml.external.FreeWRLEAI.EAIAsyncMessage Class Reference

Data Fields

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

4.267.1 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

4.268 sai.eai.EAIAsyncMessage Class Reference

Data Fields

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

4.268.1 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

4.269 vrml.external.FreeWRLEAI.EAIAsyncQueue Class Reference

Public Member Functions

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

4.269.1 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

4.270 sai.eai.EAIAsyncQueue Class Reference

Public Member Functions

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

4.270.1 Detailed Description

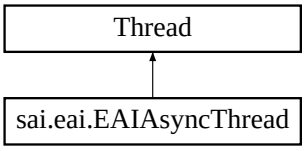
Definition at line 20 of file EAIAsyncQueue.java.

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

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

4.271 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** ()

4.271.1 Detailed Description

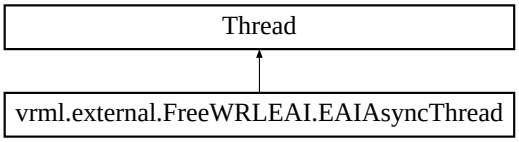
Definition at line 36 of file EAIAsyncThread.java.

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

- src/java/sai/eai/EAIAsyncThread.java

4.272 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** ()

4.272.1 Detailed Description

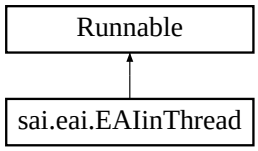
Definition at line 34 of file EAIAsyncThread.java.

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

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

4.273 sai.eai.EAIinThread Class Reference

Inheritance diagram for sai.eai.EAIinThread:



Public Member Functions

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

4.273.1 Detailed Description

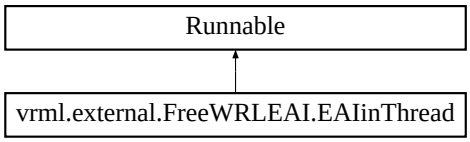
Definition at line 12 of file EAIinThread.java.

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

- src/java/sai/eai/EAIinThread.java

4.274 vrml.external.FreeWRLEAI.EAIinThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAIinThread:



Public Member Functions

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

4.274.1 Detailed Description

Definition at line 13 of file EAIinThread.java.

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

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

4.275 sai.eai.EAIMessage Class Reference

Public Member Functions

- **EAIMessage** (String thismsg)

Data Fields

- String **mmm**
- **EAIMessage prev**
- **EAIMessage next**

4.275.1 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

4.276 vrml.external.FreeWRLEAI.EAIMessage Class Reference

Public Member Functions

- **EAIMessage** (String thismsg)

Data Fields

- String **mmm**
- **EAIMessage prev**
- **EAIMessage next**

4.276.1 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

4.277 EAINodeIndexStruct Struct Reference

Data Fields

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

4.277.1 Detailed Description

Definition at line 141 of file EAIHelpers.c.

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

- src/lib/input/EAIHelpers.c

4.278 EAINodeParams Struct Reference

Data Fields

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

4.278.1 Detailed Description

Definition at line 132 of file EAIHelpers.c.

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

- src/lib/input/EAIHelpers.c

4.279 sai.eai.EAIoutQueue Class Reference

Public Member Functions

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

4.279.1 Detailed Description

Definition at line 21 of file EAIoutQueue.java.

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

- src/java/sai/eai/EAIoutQueue.java

4.280 vrml.external.FreeWRLEAI.EAIoutQueue Class Reference

Public Member Functions

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

4.280.1 Detailed Description

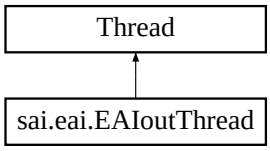
Definition at line 21 of file EAIoutQueue.java.

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

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

4.281 sai.eai.EAIoutThread Class Reference

Inheritance diagram for sai.eai.EAIoutThread:



Public Member Functions

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

4.281.1 Detailed Description

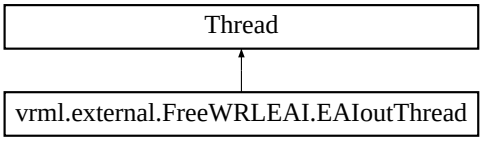
Definition at line 33 of file EAIoutThread.java.

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

- src/java/sai/eai/EAIoutThread.java

4.282 vrml.external.FreeWRLEAI.EAIoutThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAIoutThread:



Public Member Functions

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

4.282.1 Detailed Description

Definition at line 33 of file EAIoutThread.java.

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

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

4.283 ECMAValueStruct Struct Reference

Data Fields

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

4.283.1 Detailed Description

Definition at line 68 of file jsVRMLClasses.c.

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

- src/lib/world_script/jsVRMLClasses.c

4.284 EdgePair Struct Reference

Data Fields

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

4.284.1 Detailed Description

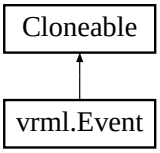
Definition at line 59 of file mesh.c.

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

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

4.285 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** ()

4.285.1 Detailed Description

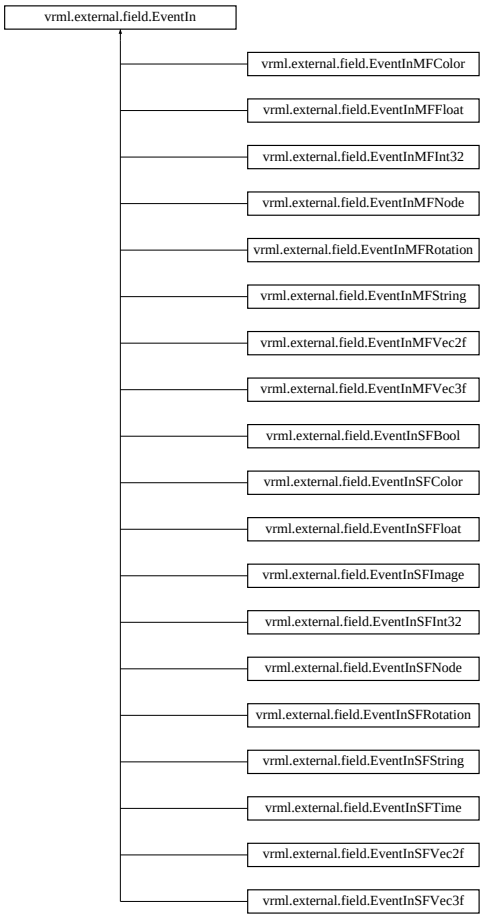
Definition at line 4 of file Event.java.

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

- src/java/vrml/Event.java

4.286 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**

4.286.1 Detailed Description

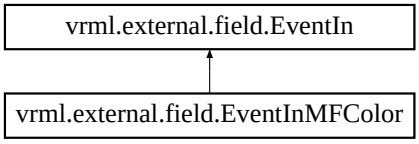
Definition at line 5 of file EventIn.java.

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

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

4.287 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

4.287.1 Detailed Description

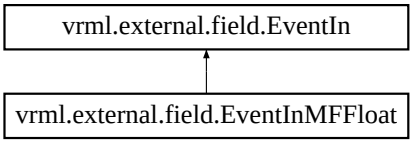
Definition at line 6 of file EventInMFColor.java.

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

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

4.288 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

4.288.1 Detailed Description

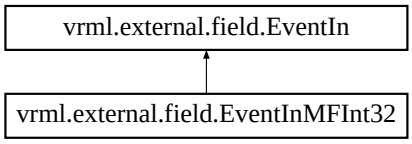
Definition at line 6 of file EventInMFFloat.java.

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

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

4.289 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

4.289.1 Detailed Description

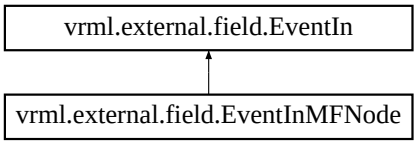
Definition at line 6 of file EventInMFInt32.java.

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

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

4.290 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

4.290.1 Detailed Description

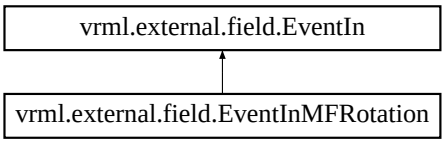
Definition at line 6 of file EventInMFNode.java.

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

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

4.291 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

4.291.1 Detailed Description

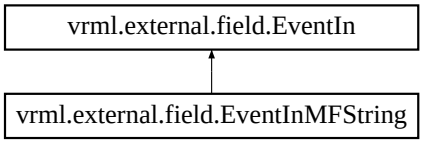
Definition at line 6 of file EventInMFRotation.java.

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

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

4.292 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

4.292.1 Detailed Description

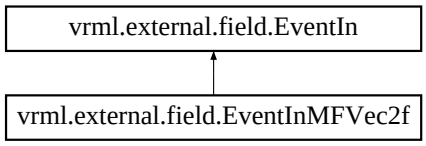
Definition at line 5 of file EventInMFString.java.

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

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

4.293 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

4.293.1 Detailed Description

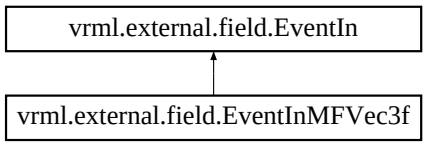
Definition at line 6 of file EventInMFVec2f.java.

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

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

4.294 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

4.294.1 Detailed Description

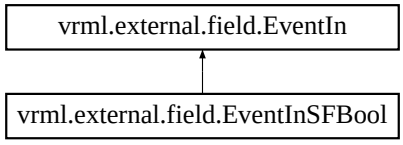
Definition at line 6 of file EventInMFVec3f.java.

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

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

4.295 vrml.external.field.EventInSFBool Class Reference

Inheritance diagram for vrml.external.field.EventInSFBool:



Public Member Functions

- void **setValue** (boolean value)

Additional Inherited Members

4.295.1 Detailed Description

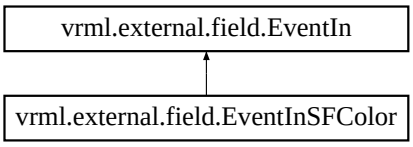
Definition at line 5 of file EventInSFBool.java.

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

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

4.296 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

4.296.1 Detailed Description

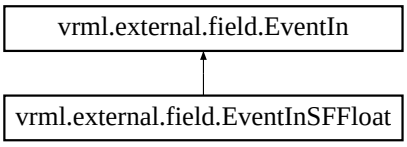
Definition at line 5 of file EventInSFColor.java.

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

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

4.297 vrml.external.field.EventInSFFloat Class Reference

Inheritance diagram for vrml.external.field.EventInSFFloat:



Public Member Functions

- void **setValue** (float value)

Additional Inherited Members

4.297.1 Detailed Description

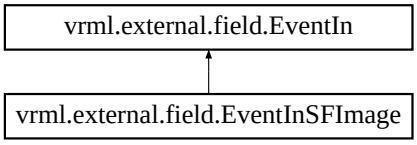
Definition at line 5 of file EventInSFFloat.java.

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

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

4.298 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

4.298.1 Detailed Description

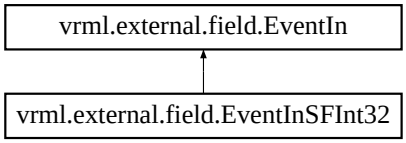
Definition at line 7 of file EventInSFImage.java.

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

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

4.299 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

4.299.1 Detailed Description

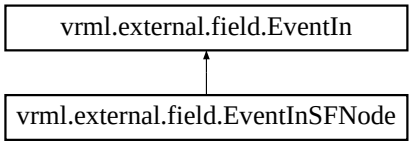
Definition at line 6 of file EventInSFInt32.java.

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

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

4.300 vrml.external.field.EventInSFNode Class Reference

Inheritance diagram for vrml.external.field.EventInSFNode:



Public Member Functions

- void **setValue** (**Node** node)

Additional Inherited Members

4.300.1 Detailed Description

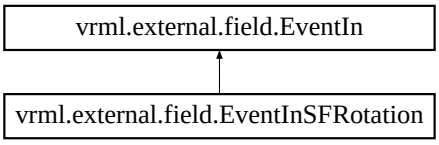
Definition at line 6 of file EventInSFNode.java.

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

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

4.301 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

4.301.1 Detailed Description

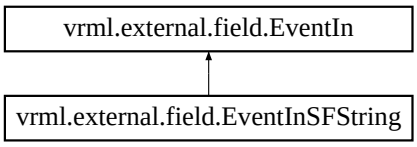
Definition at line 5 of file EventInSFRotation.java.

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

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

4.302 vrml.external.field.EventInSFString Class Reference

Inheritance diagram for vrml.external.field.EventInSFString:



Public Member Functions

- void **setValue** (String value)

Additional Inherited Members

4.302.1 Detailed Description

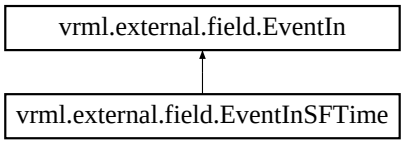
Definition at line 6 of file EventInSFString.java.

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

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

4.303 vrml.external.field.EventInSFTime Class Reference

Inheritance diagram for vrml.external.field.EventInSFTime:



Public Member Functions

- void **setValue** (double value)

Additional Inherited Members

4.303.1 Detailed Description

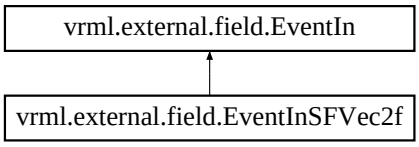
Definition at line 6 of file EventInSFTime.java.

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

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

4.304 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

4.304.1 Detailed Description

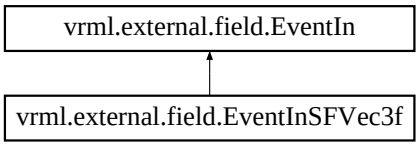
Definition at line 5 of file EventInSFVec2f.java.

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

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

4.305 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

4.305.1 Detailed Description

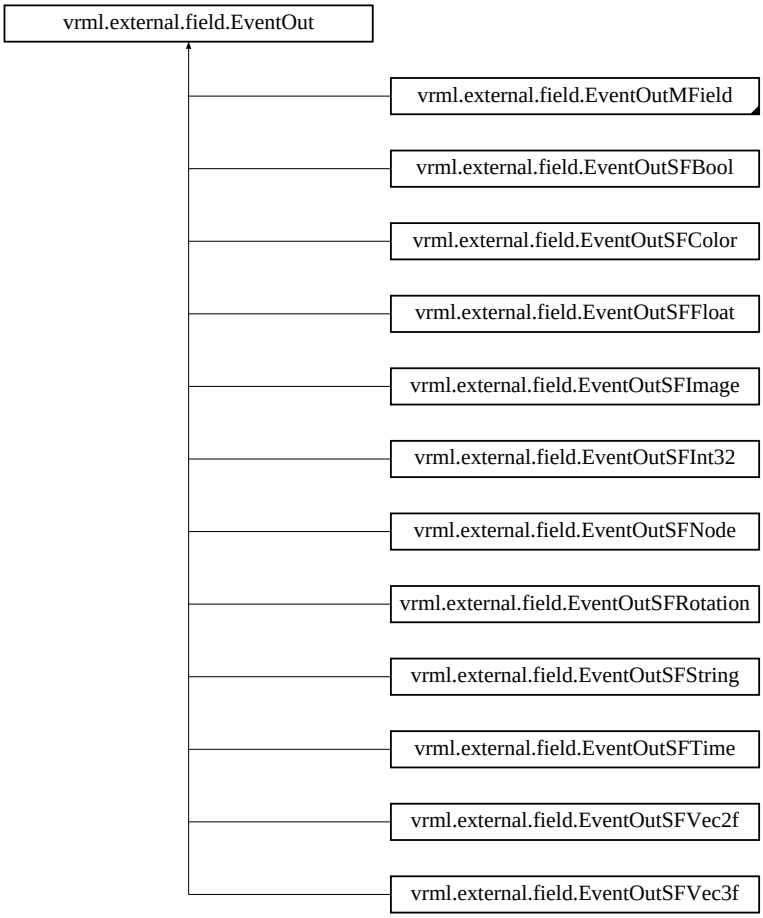
Definition at line 5 of file EventInSFVec3f.java.

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

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

4.306 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

4.306.1 Detailed Description

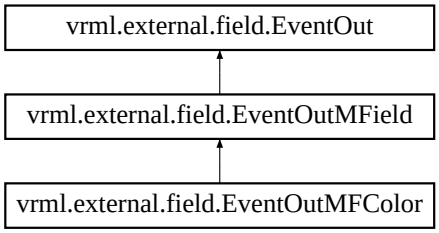
Definition at line 6 of file EventOut.java.

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

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

4.307 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

4.307.1 Detailed Description

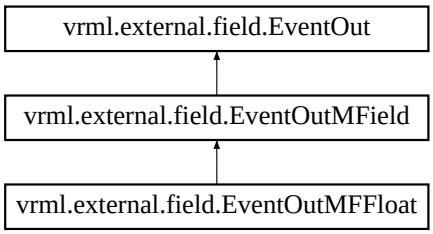
Definition at line 8 of file EventOutMFColor.java.

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

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

4.308 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

4.308.1 Detailed Description

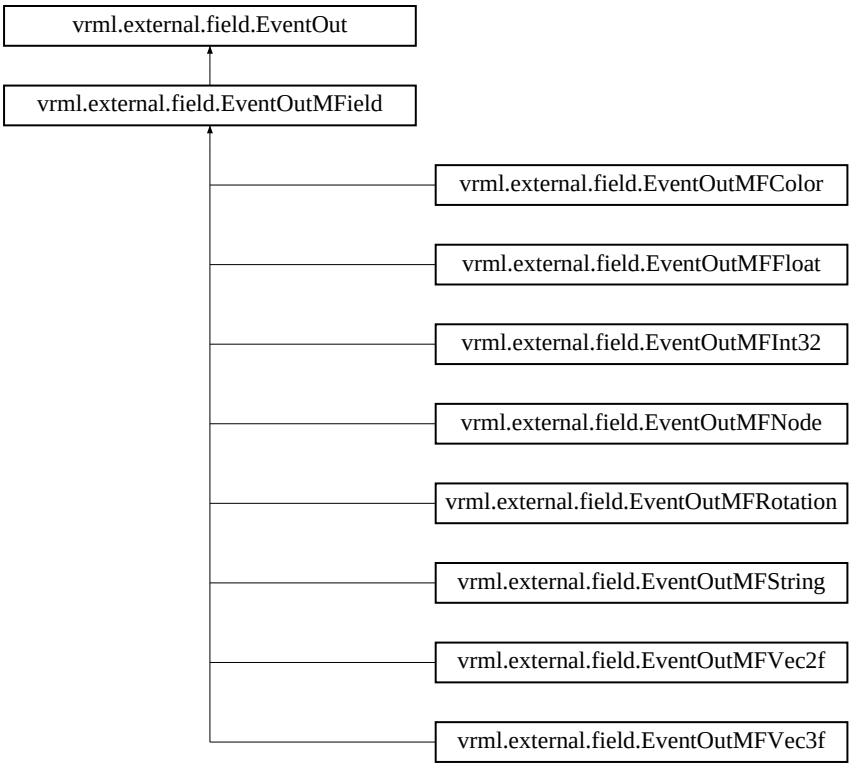
Definition at line 8 of file EventOutMFFloat.java.

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

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

4.309 vrml.external.field.EventOutMField Class Reference

Inheritance diagram for vrml.external.field.EventOutMField:



Public Member Functions

- int **getSize** ()

Additional Inherited Members

4.309.1 Detailed Description

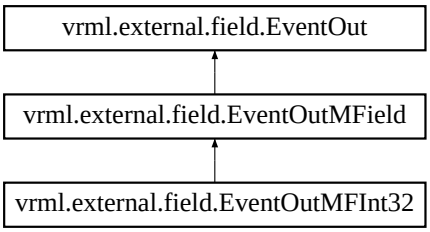
Definition at line 7 of file EventOutMField.java.

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

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

4.310 vrml.external.field.EventOutMFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventOutMFInt32:



Public Member Functions

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

Additional Inherited Members

4.310.1 Detailed Description

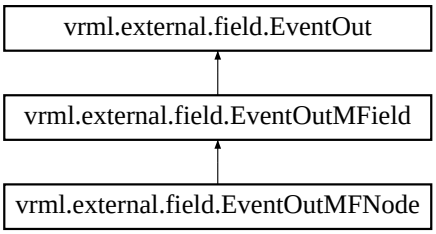
Definition at line 8 of file EventOutMFInt32.java.

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

- src/java/vrml/external/field/EventOutMFInt32.java

4.311 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

4.311.1 Detailed Description

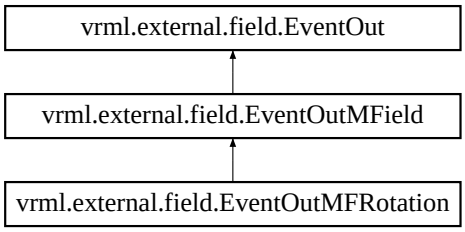
Definition at line 8 of file EventOutMFNode.java.

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

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

4.312 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

4.312.1 Detailed Description

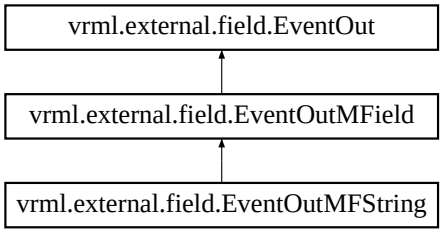
Definition at line 8 of file EventOutMFRotation.java.

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

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

4.313 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

4.313.1 Detailed Description

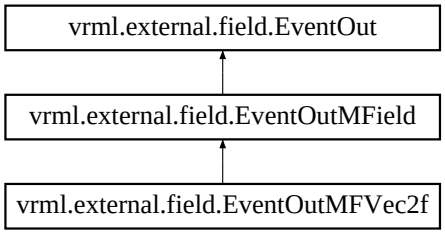
Definition at line 7 of file EventOutMFString.java.

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

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

4.314 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

4.314.1 Detailed Description

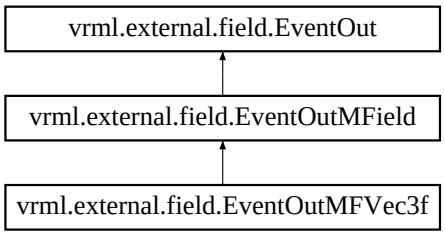
Definition at line 8 of file EventOutMFVec2f.java.

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

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

4.315 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

4.315.1 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

4.316 vrml.external.field.EventOutObserver Interface Reference

Public Member Functions

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

4.316.1 Detailed Description

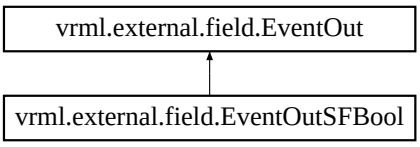
Definition at line 8 of file EventOutObserver.java.

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

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

4.317 vrml.external.field.EventOutSFBool Class Reference

Inheritance diagram for vrml.external.field.EventOutSFBool:



Public Member Functions

- boolean **getValue** ()

Additional Inherited Members

4.317.1 Detailed Description

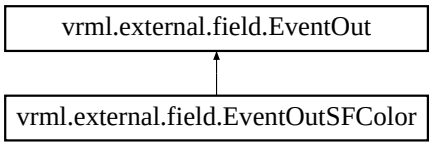
Definition at line 7 of file EventOutSFBool.java.

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

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

4.318 vrml.external.field.EventOutSFColor Class Reference

Inheritance diagram for vrml.external.field.EventOutSFColor:



Public Member Functions

- float [ ] **getValue** ()

Additional Inherited Members

4.318.1 Detailed Description

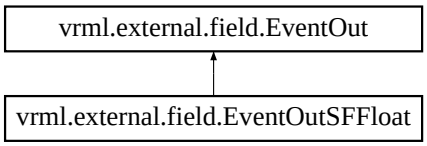
Definition at line 7 of file EventOutSFColor.java.

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

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

4.319 vrml.external.field.EventOutSFFloat Class Reference

Inheritance diagram for vrml.external.field.EventOutSFFloat:



Public Member Functions

- float **getValue** ()

Additional Inherited Members

4.319.1 Detailed Description

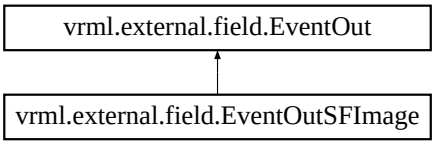
Definition at line 7 of file EventOutSFFloat.java.

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

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

4.320 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

4.320.1 Detailed Description

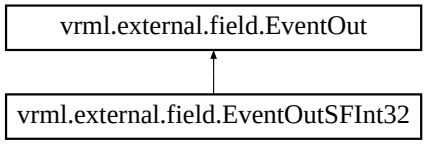
Definition at line 7 of file EventOutSFImage.java.

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

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

4.321 vrml.external.field.EventOutSFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventOutSFInt32:



Public Member Functions

- int **getValue** ()

Additional Inherited Members

4.321.1 Detailed Description

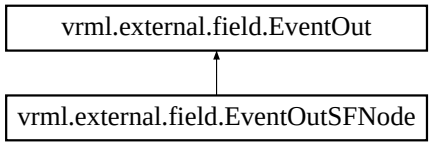
Definition at line 7 of file EventOutSFInt32.java.

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

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

4.322 vrml.external.field.EventOutSFNode Class Reference

Inheritance diagram for vrml.external.field.EventOutSFNode:



Public Member Functions

- **Node getValue** ()

Additional Inherited Members

4.322.1 Detailed Description

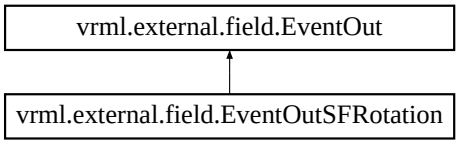
Definition at line 8 of file EventOutSFNode.java.

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

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

4.323 vrml.external.field.EventOutSFRotation Class Reference

Inheritance diagram for vrml.external.field.EventOutSFRotation:



Public Member Functions

- float [ ] **getValue** ()

Additional Inherited Members

4.323.1 Detailed Description

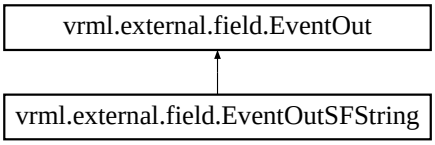
Definition at line 6 of file EventOutSFRotation.java.

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

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

4.324 vrml.external.field.EventOutSFString Class Reference

Inheritance diagram for vrml.external.field.EventOutSFString:



Public Member Functions

- String **getValue** ()

Additional Inherited Members

4.324.1 Detailed Description

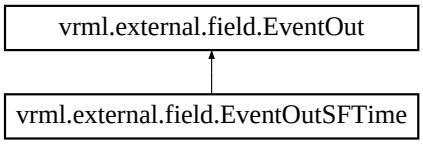
Definition at line 7 of file EventOutSFString.java.

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

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

4.325 vrml.external.field.EventOutSFTime Class Reference

Inheritance diagram for vrml.external.field.EventOutSFTime:



Public Member Functions

- double **getValue** ()

Additional Inherited Members

4.325.1 Detailed Description

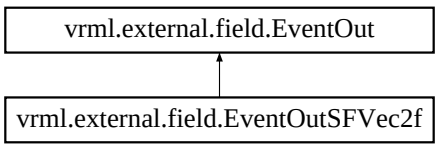
Definition at line 7 of file EventOutSFTime.java.

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

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

4.326 vrml.external.field.EventOutSFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventOutSFVec2f:



Public Member Functions

- float [ ] **getValue** ()

Additional Inherited Members

4.326.1 Detailed Description

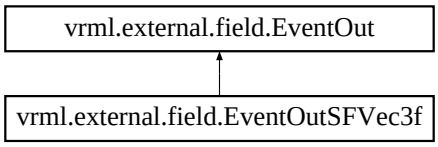
Definition at line 6 of file EventOutSFVec2f.java.

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

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

4.327 vrml.external.field.EventOutSFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventOutSFVec3f:



Public Member Functions

- float [ ] **getValue** ()

Additional Inherited Members

4.327.1 Detailed Description

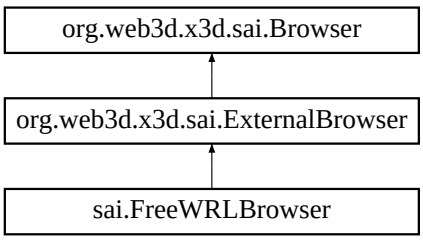
Definition at line 6 of file EventOutSFVec3f.java.

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

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

4.328 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

4.328.1 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

4.329 extrusion Struct Reference

Data Fields

- **polygon poly**
- double **below**
- double **above**

4.329.1 Detailed Description

Definition at line 771 of file SSRServer.c.

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

- src/SSR/SSRServer.c

4.330 FaceCount Struct Reference

Data Fields

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

4.330.1 Detailed Description

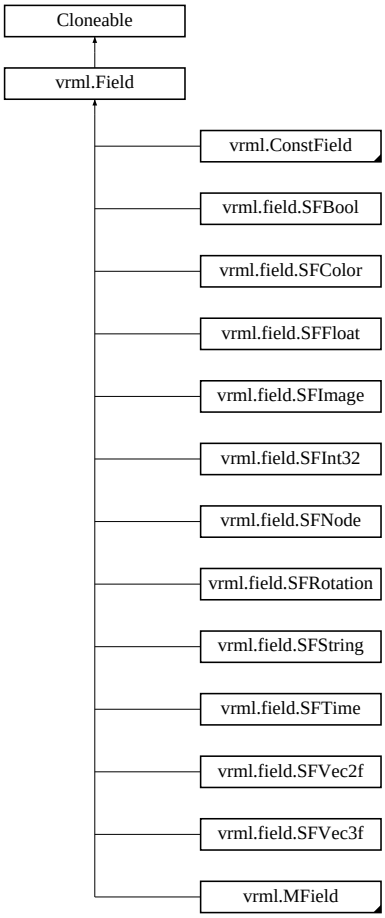
Definition at line 49 of file render.c.

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

- src/libtess/render.c

4.331 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** ()

4.331.1 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

4.332 FieldDecl Struct Reference

Data Fields

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

4.332.1 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

4.333 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

4.333.1 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

4.334 file_in_zip64_read_info_s Struct Reference

Data Fields

- char ∗ **read_buffer**
- z_stream **stream**
- ZPOS64_T **pos_in_zipfile**
- uLong **stream_initialised**
- ZPOS64_T **offset_local_extrafield**
- uInt **size_local_extrafield**
- ZPOS64_T **pos_local_extrafield**
- ZPOS64_T **total_out_64**
- uLong **crc32**
- uLong **crc32_wait**
- ZPOS64_T **rest_read_compressed**
- ZPOS64_T **rest_read_uncompressed**
- **zlib_filefunc64_32_def z_filefunc**
- voidpf **filestream**
- uLong **compression_method**
- ZPOS64_T **byte_before_the_zipfile**
- int **raw**

4.334.1 Detailed Description

Definition at line 134 of file unzip.c.

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

- src/libminizip/unzip.c

4.335 FirstStruct Struct Reference

Data Fields

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

4.335.1 Detailed Description

- we count times through the scenegraph; helps to break routing loops ∗/∗ Routing table ∗/∗ Structure table ∗/

Definition at line 166 of file CRoutes.c.

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

- src/lib/vrml_parser/CRoutes.c

4.336 Flist Class Reference

Public Member Functions

- void **add** (REAL x)
- void **filter** (void)
- void **grow** (int)
- void **taper** (REAL, REAL)

Data Fields

- REAL ∗ **pts**
- int **npts**
- int **start**
- int **end**

Protected Attributes

- **FlistSorter sorter**

4.336.1 Detailed Description

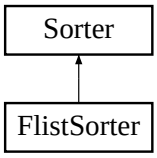
Definition at line 42 of file flist.h.

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

- src/libnurbs/internals/flist.h
- src/libnurbs/internals/flist.cc

4.337 FlistSorter Class Reference

Inheritance diagram for FlistSorter:



Public Member Functions

- void **qsort** (REAL ∗a, int n)

Protected Member Functions

- virtual int **qscmp** (char ∗, char ∗)
- virtual void **qsexc** (char ∗i, char ∗j)
- virtual void **qstexc** (char ∗i, char ∗j, char ∗k)

4.337.1 Detailed Description

Definition at line 42 of file flistsorter.h.

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

- src/libnurbs/internals/flistsorter.h
- src/libnurbs/internals/flistsorter.cc

4.338 flychord Struct Reference

Data Fields

- int **chord**
- **Key arrows** [4]

4.338.1 Detailed Description

Definition at line 1838 of file Viewer.c.

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

- src/lib/scenegraph/Viewer.c

4.339 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**

4.339.1 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

4.340 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**

4.340.1 Detailed Description

Initialization.

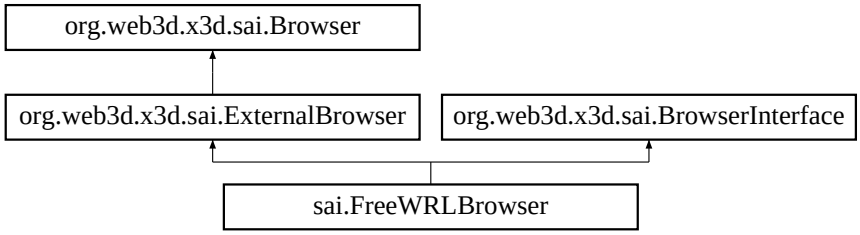
Definition at line 71 of file libFreeWRL.h.

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

- src/lib/libFreeWRL.h

4.341 sai.FreeWRLBrowser Class Reference

Inheritance diagram for sai.FreeWRLBrowser:



Public Member Functions

- int **get_Browser_EVtype** (int event)
- **X3DFieldEventListener get_Browser_EVObserver** (int eventno)
- void **Browser_RL_Async_send** (String EVentreply, 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 to↩EventIn) throws IllegalArgumentException
- String **deleteRoute** (**FreeWRLNode** fromNode, String fromEventOut, **FreeWRLNode** toNode, String to↩EventIn) 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, Connection↩Exception
- void **removeBrowserListener** (**BrowserListener** listener) throws InvalidBrowserException, Connection↩Exception
- void **browserEvent** (int type)
- **X3DScene currentScene** ()
- **ProfileInfo getProfile** (String name) throws ConnectionException, InvalidBrowserException, Not↩SupportedException
- **ProfileInfo** [ ] **getSupportedProfiles** () throws InvalidBrowserException, ConnectionException
- **ComponentInfo** [ ] **getSupportedComponents** () throws InvalidBrowserException, ConnectionException
- **ComponentInfo getComponent** (String name, int level) throws InvalidBrowserException, NotSupported↩Exception, ConnectionException
- **X3DExecutionContext getExecutionContext** () throws InvalidBrowserException, ConnectionException
- **X3DScene createScene** (**ProfileInfo** profile, **ComponentInfo**[ ] components) throws InvalidBrowser↩Exception, 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)

4.341.1 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

4.342 sai.FreeWRLBrowserInfo Class Reference

Static Public Member Functions

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

4.342.1 Detailed Description

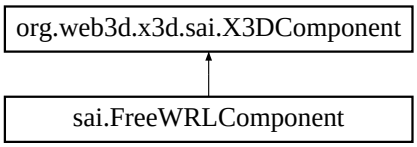
Definition at line 5 of file FreeWRLBrowserInfo.java.

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

- src/java/sai/FreeWRLBrowserInfo.java

4.343 sai.FreeWRLComponent Class Reference

Inheritance diagram for sai.FreeWRLComponent:



Public Member Functions

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

4.343.1 Detailed Description

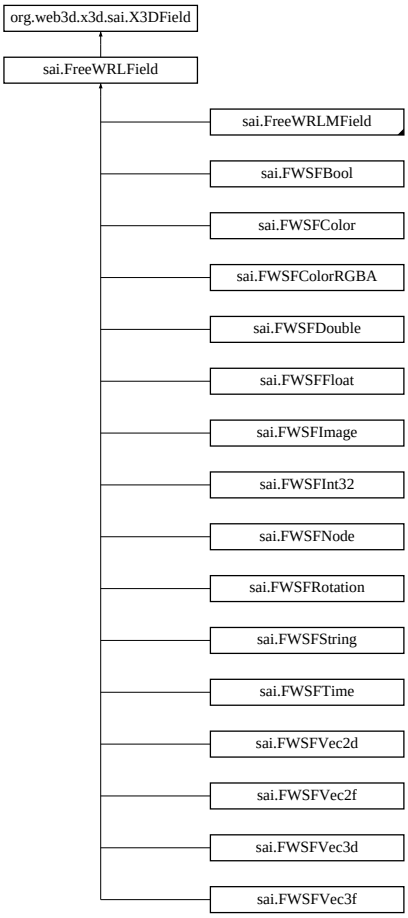
Definition at line 4 of file FreeWRLComponent.java.

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

- src/java/sai/FreeWRLComponent.java

4.344 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, InvalidField↩ Exception
- 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**

4.344.1 Detailed Description

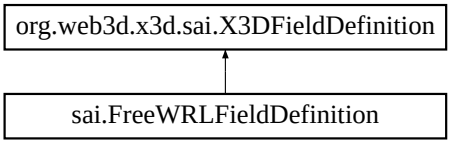
Definition at line 4 of file FreeWRLField.java.

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

- src/java/sai/FreeWRLField.java

4.345 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**

4.345.1 Detailed Description

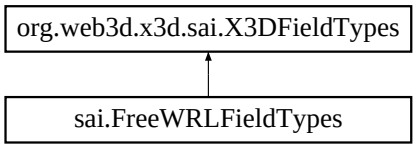
Definition at line 4 of file FreeWRLFieldDefinition.java.

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

- src/java/sai/FreeWRLFieldDefinition.java

4.346 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

4.346.1 Detailed Description

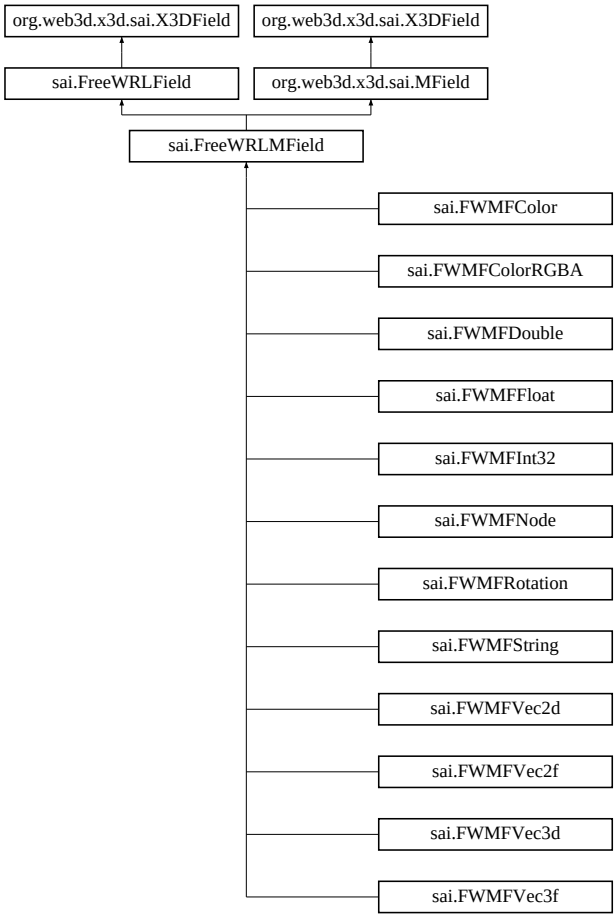
Definition at line 5 of file FreeWRLFieldTypes.java.

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

- src/java/sai/FreeWRLFieldTypes.java

4.347 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, ArrayIndexOutOfBounds↩ Exception

Additional Inherited Members

4.347.1 Detailed Description

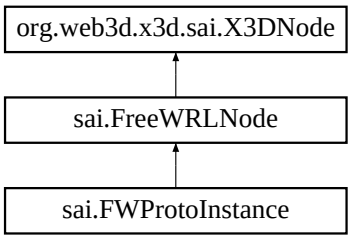
Definition at line 5 of file FreeWRLMField.java.

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

- src/java/sai/FreeWRLMField.java

4.348 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, Connection↩ Exception
- 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

4.348.1 Detailed Description

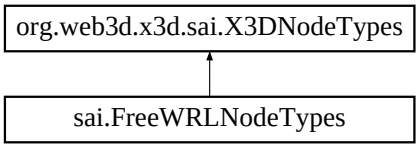
Definition at line 6 of file FreeWRLNode.java.

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

- src/java/sai/FreeWRLNode.java

4.349 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

4.349.1 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

4.350 sai.FreeWRLRendererInfo Class Reference

Static Public Member Functions

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

4.350.1 Detailed Description

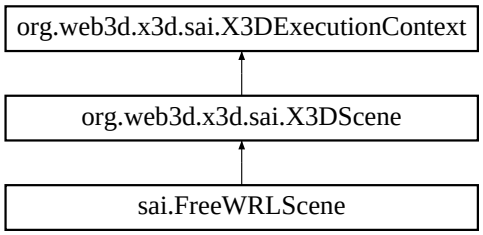
Definition at line 5 of file FreeWRLRendererInfo.java.

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

- src/java/sai/FreeWRLRendererInfo.java

4.351 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, InvalidName↩ Exception
- **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, Invalid↩NameException
- **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 startName, **X3DNode** endNode, String endEvent) throws InvalidExecutionContextException, InvalidNodeException, InvalidFieldException
- void **removeRoute** (**X3DRoute** route) throws InvalidExecutionContextException, InvalidNodeException, InvalidFieldException
- void **checkValid** ()
- void **dispose** ()

4.351.1 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

4.352 ftype Struct Reference

Data Fields

- int **type**
- void ∗(∗ **copy**)(void ∗T, void ∗A)
- void ∗(∗ **add**)(void ∗T, void ∗A, void ∗B)
- void ∗(∗ **dif**)(void ∗T, void ∗A, void ∗B)
- void ∗(∗ **scale**)(void ∗T, void ∗A, float S)
- void ∗(∗ **lerp**)(void ∗T, void ∗A, void ∗B, float alpha)
- float(∗ **dist**)(void ∗A)
- int(∗ **same**)(void ∗A, void ∗B)
- int(∗ **approx**)(void ∗A, void ∗B)
- void ∗(∗ **arr**)(void ∗A, int i)
- void ∗∗ **tmp**

4.352.1 Detailed Description

Definition at line 195 of file Component_Followers.c.

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

- src/lib/scenegraph/Component_Followers.c

4.353 fw_MaterialParameters Struct Reference

Data Fields

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

4.353.1 Detailed Description

Definition at line 143 of file Component_Shape.h.

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

- src/lib/scenegraph/Component_Shape.h

4.354 FWBITMAPFILEHEADER Struct Reference

Data Fields

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

4.354.1 Detailed Description

Definition at line 309 of file Snapshot.c.

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

- src/lib/main/Snapshot.c

4.355 FWBITMAPINFO Struct Reference

Data Fields

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

4.355.1 Detailed Description

Definition at line 324 of file Snapshot.c.

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

- src/lib/main/Snapshot.c

4.356 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**

4.356.1 Detailed Description

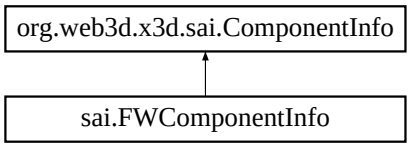
Definition at line 294 of file Snapshot.c.

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

- src/lib/main/Snapshot.c

4.357 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** ()

4.357.1 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

4.358 vrml.FWCreateField Class Reference

Static Public Member Functions

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

4.358.1 Detailed Description

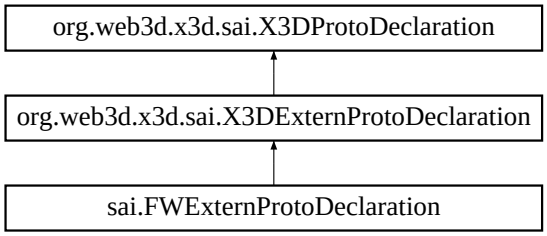
Definition at line 5 of file FWCreateField.java.

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

- src/java/vrml/FWCreateField.java

4.359 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, InvalidProto↩ Exception
- void **setProtoName** (String name)
- void **setFields** (**FreeWRLFieldDefinition**[ ] f)
- void **setType** (int t)
- void **dispose** ()

4.359.1 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

4.360 FWFunctionSpec Struct Reference

Data Fields

- const char * **name**
- FWFunction **call**
- char **retType**
- struct **ArgListType arglist**

4.360.1 Detailed Description

Definition at line 57 of file FWTYPE.h.

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

- src/lib/world_script/FWTYPE.h

4.361 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)

4.361.1 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

4.362 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, Instantiation↩ Exception, IllegalAccessException, InvocationTargetException, Exception, Throwable
- static String **getFieldType** (**BaseNode** node, String fieldname, String kind)
- static void **readField** (**BaseNode** node, String fieldName, **Field** fld)
- static String **getNodeType** (**BaseNode** node)
- static **Browser getBrowser** ()
- static **BaseNode** [ ] **createVrmlFromString** (String vrmlSyntax) throws InvalidVRMLSyntaxException
- static **BaseNode** [ ] **createX3DFromString** (String vrmlSyntax) throws InvalidX3DSyntaxException

4.362.1 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

4.363 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** ()

4.363.1 Detailed Description

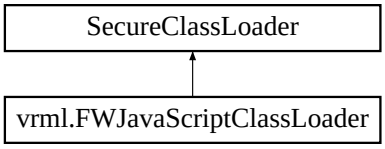
Definition at line 5 of file FWJavaScriptBinding.java.

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

- src/java/vrml/FWJavaScriptBinding.java

4.364 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

4.364.1 Detailed Description

Definition at line 13 of file FWJavaScriptClassLoader.java.

4.364.2 Constructor & Destructor Documentation

4.364.2.1 FWJavaScriptClassLoader()

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

Parameters

url	base url for loading classes.

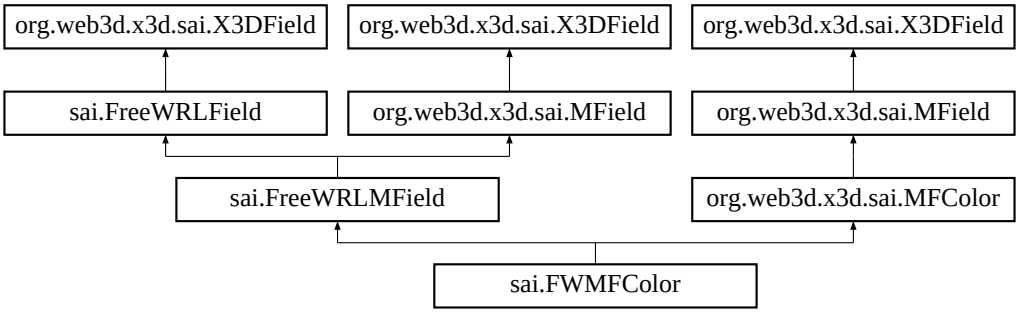
Definition at line 21 of file FWJavaScriptClassLoader.java.

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

- src/java/vrml/FWJavaScriptClassLoader.java

4.365 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, IllegalArgument↩ Exception
- void **setValue** (int numVals, float[ ][ ] value) throws ArrayIndexOutOfBoundsException, IllegalArgument↩ Exception
- 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

4.365.1 Detailed Description

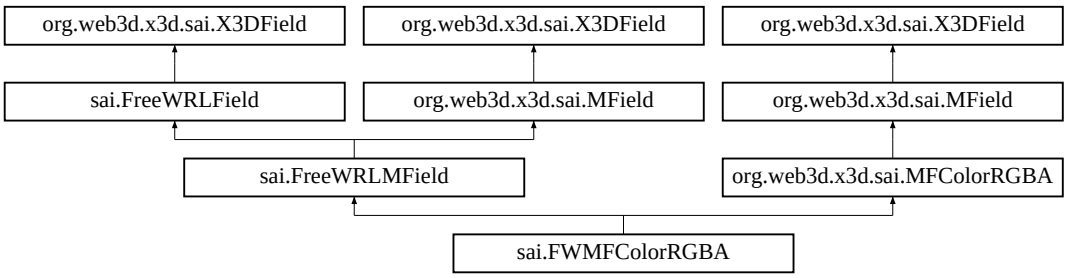
Definition at line 6 of file FWMFColor.java.

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

- src/java/sai/FWMFColor.java

4.366 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

4.366.1 Detailed Description

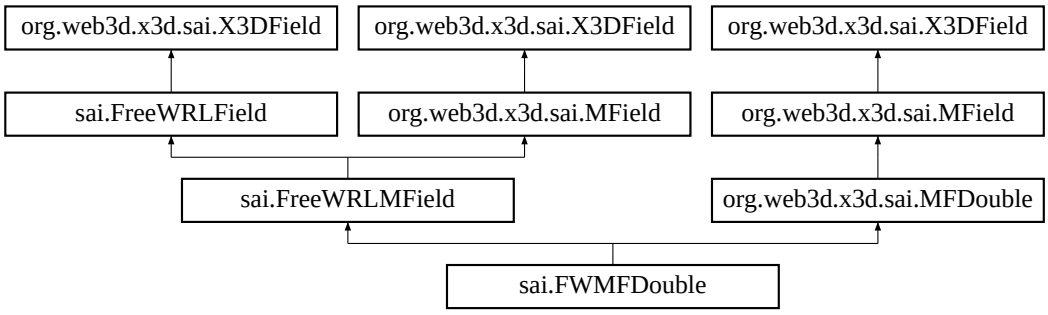
Definition at line 5 of file FWMFColorRGBA.java.

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

- src/java/sai/FWMFColorRGBA.java

4.367 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

4.367.1 Detailed Description

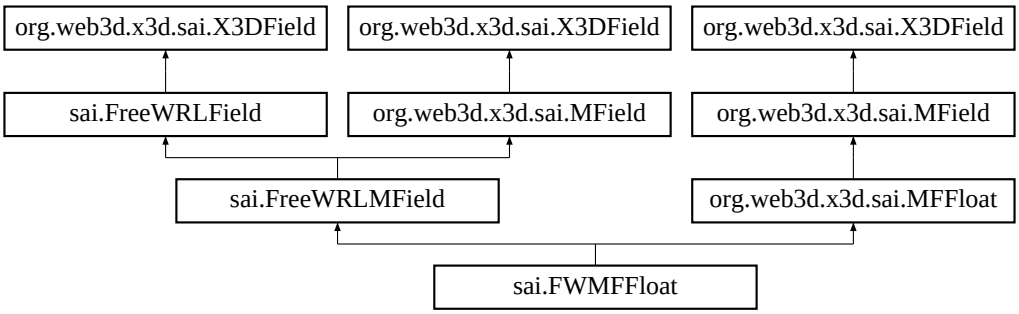
Definition at line 5 of file FWMFDouble.java.

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

- src/java/sai/FWMFDouble.java

4.368 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

4.368.1 Detailed Description

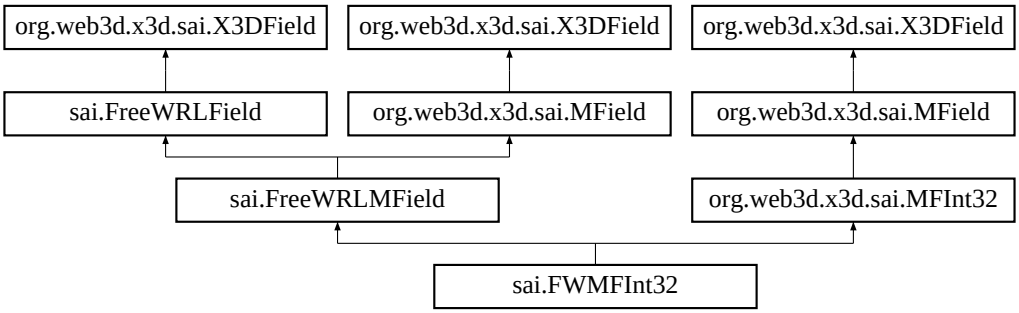
Definition at line 5 of file FWMFFloat.java.

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

- src/java/sai/FWMFFloat.java

4.369 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

4.369.1 Detailed Description

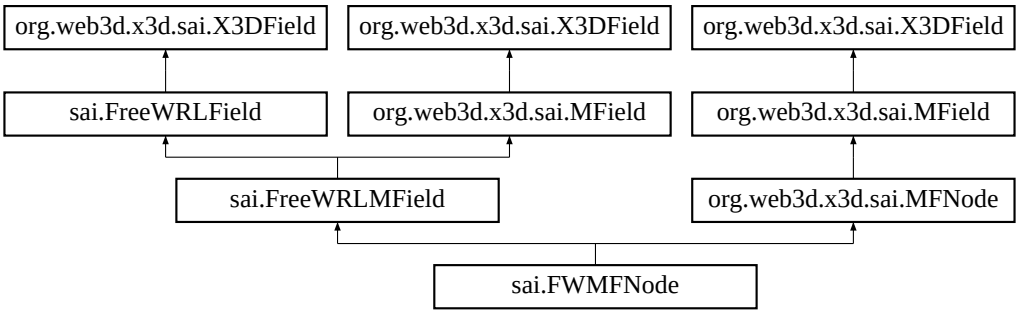
Definition at line 5 of file FWMFInt32.java.

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

- src/java/sai/FWMFInt32.java

4.370 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

4.370.1 Detailed Description

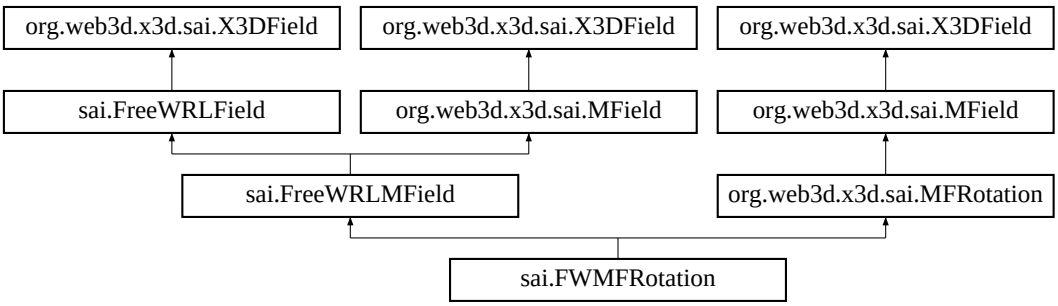
Definition at line 5 of file FWMFNode.java.

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

- src/java/sai/FWMFNode.java

4.371 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

4.371.1 Detailed Description

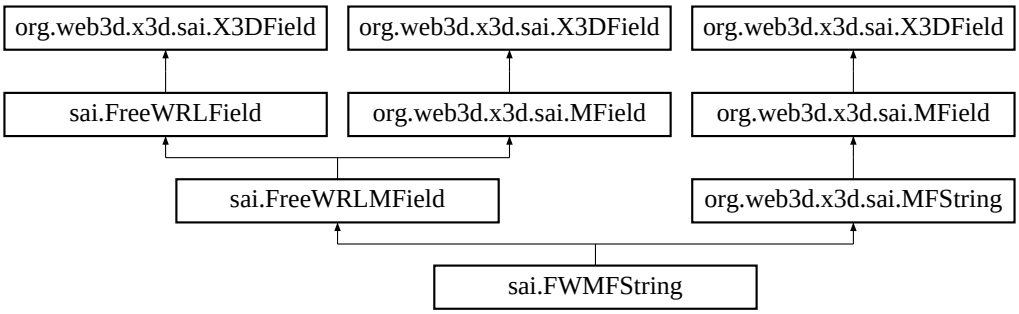
Definition at line 5 of file FWMFRotation.java.

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

- src/java/sai/FWMFRotation.java

4.372 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

4.372.1 Detailed Description

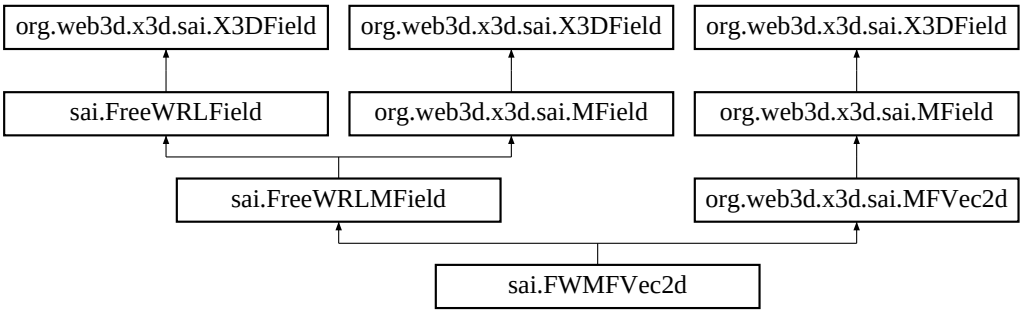
Definition at line 5 of file FWMFString.java.

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

- src/java/sai/FWMFString.java

4.373 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

4.373.1 Detailed Description

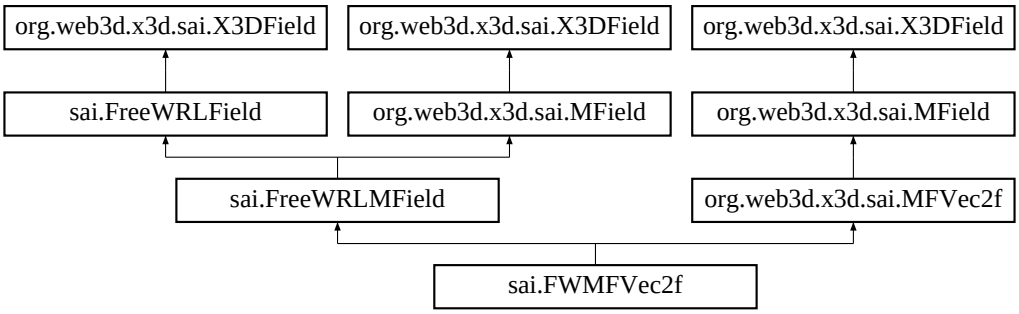
Definition at line 5 of file FWMFVec2d.java.

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

- src/java/sai/FWMFVec2d.java

4.374 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

4.374.1 Detailed Description

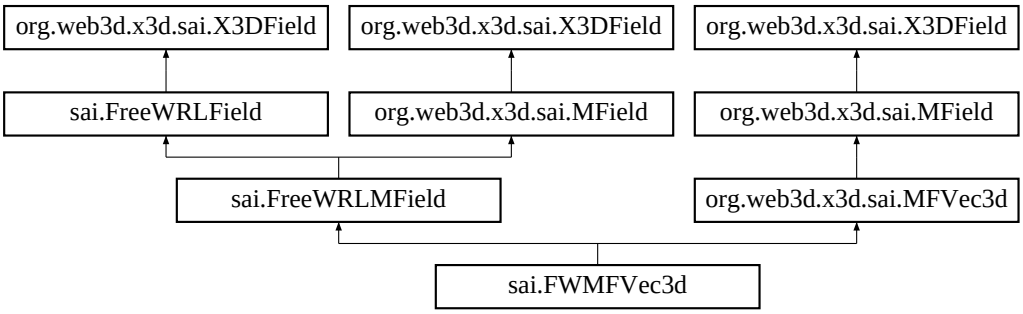
Definition at line 5 of file FWMFVec2f.java.

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

- src/java/sai/FWMFVec2f.java

4.375 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

4.375.1 Detailed Description

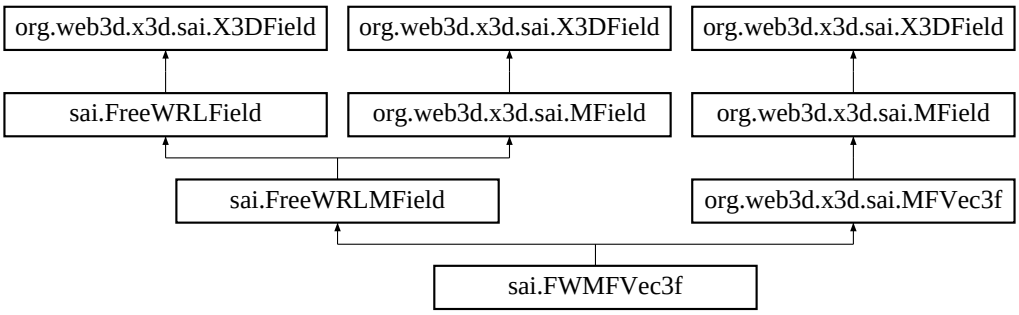
Definition at line 5 of file FWMFVec3d.java.

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

- src/java/sai/FWMFVec3d.java

4.376 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

4.376.1 Detailed Description

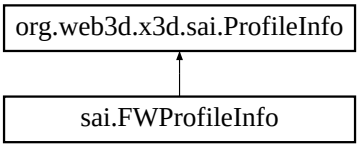
Definition at line 5 of file FWMFVec3f.java.

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

- src/java/sai/FWMFVec3f.java

4.377 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** ()

4.377.1 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

4.378 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

4.378.1 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

4.379 FWPropertySpec Struct Reference

Data Fields

- const char ∗ **name**
- short **index**
- char **type**
- char **readOnly**

4.379.1 Detailed Description

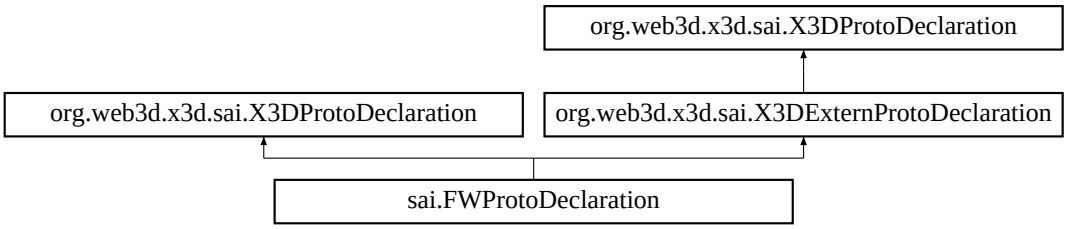
Definition at line 33 of file FWTYPE.h.

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

- src/lib/world_script/FWTYPE.h

4.380 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, InvalidProto↩ Exception
- int **getLoadState** ()
- void **loadNow** ()
- void **setProtoName** (String name)
- void **setFields** (**FreeWRLFieldDefinition**[ ] f)
- void **setType** (int t)
- int [ ] **getNodeType** () throws InvalidProtoException
- void **dispose** ()

4.380.1 Detailed Description

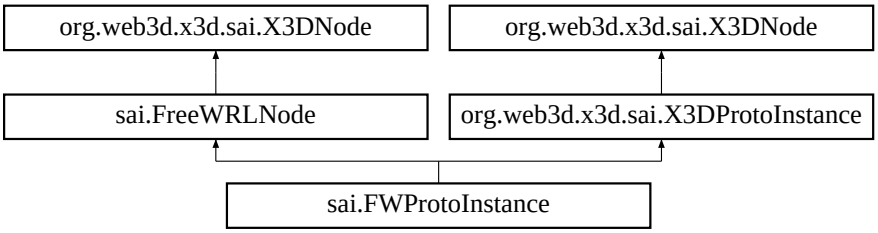
Definition at line 5 of file FWProtoDeclaration.java.

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

- src/java/sai/FWProtoDeclaration.java

4.381 sai.FWProtoInstance Class Reference

Inheritance diagram for sai.FWProtoInstance:



Public Member Functions

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

4.381.1 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

4.382 FWRGBQUAD Struct Reference

Data Fields

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

4.382.1 Detailed Description

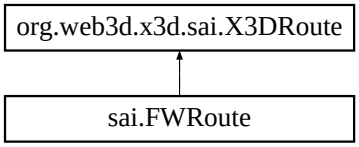
Definition at line 317 of file Snapshot.c.

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

- src/lib/main/Snapshot.c

4.383 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** ()

4.383.1 Detailed Description

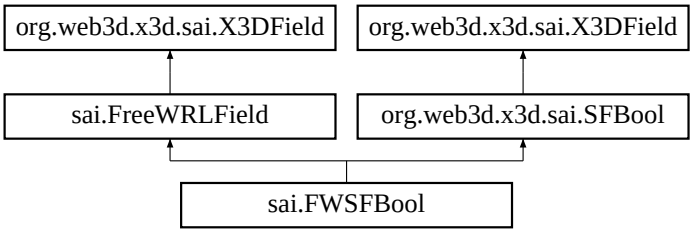
Definition at line 4 of file FWRoute.java.

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

- src/java/sai/FWRoute.java

4.384 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

4.384.1 Detailed Description

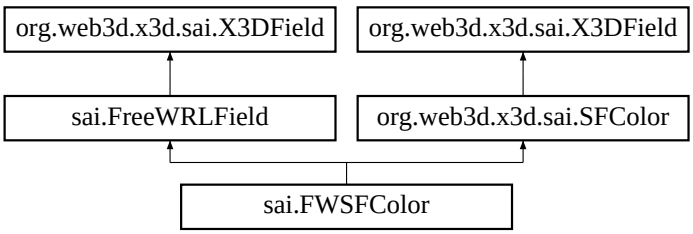
Definition at line 4 of file FWSFBool.java.

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

- src/java/sai/FWSFBool.java

4.385 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

4.385.1 Detailed Description

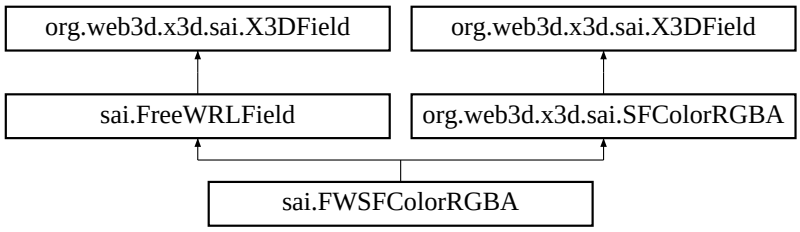
Definition at line 5 of file FWSFColor.java.

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

- src/java/sai/FWSFColor.java

4.386 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

4.386.1 Detailed Description

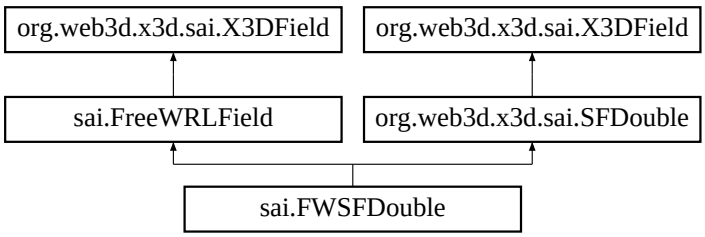
Definition at line 5 of file FWSFColorRGBA.java.

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

- src/java/sai/FWSFColorRGBA.java

4.387 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

4.387.1 Detailed Description

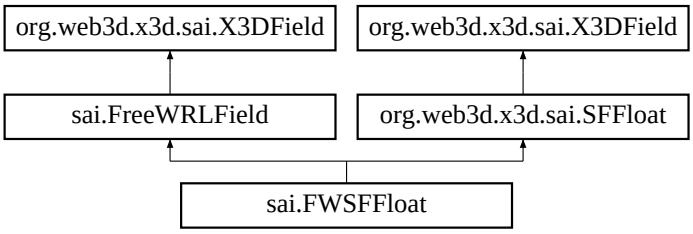
Definition at line 4 of file FWSFDouble.java.

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

- src/java/sai/FWSFDouble.java

4.388 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

4.388.1 Detailed Description

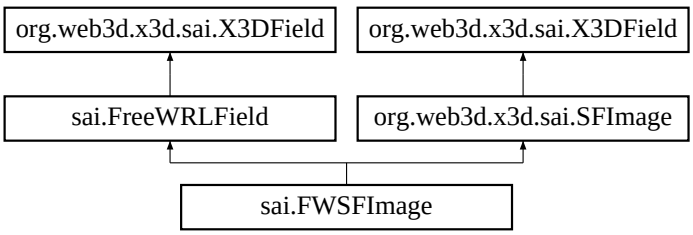
Definition at line 4 of file FWSFFloat.java.

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

- src/java/sai/FWSFFloat.java

4.389 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

4.389.1 Detailed Description

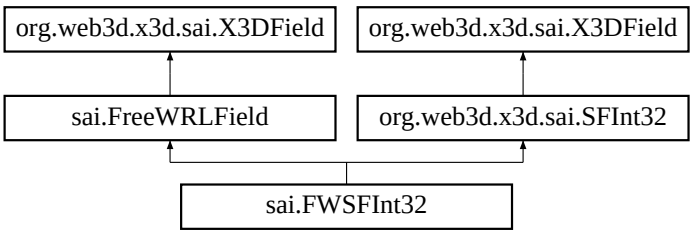
Definition at line 7 of file FWSFImage.java.

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

- src/java/sai/FWSFImage.java

4.390 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

4.390.1 Detailed Description

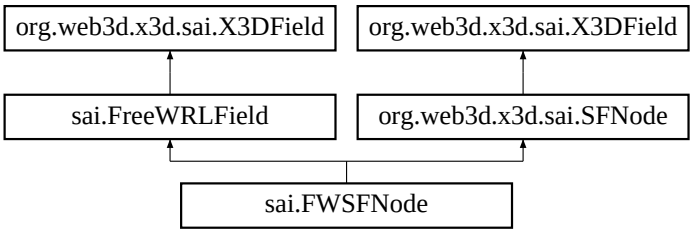
Definition at line 4 of file FWSFInt32.java.

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

- src/java/sai/FWSFInt32.java

4.391 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

4.391.1 Detailed Description

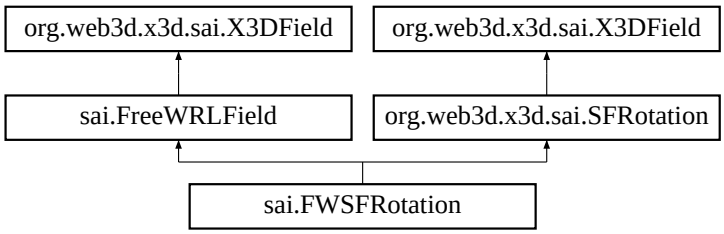
Definition at line 4 of file FWSFNode.java.

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

- src/java/sai/FWSFNode.java

4.392 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

4.392.1 Detailed Description

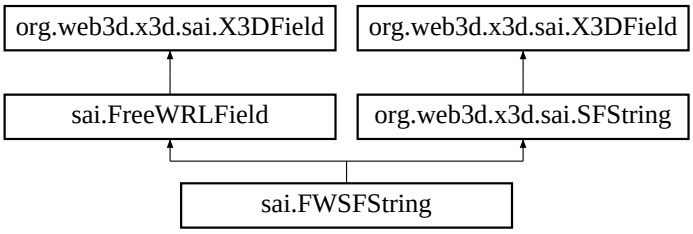
Definition at line 5 of file FWSFRotation.java.

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

- src/java/sai/FWSFRotation.java

4.393 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

4.393.1 Detailed Description

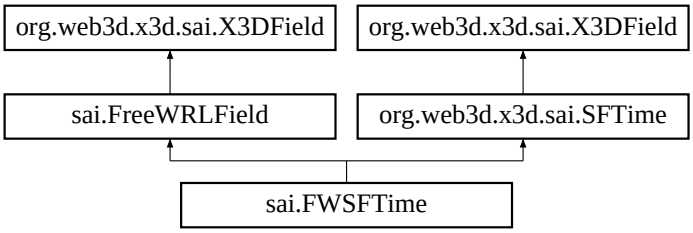
Definition at line 4 of file FWSFString.java.

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

- src/java/sai/FWSFString.java

4.394 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

4.394.1 Detailed Description

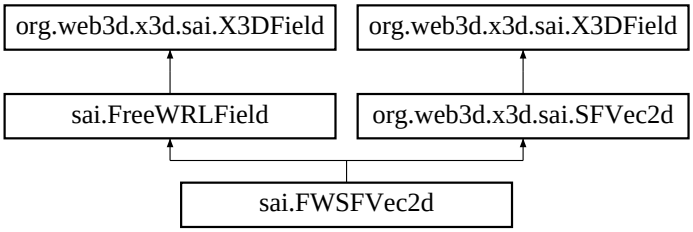
Definition at line 4 of file FWSFTime.java.

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

- src/java/sai/FWSFTime.java

4.395 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

4.395.1 Detailed Description

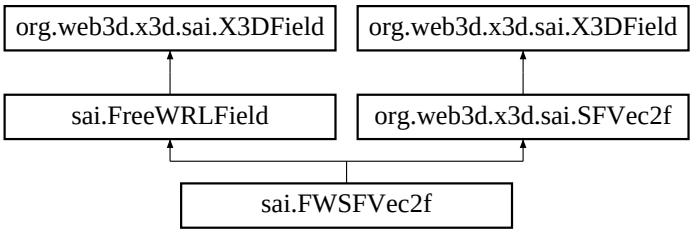
Definition at line 5 of file FWSFVec2d.java.

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

- src/java/sai/FWSFVec2d.java

4.396 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

4.396.1 Detailed Description

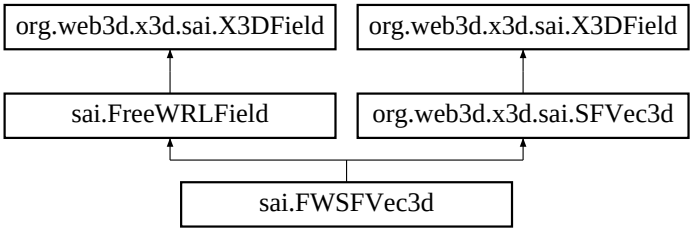
Definition at line 5 of file FWSFVec2f.java.

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

- src/java/sai/FWSFVec2f.java

4.397 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

4.397.1 Detailed Description

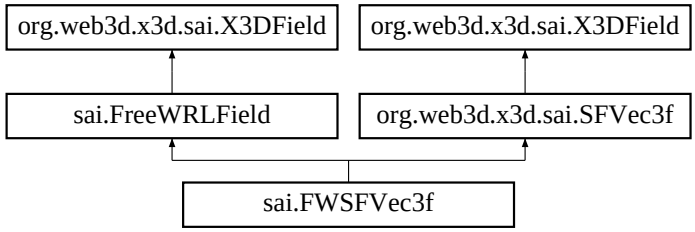
Definition at line 5 of file FWSFVec3d.java.

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

- src/java/sai/FWSFVec3d.java

4.398 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

4.398.1 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

4.399 FWSNDMSG Struct Reference

Data Fields

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

4.399.1 Detailed Description

Definition at line 49 of file sounds.h.

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

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

4.400 FWTYPE Struct Reference

Data Fields

- int **itype**
- char **ctype**
- char * **name**
- int **size_of**
- FWConstructor **Constructor**
- struct **ArgListType** * **ConstructorArgs**
- **FWPropertySpec** * **Properties**
- FWIterator **iterator**
- FWGet **Getter**
- FWSet **Setter**
- char **takesIndexer**
- char **indexerReadOnly**
- **FWFunctionSpec** * **Functions**

4.400.1 Detailed Description

Definition at line 64 of file FWTYPE.h.

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

- src/lib/world_script/FWTYPE.h

4.401 FWVAL Struct Reference

Data Fields

- char **itype**
-
  union {
    int **_null**
    double **_numeric**
    int **_integer**
    int **_boolean**
    const char * **_string**
    FWPointer _pointer
    FWPointer _web3dval
    void * **_jsobject**
  };

4.401.1 Detailed Description

Definition at line 112 of file FWTYPE.h.

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

- src/lib/world_script/FWTYPE.h

4.402 FXY Struct Reference

Data Fields

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

4.402.1 Detailed Description

Definition at line 220 of file CursorDraw.c.

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

- src/lib/ui/CursorDraw.c

4.403 GLUface Struct Reference

Data Fields

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

4.403.1 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

4.404 GLUhalfEdge Struct Reference

Data Fields

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

4.404.1 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

4.405 GLUmesh Struct Reference

Data Fields

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

4.405.1 Detailed Description

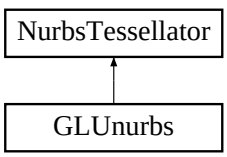
Definition at line 163 of file mesh.h.

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

- src/libtess/mesh.h

4.406 GLUnurbs Class Reference

Inheritance diagram for GLUnurbs:



Public Member Functions

- void **useGLMatrices** (const GLfloat modelMatrix[16], const GLfloat projMatrix[16], const GLint viewport[4])
- void **setSamplingMatrixIdentity** (void)
- void **errorHandler** (int)
- void **bgnrender** (void)
- void **endrender** (void)
- void **setautoloadmode** (INREAL value)
- GLboolean **getautoloadmode** (void)
- void **postError** (int which)
- void **putSurfCallBack** (GLenum which, _GLUfuncptr fn)
- int **get_vertices_call_back** ()
- void **put_vertices_call_back** (int flag)
- int **get_callback_auto_normal** ()
- void **put_callback_auto_normal** (int flag)
- void **setNurbsCallbackData** (void ∗userData)
- void **LOD_eval_list** (int level)
- int **is_callback** ()
- void **put_callbackFlag** (int flag)

Data Fields

- errorCallbackType **errorCallback**

Additional Inherited Members

4.406.1 Detailed Description

Definition at line 50 of file glrenderer.h.

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

- src/libnurbs/interface/glrenderer.h
- src/libnurbs/interface/glrenderer.cc

4.407 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**

4.407.1 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

4.408 GLUvertex Struct Reference

Data Fields

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

4.408.1 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

4.409 GLwDrawingAreaCallbackStruct Struct Reference

Data Fields

- int **reason**
- XEvent ∗ **event**
- Dimension **width**
- Dimension **height**

4.409.1 Detailed Description

Definition at line 196 of file GLwDrawA.h.

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

- src/lib/ui/GLwDrawA.h

4.410 GLwDrawingAreaPart Struct Reference

Data Fields

- int ∗ **attribList**
- XVisualInfo ∗ **visualInfo**
- Boolean **myList**
- Boolean **myVisual**
- Boolean **installColormap**
- Boolean **allocateBackground**
- Boolean **allocateOtherColors**
- Boolean **installBackground**
- XtCallbackList **ginitCallback**
- XtCallbackList **resizeCallback**
- XtCallbackList **exposeCallback**
- XtCallbackList **inputCallback**
- int **bufferSize**
- int **level**
- Boolean **rgba**
- Boolean **doublebuffer**
- Boolean **stereo**
- int **auxBuffers**
- int **redSize**
- int **greenSize**
- int **blueSize**
- int **alphaSize**
- int **depthSize**
- int **stencilSize**
- int **accumRedSize**
- int **accumGreenSize**
- int **accumBlueSize**
- int **accumAlphaSize**

4.410.1 Detailed Description

Definition at line 80 of file GLwDrawAP.h.

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

- src/lib/ui/GLwDrawAP.h

4.411 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**

4.411.1 Detailed Description

Definition at line 116 of file mpeg_berkley.h.

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

- src/lib/scenegraph/mpeg_berkley.h

4.412 gridBoundaryChain Class Reference

Public Member Functions

- **gridBoundaryChain** (**gridWrap** ∗gr, Int first_vline_index, Int n_vlines, Int ∗uline_indices, Int ∗inner_indices)
- Int **getVlineIndex** (Int i)
- Int **getUlineIndex** (Int i)
- Real **get_u_value** (Int i)
- Real **get_v_value** (Int i)
- Int **get_nVlines** ()
- Int **getInnerIndex** (Int i)
- Real **getInner_u_value** (Int i)
- Real ∗ **get_vertex** (Int i)
- **gridWrap** ∗ **getGrid** ()
- void **leftEndFan** (Int i, **primStream** ∗pStream)
- void **rightEndFan** (Int i, **primStream** ∗pStream)
- Int **lookfor** (Real v, Int i1, Int i2)
- void **draw** ()
- void **drawInner** ()

4.412.1 Detailed Description

Definition at line 96 of file gridWrap.h.

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

- src/libnurbs/nurbtess/gridWrap.h
- src/libnurbs/nurbtess/gridWrap.cc

4.413 Gridline Struct Reference

Data Fields

- long **v**
- REAL **vval**
- long **vindex**
- long **ustart**
- long **uend**

4.413.1 Detailed Description

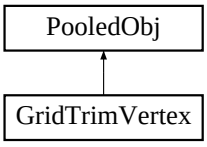
Definition at line 39 of file gridline.h.

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

- src/libnurbs/internals/gridline.h

4.414 GridTrimVertex Class Reference

Inheritance diagram for GridTrimVertex:



Public Member Functions

- void **set** (long, long)
- void **set** (REAL, REAL)
- void **set** (**TrimVertex** $*$)
- void **clear** (void)
- int **isGridVert** ()
- int **isTrimVert** ()
- void **output** ()

Data Fields

- **TrimVertex** ∗ **t**
- **GridVertex** ∗ **g**

4.414.1 Detailed Description

Definition at line 44 of file gridtrimvertex.h.

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

- src/libnurbs/internals/gridtrimvertex.h

4.415 GridVertex Struct Reference

Public Member Functions

- **GridVertex** (long u, long v)
- void **set** (long u, long v)
- long **nextu** ()
- long **prevu** ()

Data Fields

- long **gparam** [2]

4.415.1 Detailed Description

Definition at line 39 of file gridvertex.h.

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

- src/libnurbs/internals/gridvertex.h

4.416 gridWrap Class Reference

Public Member Functions

- **gridWrap** (Int nUlines, Int nVlines, Real uMin, Real uMax, Real vMin, Real vMax)
- **gridWrap** (Int nUlines, Real ∗uvals, Int nVlines, Real ∗vvlas)
- void **print** ()
- Int **get_n_ulines** ()
- Int **get_n_vlines** ()
- Real **get_u_min** ()
- Real **get_u_max** ()
- Real **get_v_min** ()
- Real **get_v_max** ()
- Real **get_u_value** (Int i)
- Real **get_v_value** (Int j)
- Real ∗ **get_u_values** ()
- Real ∗ **get_v_values** ()
- void **outputFanWithPoint** (Int v, Int uleft, Int uright, Real vert[2], **primStream** ∗pStream)
- void **draw** ()
- Int **isUniform** ()

4.416.1 Detailed Description

Definition at line 42 of file gridWrap.h.

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

- src/libnurbs/nurbtess/gridWrap.h
- src/libnurbs/nurbtess/gridWrap.cc

4.417 GUIElement Struct Reference

Data Fields

- char * **name**
- GUIElementType **type**
- void * **userData**

4.417.1 Detailed Description

Definition at line 2288 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.418 GUINamedType Struct Reference

Data Fields

- char * **name**
- int **type**

4.418.1 Detailed Description

Definition at line 2266 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.419 GUIScreen Struct Reference

Data Fields

- int **X**
- int **Y**

4.419.1 Detailed Description

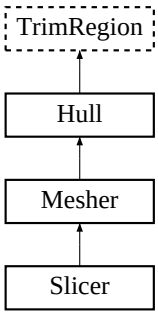
Definition at line 3064 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.420 Hull Class Reference

Inheritance diagram for Hull:



Public Member Functions

- void **init** (void)
- **GridTrimVertex** ∗ **nextlower** (**GridTrimVertex** ∗)
- **GridTrimVertex** ∗ **nextupper** (**GridTrimVertex** ∗)

Additional Inherited Members

4.420.1 Detailed Description

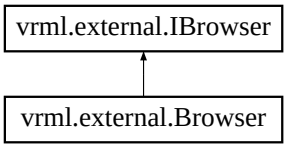
Definition at line 47 of file hull.h.

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

- src/libnurbs/internals/hull.h
- src/libnurbs/internals/hull.cc

4.421 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 Illegal↩ ArgumentException
- void **deleteRoute** (**Node** fromNode, String fromEventOut, **Node** toNode, String toEventIn) throws Illegal↩ ArgumentException
- 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)

4.421.1 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

4.422 iiglobal Struct Reference

Data Structures

- struct **tBindable**
- struct **tcollision**
- struct **tcommon**
- struct **tComponent_CubeMapTexturing**
- struct **tComponent_EnvironSensor**
- struct **tComponent_Followers**
- struct **tComponent_Geometry3D**
- struct **tComponent_Geospatial**
- struct **tComponent_HAnim**
- struct **tComponent_KeyDevice**
- struct **tComponent_Layering**
- struct **tComponent_Layout**
- struct **tComponent_NURBS**
- struct **tComponent_ParticleSystems**
- struct **tComponent_Picking**
- struct **tComponent_ProgrammableShaders**
- struct **tComponent_Rendering**
- struct **tComponent_RigidBodyPhysics**
- struct **tComponent_Shape**
- struct **tComponent_Sound**
- struct **tComponent_Text**
- struct **tComponent_VolumeRendering**
- struct **tComponent_VRML1**
- struct **tConsoleMessage**
- struct **tCParse**
- struct **tCParseParser**
- struct **tCRoutes**
- struct **tCScripts**
- struct **tCursorDraw**
- struct **tdisplay**
- struct **tEAI_C_CommonFunctions**
- struct **tEAICore**
- struct **tEAIEventsIn**
- struct **tEAIHelpers**
- struct **tFrustum**
- struct **tinternalc**
- struct **tJScript**
- struct **tjsUtils**
- struct **tjsVRMLBrowser**
- struct **tjsVRMLClasses**
- struct **tLoadTextures**
- struct **tMainloop**
- struct **tOpenGL_Utils**
- struct **tPluginSocket**
- struct **tpluginUtils**
- struct **tProdCon**
- struct **tRenderFuncs**
- struct **tRenderTextures**
- struct **tresources**
- struct **tSensInterps**

- struct **tSnapshot**
- struct **tstatusbar**
- struct **tStreamPoly**
- struct **tTess**
- struct **tTextures**
- struct **tthreads**
- struct **tViewer**
- struct **tX3DParser**

Data Fields

- struct **iiglobal::tdisplay display**
- struct **iiglobal::tinternalc internalc**
- 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::tEAIHelpers EAIHelpers**
- 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::tRenderTextures RenderTextures**
- struct **iiglobal::tTextures Textures**
- struct **iiglobal::tPluginSocket PluginSocket**
- struct **iiglobal::tpluginUtils pluginUtils**
- struct **iiglobal::tcollision collision**
- struct **iiglobal::tComponent_CubeMapTexturing Component_CubeMapTexturing**
- 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_Layering Component_Layering**
- struct **iiglobal::tComponent_Layout Component_Layout**
- struct **iiglobal::tComponent_NURBS Component_NURBS**
- struct **iiglobal::tComponent_ParticleSystems Component_ParticleSystems**
- struct **iiglobal::tComponent_ProgrammableShaders Component_ProgrammableShaders**
- struct **iiglobal::tComponent_RigidBodyPhysics Component_RigidBodyPhysics**
- struct **iiglobal::tComponent_Followers Component_Followers**
- struct **iiglobal::tComponent_KeyDevice Component_KeyDevice**
- struct **iiglobal::tComponent_Picking Component_Picking**
- struct **iiglobal::tComponent_Rendering Component_Rendering**
- 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::tComponent_VolumeRendering Component_VolumeRendering**
- 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::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::tcommon common**
- struct **iiglobal::tCursorDraw CursorDraw**

4.422.1 Detailed Description

Definition at line 41 of file iglobal.h.

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

- src/lib/iglobal.h

4.423 IMEXPORT Struct Reference

Data Fields

- struct **X3D_Node** ∗ **nodeptr**
- char ∗ **inlinename**
- char ∗ **mxname**
- char ∗ **as**

4.423.1 Detailed Description

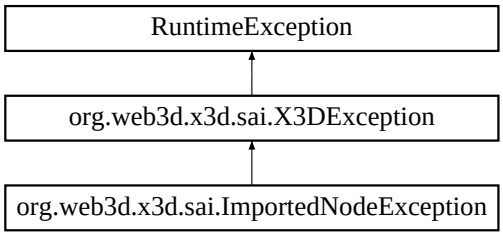
Definition at line 240 of file CParseParser.h.

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

- src/lib/vrml_parser/CParseParser.h

4.424 org.web3d.x3d.sai.ImportedNodeException Class Reference

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



Public Member Functions

- **ImportedNodeException** (String msg)

4.424.1 Detailed Description

Definition at line 3 of file ImportedNodeException.java.

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

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

4.425 initialRouteStruct Struct Reference

Data Fields

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

4.425.1 Detailed Description

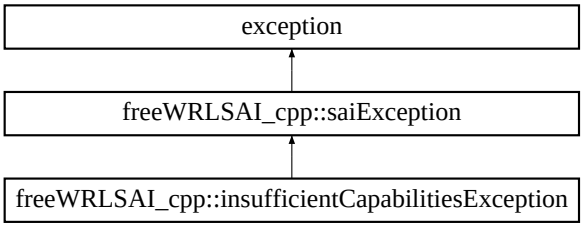
Definition at line 201 of file CRoutes.c.

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

- src/lib/vrml_parser/CRoutes.c

4.426 freeWRLSAI_cpp::insufficientCapabilitiesException Class Reference

Inheritance diagram for freeWRLSAI_cpp::insufficientCapabilitiesException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.426.1 Detailed Description

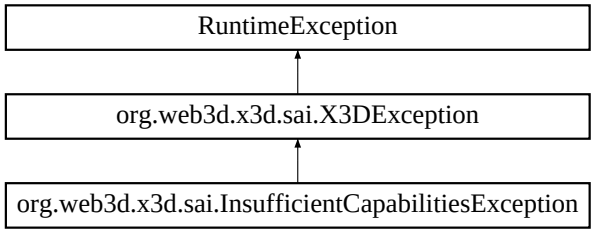
Definition at line 118 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

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

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



Public Member Functions

- **InsufficientCapabilitiesException** (String msg)

4.427.1 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

4.428 intersection_info Struct Reference

Data Fields

- float **dist**
- float **p** [3]
- float **normal** [3]
- float **texcoord** [3]

4.428.1 Detailed Description

Definition at line 121 of file Polyrep.h.

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

- src/lib/scenegraph/Polyrep.h

4.429 intTableIndex Struct Reference

Data Fields

- int ∗ **table**
- int **index**

4.429.1 Detailed Description

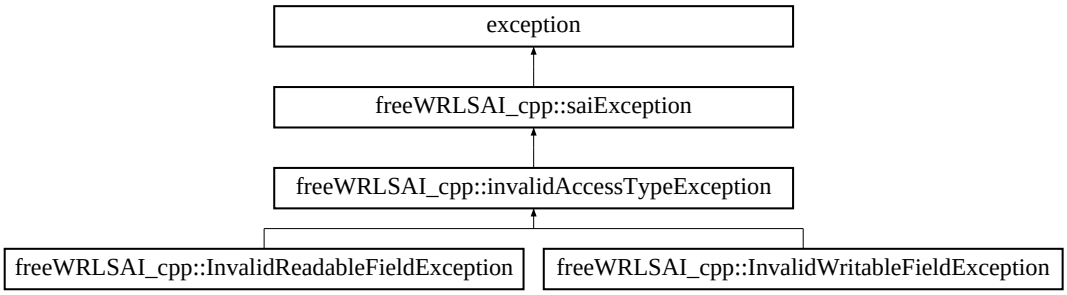
Definition at line 166 of file jsVRMLBrowser.c.

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

- src/lib/world_script/jsVRMLBrowser.c

4.430 freeWRLSAI_cpp::invalidAccessTypeException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidAccessTypeException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.430.1 Detailed Description

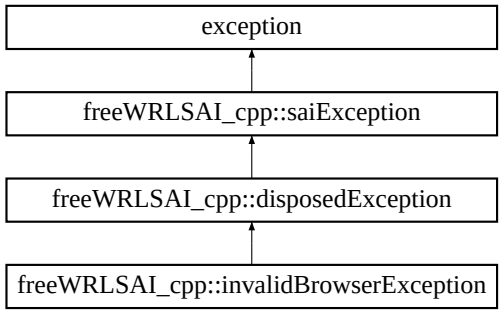
Definition at line 129 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.431 freeWRLSAI_cpp::invalidBrowserException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidBrowserException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.431.1 Detailed Description

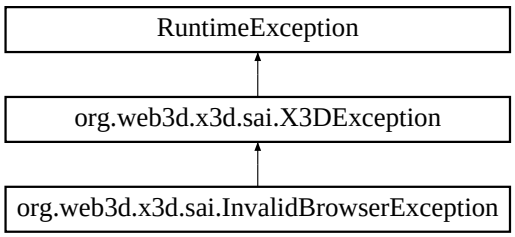
Definition at line 140 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

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

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



Public Member Functions

- **InvalidBrowserException** (String msg)

4.432.1 Detailed Description

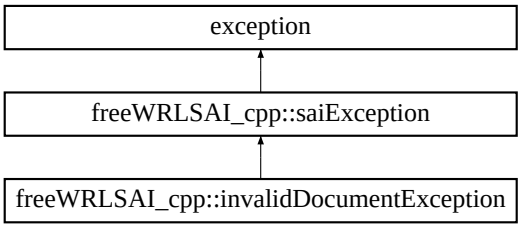
Definition at line 3 of file InvalidBrowserException.java.

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

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

4.433 freeWRLSAI_cpp::invalidDocumentException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidDocumentException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.433.1 Detailed Description

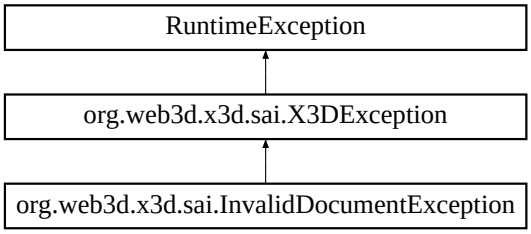
Definition at line 151 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

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

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



Public Member Functions

- **InvalidDocumentException** (String msg)

4.434.1 Detailed Description

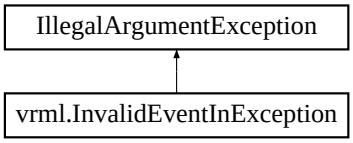
Definition at line 3 of file InvalidDocumentException.java.

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

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

4.435 vrml.InvalidEventInException Class Reference

Inheritance diagram for vrml.InvalidEventInException:



Public Member Functions

- **InvalidEventInException** (String s)

4.435.1 Detailed Description

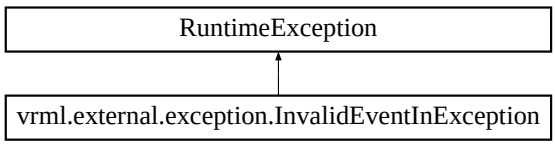
Definition at line 6 of file InvalidEventInException.java.

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

- src/java/vrml/InvalidEventInException.java

4.436 vrml.external.exception.InvalidEventInException Class Reference

Inheritance diagram for vrml.external.exception.InvalidEventInException:



Public Member Functions

- **InvalidEventInException** ()

  *Constructs an **InvalidEventInException** (p. 286) with no detail message.*
- **InvalidEventInException** (String s)

  *Constructs an **InvalidEventInException** (p. 286) with the specified detail message.*

4.436.1 Detailed Description

Definition at line 3 of file InvalidEventInException.java.

4.436.2 Constructor & Destructor Documentation

4.436.2.1 InvalidEventInException()

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

Constructs an **InvalidEventInException** (p. 286) with the specified detail message.

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

Parameters

s	the detail message

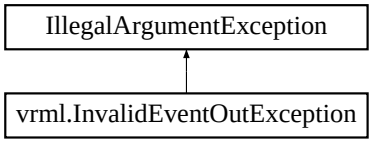
Definition at line 17 of file InvalidEventInException.java.

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

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

4.437 vrml.InvalidEventOutException Class Reference

Inheritance diagram for vrml.InvalidEventOutException:



Public Member Functions

- **InvalidEventOutException** (String s)

4.437.1 Detailed Description

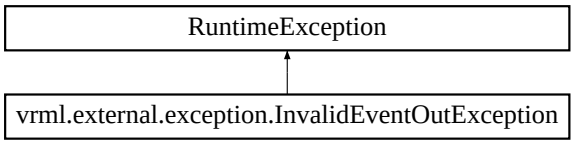
Definition at line 6 of file InvalidEventOutException.java.

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

- src/java/vrml/InvalidEventOutException.java

4.438 vrml.external.exception.InvalidEventOutException Class Reference

Inheritance diagram for vrml.external.exception.InvalidEventOutException:



Public Member Functions

- **InvalidEventOutException** (String s)

4.438.1 Detailed Description

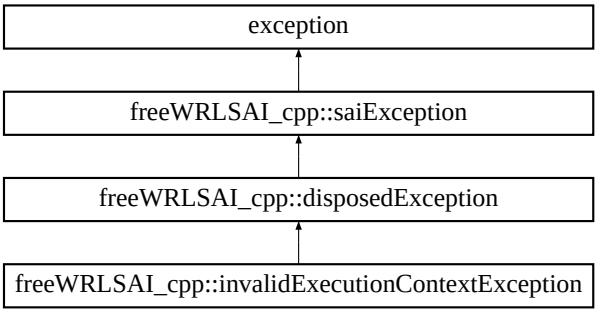
Definition at line 3 of file InvalidEventOutException.java.

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

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

4.439 freeWRLSAI_cpp::invalidExecutionContextException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidExecutionContextException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.439.1 Detailed Description

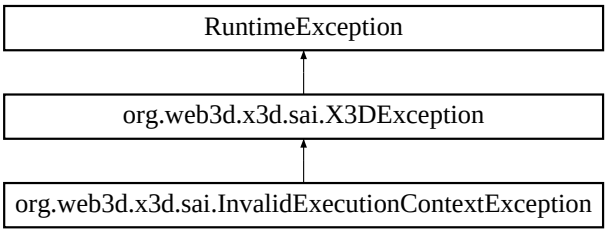
Definition at line 253 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

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

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



Public Member Functions

- **InvalidExecutionContextException** (String msg)

4.440.1 Detailed Description

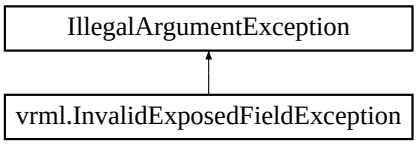
Definition at line 3 of file InvalidExecutionContextException.java.

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

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

4.441 vrml.InvalidExposedFieldException Class Reference

Inheritance diagram for vrml.InvalidExposedFieldException:



Public Member Functions

- **InvalidExposedFieldException** (String s)

4.441.1 Detailed Description

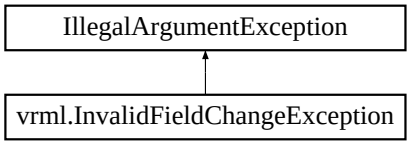
Definition at line 6 of file InvalidExposedFieldException.java.

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

- src/java/vrml/InvalidExposedFieldException.java

4.442 vrml.InvalidFieldChangeException Class Reference

Inheritance diagram for vrml.InvalidFieldChangeException:



Public Member Functions

- **InvalidFieldChangeException** (String s)

4.442.1 Detailed Description

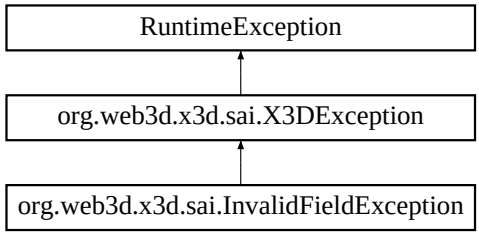
Definition at line 6 of file InvalidFieldChangeException.java.

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

- src/java/vrml/InvalidFieldChangeException.java

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

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



Public Member Functions

- **InvalidFieldException** (String msg)

4.443.1 Detailed Description

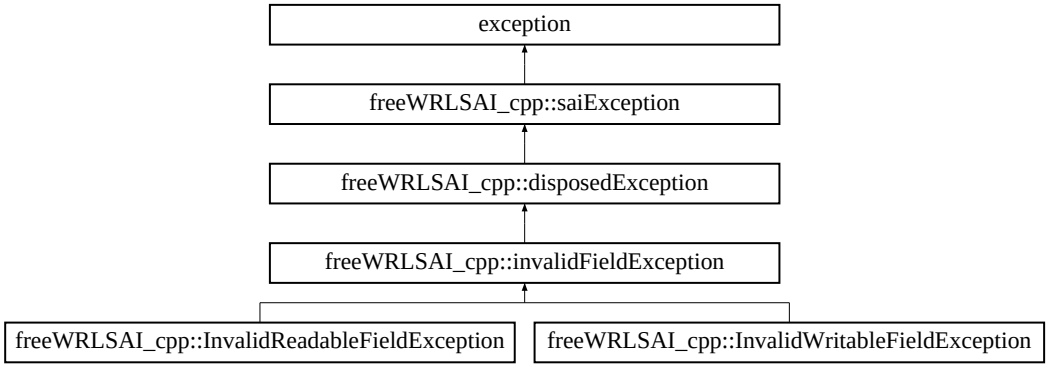
Definition at line 3 of file InvalidFieldException.java.

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

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

4.444 freeWRLSAI_cpp::invalidFieldException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidFieldException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.444.1 Detailed Description

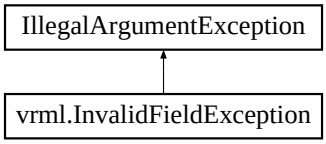
Definition at line 264 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.445 vrml.InvalidFieldException Class Reference

Inheritance diagram for vrml.InvalidFieldException:



Public Member Functions

- **InvalidFieldException** (String s)

4.445.1 Detailed Description

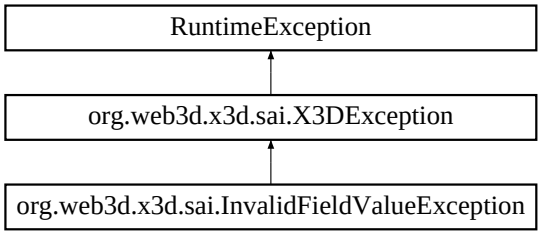
Definition at line 6 of file InvalidFieldException.java.

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

- src/java/vrml/InvalidFieldException.java

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

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



Public Member Functions

- **InvalidFieldValueException** (String msg)

4.446.1 Detailed Description

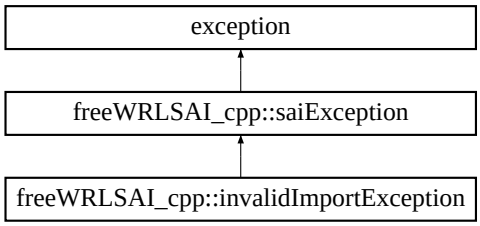
Definition at line 3 of file InvalidFieldValueException.java.

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

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

4.447 freeWRLSAI_cpp::invalidImportException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidImportException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.447.1 Detailed Description

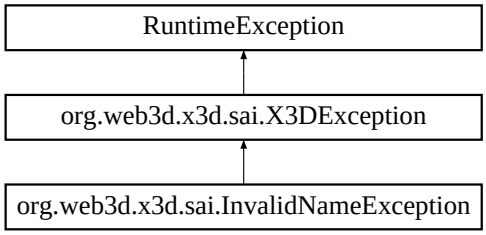
Definition at line 107 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

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

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



Public Member Functions

- **InvalidNameException** (String str)

4.448.1 Detailed Description

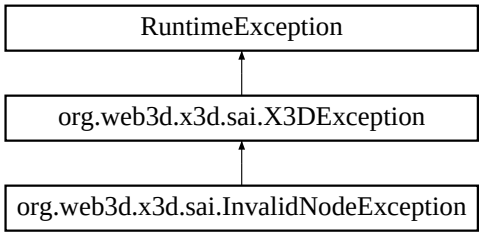
Definition at line 3 of file InvalidNameException.java.

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

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

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

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



Public Member Functions

- **InvalidNodeException** (String str)

4.449.1 Detailed Description

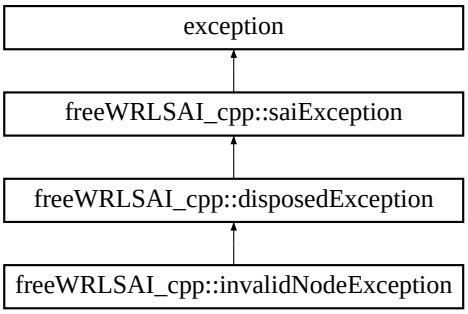
Definition at line 3 of file InvalidNodeException.java.

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

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

4.450 freeWRLSAI_cpp::invalidNodeException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidNodeException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.450.1 Detailed Description

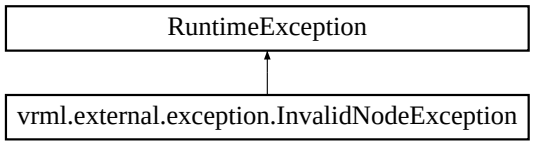
Definition at line 275 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.451 vrml.external.exception.InvalidNodeException Class Reference

Inheritance diagram for vrml.external.exception.InvalidNodeException:



Public Member Functions

- **InvalidNodeException** ()

  *Constructs an **InvalidNodeException** (p. 294) with no detail message.*
- **InvalidNodeException** (String s)

  *Constructs an **InvalidNodeException** (p. 294) with the specified detail message.*

4.451.1 Detailed Description

Definition at line 3 of file InvalidNodeException.java.

4.451.2 Constructor & Destructor Documentation

4.451.2.1 InvalidNodeException()

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

Constructs an **InvalidNodeException** (p. 294) with the specified detail message.

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

Parameters

s	the detail message

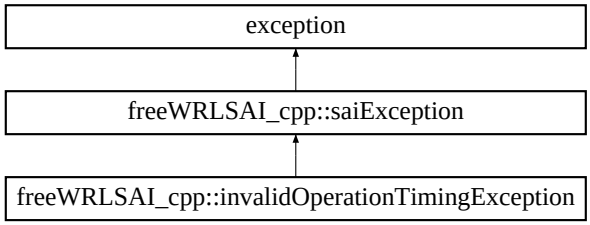
Definition at line 17 of file InvalidNodeException.java.

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

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

4.452 freeWRLSAI_cpp::invalidOperationTimingException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidOperationTimingException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.452.1 Detailed Description

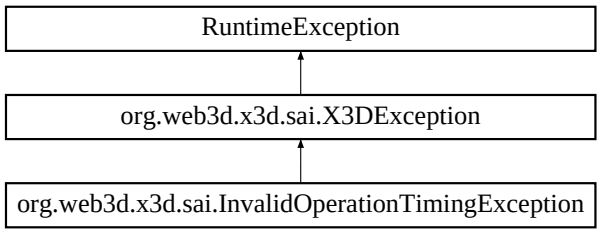
Definition at line 162 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

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

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



Public Member Functions

- **InvalidOperationTimingException** (String msg)

4.453.1 Detailed Description

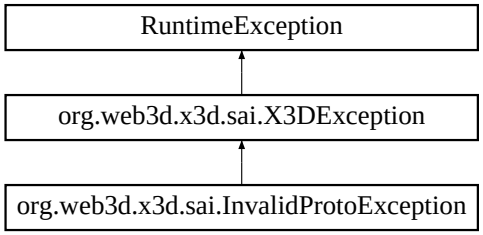
Definition at line 3 of file InvalidOperationTimingException.java.

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

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

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

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



Public Member Functions

- **InvalidProtoException** (String msg)

4.454.1 Detailed Description

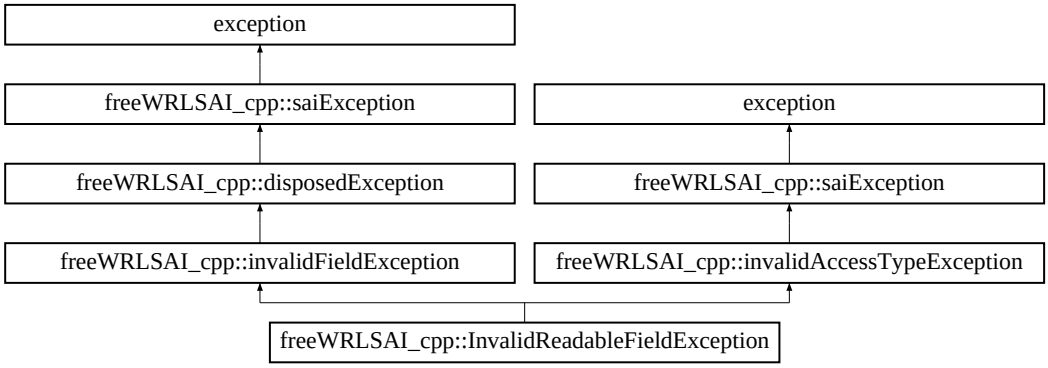
Definition at line 3 of file InvalidProtoException.java.

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

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

4.455 freeWRLSAI_cpp::InvalidReadableFieldException Class Reference

Inheritance diagram for freeWRLSAI_cpp::InvalidReadableFieldException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.455.1 Detailed Description

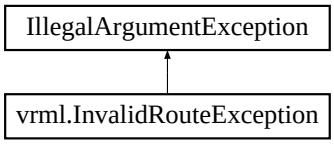
Definition at line 298 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.456 vrml.InvalidRouteException Class Reference

Inheritance diagram for vrml.InvalidRouteException:



Public Member Functions

- **InvalidRouteException** (String s)

4.456.1 Detailed Description

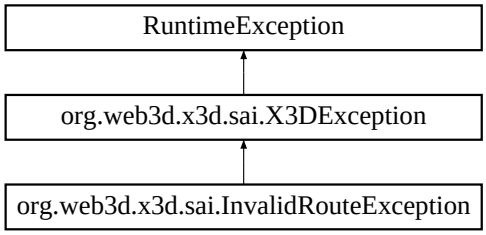
Definition at line 6 of file InvalidRouteException.java.

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

- src/java/vrml/InvalidRouteException.java

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

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



Public Member Functions

- **InvalidRouteException** (String msg)

4.457.1 Detailed Description

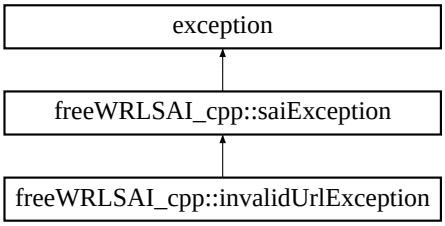
Definition at line 3 of file InvalidRouteException.java.

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

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

4.458 freeWRLSAI_cpp::invalidUrlException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidUrlException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.458.1 Detailed Description

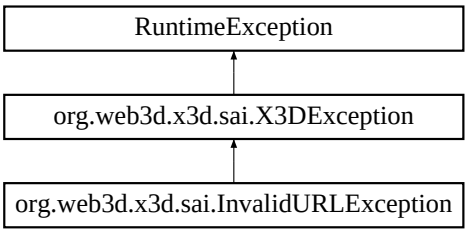
Definition at line 173 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

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

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



Public Member Functions

- **InvalidURLException** (String str)

4.459.1 Detailed Description

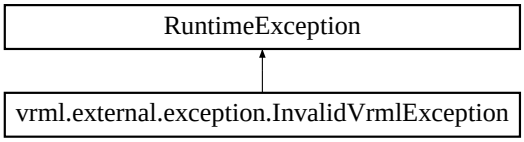
Definition at line 3 of file InvalidURLException.java.

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

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

4.460 vrml.external.exception.InvalidVrmlException Class Reference

Inheritance diagram for vrml.external.exception.InvalidVrmlException:



Public Member Functions

- **InvalidVrmlException** ()

  *Constructs an **InvalidVrmlException** (p. 299) with no detail message.*
- **InvalidVrmlException** (String s)

  *Constructs an **InvalidVrmlException** (p. 299) with the specified detail message.*

4.460.1 Detailed Description

Definition at line 3 of file InvalidVrmlException.java.

4.460.2 Constructor & Destructor Documentation

4.460.2.1 InvalidVrmlException()

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

Constructs an **InvalidVrmlException** (p. 299) with the specified detail message.

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

Parameters

s	the detail message

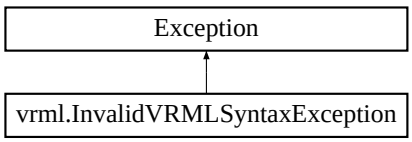
Definition at line 17 of file InvalidVrmlException.java.

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

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

4.461 vrml.InvalidVRMLSyntaxException Class Reference

Inheritance diagram for vrml.InvalidVRMLSyntaxException:



Public Member Functions

- **InvalidVRMLSyntaxException** (String s)

4.461.1 Detailed Description

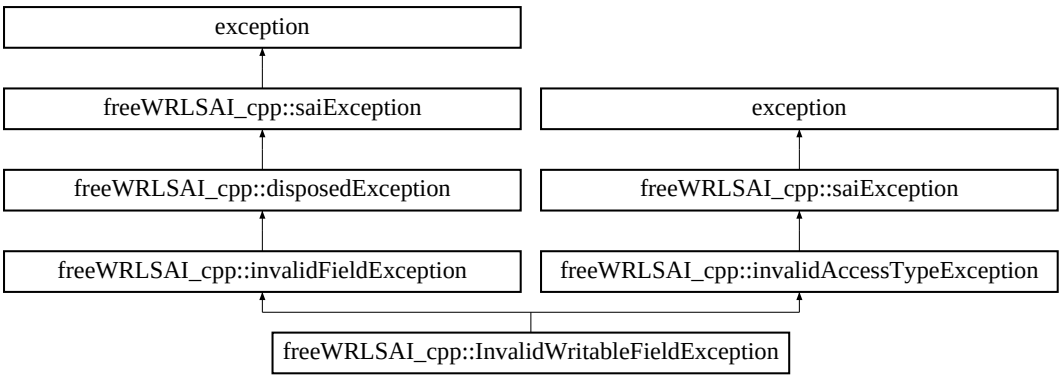
Definition at line 3 of file InvalidVRMLSyntaxException.java.

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

- src/java/vrml/InvalidVRMLSyntaxException.java

4.462 freeWRLSAI_cpp::InvalidWritableFieldException Class Reference

Inheritance diagram for freeWRLSAI_cpp::InvalidWritableFieldException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.462.1 Detailed Description

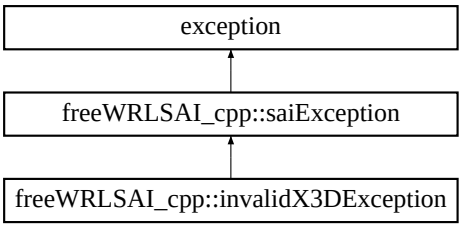
Definition at line 287 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.463 freeWRLSAI_cpp::invalidX3DException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidX3DException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.463.1 Detailed Description

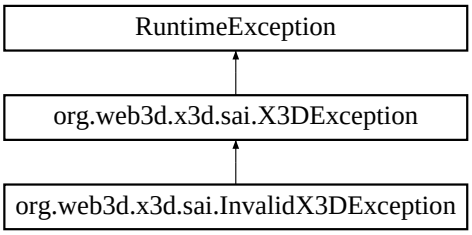
Definition at line 184 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.464 org.web3d.x3d.sai.InvalidX3DException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidX3DException:



Public Member Functions

- **InvalidX3DException** (String str)

4.464.1 Detailed Description

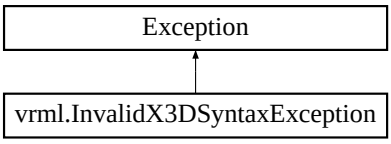
Definition at line 3 of file InvalidX3DException.java.

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

- src/java/org/web3d/x3d/sai/InvalidX3DException.java

4.465 vrml.InvalidX3DSyntaxException Class Reference

Inheritance diagram for vrml.InvalidX3DSyntaxException:



Public Member Functions

- **InvalidX3DSyntaxException** (String s)

4.465.1 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

4.466 ivec2 Struct Reference

Data Fields

- int **X**
- int **Y**

4.466.1 Detailed Description

Definition at line 66 of file display.c.

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

- src/lib/display.c
- src/lib/scenegraph/Component_Text.c
- src/lib/scenegraph/RenderFuncs.h

4.467 ivec4 Struct Reference

Data Fields

- int **X**
- int **Y**
- int **W**
- int **H**

4.467.1 Detailed Description

Definition at line 65 of file display.c.

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

- src/lib/display.c
- src/lib/scenegraph/Component_Text.c
- src/lib/scenegraph/RenderFuncs.h

4.468 Jarcloc Class Reference

Public Member Functions

- void **init** (Arc_ptr a, long first, long last)
- **TrimVertex** ∗ **getnextpt** (void)
- **TrimVertex** ∗ **getprevpt** (void)
- void **reverse** ()

4.468.1 Detailed Description

Definition at line 41 of file jarcloc.h.

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

- src/libnurbs/internals/jarcloc.h

4.469 JMATRIX Struct Reference

Data Fields

- double **mat** [16]
- float **normat** [9]

4.469.1 Detailed Description

Definition at line 495 of file Component_HAnim.c.

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

- src/lib/scenegraph/Component_HAnim.c

4.470 JSLoadPropElement Struct Reference

Data Fields

- JSClass * **class**
- void * **constr**
- void * **Functions**
- void * **Properties**
- char * **id**

4.470.1 Detailed Description

Definition at line 856 of file jsVRMLClasses.c.

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

- src/lib/world_script/jsVRMLClasses.c

4.471 JSON_config Struct Reference

The structure used to configure a JSON parser object.

Data Fields

- JSON_parser_callback **callback**

  Pointer to a callback, called when the parser has something to tell the user.
- void * **callback_ctx**

  Callback context - client-specified data to pass to the callback function.
- int **depth**

  Specifies the levels of nested JSON to allow.
- int **allow_comments**

  To allow C style comments in JSON, set to non-zero.
- int **handle_floats_manually**

  To decode floating point numbers manually set this parameter to non-zero.
- JSON_malloc_t **malloc**

  The memory allocation routine, which must be semantically compatible with malloc(3).
- JSON_free_t **free**

  The memory deallocation routine, which must be semantically compatible with free(3).

4.471.1 Detailed Description

The structure used to configure a JSON parser object.

Definition at line 121 of file cson_amalgamation_core.c.

4.471.2 Field Documentation

4.471.2.1 callback

```
JSON_parser_callback JSON_config::callback
```

Pointer to a callback, called when the parser has something to tell the user.

This parameter may be NULL. In this case the input is merely checked for validity.

Definition at line 126 of file cson_amalgamation_core.c.

4.471.2.2 callback_ctx

```
void* JSON_config::callback_ctx
```

Callback context - client-specified data to pass to the callback function.

This parameter may be NULL.

Definition at line 131 of file cson_amalgamation_core.c.

4.471.2.3 depth

```
int JSON_config::depth
```

Specifies the levels of nested JSON to allow.

Negative numbers yield unlimited nesting. If negative, the parser can parse arbitrary levels of JSON, otherwise the depth is the limit.

Definition at line 136 of file cson_amalgamation_core.c.

4.471.2.4 free

```
JSON_free_t JSON_config::free
```

The memory deallocation routine, which must be semantically compatible with free(3).

If set to NULL, free(3) is used.

If this is set to a non-NULL value then the 'alloc' member MUST be set to the proper allocation counterpart for this function. Failure to do so results in undefined behaviour at deallocation time.

Definition at line 165 of file cson_amalgamation_core.c.

4.471.2.5 malloc

```
JSON_malloc_t JSON_config::malloc
```

The memory allocation routine, which must be semantically compatible with malloc(3).

If set to NULL, malloc(3) is used.

If this is set to a non-NULL value then the 'free' member MUST be set to the proper deallocation counterpart for this function. Failure to do so results in undefined behaviour at deallocation time.

Definition at line 155 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.472 JSON_parser_struct Struct Reference

Data Fields

- JSON_parser_callback **callback**
- void ∗ **ctx**
- signed char **state**
- signed char **before_comment_state**
- signed char **type**
- signed char **escaped**
- signed char **comment**
- signed char **allow_comments**
- signed char **handle_floats_manually**
- signed char **error**
- char **decimal_point**
- UTF16 **utf16_high_surrogate**
- int **current_char**
- int **depth**
- int **top**
- int **stack_capacity**
- signed char ∗ **stack**
- char ∗ **parse_buffer**
- size_t **parse_buffer_capacity**
- size_t **parse_buffer_count**
- signed char **static_stack** [JSON_PARSER_STACK_SIZE]
- char **static_parse_buffer** [JSON_PARSER_PARSE_BUFFER_SIZE]
- JSON_malloc_t **malloc**
- JSON_free_t **free**

4.472.1 Detailed Description

Definition at line 347 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.473 JSON_value_struct Struct Reference

Data Fields

-
  union {
    JSON_int_t **integer_value**
    double **float_value**
    struct {
      const char ∗ **value**
      size_t **length**
    } **str**
  } **vu**

4.473.1 Detailed Description

Definition at line 81 of file cson_amalgamation_core.c.

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

- src/SSR/cson/cson_amalgamation_core.c

4.474 key Struct Reference

Data Fields

- char **key**
- unsigned int **hit**

4.474.1 Detailed Description

Definition at line 174 of file Viewer.h.

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

- src/lib/scenegraph/Viewer.h

4.475 keyHit Struct Reference

Data Fields

- int **direction**
- double **epoch**
- double **era**
- int **once**

4.475.1 Detailed Description

Definition at line 178 of file Viewer.h.

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

- src/lib/scenegraph/Viewer.h

4.476 keyval Struct Reference

Data Fields

- char * **key**
- char * **val**
- **cson_value** * **cv**

4.476.1 Detailed Description

Definition at line 52 of file common.c.

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

- src/lib/ui/common.c
- src/SSR/SSRServer.c

4.477 Knotspec Struct Reference

Public Member Functions

- void **factors** (void)
- void **insert** (REAL ∗)
- void **preselect** ()
- void **select** (void)
- void **copy** (INREAL ∗, REAL ∗)
- void **breakpoints** (void)
- void **knots** (void)
- void **transform** (REAL ∗)
- void **showpts** (REAL ∗)
- void **pt_io_copy** (REAL ∗, INREAL ∗)
- void **pt_oo_copy** (REAL ∗, REAL ∗)
- void **pt_oo_sum** (REAL ∗, REAL ∗, REAL ∗, Knot, Knot)

Data Fields

- long **order**
- Knot_ptr **inkbegin**
- Knot_ptr **inkend**
- Knot_ptr **outkbegin**
- Knot_ptr **outkend**
- Knot_ptr **kleft**
- Knot_ptr **kright**
- Knot_ptr **kfirst**
- Knot_ptr **klast**
- Knot_ptr **sbegin**
- **Breakpt** ∗ **bbegin**
- **Breakpt** ∗ **bend**
- int **ncoords**
- int **prestride**
- int **poststride**
- int **preoffset**
- int **postoffset**
- int **prewidth**
- int **postwidth**
- int **istransformed**
- **Knotspec** ∗ **next**
- **Knotspec** ∗ **kspectotrans**

4.477.1 Detailed Description

Definition at line 54 of file tobezier.cc.

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

- src/libnurbs/internals/tobezier.cc

4.478 Knotvector Struct Reference

Public Member Functions

- void **init** (long, long, long, INREAL ∗)
- int **validate** (void)
- void **show** (const char ∗)

Data Fields

- long **order**
- long **knotcount**
- long **stride**
- Knot ∗ **knotlist**

4.478.1 Detailed Description

Definition at line 41 of file knotvector.h.

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

- src/libnurbs/internals/knotvector.h
- src/libnurbs/internals/knotvector.cc

4.479 layout_scale_item Struct Reference

Data Fields

- float **scale** [2]
- int **scalemode** [2]

4.479.1 Detailed Description

Definition at line 70 of file Component_Layout.c.

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

- src/lib/scenegraph/Component_Layout.c

4.480 layoutmode Struct Reference

Data Fields

- char * **key**
- int **type**

4.480.1 Detailed Description

Definition at line 109 of file Component_Layout.c.

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

- src/lib/scenegraph/Component_Layout.c

4.481 linkedlist_data_s Struct Reference

Data Fields

- **linkedlist_datablock_internal** * **first_block**
- **linkedlist_datablock_internal** * **last_block**

4.481.1 Detailed Description

Definition at line 123 of file zip.c.

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

- src/libminizip/zip.c

4.482 linkedlist_datablock_internal_s Struct Reference

Data Fields

- struct **linkedlist_datablock_internal_s** * **next_datablock**
- uLong **avail_in_this_block**
- uLong **filled_in_this_block**
- uLong **unused**
- unsigned char **data** [SIZEDATA_INDATABLOCK]

4.482.1 Detailed Description

Definition at line 114 of file zip.c.

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

- src/libminizip/zip.c

4.483 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**

4.483.1 Detailed Description

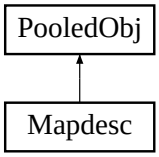
Definition at line 158 of file mpeg_berkley.h.

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

- src/lib/scenegraph/mpeg_berkley.h

4.484 Mapdesc Class Reference

Inheritance diagram for Mapdesc:



Public Member Functions

- **Mapdesc** (long, int, int, **Backend** &)
- int **isProperty** (long)
- REAL **getProperty** (long)
- void **setProperty** (long, REAL)
- int **isConstantSampling** (void)
- int **isDomainSampling** (void)
- int **isRangeSampling** (void)
- int **isSampling** (void)
- int **isParametricDistanceSampling** (void)
- int **isObjectSpaceParaSampling** (void)
- int **isObjectSpacePathSampling** (void)
- int **isSurfaceAreaSampling** (void)
- int **isPathLengthSampling** (void)
- int **isCulling** (void)
- int **isBboxSubdividing** (void)
- long **getType** (void)
- void **subdivide** (REAL ∗, REAL ∗, REAL, int, int)
- int **cullCheck** (REAL ∗, int, int)
- void **xformBounding** (REAL ∗, int, int, REAL ∗, int)
- void **xformCulling** (REAL ∗, int, int, REAL ∗, int)
- void **xformSampling** (REAL ∗, int, int, REAL ∗, int)
- void **xformMat** (Maxmatrix, REAL ∗, int, int, REAL ∗, int)
- REAL **calcPartialVelocity** (REAL ∗, int, int, int, REAL)
- int **project** (REAL ∗, int, REAL ∗, int, int)
- REAL **calcVelocityRational** (REAL ∗, int, int)
- REAL **calcVelocityNonrational** (REAL ∗, int, int)
- void **subdivide** (REAL ∗, REAL ∗, REAL, int, int, int, int)
- int **cullCheck** (REAL ∗, int, int, int, int)
- void **xformBounding** (REAL ∗, int, int, int, int, REAL ∗, int, int)
- void **xformCulling** (REAL ∗, int, int, int, int, REAL ∗, int, int)
- void **xformSampling** (REAL ∗, int, int, int, int, REAL ∗, int, int)
- void **xformMat** (Maxmatrix, REAL ∗, int, int, int, int, REAL ∗, int, int)
- REAL **calcPartialVelocity** (REAL ∗, REAL ∗, int, int, int, int, int, int, REAL, REAL, int)
- int **project** (REAL ∗, int, int, REAL ∗, int, int, int, int)
- void **surfbbox** (REAL bb[2][MAXCOORDS])
- int **bboxTooBig** (REAL ∗, int, int, int, int, REAL [2][MAXCOORDS])
- int **xformAndCullCheck** (REAL ∗, int, int, int, int)
- void **identify** (REAL[MAXCOORDS][MAXCOORDS])
- void **setBboxsize** (INREAL ∗)
- void **setBmat** (INREAL ∗, long, long)
- void **setCmat** (INREAL ∗, long, long)
- void **setSmat** (INREAL ∗, long, long)
- int **isRational** (void)
- int **getNcoords** (void)

Data Fields

- REAL **pixel_tolerance**
- REAL **error_tolerance**
- REAL **object_space_error_tolerance**
- REAL **clampfactor**
- REAL **minsavings**
- REAL **maxrate**
- REAL **maxsrate**
- REAL **maxtrate**
- REAL **bboxsize** [MAXCOORDS]

Friends

- class **Maplist**

4.484.1 Detailed Description

Definition at line 49 of file mapdesc.h.

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

- src/libnurbs/internals/mapdesc.h
- src/libnurbs/internals/mapdesc.cc
- src/libnurbs/internals/mapdescv.cc

4.485 Maplist Class Reference

Public Member Functions

- **Maplist** (**Backend** &)
- void **define** (long, int, int)
- void **undefine** (long)
- int **isMap** (long)
- void **initialize** (void)
- **Mapdesc** ∗ **find** (long)
- **Mapdesc** ∗ **locate** (long)

4.485.1 Detailed Description

Definition at line 46 of file maplist.h.

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

- src/libnurbs/internals/maplist.h
- src/libnurbs/internals/maplist.cc

4.486 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**

4.486.1 Detailed Description

Definition at line 151 of file Component_Shape.h.

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

- src/lib/scenegraph/Component_Shape.h

4.487 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)

4.487.1 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

4.488 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

4.488.1 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

4.489 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** scale↩ Orientation, **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

4.489.1 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

4.490 mb_addr_inc_entry Struct Reference

Data Fields

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

4.490.1 Detailed Description

Definition at line 751 of file mpeg_berkley.h.

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

- src/lib/scenegraph/mpeg_berkley.h

4.491 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**

4.491.1 Detailed Description

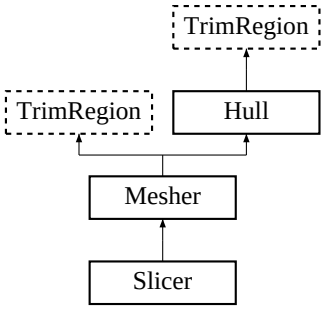
Definition at line 757 of file mpeg_berkley.h.

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

- src/lib/scenegraph/mpeg_berkley.h

4.492 Mesher Class Reference

Inheritance diagram for Mesher:



Public Member Functions

- **Mesher** (**Backend** &)
- void **init** (unsigned int)
- void **mesh** (void)

Additional Inherited Members

4.492.1 Detailed Description

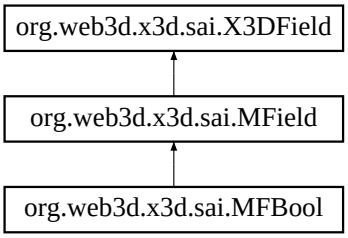
Definition at line 47 of file mesher.h.

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

- src/libnurbs/internals/mesher.h
- src/libnurbs/internals/mesher.cc

4.493 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)

4.493.1 Detailed Description

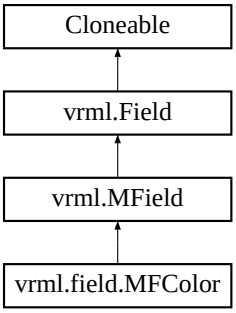
Definition at line 3 of file MFBool.java.

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

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

4.494 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

4.494.1 Detailed Description

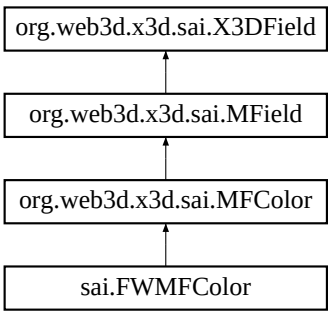
Definition at line 10 of file MFColor.java.

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

- src/java/vrml/field/MFColor.java

4.495 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)

4.495.1 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

4.496 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)

4.496.1 Detailed Description

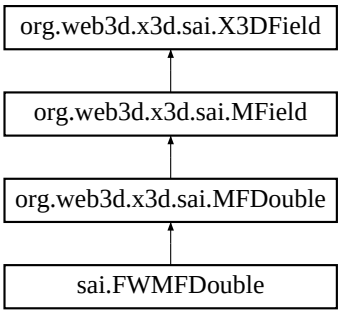
Definition at line 3 of file MFColorRGBA.java.

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

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

4.497 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)

4.497.1 Detailed Description

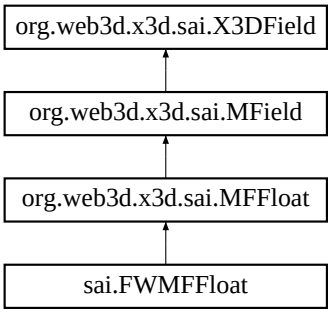
Definition at line 3 of file MFDouble.java.

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

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

4.498 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)

4.498.1 Detailed Description

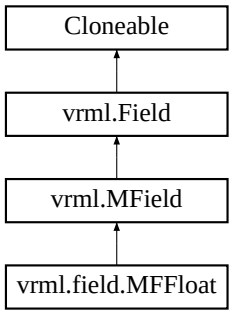
Definition at line 3 of file MFFloat.java.

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

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

4.499 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

4.499.1 Detailed Description

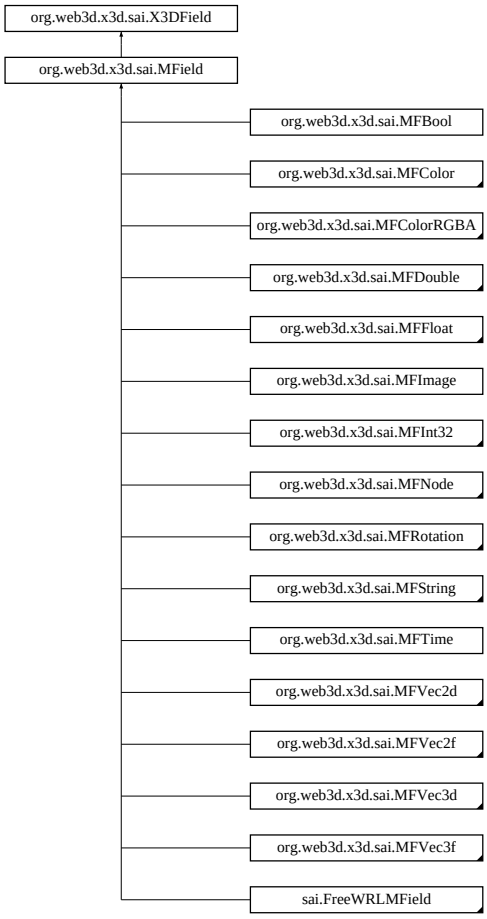
Definition at line 10 of file MFFloat.java.

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

- src/java/vrml/field/MFFloat.java

4.500 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, ArrayIndexOutOfBounds↩ Exception

4.500.1 Detailed Description

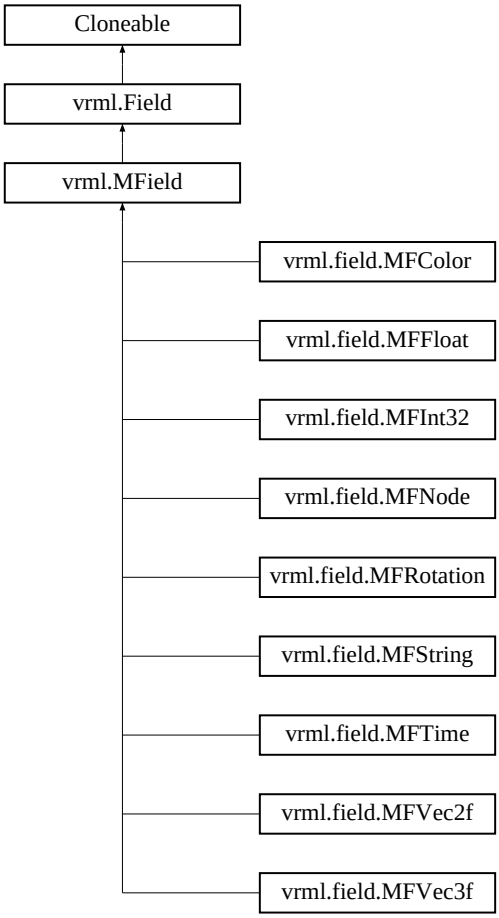
Definition at line 3 of file MField.java.

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

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

4.501 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)

4.501.1 Detailed Description

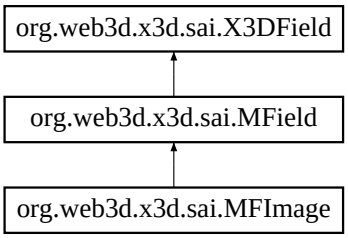
Definition at line 4 of file MField.java.

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

- src/java/vrml/MField.java

4.502 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 srcY↩ Offset, 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)

4.502.1 Detailed Description

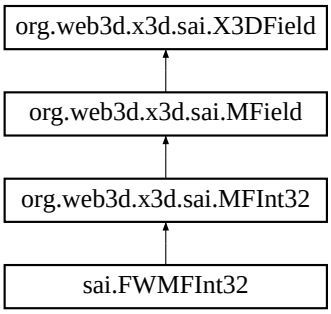
Definition at line 4 of file MFImage.java.

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

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

4.503 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)

4.503.1 Detailed Description

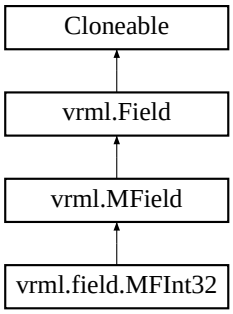
Definition at line 3 of file MFInt32.java.

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

- src/java/org/web3d/x3d/sai/MFInt32.java

4.504 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** sfInt32)
- void **set1Value** (int index, **ConstSFInt32** sfInt32)
- void **addValue** (int value)
- void **addValue** (**SFInt32** sfInt32)
- void **addValue** (**ConstSFInt32** sfInt32)
- void **insertValue** (int index, int value)
- void **insertValue** (int index, **SFInt32** sfInt32)
- void **insertValue** (int index, **ConstSFInt32** sfInt32)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

4.504.1 Detailed Description

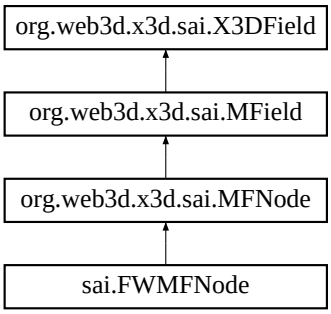
Definition at line 10 of file MFInt32.java.

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

- src/java/vrml/field/MFInt32.java

4.505 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)

4.505.1 Detailed Description

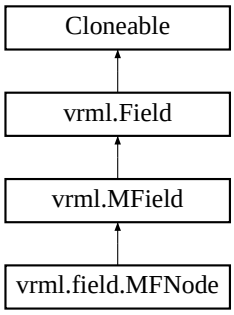
Definition at line 3 of file MFNode.java.

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

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

4.506 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

4.506.1 Detailed Description

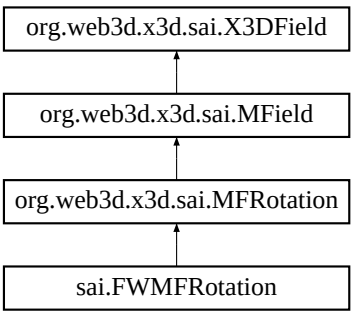
Definition at line 10 of file MFNode.java.

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

- src/java/vrml/field/MFNode.java

4.507 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)

4.507.1 Detailed Description

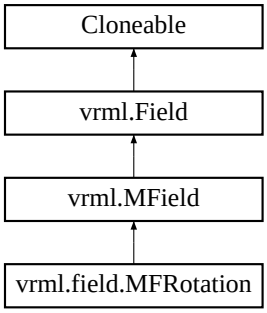
Definition at line 3 of file MFRotation.java.

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

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

4.508 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

4.508.1 Detailed Description

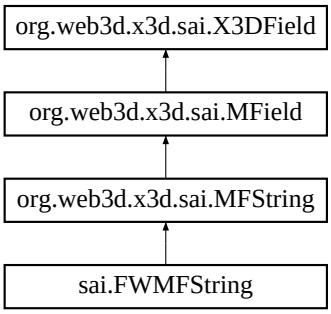
Definition at line 10 of file MFRotation.java.

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

- src/java/vrml/field/MFRotation.java

4.509 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)

4.509.1 Detailed Description

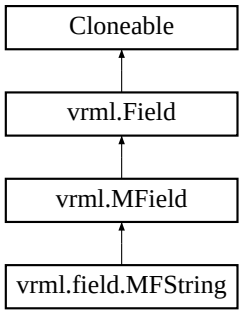
Definition at line 3 of file MFString.java.

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

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

4.510 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

4.510.1 Detailed Description

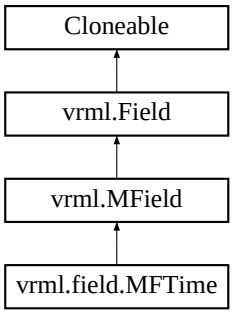
Definition at line 10 of file MFString.java.

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

- src/java/vrml/field/MFString.java

4.511 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

4.511.1 Detailed Description

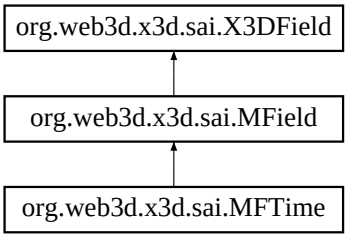
Definition at line 10 of file MFTime.java.

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

- src/java/vrml/field/MFTime.java

4.512 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)

4.512.1 Detailed Description

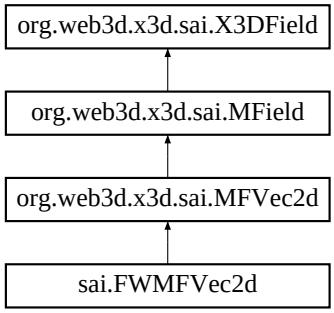
Definition at line 3 of file MFTime.java.

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

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

4.513 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)

4.513.1 Detailed Description

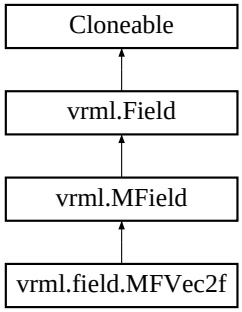
Definition at line 3 of file MFVec2d.java.

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

- src/java/org/web3d/x3d/sai/MFVec2d.java

4.514 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

4.514.1 Detailed Description

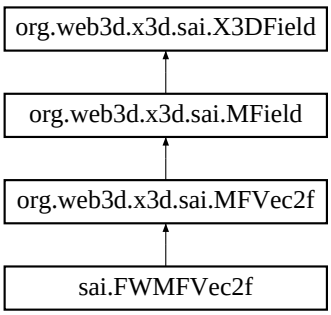
Definition at line 10 of file MFVec2f.java.

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

- src/java/vrml/field/MFVec2f.java

4.515 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)

4.515.1 Detailed Description

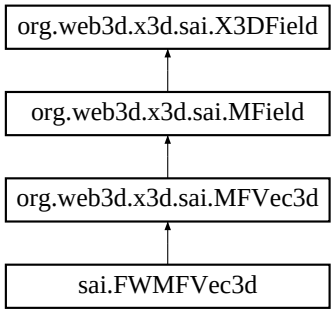
Definition at line 3 of file MFVec2f.java.

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

- src/java/org/web3d/x3d/sai/MFVec2f.java

4.516 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)

4.516.1 Detailed Description

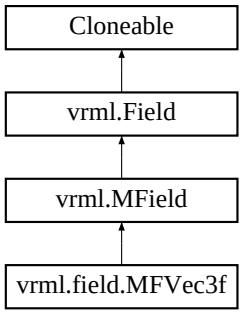
Definition at line 3 of file MFVec3d.java.

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

- src/java/org/web3d/x3d/sai/MFVec3d.java

4.517 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

4.517.1 Detailed Description

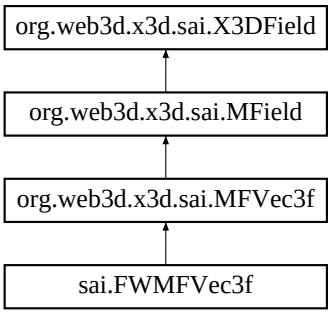
Definition at line 10 of file MFVec3f.java.

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

- src/java/vrml/field/MFVec3f.java

4.518 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)

4.518.1 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

4.519 mode_name Struct Reference

Data Fields

- int **mode**
- const char ∗ **name**

4.519.1 Detailed Description

Definition at line 170 of file X3DParser.c.

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

- src/lib/x3d_parser/X3DParser.c

4.520 monoChain Class Reference

Public Member Functions

- **monoChain** (**directedLine** ∗cHead, **directedLine** ∗cTail)
- void **setNext** (**monoChain** ∗n)
- void **setPrev** (**monoChain** ∗p)
- void **setNextPolygon** (**monoChain** ∗np)
- **monoChain** ∗ **getNext** ()
- **monoChain** ∗ **getPrev** ()
- **directedLine** ∗ **getHead** ()
- **directedLine** ∗ **getTail** ()
- void **resetCurrent** ()
- void **deleteLoop** ()
- void **deleteLoopList** ()
- void **insert** (**monoChain** ∗nc)
- Int **numChainsSingleLoop** ()
- Int **numChainsAllLoops** ()
- **monoChain** ∗∗ **toArrayAllLoops** (Int &num_chains)
- Int **toArraySingleLoop** (**monoChain** ∗∗array, Int index)
- Real **chainIntersectHoriz** (Real y)
- **directedLine** ∗ **find** (Real y)
- void **printOneChain** ()
- void **printChainLoop** ()
- void **printAllLoops** ()

Data Fields

- Int **isKey**
- Real **keyY**

4.520.1 Detailed Description

Definition at line 41 of file monoChain.h.

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

- src/libnurbs/nurbtess/monoChain.h
- src/libnurbs/nurbtess/monoChain.cc

4.521 Monotonizer Class Reference

Public Member Functions

- **Monotonizer** (**ArcTessellator** &at, **Pool** &ap, **Pool** &p, jmp_buf &j)
- int **decompose** (**Bin** &, REAL)

4.521.1 Detailed Description

Definition at line 49 of file monotonizer.h.

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

- src/libnurbs/internals/monotonizer.h

4.522 motion_vectors_entry Struct Reference

Data Fields

- int **code**
- int **num_bits**

4.522.1 Detailed Description

Definition at line 780 of file mpeg_berkley.h.

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

- src/lib/scenegraph/mpeg_berkley.h

4.523 Multi_Any Struct Reference

Data Fields

- int **n**
- char ∗ **p**

4.523.1 Detailed Description

Definition at line 130 of file FWTYPE.h.

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

- src/lib/world_script/FWTYPE.h

4.524 Multi_Bool Struct Reference

Data Fields

- int **n**
- int ∗ **p**
- size_t **n**

4.524.1 Detailed Description

Definition at line 2456 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

4.525 Multi_Color Struct Reference

Data Fields

- int **n**
- struct **SFColor** ∗ **p**
- size_t **n**

4.525.1 Detailed Description

Definition at line 2462 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

4.526 Multi_ColorRGBA Struct Reference

Data Fields

- int **n**
- struct **SFColorRGBA** ∗ **p**
- size_t **n**

4.526.1 Detailed Description

Definition at line 2464 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

4.527 Multi_Double Struct Reference

Data Fields

- int **n**
- double ∗ **p**
- size_t **n**

4.527.1 Detailed Description

Definition at line 2476 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

4.528 Multi_Float Struct Reference

Data Fields

- int **n**
- float ∗ **p**
- size_t **n**

4.528.1 Detailed Description

Definition at line 2450 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

4.529 Multi_Int32 Struct Reference

Data Fields

- int **n**
- int ∗ **p**
- size_t **n**

4.529.1 Detailed Description

Definition at line 2458 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

4.530 Multi_Matrix3d Struct Reference

Data Fields

- int **n**
- struct **SFMatrix3d** ∗ **p**
- size_t **n**

4.530.1 Detailed Description

Definition at line 2480 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

4.531 Multi_Matrix3f Struct Reference

Data Fields

- int **n**
- struct **SFMatrix3f** ∗ **p**
- size_t **n**

4.531.1 Detailed Description

Definition at line 2478 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

4.532 Multi_Matrix4d Struct Reference

Data Fields

- int **n**
- struct **SFMatrix4d** ∗ **p**
- size_t **n**

4.532.1 Detailed Description

Definition at line 2484 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

4.533 Multi_Matrix4f Struct Reference

Data Fields

- int **n**
- struct **SFMatrix4f** ∗ **p**
- size_t **n**

4.533.1 Detailed Description

Definition at line 2482 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

4.534 Multi_Node Struct Reference

Data Fields

- int **n**
- struct **X3D_Node** ∗∗ **p**
- size_t **n**
- void ∗∗ **p**

4.534.1 Detailed Description

Definition at line 2460 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

4.535 Multi_Rotation Struct Reference

Data Fields

- int **n**
- struct **SFRotation** ∗ **p**
- size_t **n**

4.535.1 Detailed Description

Definition at line 2452 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

4.536 Multi_String Struct Reference

Data Fields

- int **n**
- struct **Uni_String** ∗∗ **p**
- size_t **n**

4.536.1 Detailed Description

Definition at line 2468 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

4.537 Multi_Time Struct Reference

Data Fields

- int **n**
- double ∗ **p**
- size_t **n**

4.537.1 Detailed Description

Definition at line 2466 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

4.538 Multi_Vec2d Struct Reference

Data Fields

- int **n**
- struct **SFVec2d** ∗ **p**
- size_t **n**

4.538.1 Detailed Description

Definition at line 2486 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

4.539 Multi_Vec2f Struct Reference

Data Fields

- int **n**
- struct **SFVec2f** ∗ **p**
- size_t **n**

4.539.1 Detailed Description

Definition at line 2470 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

4.540 Multi_Vec3d Struct Reference

Data Fields

- int **n**
- struct **SFVec3d** ∗ **p**
- size_t **n**

4.540.1 Detailed Description

Definition at line 2474 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

4.541 Multi_Vec3f Struct Reference

Data Fields

- int **n**
- struct **SFVec3f** ∗ **p**
- size_t **n**
- struct **SFColor** ∗ **p**

4.541.1 Detailed Description

Definition at line 2454 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

4.542 Multi_Vec4d Struct Reference

Data Fields

- int **n**
- struct **SFVec4d** ∗ **p**
- size_t **n**

4.542.1 Detailed Description

Definition at line 2490 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

4.543 Multi_Vec4f Struct Reference

Data Fields

- int **n**
- struct **SFVec4f** ∗ **p**
- size_t **n**

4.543.1 Detailed Description

Definition at line 2488 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

4.544 multiTexParams Struct Reference

Data Fields

- int **multitex_mode** [2]
- int **multitex_source** [2]
- int **multitex_function**

4.544.1 Detailed Description

Definition at line 49 of file RenderTextures.c.

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

- src/lib/opengl/RenderTextures.c
- src/lib/opengl/Textures.c

4.545 myArgs Struct Reference

Data Fields

- struct **X3D_Node** ∗ **node**
- **ttglobal tg**

4.545.1 Detailed Description

Definition at line 148 of file Component_ProgrammableShaders.c.

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

- src/lib/scenegraph/Component_ProgrammableShaders.c

4.546 MyVertex Struct Reference

Data Fields

- struct **SFVec3f vert**
- struct **SFVec3f norm**
- struct **SFVec2f tc**
- struct **SFVec3f flat_norm**
- struct **SFColorRGBA col**

4.546.1 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

4.547 name_num Struct Reference

Data Fields

- char * **facename**
- char * **family**
- char * **style**
- char * **style2**
- int **num**
- int **bold**
- int **italic**
- int **ifamily**

4.547.1 Detailed Description

Definition at line 630 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.548 navmode Struct Reference

Data Fields

- char * **key**
- int **type**

4.548.1 Detailed Description

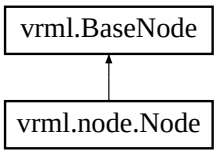
Definition at line 553 of file Viewer.c.

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

- src/lib/scenegraph/Viewer.c

4.549 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)

4.549.1 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

4.550 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

4.550.1 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

4.551 nodedistance Struct Reference

Data Fields

- struct **X3D_Node** ∗ **node**
- float **dist**

4.551.1 Detailed Description

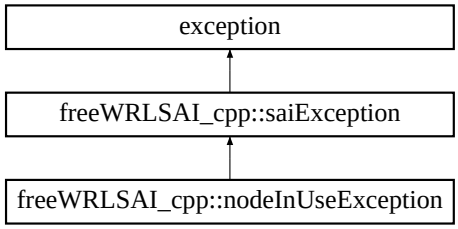
Definition at line 55 of file Component_Picking.c.

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

- src/lib/scenegraph/Component_Picking.c

4.552 freeWRLSAI_cpp::nodeInUseException Class Reference

Inheritance diagram for freeWRLSAI_cpp::nodeInUseException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.552.1 Detailed Description

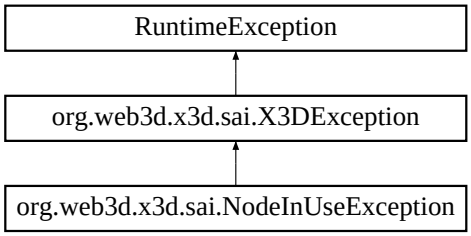
Definition at line 206 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.553 org.web3d.x3d.sai.NodeInUseException Class Reference

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



Public Member Functions

- **NodeInUseException** (String msg)

4.553.1 Detailed Description

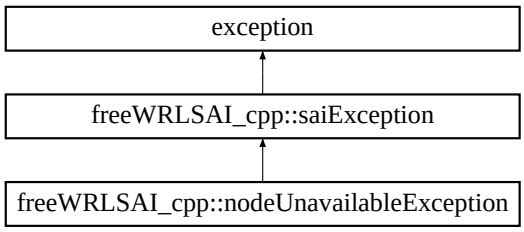
Definition at line 3 of file NodeInUseException.java.

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

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

4.554 freeWRLSAI_cpp::nodeUnavailableException Class Reference

Inheritance diagram for freeWRLSAI_cpp::nodeUnavailableException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.554.1 Detailed Description

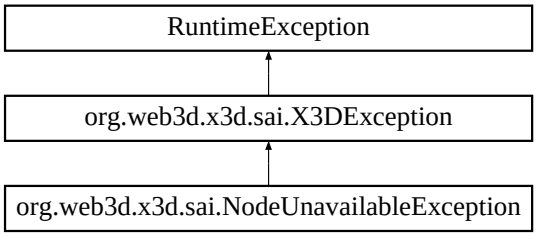
Definition at line 195 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.555 org.web3d.x3d.sai.NodeUnavailableException Class Reference

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



Public Member Functions

- **NodeUnavailableException** (String msg)

4.555.1 Detailed Description

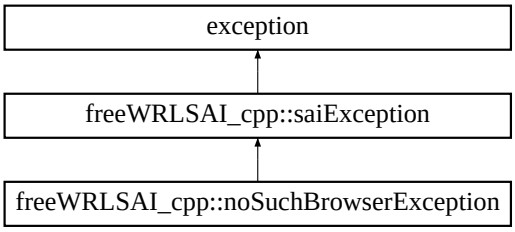
Definition at line 3 of file NodeUnavailableException.java.

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

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

4.556 freeWRLSAI_cpp::noSuchBrowserException Class Reference

Inheritance diagram for freeWRLSAI_cpp::noSuchBrowserException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.556.1 Detailed Description

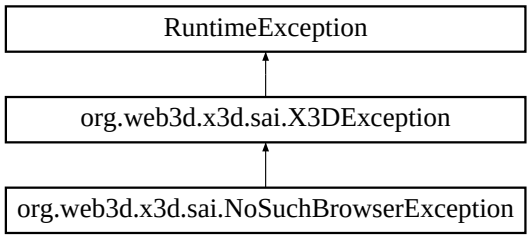
Definition at line 73 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.557 org.web3d.x3d.sai.NoSuchBrowserException Class Reference

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



Public Member Functions

- **NoSuchBrowserException** (String msg)

4.557.1 Detailed Description

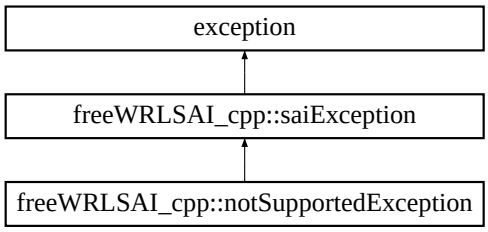
Definition at line 3 of file NoSuchBrowserException.java.

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

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

4.558 freeWRLSAI_cpp::notSupportedException Class Reference

Inheritance diagram for freeWRLSAI_cpp::notSupportedException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.558.1 Detailed Description

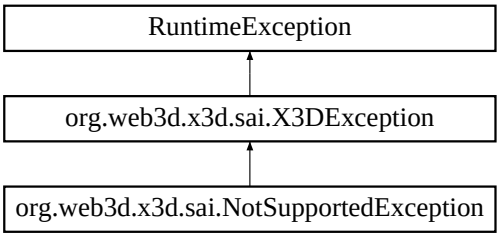
Definition at line 229 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.559 org.web3d.x3d.sai.NotSupportedException Class Reference

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



Public Member Functions

- **NotSupportedException** (String msg)

4.559.1 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

4.560 NPClass Struct Reference

Data Fields

- uint32_t **structVersion**
- NPAllocateFunctionPtr **allocate**
- NPDeallocateFunctionPtr **deallocate**
- NPInvalidateFunctionPtr **invalidate**
- NPHasMethodFunctionPtr **hasMethod**
- NPInvokeFunctionPtr **invoke**
- NPInvokeDefaultFunctionPtr **invokeDefault**
- NPHasPropertyFunctionPtr **hasProperty**
- NPGetPropertyFunctionPtr **getProperty**
- NPSetPropertyFunctionPtr **setProperty**
- NPRemovePropertyFunctionPtr **removeProperty**
- NPEnumerationFunctionPtr **enumerate**
- NPConstructFunctionPtr **construct**

4.560.1 Detailed Description

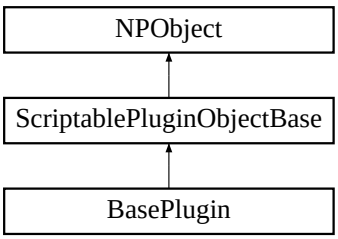
Definition at line 327 of file npruntime.h.

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

- src/plugin_win32/include/npruntime.h

4.561 NPObject Struct Reference

Inheritance diagram for NPObject:



Data Fields

- **NPClass** ∗ **_class**
- uint32_t **referenceCount**

4.561.1 Detailed Description

Definition at line 355 of file npruntime.h.

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

- src/plugin_win32/include/npruntime.h

4.562 nsByteRange Struct Reference

Data Fields

- PRInt32 **offset**
- PRUint32 **length**
- struct **nsByteRange** ∗ **next**

4.562.1 Detailed Description

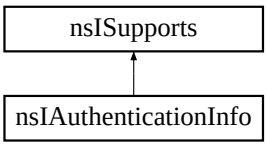
Definition at line 126 of file nsIFileUtilities.idl.

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

- src/plugin_win32/include/nsIFileUtilities.idl
- src/plugin_win32/include/nsplugindefs.h

4.563 nsIAuthenticationInfo Interface Reference

Inheritance diagram for nsIAuthenticationInfo:



Data Fields

- readonly attribute const_char_ptr **username**

  AuthenticationInfo (username/password pair)
- readonly attribute const_char_ptr **password**

4.563.1 Detailed Description

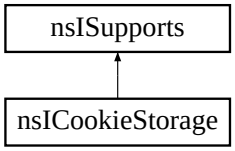
Definition at line 56 of file nsIJVMAuthTools.idl.

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

- src/plugin_win32/include/nsIJVMAuthTools.idl

4.564 nsICookieStorage Interface Reference

Inheritance diagram for nsICookieStorage:



Public Member Functions

- void **getCookie** (in string aCookieURL, in voidPtr aCookieBuffer, in PRUint32Ref aCookieSize)

  Retrieves a cookie from the browser's persistent cookie store.
- void **setCookie** (in string aCookieURL, in constVoidPtr aCookieBuffer, in unsigned long aCookieSize)

  Stores a cookie in the browser's persistent cookie store.

4.564.1 Detailed Description

Definition at line 51 of file nsICookieStorage.idl.

4.564.2 Member Function Documentation

4.564.2.1 getCookie()

```
void nsICookieStorage::getCookie (
            in string aCookieURL,
            in voidPtr aCookieBuffer,
            in PRUint32Ref aCookieSize )
```

Retrieves a cookie from the browser's persistent cookie store.

Parameters

aCookieURL	- URL string to look up cookie with.
aCookieBuffer	- buffer large enough to accomodate cookie data.
aCookieSize	- on input, size of the cookie buffer, on output cookie's size.

4.564.2.2 setCookie()

```
void nsICookieStorage::setCookie (
            in string aCookieURL,
            in constVoidPtr aCookieBuffer,
            in unsigned long aCookieSize )
```

Stores a cookie in the browser's persistent cookie store.

Parameters

aCookieURL	- URL string store cookie with.
aCookieBuffer	- buffer containing cookie data.
aCookieSize	- specifies size of cookie data.

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

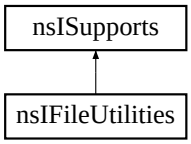
- src/plugin_win32/include/nsICookieStorage.idl

4.565 nsIFileUtilities Interface Reference

The **nsIFileUtilities** (p. 361) interface provides access to random file operations.

```
import"nsIFileUtilities.idl";
```

Inheritance diagram for nsIFileUtilities:



Public Member Functions

- void **getProgramPath** (out constCharPtr aProgramPath)

  Returns the name of the browser executable program.
- void **getTempDirPath** (out constCharPtr aTempDirPath)

  Returns the name of the temporary directory.
- void **newTempFileName** (in string aPrefix, in unsigned long aLength, in charPtr aBuffer)

  Returns a unique temporary file name.

4.565.1 Detailed Description

The **nsIFileUtilities** (p. 361) interface provides access to random file operations.

To obtain: QueryInterface on **nsIPluginManager** (p. 398).

Definition at line 50 of file nsIFileUtilities.idl.

4.565.2 Member Function Documentation

4.565.2.1 getProgramPath()

```
void nsIFileUtilities::getProgramPath (
            out constCharPtr aProgramPath )
```

Returns the name of the browser executable program.

Parameters

aProgramPath	- the returned path to the program

Returns

- NS_OK if this operation was successful

4.565.2.2 getTempDirPath()

```
void nsIFileUtilities::getTempDirPath (
            out constCharPtr aTempDirPath )
```

Returns the name of the temporary directory.

Parameters

aTempDirPath	- the returned path to the temp directory

Returns

- NS_OK if this operation was successful

4.565.2.3 newTempFileName()

```
void nsIFileUtilities::newTempFileName (
            in string aPrefix,
            in unsigned long aLength,
            in charPtr aBuffer )
```

Returns a unique temporary file name.

Parameters

aPrefix	- a string to prefix to the temporary file name
aLength	- the length of the resulting buffer to receive the data
aBuffer	- the returned temp file name

Returns

- NS_OK if this operation was successful

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

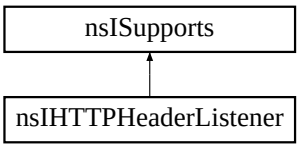
- src/plugin_win32/include/nsIFileUtilities.idl

4.566 nsIHTTPHeaderListener Interface Reference

The **nsIHTTPHeaderListener** (p. 363) interface allows plugin authors to access HTTP Response headers after issuing an **nsIPluginHost** (p. 370)::{GetURL,PostURL}() call.

```
import"nsIHTTPHeaderListener.idl";
```

Inheritance diagram for nsIHTTPHeaderListener:



Public Member Functions

- void **newResponseHeader** (in string headerName, in string headerValue)

  Called for each HTTP Response header.
- void **statusLine** (in string line)

  Called once for the HTTP Response status line.

4.566.1 Detailed Description

The **nsIHTTPHeaderListener** (p. 363) interface allows plugin authors to access HTTP Response headers after issuing an **nsIPluginHost** (p. 370)::{GetURL,PostURL}() call.

IMPORTANT NOTE: The plugin author must provide an instance to {GetURL,PostURL}() that implements both **nsIPluginStreamListener** (p. 411) and **nsIHTTPHeaderListener** (p. 363). This instance is passed in through {GetURL,PostURL}()'s streamListener parameter. The browser will then QI thi streamListener to see if it implements **nsIHTTPHeaderListener** (p. 363).

Definition at line 55 of file nsIHTTPHeaderListener.idl.

4.566.2 Member Function Documentation

4.566.2.1 newResponseHeader()

```
void nsIHTTPHeaderListener::newResponseHeader (
            in string headerName,
            in string headerValue )
```

Called for each HTTP Response header.

NOTE: You must copy the values of the params.

4.566.2.2 statusLine()

```
void nsIHTTPHeaderListener::statusLine (
            in string line )
```

Called once for the HTTP Response status line.

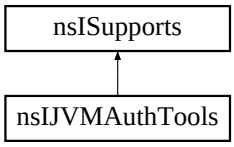
Value does NOT include a terminating newline. NOTE: You must copy this value.

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

- src/plugin_win32/include/nsIHTTPHeaderListener.idl

4.567 nsIJVMAuthTools Interface Reference

Inheritance diagram for nsIJVMAuthTools:



Public Member Functions

- **nsIAuthenticationInfo GetAuthenticationInfo** (in string protocol, in string host, in PRInt32 port, in string scheme, in string realm)

  Export AuthenticationInfo interface to JPI.
- void **SetAuthenticationInfo** (in string protocol, in string host, in PRInt32 port, in string scheme, in string realm, in string username, in string password)

  Import username/password pair from JPI.

4.567.1 Detailed Description

Definition at line 67 of file nsIJVMAuthTools.idl.

4.567.2 Member Function Documentation

4.567.2.1 GetAuthenticationInfo()

```
nsIAuthenticationInfo nsIJVMAuthTools::GetAuthenticationInfo (
            in string protocol,
            in string host,
            in PRInt32 port,
            in string scheme,
            in string realm )
```

Export AuthenticationInfo interface to JPI.

Parameters

protocol	the protocol that support (http/https)
host	host name
port	port number
scheme	scheme
realm	realm
nsIAuthenticationInfo *(p. 360)*	the AuthenticationInfo interface that export

Returns

NS_OK if success, other if fail

4.567.2.2 SetAuthenticationInfo()

```
void nsIJVMAuthTools::SetAuthenticationInfo (
            in string protocol,
            in string host,
            in PRInt32 port,
            in string scheme,
            in string realm,
            in string username,
            in string password )
```

Import username/password pair from JPI.

Parameters

protocol	the protocol that support (http/https)
host	host name
port	port number
scheme	scheme
realm	realm
username	user name
password	password

Returns

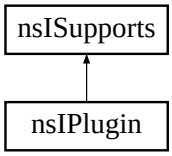
NS_OK if success, other if fail

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

- src/plugin_win32/include/nsIJVMAuthTools.idl

4.568 nsIPlugin Interface Reference

Inheritance diagram for nsIPlugin:



Public Member Functions

- void **createPluginInstance** (out **nsIPluginInstance** aResult)

  Creates a new plugin instance, based on a MIME type.
- void **initialize** ()

  Initializes the plugin and will be called before any new instances are created.
- void **shutdown** ()

  Called when the browser is done with the plugin factory, or when the plugin is disabled by the user.
- void **getMIMEDescription** (out constCharPtr aMIMEDescription)

  Returns the MIME description for the plugin.
- void **getValue** (in nsPluginVariable aVariable, in voidPtr aValue)

  Returns the value of a variable associated with the plugin.

4.568.1 Detailed Description

Definition at line 51 of file nsIPlugin.idl.

4.568.2 Member Function Documentation

4.568.2.1 createPluginInstance()

```
void nsIPlugin::createPluginInstance (
            out  nsIPluginInstance aResult )
```

Creates a new plugin instance, based on a MIME type.

This allows different impelementations to be created depending on the specified MIME type.

4.568.2.2 getMIMEDescription()

```
void nsIPlugin::getMIMEDescription (
            out constCharPtr aMIMEDescription )
```

Returns the MIME description for the plugin.

The MIME description is a colon-separated string containg the plugin MIME type, plugin data file extension, and plugin name, e.g.:

"application/x-simple-plugin:smp:Simple Sample Plug-in"

(Corresponds to NPP_GetMIMEDescription.)

Parameters

aMIMEDescription	- the resulting MIME description

Returns

- NS_OK if this operation was successful

4.568.2.3 getValue()

```
void nsIPlugin::getValue (
            in nsPluginVariable aVariable,
            in voidPtr aValue )
```

Returns the value of a variable associated with the plugin.

(Corresponds to NPP_GetValue.)

Parameters

aVariable	- the plugin variable to get
aValue	- the address of where to store the resulting value

Returns

- NS_OK if this operation was successful

4.568.2.4 initialize()

```
void nsIPlugin::initialize ( )
```

Initializes the plugin and will be called before any new instances are created.

It is passed browserInterfaces on which QueryInterface may be used to obtain an **nsIPluginManager** (p. 398), and other interfaces.

Parameters

browserInterfaces	- an object that allows access to other browser interfaces via QueryInterface

Returns

- NS_OK if this operation was successful

4.568.2.5 shutdown()

```
void nsIPlugin::shutdown ( )
```

Called when the browser is done with the plugin factory, or when the plugin is disabled by the user.

(Corresponds to NPP_Shutdown.)

Returns

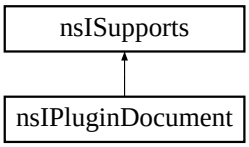
- NS_OK if this operation was successful

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

- src/plugin_win32/include/nsIPlugin.idl

4.569 nsIPluginDocument Interface Reference

Inheritance diagram for nsIPluginDocument:



Public Member Functions

- void **setStreamListener** (in nsIStreamListener aStreamListener)

  Sets the stream listener for this plugin document.
- void **print** ()

  Causes the plugin to print in full-page mode.

Data Fields

- readonly attribute boolean **willHandleInstantiation**

  Check whether the document is planning to handle plug-in instantiation itself.

4.569.1 Detailed Description

Definition at line 42 of file nsIPluginDocument.idl.

4.569.2 Field Documentation

4.569.2.1 willHandleInstantiation

```
readonly attribute boolean nsIPluginDocument::willHandleInstantiation
```

Check whether the document is planning to handle plug-in instantiation itself.

If not, then the plugin content node should do it.

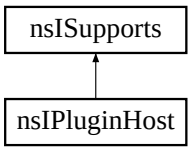
Definition at line 60 of file nsIPluginDocument.idl.

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

- src/plugin_win32/include/nsIPluginDocument.idl

4.570 nsIPluginHost Interface Reference

Inheritance diagram for nsIPluginHost:



Public Member Functions

- void **init** ()
- void **destroy** ()
- void **loadPlugins** ()
- void **reloadPlugins** (in boolean reloadPages)

  Causes the plugins directory to be searched again for new plugin libraries.
- **nsIPlugin getPlugin** (in string aMimeType)
- void **instantiateEmbeddedPlugin** (in string aMimeType, in nsIURI aURL, in **nsIPluginInstanceOwner** a↩Owner)
- void **instantiateFullPagePlugin** (in string aMimeType, in nsIURI aURI, in nsIStreamListenerRef aStream↩Listener, in **nsIPluginInstanceOwner** aOwner)
- nsIStreamListener **instantiatePluginForChannel** (in nsIChannel aChannel, in **nsIPluginInstanceOwner** aOwner)

  Instantiate an embedded plugin for an existing channel.
- void **setUpPluginInstance** (in string aMimeType, in nsIURI aURL, in **nsIPluginInstanceOwner** aOwner)
- void **isPluginEnabledForType** (in string aMimeType)
- void **isPluginEnabledForExtension** (in string aExtension, in constCharStarRef aMimeType)
- void **getPlugins** (in unsigned long aPluginCount, out nsIDOMPlugin aPluginArray)
- void **getPluginTags** (out unsigned long aPluginCount, [retval, array, size_is(aPluginCount)] out **nsIPlugin↩Tag** aResults)
- void **stopPluginInstance** (in **nsIPluginInstance** aInstance)
- void **handleBadPlugin** (in PRLibraryPtr aLibrary, in **nsIPluginInstance** instance)
- NS_IMETHOD **GetURL** (nsISupports ∗pluginInst, const char ∗url, const char ∗target=NULL, **nsIPlugin↩StreamListener** ∗streamListener=NULL, const char ∗altHost=NULL, const char ∗referrer=NULL, PRBool forceJSEnabled=PR_FALSE)=0

  Fetches a URL.

- NS_IMETHOD **PostURL** (nsISupports *pluginInst, const char *url, PRUint32 postDataLen, const char *postData, PRBool isFile=PR_FALSE, const char *target=NULL, **nsIPluginStreamListener** *stream↩ Listener=NULL, const char *altHost=NULL, const char *referrer=NULL, PRBool forceJSEnabled=PR_F↩ ALSE, PRUint32 postHeadersLength=0, const char *postHeaders=NULL)=0

  Posts to a URL with post data and/or post headers.
- void **findProxyForURL** (in string aURL, out string aResult)

  Returns the proxy info for a given URL.
- void **UserAgent** (in nativeChar resultingAgentString)
- void **setIsScriptableInstance** (in **nsIPluginInstance** aInstance, in boolean aScriptable)

  To notify the plugin manager that the plugin created a script object.
- void **parsePostBufferToFixHeaders** (in string aInPostData, in unsigned long aInPostDataLen, out string aOutPostData, out unsigned long aOutPostDataLen)

  This method parses post buffer to find out case insensitive "Content-length" string and CR or LF some where after that, then it assumes there is http headers in the input buffer and continue to search for end of headers (CRLFCRLF or LFLF).
- void **createTmpFileToPost** (in string aPostDataURL, out string aTmpFileName)

  To create tmp file with Content len header in, it will use by http POST.
- void **newPluginNativeWindow** (out nsPluginNativeWindowPtr aPluginNativeWindow)

  Creates a new plugin native window object.
- void **deletePluginNativeWindow** (in nsPluginNativeWindowPtr aPluginNativeWindow)

  Deletes plugin native window object created by NewPluginNativeWindow.
- void **instantiateDummyJavaPlugin** (in **nsIPluginInstanceOwner** aOwner)

  Instantiate a "dummy" java plugin if a java plugin that supports NPRuntime is installed.
- void **getPluginName** (in **nsIPluginInstance** aInstance, [shared] out string aPluginName)

  Get the plugin name for the plugin instance.
- **nsIPluginTag getPluginTagForInstance** (in **nsIPluginInstance** aInstance)

  Get the plugin tag associated with a given plugin instance.

Data Fields

- readonly attribute unsigned long **pluginCount**

4.570.1 Detailed Description

Definition at line 69 of file nsIPluginHost.idl.

4.570.2 Member Function Documentation

4.570.2.1 findProxyForURL()

```
void nsIPluginHost::findProxyForURL (
            in string aURL,
            out string aResult )
```

Returns the proxy info for a given URL.

The caller is required to free the resulting memory with nsIMalloc::Free. The result will be in the following format

i) "DIRECT" – no proxy ii) "PROXY xxx.xxx.xxx.xxx" – use proxy iii) "SOCKS xxx.xxx.xxx.xxx" – use SOCKS iv) Mixed. e.g. "PROXY 111.111.111.111;PROXY 112.112.112.112", "PROXY 111.111.111.111;SOCKS 112.112.↩ 112.112"....

Which proxy/SOCKS to use is determined by the plugin.

4.570.2.2 getPluginName()

```
void nsIPluginHost::getPluginName (
            in  nsIPluginInstance aInstance,
            [shared] out string aPluginName )
```

Get the plugin name for the plugin instance.

Parameters

aInstance	the plugin instance object
aPluginName	returns a pointer to a shared readonly string value, it's only valid for the lifetime of the plugin instance - you must copy the string value if you need it longer than that.

4.570.2.3 getPluginTagForInstance()

```
nsIPluginTag nsIPluginHost::getPluginTagForInstance (
            in  nsIPluginInstance aInstance )
```

Get the plugin tag associated with a given plugin instance.

Parameters

aInstance	the plugin instance object

Returns

plugin tag object

4.570.2.4 GetURL()

```
NS_IMETHOD nsIPluginHost::GetURL (
            nsISupports * pluginInst,
            const char * url,
            const char * target = NULL,
             nsIPluginStreamListener * streamListener = NULL,
            const char * altHost = NULL,
            const char * referrer = NULL,
            PRBool forceJSEnabled = PR_FALSE )  [pure virtual]
```

Fetches a URL.

(Corresponds to NPN_GetURL and NPN_GetURLNotify.)

Parameters

pluginInst	- the plugin making the request. If NULL, the URL is fetched in the background.
url	- the URL to fetch
target	- the target window into which to load the URL, or NULL if the data should be returned to the plugin via streamListener.
streamListener	- a stream listener to be used to return data to the plugin. May be NULL if target is not NULL.
altHost	- an IP-address string that will be used instead of the host specified in the URL. This is used to prevent DNS-spoofing attacks. Can be defaulted to NULL meaning use the host in the URL.
referrer	- the referring URL (may be NULL)
forceJSEnabled	- forces JavaScript to be enabled for 'javascript:' URLs, even if the user currently has JavaScript disabled (usually specify PR_FALSE)

Returns

- NS_OK if this operation was successful

4.570.2.5 instantiateDummyJavaPlugin()

```
void nsIPluginHost::instantiateDummyJavaPlugin (
            in  nsIPluginInstanceOwner aOwner )
```

Instantiate a "dummy" java plugin if a java plugin that supports NPRuntime is installed.

This plugin is used for exposing window.java and window.Packages. If the java plugin supports NPRuntime and instantiation was successful, aOwners instance will be non-null, if not, it will be null.

4.570.2.6 instantiatePluginForChannel()

```
nsIStreamListener nsIPluginHost::instantiatePluginForChannel (
            in nsIChannel aChannel,
            in  nsIPluginInstanceOwner aOwner )
```

Instantiate an embedded plugin for an existing channel.

The caller is responsible for opening the channel. It may or may not be already opened when this function is called.

4.570.2.7 parsePostBufferToFixHeaders()

```
void nsIPluginHost::parsePostBufferToFixHeaders (
            in string aInPostData,
            in unsigned long aInPostDataLen,
            out string aOutPostData,
            out unsigned long aOutPostDataLen )
```

This method parses post buffer to find out case insensitive "Content-length" string and CR or LF some where after that, then it assumes there is http headers in the input buffer and continue to search for end of headers (CRLFCRLF or LFLF).

It will *always malloc()* output buffer (caller is responsible to free it) if input buffer starts with LF, which comes from 4.x spec `http://developer.netscape.com/docs/manuals/communicator/plugin/pgfn2.htm#1007754` "If no custom headers are required, simply add a blank line ('\n') to the beginning of the file or buffer.", it skips that '
' and considers rest of the input buffer as data. If "Content-length" string and end of headers is found it substitutes single LF with CRLF in the headers, so the end of headers always will be CRLFCRLF (single CR in headers, if any, remain untouched) else it puts "Content-length: "+size_of_data+CRLFCRLF at the beginning of the output buffer and memcpy data to the output buffer

On failure outPostData and outPostDataLen will be set in 0.

Parameters

aInPostData	- the post data
aInPostDataLen	- the length aInPostData
aOutPostData	- the buffer
aOutPostDataLen	- the length of aOutPostData

4.570.2.8 PostURL()

```
NS_IMETHOD nsIPluginHost::PostURL (
            nsISupports * pluginInst,
            const char * url,
            PRUint32 postDataLen,
            const char * postData,
            PRBool isFile = PR_FALSE,
            const char * target = NULL,
             nsIPluginStreamListener * streamListener = NULL,
            const char * altHost = NULL,
            const char * referrer = NULL,
            PRBool forceJSEnabled = PR_FALSE,
            PRUint32 postHeadersLength = 0,
            const char * postHeaders = NULL )  [pure virtual]
```

Posts to a URL with post data and/or post headers.

(Corresponds to NPN_PostURL and NPN_PostURLNotify.)

Parameters

pluginInst	- the plugin making the request. If NULL, the URL is fetched in the background.
url	- the URL to fetch
postDataLength	- the length of postData (if non-NULL)
postData	- the data to POST. NULL specifies that there is not post data
isFile	- whether the postData specifies the name of a file to post instead of data. The file will be deleted afterwards.
target	- the target window into which to load the URL, or NULL if the data should be returned to the plugin via streamListener.
streamListener	- a stream listener to be used to return data to the plugin. May be NULL if target is not NULL.
altHost	- an IP-address string that will be used instead of the host specified in the URL. This is used to prevent DNS-spoofing attacks. Can be defaulted to NULL meaning use the host in the URL.
referrer	- the referring URL (may be NULL)
forceJSEnabled	- forces JavaScript to be enabled for 'javascript:' URLs, even if the user currently has JavaScript disabled (usually specify PR_FALSE)
postHeadersLength	- the length of postHeaders (if non-NULL)
postHeaders	- the headers to POST. Must be in the form of "HeaderName: HeaderValue\r\n". Each header, including the last, must be followed by "\r\n". NULL specifies that there are no post headers

Returns

- NS_OK if this operation was successful

4.570.2.9 reloadPlugins()

```
void nsIPluginHost::reloadPlugins (
            in boolean reloadPages )
```

Causes the plugins directory to be searched again for new plugin libraries.

Parameters

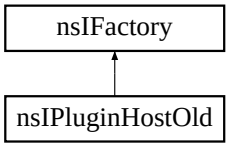
reloadPages	- indicates whether currently visible pages should also be reloaded

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

- src/plugin_win32/include/nsIPluginHost.idl

4.571 nsIPluginHostOld Interface Reference

Inheritance diagram for nsIPluginHostOld:



Public Member Functions

- void **init** ()
- void **destroy** ()
- void **loadPlugins** ()
- **nsIPlugin getPluginFactory** (in string aMimeType)
- void **instantiateEmbeddedPlugin** (in string aMimeType, in nsIURI aURL, in **nsIPluginInstanceOwner** a↩Owner)
- void **instantiateFullPagePlugin** (in string aMimeType, in nsIURI aURI, in nsIStreamListenerRef aStream↩Listener, in **nsIPluginInstanceOwner** aOwner)
- nsIStreamListener **instantiatePluginForChannel** (in nsIChannel aChannel, in **nsIPluginInstanceOwner** aOwner)

  Instantiate an embedded plugin for an existing channel.
- void **setUpPluginInstance** (in string aMimeType, in nsIURI aURL, in **nsIPluginInstanceOwner** aOwner)
- void **isPluginEnabledForType** (in string aMimeType)
- void **isPluginEnabledForExtension** (in string aExtension, in constCharStarRef aMimeType)
- void **getPlugins** (in unsigned long aPluginCount, out nsIDOMPlugin aPluginArray)
- void **getPluginTags** (out unsigned long aPluginCount, [retval, array, size_is(aPluginCount)] out **nsIPlugin**↩**Tag** aResults)
- void **stopPluginInstance** (in **nsIPluginInstance** aInstance)
- void **handleBadPlugin** (in PRLibraryPtr aLibrary, in **nsIPluginInstance** instance)

Data Fields

- readonly attribute unsigned long **pluginCount**

4.571.1 Detailed Description

Definition at line 64 of file nsIPluginHostOld.idl.

4.571.2 Member Function Documentation

4.571.2.1 instantiatePluginForChannel()

```
nsIStreamListener nsIPluginHostOld::instantiatePluginForChannel (
            in nsIChannel aChannel,
            in  nsIPluginInstanceOwner aOwner )
```

Instantiate an embedded plugin for an existing channel.

The caller is responsible for opening the channel. It may or may not be already opened when this function is called.

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

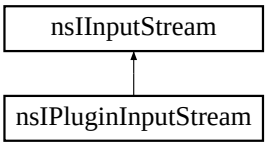
- src/plugin_win32/include/nsIPluginHostOld.idl

4.572 nsIPluginInputStream Interface Reference

The **nsIPluginInputStream** (p. 377) interface ...

```
import"nsIPluginInputStream.idl";
```

Inheritance diagram for nsIPluginInputStream:



Public Member Functions

- void **getLastModified** (out unsigned long aResult)

  Corresponds to NPStream's lastmodified field.)
- void **requestRead** (out **nsByteRange** aRangeList)

4.572.1 Detailed Description

The **nsIPluginInputStream** (p. 377) interface ...

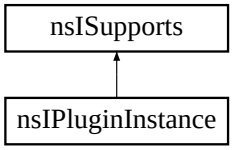
Definition at line 45 of file nsIPluginInputStream.idl.

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

- src/plugin_win32/include/nsIPluginInputStream.idl

4.573 nsIPluginInstance Interface Reference

Inheritance diagram for nsIPluginInstance:



Public Member Functions

- void **initialize** (in **nsIPluginInstanceOwner** aOwner, in string aMIMEType)

  Initializes a newly created plugin instance.
- void **start** ()

  Called to instruct the plugin instance to start.
- void **stop** ()

  Called to instruct the plugin instance to stop, thereby suspending its state.
- void **setWindow** (in nsPluginWindowPtr aWindow)

  Called when the window containing the plugin instance changes.
- void **newStreamToPlugin** (out **nsIPluginStreamListener** aListener)

  Called to tell the plugin that the initial src/data stream is ready.
- void **newStreamFromPlugin** (in string aType, in string aTarget, out nsIOutputStream aResult)

  This operation is called by the plugin instance when it wishes to send a stream of data to the browser.
- void **print** (in nsPluginPrintPtr aPlatformPrint)

  Called to instruct the plugin instance to print itself to a printer.
- void **getValue** (in nsPluginInstanceVariable aVariable, in voidPtr aValue)

  Returns the value of a variable associated with the plugin instance.
- void **handleEvent** (in nsPluginEventPtr aEvent, out boolean aHandled)

  Handles an event.
- void **invalidateRect** (in nsPluginRectPtr aRect)

  Corresponds to NPN_InvalidateRect.
- void **invalidateRegion** (in nsPluginRegion aRegion)

  Corresponds to NPN_InvalidateRegion.
- void **forceRedraw** ()

  Corresponds to NPN_ForceRedraw.
- void **getMIMEType** ([const, shared] out string aValue)

  Returns the MIME type of the plugin instance.
- void **showStatus** (in string aMessage)

  This operation causes status information to be displayed on the window associated with the plugin instance.
- void **invalidateOwner** ()

  Drop our reference to our owner.
- JSObjectPtr **GetJSObject** (in JSContextPtr cx)
- void **pushPopupsEnabledState** (in boolean aEnabled)
- void **popPopupsEnabledState** ()
- void **defineJavaProperties** ()

Data Fields

- readonly attribute JSContextPtr **JSContext**

  Get the JavaScript context to this plugin instance.
- attribute **nsIPluginInstanceOwner owner**
- readonly attribute AString **formValue**
- readonly attribute PRUint16 **pluginAPIVersion**

4.573.1 Detailed Description

Definition at line 57 of file nsIPluginInstance.idl.

4.573.2 Member Function Documentation

4.573.2.1 getMIMEType()

```
void nsIPluginInstance::getMIMEType (
            [const, shared] out string aValue )
```

Returns the MIME type of the plugin instance.

(Corresponds to NPP_New's MIMEType argument.)

Parameters

aMIMEType	- resulting MIME type

Returns

- NS_OK if this operation was successful

4.573.2.2 getValue()

```
void nsIPluginInstance::getValue (
            in nsPluginInstanceVariable aVariable,
            in voidPtr aValue )
```

Returns the value of a variable associated with the plugin instance.

Parameters

aVariable	- the plugin instance variable to get
aValue	- the address of where to store the resulting value

Returns

- NS_OK if this operation was successful

4.573.2.3 handleEvent()

```
void nsIPluginInstance::handleEvent (
            in nsPluginEventPtr aEvent,
            out boolean aHandled )
```

Handles an event.

Note that for Unix and Mac the **nsPluginEvent** (p. 426) structure is different from the old NPEvent structure – it's no longer the native event record, but is instead a struct. This was done for future extensibility, and so that the Mac could receive the window argument too. For Windows and OS2, it's always been a struct, so there's no change for them.

(Corresponds to NPP_HandleEvent.)

Parameters

aEvent	- the event to be handled
aHandled	- set to PR_TRUE if event was handled

Returns

- NS_OK if this operation was successful

4.573.2.4 initialize()

```
void nsIPluginInstance::initialize (
            in  nsIPluginInstanceOwner aOwner,
            in string aMIMEType )
```

Initializes a newly created plugin instance.

Parameters

aOwner	- the plugin instance owner
aMime	- the mime type for the instance

Returns

- NS_OK if this operation was successful

4.573.2.5 newStreamFromPlugin()

```
void nsIPluginInstance::newStreamFromPlugin (
            in string aType,
            in string aTarget,
            out nsIOutputStream aResult )
```

This operation is called by the plugin instance when it wishes to send a stream of data to the browser.

It constructs a new output stream to which the plugin may send the data. When complete, the Close and Release methods should be called on the output stream.

(Corresponds to NPN_NewStream.)

Parameters

aType	- MIME type of the stream to create
aTarget	- the target window name to receive the data
aResult	- the resulting output stream

Returns

- NS_OK if this operation was successful

4.573.2.6 newStreamToPlugin()

```
void nsIPluginInstance::newStreamToPlugin (
            out  nsIPluginStreamListener aListener )
```

Called to tell the plugin that the initial src/data stream is ready.

Expects the plugin to return a **nsIPluginStreamListener** (p. 411).

(Corresponds to NPP_NewStream.)

Parameters

aListener	- listener the browser will use to give the plugin the data

Returns

- NS_OK if this operation was successful

4.573.2.7 print()

```
void nsIPluginInstance::print (
            in nsPluginPrintPtr aPlatformPrint )
```

Called to instruct the plugin instance to print itself to a printer.

(Corresponds to NPP_Print.)

Parameters

aPlatformPrint	- platform-specific printing information

Returns

- NS_OK if this operation was successful

4.573.2.8 setWindow()

```
void nsIPluginInstance::setWindow (
            in nsPluginWindowPtr aWindow )
```

Called when the window containing the plugin instance changes.

(Corresponds to NPP_SetWindow.)

Parameters

aWindow	- the plugin window structure

Returns

- NS_OK if this operation was successful

4.573.2.9 showStatus()

```
void nsIPluginInstance::showStatus (
            in string aMessage )
```

This operation causes status information to be displayed on the window associated with the plugin instance.

(Corresponds to NPN_Status.)

Parameters

aMessage	- the status message to display

Returns

- NS_OK if this operation was successful

4.573.2.10 start()

```
void nsIPluginInstance::start ( )
```

Called to instruct the plugin instance to start.

This will be called after the plugin is first created and initialized, and may be called after the plugin is stopped (via the Stop method) if the plugin instance is returned to in the browser window's history.

Returns

- NS_OK if this operation was successful

4.573.2.11 stop()

```
void nsIPluginInstance::stop ( )
```

Called to instruct the plugin instance to stop, thereby suspending its state.

This method will be called whenever the browser window goes on to display another page and the page containing the plugin goes into the window's history list.

Returns

- NS_OK if this operation was successful

4.573.3 Field Documentation

4.573.3.1 JSContext

```
readonly attribute JSContextPtr nsIPluginInstance::JSContext
```

Get the JavaScript context to this plugin instance.

Parameters

aJSContext	- the resulting JavaScript context

Returns

- NS_OK if this operation was successful

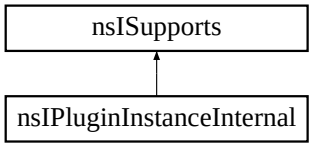
Definition at line 192 of file nsIPluginInstance.idl.

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

- src/plugin_win32/include/nsIPluginInstance.idl

4.574 nsIPluginInstanceInternal Class Reference

Inheritance diagram for nsIPluginInstanceInternal:



Public Member Functions

- virtual JSObject ∗ **GetJSObject** (JSContext ∗cx)=0
- virtual nsresult **GetFormValue** (nsAString &aValue)=0
- virtual nsresult **PushPopupsEnabledState** (PRBool aEnabled)=0
- virtual nsresult **PopPopupsEnabledState** ()=0
- virtual PRUint16 **GetPluginAPIVersion** ()=0
- virtual nsresult **DefineJavaProperties** ()=0

4.574.1 Detailed Description

Definition at line 51 of file nsIPluginInstanceInternal.h.

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

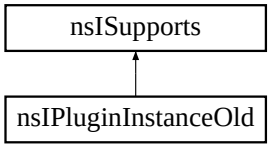
- src/plugin_win32/include/nsIPluginInstanceInternal.h

4.575 nsIPluginInstanceOld Interface Reference

The **nsIPluginInstance** (p. 377) interface is the minimum interface plugin developers need to support in order to implement a plugin instance.

```
import"nsIPluginInstanceOld.idl";
```

Inheritance diagram for nsIPluginInstanceOld:



Public Member Functions

- void **initialize** (in **nsIPluginInstancePeer** aPeer)

  Initializes a newly created plugin instance, passing to it the plugin instance peer which it should use for all communication back to the browser.
- void **start** ()

  Called to instruct the plugin instance to start.
- void **stop** ()

  Called to instruct the plugin instance to stop, thereby suspending its state.
- void **destroy** ()

  Called to instruct the plugin instance to destroy itself.
- void **setWindow** (in nsPluginWindowPtr aWindow)

  Called when the window containing the plugin instance changes.
- void **newStream** (out **nsIPluginStreamListener** aListener)

  Called to tell the plugin that the initial src/data stream is ready.
- void **print** (in nsPluginPrintPtr aPlatformPrint)

  Called to instruct the plugin instance to print itself to a printer.
- void **getValue** (in nsPluginInstanceVariable aVariable, in voidPtr aValue)

  Returns the value of a variable associated with the plugin instance.
- void **handleEvent** (in nsPluginEventPtr aEvent, out boolean aHandled)

  Handles an event.

Data Fields

- readonly attribute **nsIPluginInstancePeer peer**

  Returns a reference back to the plugin instance peer.

4.575.1 Detailed Description

The **nsIPluginInstance** (p. 377) interface is the minimum interface plugin developers need to support in order to implement a plugin instance.

The plugin manager may QueryInterface for more specific types, e.g. nsILiveConnectPluginInstance.

(Corresponds to NPP object.)

The old NPP_Destroy call has been factored into two plugin instance methods:

Stop – called when the plugin instance is to be stopped (e.g. by displaying another plugin manager window, causing the page containing the plugin to become removed from the display).

Destroy – called once, before the plugin instance peer is to be destroyed. This method is used to destroy the plugin instance.

Definition at line 75 of file nsIPluginInstanceOld.idl.

4.575.2 Member Function Documentation

4.575.2.1 destroy()

```
void nsIPluginInstanceOld::destroy ( )
```

Called to instruct the plugin instance to destroy itself.

This is called when it become no longer possible to return to the plugin instance, either because the browser window's history list of pages is being trimmed, or because the window containing this page in the history is being closed.

Returns

- NS_OK if this operation was successful

4.575.2.2 getValue()

```
void nsIPluginInstanceOld::getValue (
            in nsPluginInstanceVariable aVariable,
            in voidPtr aValue )
```

Returns the value of a variable associated with the plugin instance.

Parameters

aVariable	- the plugin instance variable to get
aValue	- the address of where to store the resulting value

Returns

- NS_OK if this operation was successful

4.575.2.3 handleEvent()

```
void nsIPluginInstanceOld::handleEvent (
            in nsPluginEventPtr aEvent,
            out boolean aHandled )
```

Handles an event.

An nsIEventHandler can also get registered with with nsIPluginManager2::RegisterWindow and will be called whenever an event comes in for that window.

Note that for Unix and Mac the **nsPluginEvent** (p. 426) structure is different from the old NPEvent structure – it's no longer the native event record, but is instead a struct. This was done for future extensibility, and so that the Mac could receive the window argument too. For Windows and OS2, it's always been a struct, so there's no change for them.

(Corresponds to NPP_HandleEvent.)

Parameters

aEvent	- the event to be handled
aHandled	- set to PR_TRUE if event was handled

Returns

- NS_OK if this operation was successful

4.575.2.4 initialize()

```
void nsIPluginInstanceOld::initialize (
            in  nsIPluginInstancePeer aPeer )
```

Initializes a newly created plugin instance, passing to it the plugin instance peer which it should use for all communication back to the browser.

Parameters

aPeer	- the corresponding plugin instance peer

Returns

- NS_OK if this operation was successful

4.575.2.5 newStream()

```
void nsIPluginInstanceOld::newStream (
            out  nsIPluginStreamListener aListener )
```

Called to tell the plugin that the initial src/data stream is ready.

Expects the plugin to return a **nsIPluginStreamListener** (p. 411).

(Corresponds to NPP_NewStream.)

Parameters

aListener	- listener the browser will use to give the plugin the data

Returns

- NS_OK if this operation was successful

4.575.2.6 print()

```
void nsIPluginInstanceOld::print (
            in nsPluginPrintPtr aPlatformPrint )
```

Called to instruct the plugin instance to print itself to a printer.

(Corresponds to NPP_Print.)

Parameters

aPlatformPrint	- platform-specific printing information

Returns

- NS_OK if this operation was successful

4.575.2.7 setWindow()

```
void nsIPluginInstanceOld::setWindow (
            in nsPluginWindowPtr aWindow )
```

Called when the window containing the plugin instance changes.

(Corresponds to NPP_SetWindow.)

Parameters

aWindow	- the plugin window structure

Returns

- NS_OK if this operation was successful

4.575.2.8 start()

```
void nsIPluginInstanceOld::start ( )
```

Called to instruct the plugin instance to start.

This will be called after the plugin is first created and initialized, and may be called after the plugin is stopped (via the Stop method) if the plugin instance is returned to in the browser window's history.

Returns

- NS_OK if this operation was successful

4.575.2.9 stop()

```
void nsIPluginInstanceOld::stop ( )
```

Called to instruct the plugin instance to stop, thereby suspending its state.

This method will be called whenever the browser window goes on to display another page and the page containing the plugin goes into the window's history list.

Returns

- NS_OK if this operation was successful

4.575.3 Field Documentation

4.575.3.1 peer

```
readonly attribute  nsIPluginInstancePeer nsIPluginInstanceOld::peer
```

Returns a reference back to the plugin instance peer.

This method is used whenever the browser needs to obtain the peer back from a plugin instance. The implementation of this method should be sure to increment the reference count on the peer by calling AddRef.

Parameters

aPeer	- the resulting plugin instance peer

Returns

- NS_OK if this operation was successful

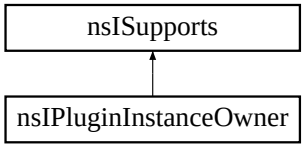
Definition at line 96 of file nsIPluginInstanceOld.idl.

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

- src/plugin_win32/include/nsIPluginInstanceOld.idl

4.576 nsIPluginInstanceOwner Interface Reference

Inheritance diagram for nsIPluginInstanceOwner:



Public Member Functions

- void **setInstance** (in **nsIPluginInstance** aInstance)

  Let the owner know what its instance is.
- void **getInstance** (in nsIPluginInstanceRef aInstance)

  Get the instance associated with this owner.
- nsresult **GetInstance** (**nsIPluginInstance** ∗∗aInstance)
- void **getWindow** (in nsPluginWindowStarRef aWindow)

  Get a handle to the window structure of the owner.
- void **createWidget** ()

  Create a place for the plugin to live in the owner's environment.
- NS_IMETHOD **GetURL** (const char ∗aURL, const char ∗aTarget, void ∗aPostData, PRUint32 aPostDataLen, void ∗aHeadersData, PRUint32 aHeadersDataLen, PRBool aIsFile=PR_FALSE)=0

  Called when there is a valid target so that the proper frame can be updated with new content.
- void **showStatus** (in string aStatusMsg)

  Show a status message in the host environment.
- NS_IMETHOD **ShowStatus** (const PRUnichar ∗aStatusMsg)=0
- void **invalidateRect** (in nsPluginRectPtr aRect)

  Invalidate the rectangle.
- void **invalidateRegion** (in nsPluginRegion aRegion)

  Invalidate the region.
- void **forceRedraw** ()

  Force a redraw.
- void **getNetscapeWindow** (in voidPtr aValue)

  Get NetscapeWindow, corresponds to NPNVnetscapeWindow.

Data Fields

- readonly attribute nsPluginMode **mode**

  Get the display mode for the plugin instance.
- readonly attribute nsIDocument **document**

  Get the associated document.

4.576.1 Detailed Description

Definition at line 48 of file nsIPluginInstanceOwner.idl.

4.576.2 Member Function Documentation

4.576.2.1 createWidget()

```
void nsIPluginInstanceOwner::createWidget ( )
```

Create a place for the plugin to live in the owner's environment.

this may or may not create a window depending on the windowless state of the plugin instance.

4.576.2.2 GetURL()

```
NS_IMETHOD nsIPluginInstanceOwner::GetURL (
            const char * aURL,
            const char * aTarget,
            void * aPostData,
            PRUint32 aPostDataLen,
            void * aHeadersData,
            PRUint32 aHeadersDataLen,
            PRBool aIsFile = PR_FALSE )  [pure virtual]
```

Called when there is a valid target so that the proper frame can be updated with new content.

will not be called with nsnull aTarget.

4.576.2.3 getWindow()

```
void nsIPluginInstanceOwner::getWindow (
            in nsPluginWindowStarRef aWindow )
```

Get a handle to the window structure of the owner.

This pointer cannot be made persistent by the caller.

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

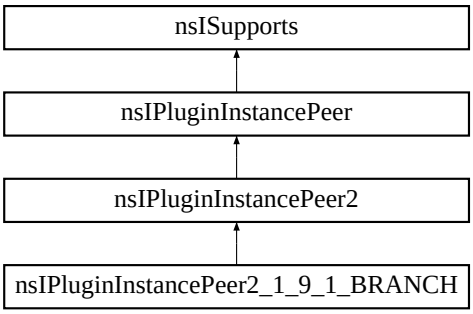
- src/plugin_win32/include/nsIPluginInstanceOwner.idl

4.577 nsIPluginInstancePeer Interface Reference

The **nsIPluginInstancePeer** (p. 391) interface is the set of operations implemented by the browser to support a plugin instance.

```
import"nsIPluginInstancePeer.idl";
```

Inheritance diagram for nsIPluginInstancePeer:



Public Member Functions

- void **getValue** (in nsPluginInstancePeerVariable aVariable, in voidPtr aValue)

  Returns the value of a variable associated with the plugin manager.
- void **newStream** (in nsMIMEType aType, in string aTarget, out nsIOutputStream aResult)

  This operation is called by the plugin instance when it wishes to send a stream of data to the browser.
- void **showStatus** (in string aMessage)

  This operation causes status information to be displayed on the window associated with the plugin instance.
- void **setWindowSize** (in unsigned long aWidth, in unsigned long aHeight)

  Set the desired size of the window in which the plugin instance lives.

Data Fields

- readonly attribute nsMIMEType **MIMEType**

  Returns the MIME type of the plugin instance.
- readonly attribute nsPluginMode **mode**

  Returns the mode of the plugin instance, i.e.

4.577.1 Detailed Description

The **nsIPluginInstancePeer** (p. 391) interface is the set of operations implemented by the browser to support a plugin instance.

When a plugin instance is constructed, a **nsIPluginInstancePeer** (p. 391) is passed to its initializer representing the instantiation of the plugin on the page.

Other interfaces may be obtained from **nsIPluginInstancePeer** (p. 391) by calling QueryInterface, e.g. **nsIPlugin↩TagInfo** (p. 415).

Definition at line 68 of file nsIPluginInstancePeer.idl.

4.577.2 Member Function Documentation

4.577.2.1 getValue()

```
void nsIPluginInstancePeer::getValue (
            in nsPluginInstancePeerVariable aVariable,
            in voidPtr aValue )
```

Returns the value of a variable associated with the plugin manager.

(Corresponds to NPN_GetValue.)

Parameters

aVariable	- the plugin manager variable to get
aValue	- the address of where to store the resulting value

Returns

- NS_OK if this operation was successful

4.577.2.2 newStream()

```
void nsIPluginInstancePeer::newStream (
            in nsMIMEType aType,
            in string aTarget,
            out nsIOutputStream aResult )
```

This operation is called by the plugin instance when it wishes to send a stream of data to the browser.

It constructs a new output stream to which the plugin may send the data. When complete, the Close and Release methods should be called on the output stream.

(Corresponds to NPN_NewStream.)

Parameters

aType	- MIME type of the stream to create
aTarget	- the target window name to receive the data
aResult	- the resulting output stream

Returns

- NS_OK if this operation was successful

4.577.2.3 setWindowSize()

```
void nsIPluginInstancePeer::setWindowSize (
            in unsigned long aWidth,
            in unsigned long aHeight )
```

Set the desired size of the window in which the plugin instance lives.

Parameters

aWidth	- new window width
aHeight	- new window height

Returns

- NS_OK if this operation was successful

4.577.2.4 showStatus()

```
void nsIPluginInstancePeer::showStatus (
            in string aMessage )
```

This operation causes status information to be displayed on the window associated with the plugin instance.

(Corresponds to NPN_Status.)

Parameters

aMessage	- the status message to display

Returns

- NS_OK if this operation was successful

4.577.3 Field Documentation

4.577.3.1 MIMEType

```
readonly attribute nsMIMEType nsIPluginInstancePeer::MIMEType
```

Returns the MIME type of the plugin instance.

(Corresponds to NPP_New's MIMEType argument.)

Parameters

aMIMEType	- resulting MIME type

Returns

- NS_OK if this operation was successful

Definition at line 88 of file nsIPluginInstancePeer.idl.

4.577.3.2 mode

```
readonly attribute nsPluginMode nsIPluginInstancePeer::mode
```

Returns the mode of the plugin instance, i.e.

whether the plugin is embedded in the html, or full page.

(Corresponds to NPP_New's mode argument.)

Parameters

result	- the resulting mode

Returns

- NS_OK if this operation was successful

Definition at line 99 of file nsIPluginInstancePeer.idl.

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

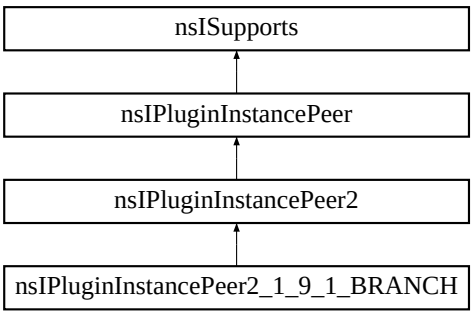
- src/plugin_win32/include/nsIPluginInstancePeer.idl

4.578 nsIPluginInstancePeer2 Interface Reference

The **nsIPluginInstancePeer2** (p. 395) interface extends the **nsIPluginInstancePeer** (p. 391) interface, providing access to functionality provided by newer browsers.

```
import"nsIPluginInstancePeer2.idl";
```

Inheritance diagram for nsIPluginInstancePeer2:



Data Fields

- readonly attribute JSObjectPtr **JSWindow**

  Get the JavaScript window object corresponding to this plugin instance.
- readonly attribute unsigned long **JSThread**

  Get the JavaScript execution thread corresponding to this plugin instance.
- readonly attribute JSContextPtr **JSContext**

  Get the JavaScript context to this plugin instance.

Additional Inherited Members

4.578.1 Detailed Description

The **nsIPluginInstancePeer2** (p. 395) interface extends the **nsIPluginInstancePeer** (p. 391) interface, providing access to functionality provided by newer browsers.

All functionality in **nsIPluginInstancePeer** (p. 391) can be mapped to the 4.X plugin API.

Definition at line 65 of file nsIPluginInstancePeer2.idl.

4.578.2 Field Documentation

4.578.2.1 JSContext

```
readonly attribute JSContextPtr nsIPluginInstancePeer2::JSContext
```

Get the JavaScript context to this plugin instance.

Parameters

aJSContext	- the resulting JavaScript context

Returns

- NS_OK if this operation was successful

Definition at line 90 of file nsIPluginInstancePeer2.idl.

4.578.2.2 JSThread

```
readonly attribute unsigned long nsIPluginInstancePeer2::JSThread
```

Get the JavaScript execution thread corresponding to this plugin instance.

Parameters

aJSThread	- the resulting JavaScript thread id

Returns

- NS_OK if this operation was successful

Definition at line 82 of file nsIPluginInstancePeer2.idl.

4.578.2.3 JSWindow

```
readonly attribute JSObjectPtr nsIPluginInstancePeer2::JSWindow
```

Get the JavaScript window object corresponding to this plugin instance.

Parameters

aJSWindow	- the resulting JavaScript window object

Returns

- NS_OK if this operation was successful

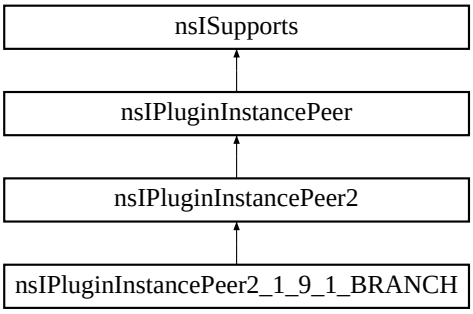
Definition at line 73 of file nsIPluginInstancePeer2.idl.

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

- src/plugin_win32/include/nsIPluginInstancePeer2.idl

4.579 nsIPluginInstancePeer2_1_9_1_BRANCH Interface Reference

Inheritance diagram for nsIPluginInstancePeer2_1_9_1_BRANCH:



Public Member Functions

- void **invalidateOwner** ()

  Drop our reference to our owner.

Additional Inherited Members

4.579.1 Detailed Description

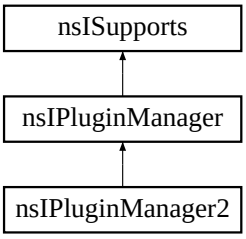
Definition at line 94 of file nsIPluginInstancePeer2.idl.

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

- src/plugin_win32/include/nsIPluginInstancePeer2.idl

4.580 nsIPluginManager Interface Reference

Inheritance diagram for nsIPluginManager:



Public Member Functions

- void **GetValue** (in nsPluginManagerVariable variable, in nativeVoid value)

  Returns the value of a variable associated with the plugin manager.
- void **reloadPlugins** (in boolean reloadPages)

  Causes the plugins directory to be searched again for new plugin libraries.
- void **UserAgent** (in nativeChar resultingAgentString)

  Returns the user agent string for the browser.
- NS_IMETHOD **GetURL** (nsISupports ∗pluginInst, const char ∗url, const char ∗target=NULL, **nsIPlugin↩StreamListener** ∗streamListener=NULL, const char ∗altHost=NULL, const char ∗referrer=NULL, PRBool forceJSEnabled=PR_FALSE)=0

  Fetches a URL.
- NS_IMETHOD **PostURL** (nsISupports ∗pluginInst, const char ∗url, PRUint32 postDataLen, const char ∗postData, PRBool isFile=PR_FALSE, const char ∗target=NULL, **nsIPluginStreamListener** ∗stream↩Listener=NULL, const char ∗altHost=NULL, const char ∗referrer=NULL, PRBool forceJSEnabled=PR_F↩ALSE, PRUint32 postHeadersLength=0, const char ∗postHeaders=NULL)=0

  Posts to a URL with post data and/or post headers.
- void **RegisterPlugin** (in REFNSIID aCID, in string aPluginName, in string aDescription, in nativeChar a↩MimeTypes, in nativeChar aMimeDescriptions, in nativeChar aFileExtensions, in long aCount)

  Persistently register a plugin with the plugin manager.
- void **UnregisterPlugin** (in REFNSIID aCID)

  Unregister a plugin from the plugin manager.
- NS_IMETHOD **GetURLWithHeaders** (nsISupports ∗pluginInst, const char ∗url, const char ∗target=NULL, **nsIPluginStreamListener** ∗streamListener=NULL, const char ∗altHost=NULL, const char ∗referrer=NULL, PRBool forceJSEnabled=PR_FALSE, PRUint32 getHeadersLength=0, const char ∗getHeaders=NULL)=0

  Fetches a URL, with Headers.

4.580.1 Detailed Description

Definition at line 77 of file nsIPluginManager.idl.

4.580.2 Member Function Documentation

4.580.2.1 GetURL()

```
NS_IMETHOD nsIPluginManager::GetURL (
            nsISupports * pluginInst,
            const char * url,
            const char * target = NULL,
             nsIPluginStreamListener * streamListener = NULL,
            const char * altHost = NULL,
            const char * referrer = NULL,
            PRBool forceJSEnabled = PR_FALSE )  [pure virtual]
```

Fetches a URL.

(Corresponds to NPN_GetURL and NPN_GetURLNotify.)

Parameters

pluginInst	- the plugin making the request. If NULL, the URL is fetched in the background.
url	- the URL to fetch
target	- the target window into which to load the URL, or NULL if the data should be returned to the plugin via streamListener.
streamListener	- a stream listener to be used to return data to the plugin. May be NULL if target is not NULL.
altHost	- an IP-address string that will be used instead of the host specified in the URL. This is used to prevent DNS-spoofing attacks. Can be defaulted to NULL meaning use the host in the URL.
referrer	- the referring URL (may be NULL)
forceJSEnabled	- forces JavaScript to be enabled for 'javascript:' URLs, even if the user currently has JavaScript disabled (usually specify PR_FALSE)

Returns

- NS_OK if this operation was successful

4.580.2.2 GetURLWithHeaders()

```
NS_IMETHOD nsIPluginManager::GetURLWithHeaders (
            nsISupports * pluginInst,
            const char * url,
            const char * target = NULL,
             nsIPluginStreamListener * streamListener = NULL,
            const char * altHost = NULL,
            const char * referrer = NULL,
            PRBool forceJSEnabled = PR_FALSE,
            PRUint32 getHeadersLength = 0,
            const char * getHeaders = NULL )  [pure virtual]
```

Fetches a URL, with Headers.

See also

GetURL (p. 398). Identical except for additional params headers and headersLen

Parameters

getHeadersLength	- the length of getHeaders (if non-NULL)
getHeaders	- the headers to GET. Must be in the form of "HeaderName: HeaderValue\r\n". Each header, including the last, must be followed by "\r\n". NULL specifies that there are no get headers

Returns

- NS_OK if this operation was successful

4.580.2.3 GetValue()

```
void nsIPluginManager::GetValue (
            in nsPluginManagerVariable variable,
            in nativeVoid value )
```

Returns the value of a variable associated with the plugin manager.

(Corresponds to NPN_GetValue.)

Parameters

variable	- the plugin manager variable to get
value	- the address of where to store the resulting value

Returns

- NS_OK if this operation was successful

4.580.2.4 PostURL()

```
NS_IMETHOD nsIPluginManager::PostURL (
            nsISupports * pluginInst,
            const char * url,
            PRUint32 postDataLen,
            const char * postData,
            PRBool isFile = PR_FALSE,
            const char * target = NULL,
             nsIPluginStreamListener * streamListener = NULL,
            const char * altHost = NULL,
            const char * referrer = NULL,
            PRBool forceJSEnabled = PR_FALSE,
            PRUint32 postHeadersLength = 0,
            const char * postHeaders = NULL )  [pure virtual]
```

Posts to a URL with post data and/or post headers.

(Corresponds to NPN_PostURL and NPN_PostURLNotify.)

Parameters

pluginInst	- the plugin making the request. If NULL, the URL is fetched in the background.
url	- the URL to fetch
postDataLength	- the length of postData (if non-NULL)
postData	- the data to POST. NULL specifies that there is not post data
isFile	- whether the postData specifies the name of a file to post instead of data. The file will be deleted afterwards.
target	- the target window into which to load the URL, or NULL if the data should be returned to the plugin via streamListener.
streamListener	- a stream listener to be used to return data to the plugin. May be NULL if target is not NULL.
altHost	- an IP-address string that will be used instead of the host specified in the URL. This is used to prevent DNS-spoofing attacks. Can be defaulted to NULL meaning use the host in the URL.
referrer	- the referring URL (may be NULL)
forceJSEnabled	- forces JavaScript to be enabled for 'javascript:' URLs, even if the user currently has JavaScript disabled (usually specify PR_FALSE)
postHeadersLength	- the length of postHeaders (if non-NULL)
postHeaders	- the headers to POST. Must be in the form of "HeaderName: HeaderValue\r\n". Each header, including the last, must be followed by "\r\n". NULL specifies that there are no post headers

Returns

- NS_OK if this operation was successful

4.580.2.5 RegisterPlugin()

```
void nsIPluginManager::RegisterPlugin (
            in REFNSIID aCID,
            in string aPluginName,
            in string aDescription,
            in nativeChar aMimeTypes,
            in nativeChar aMimeDescriptions,
            in nativeChar aFileExtensions,
            in long aCount )
```

Persistently register a plugin with the plugin manager.

aMimeTypes, aMimeDescriptions, and aFileExtensions are parallel arrays that contain information about the MIME types that the plugin supports.

Parameters

aCID	- the plugin's CID
aPluginName	- the plugin's name
aDescription	- a description of the plugin
aMimeTypes	- an array of MIME types that the plugin is prepared to handle
aMimeDescriptions	- an array of descriptions for the MIME types that the plugin can handle.
aFileExtensions	- an array of file extensions for the MIME types that the plugin can handle.
aCount	- the number of elements in the aMimeTypes, aMimeDescriptions, and aFileExtensions arrays.

Returns

- NS_OK if the operation was successful.

4.580.2.6 reloadPlugins()

```
void nsIPluginManager::reloadPlugins (
            in boolean reloadPages )
```

Causes the plugins directory to be searched again for new plugin libraries.

(Corresponds to NPN_ReloadPlugins.)

Parameters

reloadPages	- indicates whether currently visible pages should also be reloaded

4.580.2.7 UnregisterPlugin()

```
void nsIPluginManager::UnregisterPlugin (
            in REFNSIID aCID )
```

Unregister a plugin from the plugin manager.

Parameters

aCID	the CID of the plugin to unregister.

Returns

- NS_OK if the operation was successful.

4.580.2.8 UserAgent()

```
void nsIPluginManager::UserAgent (
            in nativeChar resultingAgentString )
```

Returns the user agent string for the browser.

(Corresponds to NPN_UserAgent.)

Parameters

resultingAgentString	- the resulting user agent string

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

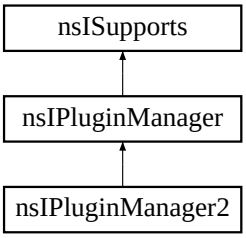
- src/plugin_win32/include/nsIPluginManager.idl

4.581 nsIPluginManager2 Interface Reference

Plugin Manager 2 Interface These extensions to **nsIPluginManager** (p. 398) are only available in Communicator 5.0.

```
import"nsIPluginManager2.idl";
```

Inheritance diagram for nsIPluginManager2:



Public Member Functions

- void **beginWaitCursor** ()

  Puts up a wait cursor.
- void **endWaitCursor** ()

  Restores the previous (non-wait) cursor.
- void **supportsURLProtocol** (in string aProtocol, out boolean aResult)

  Returns true if a URL protocol (e.g.
- void **notifyStatusChange** (in **nsIPlugin** aPlugin, in nsresult aStatus)

  This method may be called by the plugin to indicate that an error has occurred, e.g.
- void **findProxyForURL** (in string aURL, out string aResult)

  Returns the proxy info for a given URL.
- void **registerWindow** (in nsIEventHandler aHandler, in nsPluginPlatformWindowRef aWindow)

  Registers a top-level window with the browser.
- void **unregisterWindow** (in nsIEventHandler aHandler, in nsPluginPlatformWindowRef aWindow)

  Unregisters a top-level window with the browser.
- void **allocateMenuID** (in nsIEventHandler aHandler, in boolean aIsSubmenu, out short aResult)

  Allocates a new menu ID (for the Mac).
- void **deallocateMenuID** (in nsIEventHandler aHandler, in short aMenuID)

  Deallocates a menu ID (for the Mac).
- void **hasAllocatedMenuID** (in nsIEventHandler aHandler, in short aMenuID, out boolean aResult)

  Indicates whether this event handler has allocated the given menu ID.

4.581.1 Detailed Description

Plugin Manager 2 Interface These extensions to **nsIPluginManager** (p. 398) are only available in Communicator 5.0.

Definition at line 50 of file nsIPluginManager2.idl.

4.581.2 Member Function Documentation

4.581.2.1 allocateMenuID()

```
void nsIPluginManager2::allocateMenuID (
            in nsIEventHandler aHandler,
            in boolean aIsSubmenu,
            out short aResult )
```

Allocates a new menu ID (for the Mac).

Parameters

aHandler	- the event handler for the window
aIsSubmenu	- whether this is a sub-menu ID or not
aResult	- the resulting menu ID

Returns

- NS_OK if this operation was successful

4.581.2.2 beginWaitCursor()

```
void nsIPluginManager2::beginWaitCursor ( )
```

Puts up a wait cursor.

Returns

- NS_OK if this operation was successful

4.581.2.3 deallocateMenuID()

```
void nsIPluginManager2::deallocateMenuID (
            in nsIEventHandler aHandler,
            in short aMenuID )
```

Deallocates a menu ID (for the Mac).

Parameters

aHandler	- the event handler for the window
aMenuID	- the menu ID

Returns

- NS_OK if this operation was successful

4.581.2.4 endWaitCursor()

```
void nsIPluginManager2::endWaitCursor ( )
```

Restores the previous (non-wait) cursor.

Returns

- NS_OK if this operation was successful

4.581.2.5 findProxyForURL()

```
void nsIPluginManager2::findProxyForURL (
            in string aURL,
            out string aResult )
```

Returns the proxy info for a given URL.

The caller is required to free the resulting memory with nsIMalloc::Free. The result will be in the following format

i) "DIRECT" – no proxy ii) "PROXY xxx.xxx.xxx.xxx" – use proxy iii) "SOCKS xxx.xxx.xxx.xxx" – use SOCKS iv) Mixed. e.g. "PROXY 111.111.111.111;PROXY 112.112.112.112", "PROXY 111.111.111.111;SOCKS 112.112.↩ 112.112"....

Which proxy/SOCKS to use is determined by the plugin.

4.581.2.6 hasAllocatedMenuID()

```
void nsIPluginManager2::hasAllocatedMenuID (
            in nsIEventHandler aHandler,
            in short aMenuID,
            out boolean aResult )
```

Indicates whether this event handler has allocated the given menu ID.

Parameters

aHandler	- the event handler for the window
aMenuID	- the menu ID
aResult	- returns PR_TRUE if the menu ID is allocated

Returns

- NS_OK if this operation was successful

4.581.2.7 notifyStatusChange()

```
void nsIPluginManager2::notifyStatusChange (
            in  nsIPlugin aPlugin,
            in nsresult aStatus )
```

This method may be called by the plugin to indicate that an error has occurred, e.g.

that the plugin has failed or is shutting down spontaneously. This allows the browser to clean up any plugin-specific state.

Parameters

aPlugin	- the plugin whose status is changing
aStatus	- the error status value

Returns

- NS_OK if this operation was successful

4.581.2.8 registerWindow()

```
void nsIPluginManager2::registerWindow (
            in nsIEventHandler aHandler,
            in nsPluginPlatformWindowRef aWindow )
```

Registers a top-level window with the browser.

Events received by that window will be dispatched to the event handler specified.

Parameters

aHandler	- the event handler for the window
aWindow	- the platform window reference

Returns

- NS_OK if this operation was successful

4.581.2.9 supportsURLProtocol()

```
void nsIPluginManager2::supportsURLProtocol (
            in string aProtocol,
            out boolean aResult )
```

Returns true if a URL protocol (e.g.

"http") is supported.

Parameters

aProtocol	- the protocol name
aResult	- true if the protocol is supported

Returns

- NS_OK if this operation was successful

4.581.2.10 unregisterWindow()

```
void nsIPluginManager2::unregisterWindow (
            in nsIEventHandler aHandler,
            in nsPluginPlatformWindowRef aWindow )
```

Unregisters a top-level window with the browser.

The handler and window pair should be the same as that specified to RegisterWindow.

Parameters

aHandler	- the event handler for the window
aWindow	- the platform window reference

Returns

- NS_OK if this operation was successful

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

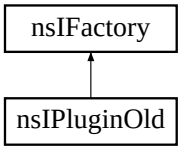
- src/plugin_win32/include/nsIPluginManager2.idl

4.582 nsIPluginOld Interface Reference

The **nsIPlugin** (p. 366) interface is the minimum interface plugin developers need to support in order to implement a plugin.

```
import"nsIPluginOld.idl";
```

Inheritance diagram for nsIPluginOld:



Public Member Functions

- void **createPluginInstance** (in nsISupports aOuter, in nsIIDRef aIID, in string aPluginMIMEType, [retval, iid_is(aIID)] out nsQIResult aResult)

  Creates a new plugin instance, based on a MIME type.
- void **initialize** ()

  Initializes the plugin and will be called before any new instances are created.
- void **shutdown** ()

  Called when the browser is done with the plugin factory, or when the plugin is disabled by the user.
- void **getMIMEDescription** (out constCharPtr aMIMEDescription)

  Returns the MIME description for the plugin.
- void **getValue** (in nsPluginVariable aVariable, in voidPtr aValue)

  Returns the value of a variable associated with the plugin.

4.582.1 Detailed Description

The **nsIPlugin** (p. 366) interface is the minimum interface plugin developers need to support in order to implement a plugin.

The plugin manager may QueryInterface for more specific plugin types, e.g. nsILiveConnectPlugin.

The old NPP_New plugin operation is now subsumed by two operations:

CreateInstance – called once, after the plugin instance is created. This method is used to initialize the new plugin instance (although the actual plugin instance object will be created by the plugin manager).

nsIPluginInstance::Start – called when the plugin instance is to be started. This happens in two circumstances: (1) after the plugin instance is first initialized, and (2) after a plugin instance is returned to (e.g. by going back in the window history) after previously being stopped by the Stop method.

Definition at line 82 of file nsIPluginOld.idl.

4.582.2 Member Function Documentation

4.582.2.1 createPluginInstance()

```
void nsIPluginOld::createPluginInstance (
            in nsISupports aOuter,
            in nsIIDRef aIID,
            in string aPluginMIMEType,
            [retval, iid_is(aIID)] out nsQIResult aResult )
```

Creates a new plugin instance, based on a MIME type.

This allows different impelementations to be created depending on the specified MIME type.

4.582.2.2 getMIMEDescription()

```
void nsIPluginOld::getMIMEDescription (
            out constCharPtr aMIMEDescription )
```

Returns the MIME description for the plugin.

The MIME description is a colon-separated string containg the plugin MIME type, plugin data file extension, and plugin name, e.g.:

"application/x-simple-plugin:smp:Simple LiveConnect Sample Plug-in"

(Corresponds to NPP_GetMIMEDescription.)

Parameters

aMIMEDescription	- the resulting MIME description

Returns

- NS_OK if this operation was successful

4.582.2.3 getValue()

```
void nsIPluginOld::getValue (
            in nsPluginVariable aVariable,
            in voidPtr aValue )
```

Returns the value of a variable associated with the plugin.

(Corresponds to NPP_GetValue.)

Parameters

aVariable	- the plugin variable to get
aValue	- the address of where to store the resulting value

Returns

- NS_OK if this operation was successful

4.582.2.4 initialize()

```
void nsIPluginOld::initialize ( )
```

Initializes the plugin and will be called before any new instances are created.

It is passed browserInterfaces on which QueryInterface may be used to obtain an **nsIPluginManager** (p. 398), and other interfaces.

Parameters

browserInterfaces	- an object that allows access to other browser interfaces via QueryInterface

Returns

- NS_OK if this operation was successful

4.582.2.5 shutdown()

```
void nsIPluginOld::shutdown ( )
```

Called when the browser is done with the plugin factory, or when the plugin is disabled by the user.

(Corresponds to NPP_Shutdown.)

Returns

- NS_OK if this operation was successful

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

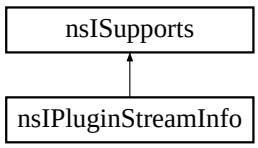
- src/plugin_win32/include/nsIPluginOld.idl

4.583 nsIPluginStreamInfo Interface Reference

nsIPluginStreamInfo (p. 410)

```
import"nsIPluginStreamInfo.idl";
```

Inheritance diagram for nsIPluginStreamInfo:



Public Member Functions

- void **isSeekable** (out boolean aSeekable)
- void **getURL** (out constCharPtr aURL)
- void **requestRead** (in nsByteRangePtr aRangeList)

Data Fields

- readonly attribute string **contentType**
- readonly attribute unsigned long **length**
- readonly attribute unsigned long **lastModified**
- attribute long **streamOffset**

4.583.1 Detailed Description

nsIPluginStreamInfo (p. 410)

@status DEPRECATED

Originally published XPCOM Plugin API is now deprecated Developers are welcome to use NPAPI, please refer to: `http://mozilla.org/projects/plugins/`

Definition at line 56 of file nsIPluginStreamInfo.idl.

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

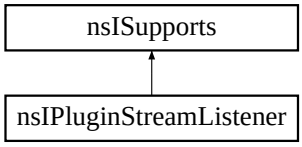
- src/plugin_win32/include/nsIPluginStreamInfo.idl

4.584 nsIPluginStreamListener Interface Reference

nsIPluginStreamListener (p. 411)

```
import"nsIPluginStreamListener.idl";
```

Inheritance diagram for nsIPluginStreamListener:



Public Member Functions

- void **onStartBinding** (in **nsIPluginStreamInfo** aPluginInfo)

  Notify the observer that the URL has started to load.
- void **onDataAvailable** (in **nsIPluginStreamInfo** aPluginInfo, in nsIInputStream aInputStream, in unsigned long aLength)

  Notify the client that data is available in the input stream.
- void **onFileAvailable** (in **nsIPluginStreamInfo** aPluginInfo, in string aFileName)

  Notify the client that data is available in the file.
- void **onStopBinding** (in **nsIPluginStreamInfo** aPluginInfo, in nsresult aStatus)

  Notify the observer that the URL has finished loading.

Data Fields

- readonly attribute nsPluginStreamType **streamType**

  Gets the type of the stream.

4.584.1 Detailed Description

nsIPluginStreamListener (p. 411)

@status DEPRECATED

Originally published XPCOM Plugin API is now deprecated Developers are welcome to use NPAPI, please refer to: `http://mozilla.org/projects/plugins/The` **nsIPluginStreamListener** (p. 411) interface defines the minimum set of functionality that the browser will support if it allows plugins. Plugins can call QueryInterface to determine if a plugin manager implements more specific APIs or other browser interfaces for the plugin to use (e.g. nsINetworkManager).

Definition at line 64 of file nsIPluginStreamListener.idl.

4.584.2 Member Function Documentation

4.584.2.1 onDataAvailable()

```
void nsIPluginStreamListener::onDataAvailable (
            in  nsIPluginStreamInfo aPluginInfo,
            in nsIInputStream aInputStream,
            in unsigned long aLength )
```

Notify the client that data is available in the input stream.

This method is called whenver data is written into the input stream by the networking library...

Parameters

aPluginInfo	- plugin stream info
aInputStream	- the input stream containing the data. This stream can be either a blocking or non-blocking stream.
aLength	- the amount of data that was just pushed into the stream.

Returns

- the return value is currently ignored.

4.584.2.2 onFileAvailable()

```
void nsIPluginStreamListener::onFileAvailable (
            in  nsIPluginStreamInfo aPluginInfo,
            in string aFileName )
```

Notify the client that data is available in the file.

Parameters

aPluginInfo	- plugin stream info
aFileName	- the name of the file containing the data

Returns

- the return value is currently ignored.

4.584.2.3 onStartBinding()

```
void nsIPluginStreamListener::onStartBinding (
            in  nsIPluginStreamInfo aPluginInfo )
```

Notify the observer that the URL has started to load.

This method is called only once, at the beginning of a URL load.

Parameters

aPluginInfo	- plugin stream info

Returns

- the return value is currently ignored, in the future it may be used to cancel the URL load..

4.584.2.4 onStopBinding()

```
void nsIPluginStreamListener::onStopBinding (
            in  nsIPluginStreamInfo aPluginInfo,
            in nsresult aStatus )
```

Notify the observer that the URL has finished loading.

This method is called once when the networking library has finished processing the URL transaction initiatied via the nsINetService::Open(...) call.

This method is called regardless of whether the URL loaded successfully.

Parameters

aPluginInfo	- plugin stream info
aStatus	- reason why the stream has been terminated

Returns

- the return value is currently ignored.

4.584.3 Field Documentation

4.584.3.1 streamType

```
readonly attribute nsPluginStreamType nsIPluginStreamListener::streamType
```

Gets the type of the stream.

Parameters

aStreamType	- the type of the stream

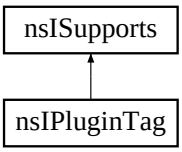
Definition at line 118 of file nsIPluginStreamListener.idl.

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

- src/plugin_win32/include/nsIPluginStreamListener.idl

4.585 nsIPluginTag Interface Reference

Inheritance diagram for nsIPluginTag:



Data Fields

- readonly attribute AUTF8String **description**
- readonly attribute AUTF8String **filename**
- readonly attribute AUTF8String **version**
- readonly attribute AUTF8String **name**
- attribute boolean **disabled**
- attribute boolean **blocklisted**

4.585.1 Detailed Description

Definition at line 42 of file nsIPluginTag.idl.

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

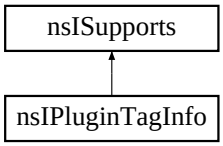
- src/plugin_win32/include/nsIPluginTag.idl

4.586 nsIPluginTagInfo Interface Reference

Plugin Tag Info Interface This interface provides information about the HTML tag on the page.

```
import"nsIPluginTagInfo.idl";
```

Inheritance diagram for nsIPluginTagInfo:



Public Member Functions

- void **getAttributes** (in PRUint16Ref aCount, in constCharStarConstStar aNames, in constCharStarConst↩ Star aValues)

  *QueryInterface on **nsIPluginInstancePeer** (p. 391) to get this.*
- void **getAttribute** (in string aName, out constCharPtr aResult)

  Gets the value for the named attribute.
- void **getTagText** (out constCharPtr aTagText)

  Get the complete text of the HTML tag that was used to instantiate this plugin.
- void **getParameters** (in PRUint16Ref aCount, in constCharStarConstStar aNames, in constCharStarConst↩ Star aValues)

  Get a ptr to the paired list of parameter names and values, returns the length of the array.
- void **getParameter** (in string aName, out constCharPtr aResult)

  Get the value for the named parameter.
- void **getDocumentBase** (out constCharPtr aDocumentBase)

  Get the document base.
- void **getDocumentEncoding** (out constCharPtr aDocumentEncoding)

  Return an encoding whose name is specified in: `http://java.sun.com/products/jdk/1.↩ 1/docs/guide/intl/intl.doc.html#25303`.
- void **getAlignment** (out constCharPtr aElignment)

  Get object alignment.

Data Fields

- readonly attribute nsPluginTagType **tagType**

  Get the type of the HTML tag that was used ot instantiate this plugin.
- readonly attribute unsigned long **width**

  Get object width.
- readonly attribute unsigned long **height**

  Get object height.
- readonly attribute unsigned long **borderVertSpace**

  Get border vertical space.
- readonly attribute unsigned long **borderHorizSpace**

  Get border horizontal space.
- readonly attribute unsigned long **uniqueID**

  Returns a unique id for the current document containing plugin.
- readonly attribute nsIDOMElement **DOMElement**

  Returns the DOM element corresponding to the tag which references this plugin in the document.

4.586.1 Detailed Description

Plugin Tag Info Interface This interface provides information about the HTML tag on the page.

Some day this might get superseded by a DOM API.

Definition at line 63 of file nsIPluginTagInfo.idl.

4.586.2 Member Function Documentation

4.586.2.1 getAttribute()

```
void nsIPluginTagInfo::getAttribute (
            in string aName,
            out constCharPtr aResult )
```

Gets the value for the named attribute.

Parameters

aName	- the name of the attribute to find
aResult	- the resulting attribute

Returns

- NS_OK if this operation was successful, NS_ERROR_FAILURE if this operation failed. result is set to NULL if the attribute is not found else to the found value.

4.586.2.2 getAttributes()

```
void nsIPluginTagInfo::getAttributes (
            in PRUint16Ref aCount,
            in constCharStarConstStar aNames,
            in constCharStarConstStar aValues )
```

QueryInterface on **nsIPluginInstancePeer** (p. 391) to get this.

(Corresponds to NPP_New's argc, argn, and argv arguments.) Get a ptr to the paired list of attribute names and values, returns the length of the array.

Each name or value is a null-terminated string.

4.586.2.3 getParameter()

```
void nsIPluginTagInfo::getParameter (
            in string aName,
            out constCharPtr aResult )
```

Get the value for the named parameter.

Returns null if the parameter was not set.

Parameters

aName	- name of the parameter
aResult	- parameter value

Returns

- NS_OK if this operation was successful

4.586.2.4 getParameters()

```
void nsIPluginTagInfo::getParameters (
            in PRUint16Ref aCount,
            in constCharStarConstStar aNames,
            in constCharStarConstStar aValues )
```

Get a ptr to the paired list of parameter names and values, returns the length of the array.

Each name or value is a null-terminated string.

4.586.3 Field Documentation

4.586.3.1 DOMElement

```
readonly attribute nsIDOMElement nsIPluginTagInfo::DOMElement
```

Returns the DOM element corresponding to the tag which references this plugin in the document.

Parameters

aDOMElement	- resulting DOM element

Returns

- NS_OK if this operation was successful

Definition at line 168 of file nsIPluginTagInfo.idl.

4.586.3.2 tagType

```
readonly attribute nsPluginTagType nsIPluginTagInfo::tagType
```

Get the type of the HTML tag that was used ot instantiate this plugin.

Currently supported tags are EMBED, OBJECT and APPLET.

Definition at line 93 of file nsIPluginTagInfo.idl.

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

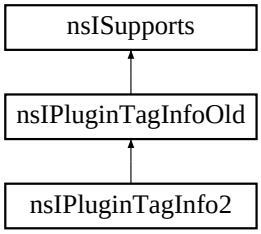
- src/plugin_win32/include/nsIPluginTagInfo.idl

4.587 nsIPluginTagInfo2 Interface Reference

nsIPluginTagInfo2 (p. 418)

```
import"nsIPluginTagInfo2.idl";
```

Inheritance diagram for nsIPluginTagInfo2:



Public Member Functions

- void **getTagText** (out constCharPtr aTagText)

  Get the complete text of the HTML tag that was used to instantiate this plugin.
- void **getParameters** (in PRUint16Ref aCount, in constCharStarConstStar aNames, in constCharStarConst↩Star aValues)

  Get a ptr to the paired list of parameter names and values, returns the length of the array.
- void **getParameter** (in string aName, out constCharPtr aResult)

  Get the value for the named parameter.
- void **getDocumentBase** (out constCharPtr aDocumentBase)

  Get the document base.
- void **getDocumentEncoding** (out constCharPtr aDocumentEncoding)

  Return an encoding whose name is specified in: `http://java.sun.com/products/jdk/1.↩1/docs/guide/intl/intl.doc.html#25303`.
- void **getAlignment** (out constCharPtr aElignment)

  Get object alignment.

Data Fields

- readonly attribute nsPluginTagType **tagType**

  Get the type of the HTML tag that was used ot instantiate this plugin.
- readonly attribute unsigned long **width**

  Get object width.
- readonly attribute unsigned long **height**

  Get object height.
- readonly attribute unsigned long **borderVertSpace**

  Get border vertical space.
- readonly attribute unsigned long **borderHorizSpace**

  Get border horizontal space.
- readonly attribute unsigned long **uniqueID**

  Returns a unique id for the current document containing plugin.
- readonly attribute nsIDOMElement **DOMElement**

  Returns the DOM element corresponding to the tag which references this plugin in the document.

4.587.1 Detailed Description

nsIPluginTagInfo2 (p. 418)

@status DEPRECATED

Originally published XPCOM Plugin API is now deprecated Developers are welcome to use NPAPI, please refer to: `http://mozilla.org/projects/plugins/`

Definition at line 52 of file nsIPluginTagInfo2.idl.

4.587.2 Member Function Documentation

4.587.2.1 getParameter()

```
void nsIPluginTagInfo2::getParameter (
            in string aName,
            out constCharPtr aResult )
```

Get the value for the named parameter.

Returns null if the parameter was not set.

Parameters

aName	- name of the parameter
aResult	- parameter value

Returns

- NS_OK if this operation was successful

4.587.2.2 getParameters()

```
void nsIPluginTagInfo2::getParameters (
            in PRUint16Ref aCount,
            in constCharStarConstStar aNames,
            in constCharStarConstStar aValues )
```

Get a ptr to the paired list of parameter names and values, returns the length of the array.

Each name or value is a null-terminated string.

4.587.3 Field Documentation

4.587.3.1 DOMElement

```
readonly attribute nsIDOMElement nsIPluginTagInfo2::DOMElement
```

Returns the DOM element corresponding to the tag which references this plugin in the document.

Parameters

aDOMElement	- resulting DOM element

Returns

- NS_OK if this operation was successful

Definition at line 133 of file nsIPluginTagInfo2.idl.

4.587.3.2 tagType

```
readonly attribute nsPluginTagType nsIPluginTagInfo2::tagType
```

Get the type of the HTML tag that was used ot instantiate this plugin.

Currently supported tags are EMBED, OBJECT and APPLET.

Definition at line 58 of file nsIPluginTagInfo2.idl.

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

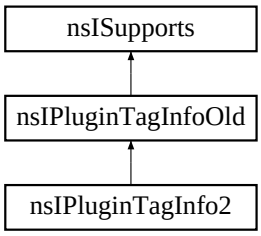
- src/plugin_win32/include/nsIPluginTagInfo2.idl

4.588 nsIPluginTagInfoOld Interface Reference

Plugin Tag Info Interface This interface provides information about the HTML tag on the page.

```
import"nsIPluginTagInfoOld.idl";
```

Inheritance diagram for nsIPluginTagInfoOld:



Public Member Functions

- void **getAttributes** (in PRUint16Ref aCount, in constCharStarConstStar aNames, in constCharStarConst↩ Star aValues)

  *QueryInterface on **nsIPluginInstancePeer** (p. 391) to get this.*
- void **getAttribute** (in string aName, out constCharPtr aResult)

  Gets the value for the named attribute.

4.588.1 Detailed Description

Plugin Tag Info Interface This interface provides information about the HTML tag on the page.

Some day this might get superseded by a DOM API.

Definition at line 64 of file nsIPluginTagInfoOld.idl.

4.588.2 Member Function Documentation

4.588.2.1 getAttribute()

```
void nsIPluginTagInfoOld::getAttribute (
            in string aName,
            out constCharPtr aResult )
```

Gets the value for the named attribute.

Parameters

aName	- the name of the attribute to find
aResult	- the resulting attribute

Returns

- NS_OK if this operation was successful, NS_ERROR_FAILURE if this operation failed. result is set to NULL if the attribute is not found else to the found value.

4.588.2.2 getAttributes()

```
void nsIPluginTagInfoOld::getAttributes (
            in PRUint16Ref aCount,
            in constCharStarConstStar aNames,
            in constCharStarConstStar aValues )
```

QueryInterface on **nsIPluginInstancePeer** (p. 391) to get this.

(Corresponds to NPP_New's argc, argn, and argv arguments.) Get a ptr to the paired list of attribute names and values, returns the length of the array.

Each name or value is a null-terminated string.

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

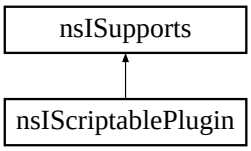
- src/plugin_win32/include/nsIPluginTagInfoOld.idl

4.589 nsIScriptablePlugin Interface Reference

Interface for exposing scriptable plugin methods to JavaScript via XPConnect.

```
import"nsIScriptablePlugin.idl";
```

Inheritance diagram for nsIScriptablePlugin:



Data Fields

- readonly attribute nsQIResult **scriptablePeer**

  The object to be wrapped and exposed to JavaScript.
- readonly attribute nsIIDPtr **scriptableInterface**

  The interface that XPConnect should use when exposing the peer object to JavaScript.

4.589.1 Detailed Description

Interface for exposing scriptable plugin methods to JavaScript via XPConnect.

Definition at line 45 of file nsIScriptablePlugin.idl.

4.589.2 Field Documentation

4.589.2.1 scriptableInterface

```
readonly attribute nsIIDPtr nsIScriptablePlugin::scriptableInterface
```

The interface that XPConnect should use when exposing the peer object to JavaScript.

All scriptable methods on the interface will be available to JavaScript.

Definition at line 58 of file nsIScriptablePlugin.idl.

4.589.2.2 scriptablePeer

```
readonly attribute nsQIResult nsIScriptablePlugin::scriptablePeer
```

The object to be wrapped and exposed to JavaScript.

It should be an XPCOM object, and it can be the same object as the plugin.

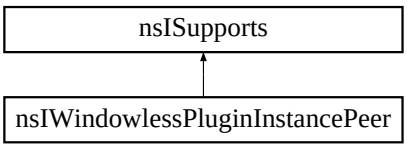
Definition at line 51 of file nsIScriptablePlugin.idl.

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

- src/plugin_win32/include/nsIScriptablePlugin.idl

4.590 nsIWindowlessPluginInstancePeer Interface Reference

Inheritance diagram for nsIWindowlessPluginInstancePeer:



Public Member Functions

- void **invalidateRect** (in nsPluginRectPtr aRect)

  Corresponds to NPN_InvalidateRect.
- void **invalidateRegion** (in nsPluginRegion aRegion)

  Corresponds to NPN_InvalidateRegion.
- void **forceRedraw** ()

  Corresponds to NPN_ForceRedraw.

4.590.1 Detailed Description

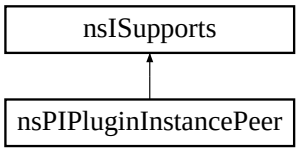
Definition at line 46 of file nsIWindowlessPlugInstPeer.idl.

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

- src/plugin_win32/include/nsIWindowlessPlugInstPeer.idl

4.591 nsPIPluginInstancePeer Interface Reference

Inheritance diagram for nsPIPluginInstancePeer:



Data Fields

- readonly attribute **nsIPluginInstanceOwner owner**

4.591.1 Detailed Description

Definition at line 45 of file nsPIPluginInstancePeer.idl.

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

- src/plugin_win32/include/nsPIPluginInstancePeer.idl

4.592 nsPluginEmbedPrint Struct Reference

Data Fields

- **nsPluginWindow window**
- void * **platformPrint**

4.592.1 Detailed Description

Definition at line 313 of file nsIFileUtilities.idl.

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

- src/plugin_win32/include/nsIFileUtilities.idl
- src/plugin_win32/include/nsplugindefs.h

4.593 nsPluginEvent Struct Reference

Data Fields

- void * **event**

4.593.1 Detailed Description

Definition at line 327 of file nsIFileUtilities.idl.

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

- src/plugin_win32/include/nsIFileUtilities.idl
- src/plugin_win32/include/nsplugindefs.h

4.594 nsPluginFullPrint Struct Reference

Data Fields

- PRBool **pluginPrinted**
- PRBool **printOne**
- void * **platformPrint**

4.594.1 Detailed Description

Definition at line 305 of file nsIFileUtilities.idl.

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

- src/plugin_win32/include/nsIFileUtilities.idl
- src/plugin_win32/include/nsplugindefs.h

4.595 nsPluginLogging Class Reference

Static Public Attributes

- static PRLogModuleInfo ∗ **gNPNLog**
- static PRLogModuleInfo ∗ **gNPPLog**
- static PRLogModuleInfo ∗ **gPluginLog**

4.595.1 Detailed Description

Definition at line 85 of file nsPluginLogging.h.

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

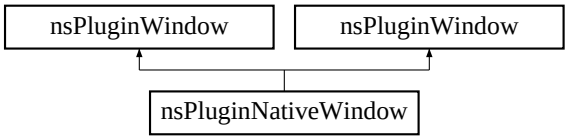
- src/plugin_win32/include/nsPluginLogging.h

4.596 nsPluginNativeWindow Class Reference

base class for native plugin window implementations

```
import"nsIPluginHost.idl";
```

Inheritance diagram for nsPluginNativeWindow:



Public Member Functions

- nsresult **GetPluginInstance** (nsCOMPtr< **nsIPluginInstance** > &aPluginInstance)

  !!! CAUTION !!!
- nsresult **SetPluginInstance** (**nsIPluginInstance** ∗aPluginInstance)
- nsresult **GetPluginWidget** (nsIWidget ∗∗aWidget)
- nsresult **SetPluginWidget** (nsIWidget ∗aWidget)
- virtual nsresult **CallSetWindow** (nsCOMPtr< **nsIPluginInstance** > &aPluginInstance)
- nsresult **GetPluginInstance** (nsCOMPtr< **nsIPluginInstance** > &aPluginInstance)

  !!! CAUTION !!!
- nsresult **SetPluginInstance** (**nsIPluginInstance** ∗aPluginInstance)
- nsresult **GetPluginWidget** (nsIWidget ∗∗aWidget)
- nsresult **SetPluginWidget** (nsIWidget ∗aWidget)
- virtual nsresult **CallSetWindow** (nsCOMPtr< **nsIPluginInstance** > &aPluginInstance)

Protected Attributes

- nsCOMPtr< **nsIPluginInstance** > **mPluginInstance**
- nsCOMPtr< nsIWidget > **mWidget**

Additional Inherited Members

4.596.1 Detailed Description

base class for native plugin window implementations

Definition at line 54 of file nsIPluginHost.idl.

4.596.2 Member Function Documentation

4.596.2.1 GetPluginInstance() [1/2]

```
nsresult nsPluginNativeWindow::GetPluginInstance (
            nsCOMPtr<  nsIPluginInstance > & aPluginInstance )  [inline]
```

!!! CAUTION !!!

The base class |nsPluginWindow| is defined as a struct in **nsplugindefs.h** (p. **??**), thus it does not have a destructor of its own. One should never attempt to delete |nsPluginNativeWindow| object instance (or derivatives) using a pointer of |nsPluginWindow ∗| type. Should such necessity occur it must be properly casted first.

Definition at line 76 of file nsIPluginHost.idl.

4.596.2.2 GetPluginInstance() [2/2]

```
nsresult nsPluginNativeWindow::GetPluginInstance (
            nsCOMPtr<  nsIPluginInstance > & aPluginInstance )  [inline]
```

!!! CAUTION !!!

The base class |nsPluginWindow| is defined as a struct in **nsplugindefs.h** (p. **??**), thus it does not have a destructor of its own. One should never attempt to delete |nsPluginNativeWindow| object instance (or derivatives) using a pointer of |nsPluginWindow ∗| type. Should such necessity occur it must be properly casted first.

Definition at line 76 of file nsPluginNativeWindow.h.

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

- src/plugin_win32/include/nsIPluginHost.idl
- src/plugin_win32/include/nsPluginNativeWindow.h

4.597 nsPluginPrint Struct Reference

Data Fields

- PRUint16 **mode**
- union {
  nsPluginFullPrint fullPrint
  nsPluginEmbedPrint embedPrint
  } **print**
- union {
  nsPluginFullPrint fullPrint
  nsPluginEmbedPrint embedPrint
  } **print**

4.597.1 Detailed Description

Definition at line 318 of file nsIFileUtilities.idl.

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

- src/plugin_win32/include/nsIFileUtilities.idl
- src/plugin_win32/include/nsplugindefs.h

4.598 nsPluginRect Struct Reference

Data Fields

- PRUint16 **top**
- PRUint16 **left**
- PRUint16 **bottom**
- PRUint16 **right**

4.598.1 Detailed Description

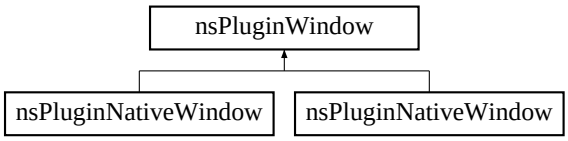
Definition at line 132 of file nsIFileUtilities.idl.

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

- src/plugin_win32/include/nsIFileUtilities.idl
- src/plugin_win32/include/nsplugindefs.h

4.599 nsPluginWindow Struct Reference

Inheritance diagram for nsPluginWindow:



Data Fields

- nsPluginPort ∗ **window**
- PRInt32 **x**
- PRInt32 **y**
- PRUint32 **width**
- PRUint32 **height**
- **nsPluginRect clipRect**
- nsPluginWindowType **type**

4.599.1 Detailed Description

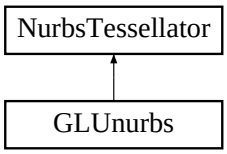
Definition at line 289 of file nsIFileUtilities.idl.

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

- src/plugin_win32/include/nsIFileUtilities.idl
- src/plugin_win32/include/nsplugindefs.h

4.600 NurbsTessellator Class Reference

Inheritance diagram for NurbsTessellator:



Public Member Functions

- **NurbsTessellator** (**BasicCurveEvaluator** &c, **BasicSurfaceEvaluator** &e)
- void **getnurbsproperty** (long, INREAL ∗)
- void **getnurbsproperty** (long, long, INREAL ∗)
- void **setnurbsproperty** (long, INREAL)
- void **setnurbsproperty** (long, long, INREAL)
- void **setnurbsproperty** (long, long, INREAL ∗)
- void **setnurbsproperty** (long, long, INREAL ∗, long, long)
- virtual void **bgnrender** (void)
- virtual void **endrender** (void)
- virtual void **makeobj** (int n)
- virtual void **closeobj** (void)
- virtual void **errorHandler** (int)
- void **bgnsurface** (long)
- void **endsurface** (void)
- void **bgntrim** (void)
- void **endtrim** (void)
- void **bgncurve** (long)
- void **endcurve** (void)
- void **pwlcurve** (long, INREAL[ ], long, long)
- void **nurbscurve** (long, INREAL[ ], long, INREAL[ ], long, long)
- void **nurbssurface** (long, INREAL[ ], long, INREAL[ ], long, long, INREAL[ ], long, long, long)
- void **defineMap** (long, long, long)
- void **redefineMaps** (void)
- void **discardRecording** (void ∗)
- void ∗ **beginRecording** (void)
- void **endRecording** (void)
- void **playRecording** (void ∗)
- void **set_domain_distance_u_rate** (REAL u_rate)
- void **set_domain_distance_v_rate** (REAL v_rate)
- void **set_is_domain_distance_sampling** (int flag)

Data Fields

- **Pool quiltPool**

Protected Attributes

- **Renderhints renderhints**
- **Maplist maplist**
- **Backend backend**

4.600.1 Detailed Description

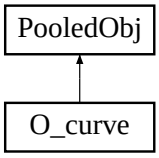
Definition at line 53 of file nurbstess.h.

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

- src/libnurbs/internals/nurbstess.h
- src/libnurbs/internals/nurbsinterfac.cc
- src/libnurbs/internals/nurbstess.cc

4.601 O_curve Struct Reference

Inheritance diagram for O_curve:



Data Fields

- union {
  O_nurbscurve ∗ **o_nurbscurve**
  O_pwlcurve ∗ **o_pwlcurve**
  } **curve**
- Curvetype **curvetype**
- **O_curve** ∗ **next**
- **O_surface** ∗ **owner**
- int **used**
- int **save**
- long **nuid**

Additional Inherited Members

4.601.1 Detailed Description

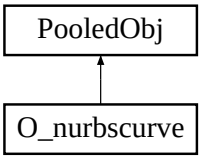
Definition at line 55 of file reader.h.

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

- src/libnurbs/internals/reader.h

4.602 O_nurbscurve Struct Reference

Inheritance diagram for O_nurbscurve:



Public Member Functions

- **O_nurbscurve** (long _type)

Data Fields

- **Quilt** ∗ **bezier_curves**
- long **type**
- REAL **tesselation**
- int **method**
- **O_nurbscurve** ∗ **next**
- int **used**
- int **save**
- **O_curve** ∗ **owner**

4.602.1 Detailed Description

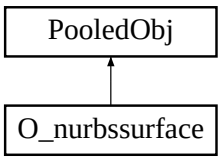
Definition at line 70 of file reader.h.

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

- src/libnurbs/internals/reader.h

4.603 O_nurbssurface Struct Reference

Inheritance diagram for O_nurbssurface:



Public Member Functions

- **O_nurbssurface** (long _type)

Data Fields

- **Quilt** ∗ **bezier_patches**
- long **type**
- **O_surface** ∗ **owner**
- **O_nurbssurface** ∗ **next**
- int **save**
- int **used**

4.603.1 Detailed Description

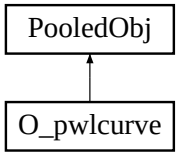
Definition at line 101 of file reader.h.

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

- src/libnurbs/internals/reader.h

4.604 O_pwlcurve Class Reference

Inheritance diagram for O_pwlcurve:



Public Member Functions

- **O_pwlcurve** (long, long, INREAL ∗, long, **TrimVertex** ∗)

Data Fields

- **TrimVertex** ∗ **pts**
- int **npts**
- **O_pwlcurve** ∗ **next**
- int **used**
- int **save**
- **O_curve** ∗ **owner**

4.604.1 Detailed Description

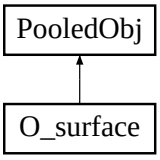
Definition at line 83 of file reader.h.

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

- src/libnurbs/internals/reader.h
- src/libnurbs/internals/reader.cc

4.605 O_surface Struct Reference

Inheritance diagram for O_surface:



Data Fields

- **O_nurbssurface** ∗ **o_nurbssurface**
- **O_trim** ∗ **o_trim**
- int **save**
- long **nuid**

Additional Inherited Members

4.605.1 Detailed Description

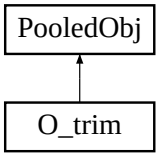
Definition at line 112 of file reader.h.

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

- src/libnurbs/internals/reader.h

4.606 O_trim Struct Reference

Inheritance diagram for O_trim:



Data Fields

- **O_curve** ∗ **o_curve**
- **O_trim** ∗ **next**
- int **save**

Additional Inherited Members

4.606.1 Detailed Description

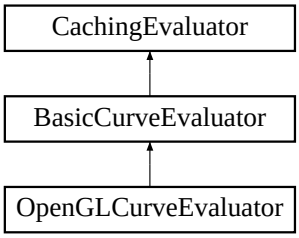
Definition at line 94 of file reader.h.

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

- src/libnurbs/internals/reader.h

4.607 OpenGLCurveEvaluator Class Reference

Inheritance diagram for OpenGLCurveEvaluator:



Public Member Functions

- void **range1f** (long, REAL ∗, REAL ∗)
- void **domain1f** (REAL, REAL)
- void **addMap** (CurveMap ∗)
- void **enable** (long)
- void **disable** (long)
- void **bgnmap1f** (long)
- void **map1f** (long, REAL, REAL, long, long, REAL ∗)
- void **mapgrid1f** (long, REAL, REAL)
- void **mapmesh1f** (long, long, long)
- void **evalpoint1i** (long)
- void **evalcoord1f** (long, REAL)
- void **endmap1f** (void)
- void **bgnline** (void)
- void **endline** (void)
- void **put_vertices_call_back** (int flag)
- void **putCallBack** (GLenum which, _GLUfuncptr fn)
- void **set_callback_userData** (void ∗data)
- void **inMap1f** (int which, int dimension, REAL ulower, REAL uupper, int ustride, int uorder, REAL ∗ctlpoints)
- void **inPreEvaluate** (int order, REAL vprime, REAL ∗coeff)
- void **inDoDomain1** (**curveEvalMachine** ∗em, REAL u, REAL ∗retPoint)
- void **inDoEvalCoord1** (REAL u)
- void **inMapMesh1f** (int umin, int umax)
- **void** (GLAPIENTRY ∗beginCallBackN)(GLenum type)
- **void** (GLAPIENTRY ∗endCallBackN)(void)
- **void** (GLAPIENTRY ∗vertexCallBackN)(const GLfloat ∗vert)
- **void** (GLAPIENTRY ∗normalCallBackN)(const GLfloat ∗normal)
- **void** (GLAPIENTRY ∗colorCallBackN)(const GLfloat ∗color)
- **void** (GLAPIENTRY ∗texcoordCallBackN)(const GLfloat ∗texcoord)
- **void** (GLAPIENTRY ∗beginCallBackData)(GLenum type
- **void** (GLAPIENTRY ∗endCallBackData)(void ∗data)
- **void** (GLAPIENTRY ∗vertexCallBackData)(const GLfloat ∗vert
- **void** (GLAPIENTRY ∗normalCallBackData)(const GLfloat ∗normal
- **void** (GLAPIENTRY ∗colorCallBackData)(const GLfloat ∗color
- **void** (GLAPIENTRY ∗texcoordCallBackData)(const GLfloat ∗texcoord
- void **beginCallBack** (GLenum type, void ∗data)
- void **endCallBack** (void ∗data)
- void **vertexCallBack** (const GLfloat ∗vert, void ∗data)
- void **normalCallBack** (const GLfloat ∗normal, void ∗data)
- void **colorCallBack** (const GLfloat ∗color, void ∗data)
- void **texcoordCallBack** (const GLfloat ∗texcoord, void ∗data)

Data Fields

- **curveEvalMachine em_vertex**
- **curveEvalMachine em_normal**
- **curveEvalMachine em_color**
- **curveEvalMachine em_texcoord**
- int **vertex_flag**
- int **normal_flag**
- int **color_flag**
- int **texcoord_flag**
- REAL **global_grid_u0**
- REAL **global_grid_u1**
- int **global_grid_nu**
- void ∗ **data**
- void ∗ **userData**

Additional Inherited Members

4.607.1 Detailed Description

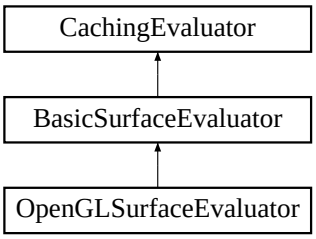
Definition at line 67 of file glcurveval.h.

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

- src/libnurbs/interface/glcurveval.h
- src/libnurbs/interface/glcurveval.cc
- src/libnurbs/interface/incurveeval.cc

4.608 OpenGLSurfaceEvaluator Class Reference

Inheritance diagram for OpenGLSurfaceEvaluator:



Public Member Functions

- void **polymode** (long style)
- void **range2f** (long, REAL ∗, REAL ∗)
- void **domain2f** (REAL, REAL, REAL, REAL)
- void **addMap** (SurfaceMap ∗)
- void **enable** (long)
- void **disable** (long)
- void **bgnmap2f** (long)
- void **map2f** (long, REAL, REAL, long, long, REAL, REAL, long, long, REAL ∗)
- void **mapgrid2f** (long, REAL, REAL, long, REAL, REAL)
- void **mapmesh2f** (long, long, long, long, long)
- void **evalcoord2f** (long, REAL, REAL)
- void **evalpoint2i** (long, long)
- void **endmap2f** (void)
- void **bgnline** (void)
- void **endline** (void)
- void **bgnclosedline** (void)
- void **endclosedline** (void)
- void **bgntmesh** (void)
- void **swaptmesh** (void)
- void **endtmesh** (void)
- void **bgnqstrip** (void)
- void **endqstrip** (void)
- void **bgntfan** (void)
- void **endtfan** (void)

- void **evalUStrip** (int n_upper, REAL v_upper, REAL ∗upper_val, int n_lower, REAL v_lower, REAL ∗lower↩ _val)
- void **evalVStrip** (int n_left, REAL u_left, REAL ∗left_val, int n_right, REAL u_right, REAL ∗right_val)
- void **coord2f** (REAL, REAL)
- void **point2i** (long, long)
- void **newtmeshvert** (REAL, REAL)
- void **newtmeshvert** (long, long)
- void **putCallBack** (GLenum which, _GLUfuncptr fn)
- int **get_vertices_call_back** ()
- void **put_vertices_call_back** (int flag)
- void **put_callback_auto_normal** (int flag)
- int **get_callback_auto_normal** ()
- void **set_callback_userData** (void ∗data)
- void **LOD_eval_list** (int level)

Additional Inherited Members

4.608.1 Detailed Description

Definition at line 101 of file glsurfeval.h.

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

- src/libnurbs/interface/glsurfeval.h
- src/libnurbs/interface/glsurfeval.cc
- src/libnurbs/interface/insurfeval.cc

4.609 openned_file Struct Reference

Data Fields

- const char ∗ **fileFileName**
- int **fileDescriptor**
- int **fileDataSize**
- char ∗ **fileData**
- int **imageHeight**
- int **imageWidth**
- bool **imageAlpha**
- int **imageChannels**

4.609.1 Detailed Description

Definition at line 46 of file io_files.h.

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

- src/lib/io_files.h

4.610 orient_XYZA Struct Reference

Data Fields

- GLDOUBLE **x**
- GLDOUBLE **y**
- GLDOUBLE **z**
- GLDOUBLE **a**

4.610.1 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

4.611 particle Struct Reference

Data Fields

- float **age**
- float **lifespan**
- float **size** [2]
- float **position** [3]
- float **velocity** [3]
- float **origin** [3]
- float **mass**
- float **surfaceArea**

4.611.1 Detailed Description

Definition at line 335 of file Component_ParticleSystems.c.

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

- src/lib/scenegraph/Component_ParticleSystems.c

4.612 Patch Class Reference

Public Member Functions

- **Patch** (**Quilt** ∗, REAL ∗, REAL ∗, **Patch** ∗)
- **Patch** (**Patch** &, int, REAL, **Patch** ∗)
- void **bbox** (void)
- void **clamp** (void)
- void **getstepsize** (void)
- int **cullCheck** (void)
- int **needsSubdivision** (int)
- int **needsSamplingSubdivision** (void)
- int **needsNonSamplingSubdivision** (void)
- int **get_uorder** ()
- int **get_vorder** ()

Friends

- class **Subdivider**
- class **Quilt**
- class **Patchlist**

4.612.1 Detailed Description

Definition at line 62 of file patch.h.

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

- src/libnurbs/internals/patch.h
- src/libnurbs/internals/patch.cc

4.613 Patchlist Class Reference

Public Member Functions

- **Patchlist** (**Quilt** ∗, REAL ∗, REAL ∗)
- **Patchlist** (**Patchlist** &, int, REAL)
- void **bbox** ()
- int **cullCheck** (void)
- void **getstepsize** (void)
- int **needsNonSamplingSubdivision** (void)
- int **needsSamplingSubdivision** (void)
- int **needsSubdivision** (int)
- REAL **getStepsize** (int)
- void **getRanges** (REAL ranges[4])
- int **get_uorder** ()
- int **get_vorder** ()

Friends

- class **Subdivider**

4.613.1 Detailed Description

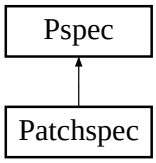
Definition at line 45 of file patchlist.h.

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

- src/libnurbs/internals/patchlist.h
- src/libnurbs/internals/patchlist.cc

4.614 Patchspec Struct Reference

Inheritance diagram for Patchspec:



Public Member Functions

- void **clamp** (REAL)
- void **getstepsize** (REAL)
- void **singleStep** (void)

Data Fields

- int **order**
- int **stride**

4.614.1 Detailed Description

Definition at line 54 of file patch.h.

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

- src/libnurbs/internals/patch.h
- src/libnurbs/internals/patch.cc

4.615 pBindable Struct Reference

Data Fields

- struct **sNaviInfo naviinfo**
- **bindablestack bstack**

4.615.1 Detailed Description

Definition at line 91 of file Bindable.c.

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

- src/lib/x3d_parser/Bindable.c

4.616 pcollision Struct Reference

Data Fields

- float * **prd_newc_floats**
- unsigned 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**

4.616.1 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

4.617 pcommon Struct Reference

Data Fields

- float **myFps**
- int **target_frames_per_second**
- char **myMenuStatus** [MAXSTAT]
- char **messagebar** [MAXSTAT]
- char **fpsbar** [16]
- char **distbar** [16]
- char **window_title** [MAXTITLE]
- int **cursorStyle**
- int **promptForURL**
- int **promptForFile**
- int **sb_hasString**
- char **buffer** [200]
- int **showConsoleText**
- void * **colorScheme**

- int **colorSchemeChanged**
- int **pin_statusbar**
- int **pin_menubar**
- int **want_menubar**
- int **want_statusbar**
- struct **Vector** ∗ **keyvals**
- float **density_factor**
- int **pedal**
- int **hover**

4.617.1 Detailed Description

Definition at line 58 of file common.c.

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

- src/lib/ui/common.c

4.618 pComponent_CubeMapTexturing Struct Reference

Data Fields

- **Stack** ∗ **gencube_stack**

4.618.1 Detailed Description

Definition at line 1152 of file Component_CubeMapTexturing.c.

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

- src/lib/scenegraph/Component_CubeMapTexturing.c

4.619 pComponent_EnvironSensor Struct Reference

Data Fields

- int **candoVisibility**

4.619.1 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

4.620 pComponent_Followers Struct Reference

Data Fields

- int **something**

4.620.1 Detailed Description

Definition at line 55 of file Component_Followers.c.

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

- src/lib/scenegraph/Component_Followers.c

4.621 pComponent_Geometry3D Struct Reference

Data Fields

- int **junk**
- struct **sCollisionGeometry collisionSphere**
- struct **sCollisionGeometry collisionCylinder**
- struct **sCollisionGeometry collisionCone**

4.621.1 Detailed Description

Definition at line 77 of file Component_Geometry3D.c.

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

- src/lib/scenegraph/Component_Geometry3D.c

4.622 pComponent_Geospatial Struct Reference

Data Fields

- int **geoLodLevel**

4.622.1 Detailed Description

Definition at line 307 of file Component_Geospatial.c.

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

- src/lib/scenegraph/Component_Geospatial.c

4.623 pComponent_HAnim Struct Reference

Data Fields

- struct **X3D_HAnimHumanoid** ∗ **HH**
- double **HHMatrix** [16]

4.623.1 Detailed Description

Definition at line 243 of file Component_HAnim.c.

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

- src/lib/scenegraph/Component_HAnim.c

4.624 pComponent_KeyDevice Struct Reference

Data Fields

- struct **Vector** ∗ **keySink**

4.624.1 Detailed Description

Definition at line 211 of file Component_KeyDevice.c.

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

- src/lib/scenegraph/Component_KeyDevice.c

4.625 pComponent_Layering Struct Reference

Data Fields

- int **layerId**
- int **saveActive**
- int **binding_stack_set**
- struct **X3D_Node** ∗ **layersetnode**

4.625.1 Detailed Description

Definition at line 66 of file Component_Layering.c.

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

- src/lib/scenegraph/Component_Layering.c

4.626 pComponent_Layout Struct Reference

Data Fields

- **Stack** ∗ **layout_scale_stack**

4.626.1 Detailed Description

Definition at line 76 of file Component_Layout.c.

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

- src/lib/scenegraph/Component_Layout.c

4.627 pComponent_NURBS Struct Reference

Data Fields

- void ∗ **nada**

4.627.1 Detailed Description

Definition at line 56 of file Component_NURBS.c.

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

- src/lib/scenegraph/Component_NURBS.c

4.628 pComponent_ParticleSystems Struct Reference

Data Fields

- int **something**

4.628.1 Detailed Description

Definition at line 57 of file Component_ParticleSystems.c.

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

- src/lib/scenegraph/Component_ParticleSystems.c

4.629 pComponent_Picking Struct Reference

Data Fields

- **Stack** ∗ **stack_nodesdistance**
- **Stack** ∗ **stack_intersections**
- **Stack** ∗ **stack_pointsinside**

4.629.1 Detailed Description

Definition at line 60 of file Component_Picking.c.

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

- src/lib/scenegraph/Component_Picking.c

4.630 pComponent_ProgrammableShaders Struct Reference

Data Fields

- **Stack** ∗ **effect_stack**
- int **effectCount**

4.630.1 Detailed Description

Definition at line 108 of file Component_ProgrammableShaders.c.

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

- src/lib/scenegraph/Component_ProgrammableShaders.c

4.631 pComponent_Rendering Struct Reference

Data Fields

- **Stack** ∗ **clipplane_stack**
- float **clipplanes** [4 ∗FW_MAXCLIPPLANES]

4.631.1 Detailed Description

Definition at line 48 of file Component_Rendering.c.

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

- src/lib/scenegraph/Component_Rendering.c

4.632 pComponent_RigidBodyPhysics Struct Reference

Data Fields

- int **something**

4.632.1 Detailed Description

Definition at line 64 of file Component_RigidBodyPhysics.c.

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

- src/lib/scenegraph/Component_RigidBodyPhysics.c

4.633 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**

4.633.1 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

4.634 pComponent_Sound Struct Reference

Data Fields

- int **soundWarned**
- int **SoundSourceNumber**
- void ∗ **alContext**
- float **AC_LastDuration** [50]

4.634.1 Detailed Description

Definition at line 97 of file Component_Sound.c.

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

- src/lib/scenegraph/Component_Sound.c

4.635 pComponent_Text Struct Reference

Data Fields

- FT_Library **library**
- FT_Face **font_face** [num_fonts]
- int **font_state** [num_fonts]
- FT_Glyph **glyphs** [MAX_GLYPHS]
- int **cur_glyph**
- int **TextVerbose**
- int **rowvec_allocn**
- **row32** ∗ **rowvec**
- FT_Outline_Funcs **FW_outline_interface**
- char ∗ **font_directory**
- char **thisfontname** [fp_name_len]
- double **pen_x**
- double **pen_y**
- double **shrink_x**
- double **shrink_y**
- float **TextZdist**
- double **size**
- double **pointsize**
- 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**
- GLfloat ∗ **textpanel_vert**
- GLfloat ∗ **textpanel_tex**
- GLushort ∗ **textpanel_ind**
- int **textpanel_size**
- int **textpanel_vert_size**
- int **textpanel_tex_size**
- int **textpanel_ind_size**
- struct **Vector** ∗ **font_table**
- struct **Vector** ∗ **atlas_table**
- GLuint **positionLoc**

- GLuint **texCoordLoc**
- GLuint **textureLoc**
- GLuint **color4fLoc**
- GLuint **textureID**
- GLuint **blendLoc**
- GLuint **modelviewLoc**
- GLuint **projectionLoc**
- GLuint **programObject**

4.635.1 Detailed Description

Definition at line 232 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.636 pComponent_VolumeRendering Struct Reference

Data Fields

- GLuint **front_texture**
- GLuint **back_texture**
- GLint **ifbobuffer**
- GLint **idepthbuffer**
- int **width**
- int **height**
- GLfloat ∗ **quad**

4.636.1 Detailed Description

Definition at line 184 of file Component_VolumeRendering.c.

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

- src/lib/scenegraph/Component_VolumeRendering.c

4.637 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 ∗)
- void(∗ **callbackB** [4])(void ∗, char ∗)
- void ∗ **dataB** [4]
- int **nbackB**

4.637.1 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

4.638 pCParse Struct Reference

Data Fields

- int **ijunk**

4.638.1 Detailed Description

Definition at line 50 of file CParse.c.

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

- src/lib/vrml_parser/CParse.c

4.639 pCParseParser Struct Reference

Data Fields

- char **fw_outline** [2000]
- int **foundInputErrors**
- int **latest_protoDefNumber**

4.639.1 Detailed Description

Definition at line 65 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

4.640 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 **Vector** ∗ **ScriptControl**
- int **JSMaxScript**
- struct **CRjsnameStruct** ∗ **JSparamnames**

4.640.1 Detailed Description

Definition at line 217 of file CRoutes.c.

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

- src/lib/vrml_parser/CRoutes.c

4.641 pCScripts Struct Reference

Data Fields

- int **handleCnt**

4.641.1 Detailed Description

Definition at line 72 of file CScripts.c.

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

- src/lib/world_script/CScripts.c

4.642 pCursorDraw Struct Reference

Data Fields

- GLuint **textureID**
- int **done**

4.642.1 Detailed Description

Definition at line 191 of file CursorDraw.c.

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

- src/lib/ui/CursorDraw.c

4.643 pdisplay Struct Reference

Data Fields

- **freewrl_params_t params**
- **s_renderer_capabilities_t rdr_caps**
- char **myMenuStatus** [MAXSTAT]
- int **multi_window_capable**

4.643.1 Detailed Description

Definition at line 80 of file display.c.

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

- src/lib/display.c

4.644 pEAI_C_CommonFunctions Struct Reference

Data Fields

- struct **VRMLParser** ∗ **parser**

4.644.1 Detailed Description

Definition at line 53 of file EAI_C_CommonFunctions.c.

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

- src/lib/input/EAI_C_CommonFunctions.c

4.645 pEAICore Struct Reference

Data Fields

- pthread_mutex_t **eaibufferlock**

4.645.1 Detailed Description

Definition at line 160 of file EAIEventsIn.c.

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

- src/lib/input/EAIEventsIn.c

4.646 pEAIEventsIn Struct Reference

Data Fields

- int **oldCount**
- int **waiting_for_anchor**
- struct **X3D_Anchor EAI_AnchorNode**

4.646.1 Detailed Description

Definition at line 129 of file EAIEventsIn.c.

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

- src/lib/input/EAIEventsIn.c

4.647 pEAIHelpers Struct Reference

Data Fields

- struct **Vector** ∗ **EAINodeIndex**

4.647.1 Detailed Description

Definition at line 97 of file EAIHelpers.c.

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

- src/lib/input/EAIHelpers.c

4.648 pedal_state Struct Reference

Data Fields

- int **x**
- int **y**
- int **rx**
- int **ry**
- int **isDown**
- int **initialized**

4.648.1 Detailed Description

Definition at line 2986 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.649 pFrustum Struct Reference

Data Fields

- GLuint ∗ **OccQueries**
- GLuint **potentialOccluderCount**
- void ∗∗ **occluderNodePointer**
- GLuint **OccQuerySize**
- GLuint **OccResultsAvailable**

4.649.1 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

4.650 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**

4.650.1 Detailed Description

Definition at line 131 of file mpeg_berkley.h.

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

- src/lib/scenegraph/mpeg_berkley.h

4.651 pict_image Struct Reference

Data Fields

- unsigned char ∗ **luminance**
- unsigned char ∗ **Cr**
- unsigned char ∗ **Cb**
- unsigned char ∗ **display**
- int **locked**
- TimeStamp **show_time**

4.651.1 Detailed Description

Definition at line 105 of file mpeg_berkley.h.

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

- src/lib/scenegraph/mpeg_berkley.h

4.652 pJScript Struct Reference

Data Fields

- JSRuntime ∗ **runtime**
- JSClass **globalClass**
- jsval **JSglobal_return_value**
- int **ijunk**

4.652.1 Detailed Description

Definition at line 95 of file JScript.c.

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

- src/lib/world_script/JScript.c

4.653 pjsUtils Struct Reference

Data Fields

- int **insetSFStr**
- JSBool **reportWarnings**

4.653.1 Detailed Description

Definition at line 83 of file jsUtils.c.

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

- src/lib/world_script/jsUtils.c

4.654 pjsVRMLBrowser Struct Reference

Data Fields

- int **ijunk**
- jsval **JSCreate_global_return_val**

4.654.1 Detailed Description

Definition at line 1324 of file jsVRMLBrowser.c.

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

- src/lib/world_script/jsVRMLBrowser.c

4.655 pjsVRMLClasses Struct Reference

Data Fields

- struct **ECMAValueStruct ECMAValues** [ECMAValueTableSize]
- int **maxECMAVal**

4.655.1 Detailed Description

Definition at line 78 of file jsVRMLClasses.c.

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

- src/lib/world_script/jsVRMLClasses.c

4.656 pLoadTextures Struct Reference

Data Fields

- s_list_t * **texture_request_list**
- bool **loader_waiting**
- s_list_t * **texture_list**
- int **TextureParsing**

4.656.1 Detailed Description

- is the texture thread up and running yet? */

Definition at line 98 of file LoadTextures.c.

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

- src/lib/opengl/LoadTextures.c

4.657 pMainloop Struct Reference

Data Fields

- int **onScreen**
- int **doEvents**
- char * **PluginFullPath**
- int **num_SensorEvents**
- GLint **viewPort2** [10]
- GLint **viewpointScreenX** [2]
- GLint **viewpointScreenY** [2]
- int **maxbuffers**
- int **bufferarray** [2]
- double **BrowserStartTime**
- double **BrowserInitTime**
- int **keypress_wait_for_settle**
- char * **keypress_string**
- struct **SensStruct** * **SensorEvents**
- unsigned int **loop_count**
- unsigned int **once**
- unsigned int **slowloop_count**
- int **lastDeltax**
- int **lastDeltay**
- int **lastxx**
- int **lastyy**
- int **ntouch**
- unsigned int **currentTouch**
- struct **Touch touchlist** [20]
- int **EMULATE_MULTITOUCH**
- FILE * **logfile**
- FILE * **logerr**

- char * **logfname**
- int **logging**
- int **keySensorMode**
- int **draw_initialized**
- int **keywait**
- char **keywaitstring** [25]
- int **fps_sleep_remainder**
- double **screenorientationmatrix** [16]
- double **viewtransformmatrix** [16]
- double **posorimatrix** [16]
- double **stereooffsetmatrix** [2][16]
- int **targets_initialized**
- **targetwindow cwindows** [4]
- void * **hyper_switch** [4]
- int **hyper_case** [4]
- int **nwindow**
- int **windex**
- **Stack** * **_vportstack**
- **Stack** * **_stagestack**
- **Stack** * **_framebufferstack**
- struct **Vector** * **contenttype_registry**
- int **mouseDown**
- int **mouseOver**
- struct **pedal_state pedalstate**

4.657.1 Detailed Description

Definition at line 2993 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

4.658 Point Struct Reference

Data Fields

- double **x**
- double **y**

4.658.1 Detailed Description

Definition at line 3 of file point_in_poly.c.

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

- src/SSR/point_in_poly.c
- src/SSR/SSRServer.c

4.659 point_XYZ Struct Reference

Data Fields

- GLDOUBLE **x**
- GLDOUBLE **y**
- GLDOUBLE **z**

4.659.1 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

4.660 point_XYZ3 Struct Reference

Data Fields

- struct **point_XYZ p1**
- struct **point_XYZ p2**
- struct **point_XYZ p3**

4.660.1 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

4.661 pointer2pointer Struct Reference

Data Fields

- struct **X3D_Node** ∗ **pp**
- struct **X3D_Node** ∗ **pn**

4.661.1 Detailed Description

Definition at line 3836 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

4.662 polygon Struct Reference

Data Fields

- int **n**
- double ∗ **pts**

4.662.1 Detailed Description

Definition at line 767 of file SSRServer.c.

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

- src/SSR/SSRServer.c

4.663 polyrep_combiner_data Struct Reference

Data Fields

- float ∗ **coords**
- int ∗ **counter**
- int ∗ **ria**
- int ∗ **riaindex**

4.663.1 Detailed Description

Definition at line 933 of file headers.h.

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

- src/lib/main/headers.h

4.664 Pool Class Reference

Public Member Functions

- **Pool** (int, int, const char ∗)
- void ∗ **new_buffer** (void)
- void **free_buffer** (void ∗)
- void **clear** (void)

Protected Types

- enum **Magic** { **is_allocated** = 0xf3a1, **is_free** = 0xf1a2 }

Protected Attributes

- **Buffer** ∗ **freelist**
- char ∗ **blocklist** [NBLOCKS]
- int **nextblock**
- char ∗ **curblock**
- int **buffersize**
- int **nextsize**
- int **nextfree**
- int **initsize**
- const char ∗ **name**
- Magic **magic**

4.664.1 Detailed Description

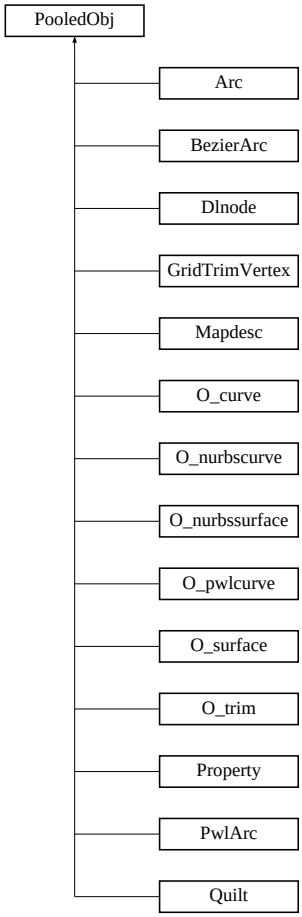
Definition at line 50 of file bufpool.h.

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

- src/libnurbs/internals/bufpool.h
- src/libnurbs/internals/bufpool.cc

4.665 PooledObj Class Reference

Inheritance diagram for PooledObj:



Public Member Functions

- void ∗ **operator new** (size_t, **Pool** &)
- void ∗ **operator new** (size_t, void ∗)
- void ∗ **operator new** (size_t s)
- void **operator delete** (void ∗)
- void **operator delete** (void ∗, **Pool** &)
- void **deleteMe** (**Pool** &)

4.665.1 Detailed Description

Definition at line 118 of file bufpool.h.

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

- src/libnurbs/internals/bufpool.h

4.666 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]
- int **shadingStyle**
- int **maxStackUsed**

4.666.1 Detailed Description

Definition at line 182 of file OpenGL_Utils.c.

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

- src/lib/opengl/OpenGL_Utils.c

4.667 pPluginSocket Struct Reference

Data Fields

- pthread_mutex_t **mylocker**
- fd_set **rfds**
- struct timeval **tv**
- char **return_url** [FILENAME_MAX]

4.667.1 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

4.668 ppluginUtils Struct Reference

Data Fields

- int **waitingForURLtoLoad**
- **resource_item_t** ∗ **plugin_res**

4.668.1 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

4.669 pProdCon Struct Reference

Data Fields

- struct **Vector** ∗ **viewpointNodes**
- 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**
- int **frontend_res_count**

4.669.1 Detailed Description

Definition at line 121 of file ProdCon.c.

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

- src/lib/main/ProdCon.c

4.670 PQhandleElem Struct Reference

Data Fields

- PQkey **key**
- PQhandle **node**

4.670.1 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

4.671 PQnode Struct Reference

Data Fields

- PQhandle **handle**

4.671.1 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

4.672 pRasterFont Struct Reference

Data Fields

- struct **X3D_Text myText**
- struct **X3D_FontStyle myFont**
- bool **rf_initialized**
- int **xf_color**
- vec4f_t **xf_colors** [3]

4.672.1 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

4.673 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**
- int **refreshLightUniforms**
- unsigned int **currentLoop**
- unsigned int **lastLoop**
- unsigned int **sendCount**
- GLint **lightOnOff** [MAX_LIGHT_STACK]
- GLint **lightChanged** [MAX_LIGHT_STACK]
- GLint **lastShader**
- void ∗ **empty_group**
- struct **point_XYZ** hyper_r1 **hyper_r2**
- struct **currayhit rayph**
- struct **X3D_Node** ∗ **rootNode**
- struct **Vector** ∗ **libraries**
- struct **X3D_Anchor** ∗ **AnchorsAnchor**
- struct **currayhit rayHit**
- struct **trenderstate renderstate**
- int **renderLevel**
- GLint **currentShader**
- **Stack** ∗ **render_geom_stack**
- **Stack** ∗ **sensor_stack**
- **Stack** ∗ **ray_stack**
- **Stack** ∗ **shaderflags_stack**
- **Stack** ∗ **fog_stack**
- **Stack** ∗ **localLight_stack**
- struct **point_XYZ3 t_r123**
- struct **point_XYZ hp**
- **Stack** ∗ **usehits_stack**
- **Stack** ∗ **usehitsB_stack**
- **Stack** ∗ **pickablegroupdata_stack**
- **Stack** ∗ **draw_call_params_stack**

4.673.1 Detailed Description

Definition at line 88 of file RenderFuncs.c.

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

- src/lib/scenegraph/RenderFuncs.c

4.674 pRenderTextures Struct Reference

Data Fields

- struct **multiTexParams textureParameterStack** [MAX_MULTITEXTURE]

4.674.1 Detailed Description

Definition at line 55 of file RenderTextures.c.

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

- src/lib/opengl/RenderTextures.c

4.675 presources Struct Reference

Data Fields

- struct **Vector** ∗ **resStack**
- **resource_item_t** ∗ **lastBaseResource**

4.675.1 Detailed Description

Definition at line 57 of file resources.c.

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

- src/lib/resources.c

4.676 primStream Class Reference

Public Member Functions

- **primStream** (Int sizeLengths, Int sizeVertices)
- Int **get_n_prims** ()
- Int **get_type** (Int i)
- Int **get_length** (Int i)
- Real ∗ **get_vertices** ()
- void **begin** ()
- void **insert** (Real u, Real v)
- void **insert** (Real v[2])
- void **end** (Int type)
- Int **num_triangles** ()
- void **triangle** (Real A[2], Real B[2], Real C[2])
- void **print** ()
- void **draw** ()

4.676.1 Detailed Description

Definition at line 44 of file primitiveStream.h.

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

- src/libnurbs/nurbtess/primitiveStream.h
- src/libnurbs/nurbtess/primitiveStream.cc

4.677 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**

4.677.1 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

4.678 profile_entry Struct Reference

Data Fields

- char * **name**
- double **start**
- double **accum**
- int **hits**

4.678.1 Detailed Description

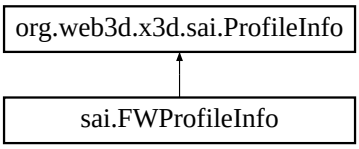
Definition at line 58 of file RenderFuncs.c.

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

- src/lib/scenegraph/RenderFuncs.c

4.679 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** ()

4.679.1 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

4.680 proftablestruct Struct Reference

Data Fields

- int **profileName**
- const int * **profileTable**
- int **level**

4.680.1 Detailed Description

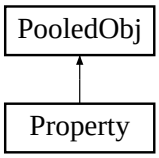
Definition at line 236 of file capabilitiesHandler.c.

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

- src/lib/x3d_parser/capabilitiesHandler.c

4.681 Property Struct Reference

Inheritance diagram for Property:



Public Member Functions

- **Property** (long _type, long _tag, INREAL _value)
- **Property** (long _tag, INREAL _value)

Data Fields

- long **type**
- long **tag**
- REAL **value**
- int **save**

4.681.1 Detailed Description

Definition at line 120 of file reader.h.

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

- src/libnurbs/internals/reader.h

4.682 ProtoDefinition Struct Reference

Data Fields

- indexT **protoDefNumber**
- struct **Vector** ∗ **iface**
- struct **Vector** ∗ **deconstructedProtoBody**
- int **estimatedBodyLen**
- char ∗ **protoName**
- int **isCopy**
- int **isExtern**

4.682.1 Detailed Description

Definition at line 92 of file CParseParser.h.

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

- src/lib/vrml_parser/CParseParser.h

4.683 ProtoFieldDecl Struct Reference

Data Fields

- indexT **mode**
- indexT **type**
- indexT **name**
- char ∗ **cname**
- char ∗ **fieldString**
- BOOL **alreadySet**
- union **anyVrml defaultVal**
- struct **Vector** ∗ **scriptDests**

4.683.1 Detailed Description

Definition at line 38 of file CParseParser.h.

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

- src/lib/vrml_parser/CParseParser.h

4.684 pSensInterps Struct Reference

Data Fields

- int **stub**

4.684.1 Detailed Description

Definition at line 64 of file SensInterps.c.

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

- src/lib/input/SensInterps.c

4.685 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**

4.685.1 Detailed Description

- snapshot stuff ∗/∗ need to re-implement this for OSX generating QTVR ∗/

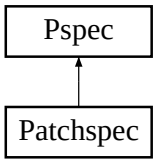
Definition at line 75 of file Snapshot.c.

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

- src/lib/main/Snapshot.c

4.686 Pspec Struct Reference

Inheritance diagram for Pspec:



Data Fields

- REAL **range** [3]
- REAL **sidestep** [2]
- REAL **stepsize**
- REAL **minstepsize**
- int **needsSubdivision**

4.686.1 Detailed Description

Definition at line 46 of file patch.h.

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

- src/libnurbs/internals/patch.h

4.687 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**

4.687.1 Detailed Description

Definition at line 103 of file ProdCon.c.

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

- src/lib/main/ProdCon.c

4.688 pstatusbar Struct Reference

Data Fields

- int **initDone**
- int **screenWidth**
- int **screenHeight**
- double **screenRatio**

4.688.1 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

4.689 pStreamPoly Struct Reference

Data Fields

- int **Sindex**
- int **Tindex**
- GLfloat **minVals** [3]
- GLfloat **Ssize**

4.689.1 Detailed Description

Definition at line 82 of file StreamPoly.c.

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

- src/lib/scenegraph/StreamPoly.c

4.690 pTess Struct Reference

Data Fields

- int **global_IFS_Coords** [TESS_MAX_COORDS]

4.690.1 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

4.691 pTextures Struct Reference

Data Fields

- struct **Vector** ∗ **activeTextureTable**
- **textureTableIndexStruct_s** ∗ **loadThisTexture**
- int **currentlyWorkingOn**
- int **textureInProcess**

4.691.1 Detailed Description

Definition at line 96 of file Textures.c.

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

- src/lib/opengl/Textures.c

4.692 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_Spherical viewer_ypz**
- FILE ∗ **exfly_in_file**
- struct **point_XYZ viewer_lastP**
- int **exflyMethod**
- int **StereoInitializedOnce**
- GLboolean **acMask** [3][3]
- double **viewpoint2rootnode** [16]
- double **viewpointnew2rootnode** [16]
- int **vp2rnSaved**
- double **old2new** [16]
- double **identity** [16]
- double **tickFrac**
- **Quaternion sq**
- double **sp** [3]
- int **keychord**
- int **dragchord**

4.692.1 Detailed Description

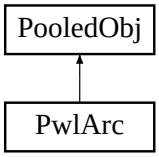
Definition at line 78 of file Viewer.c.

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

- src/lib/scenegraph/Viewer.c

4.693 PwlArc Class Reference

Inheritance diagram for PwlArc:



Public Member Functions

- **PwlArc** (int, **TrimVertex** ∗)
- **PwlArc** (int, **TrimVertex** ∗, long)

Data Fields

- **TrimVertex** ∗ **pts**
- int **npts**
- long **type**

4.693.1 Detailed Description

Definition at line 44 of file pwlarc.h.

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

- src/libnurbs/internals/pwlarc.h

4.694 pX3DParser Struct Reference

Data Fields

- struct **VRMLLexer** ∗ **myLexer**
- **Stack** ∗ **DEFedNodes**
- 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 **currentParserModeIndex**
- struct **xml_user_data** ∗ **user_data**

4.694.1 Detailed Description

Definition at line 259 of file X3DParser.c.

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

- src/lib/x3d_parser/X3DParser.c

4.695 quaternion Struct Reference

Data Fields

- double **w**
- double **x**
- double **y**
- double **z**

4.695.1 Detailed Description

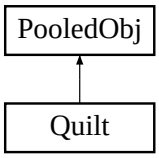
Definition at line 70 of file quaternion.h.

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

- src/lib/scenegraph/quaternion.h

4.696 Quilt Class Reference

Inheritance diagram for Quilt:



Public Member Functions

- **Quilt** (**Mapdesc** ∗)
- void **deleteMe** (**Pool** &)
- void **toBezier** (**Knotvector** &, INREAL ∗, long)
- void **toBezier** (**Knotvector** &, **Knotvector** &, INREAL ∗, long)
- void **select** (REAL ∗, REAL ∗)
- int **getDimension** (void)
- void **download** (**Backend** &)
- void **downloadAll** (REAL ∗, REAL ∗, **Backend** &)
- int **isCulled** (void)
- void **getRange** (REAL ∗, REAL ∗, **Flist** &, **Flist** &)
- void **getRange** (REAL ∗, REAL ∗, int, **Flist** &)
- void **getRange** (REAL ∗, REAL ∗, **Flist** &)
- void **findRates** (**Flist** &slist, **Flist** &tlist, REAL[2])
- void **findSampleRates** (**Flist** &slist, **Flist** &tlist)
- void **show** ()

Data Fields

- **Mapdesc** ∗ **mapdesc**
- REAL ∗ **cpts**
- **Quiltspec qspec** [MAXDIM]
- **Quiltspec_ptr eqspec**
- **Quilt** ∗ **next**

4.696.1 Detailed Description

Definition at line 64 of file quilt.h.

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

- src/libnurbs/internals/quilt.h
- src/libnurbs/internals/quilt.cc
- src/libnurbs/internals/tobezier.cc

4.697 Quiltspec Struct Reference

Data Fields

- int **stride**
- int **width**
- int **offset**
- int **order**
- int **index**
- int **bdry** [2]
- REAL **step_size**
- Knot ∗ **breakpoints**

4.697.1 Detailed Description

Definition at line 51 of file quilt.h.

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

- src/libnurbs/internals/quilt.h

4.698 rb1 Struct Reference

Data Fields

- int **head**
- int **tail**
- int **noOfElements**
- void ∗ **data**

4.698.1 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

4.699 rectBlock Class Reference

Public Member Functions

- **rectBlock** (**gridBoundaryChain** ∗left, **gridBoundaryChain** ∗right, Int beginVline, Int endVline)
- Int **get_upGridLineIndex** ()
- Int **get_lowGridLineIndex** ()
- Int ∗ **get_leftIndices** ()
- Int ∗ **get_rightIndices** ()
- Int **num_quads** ()
- void **print** ()
- void **draw** (Real ∗u_values, Real ∗v_values)

4.699.1 Detailed Description

Definition at line 39 of file rectBlock.h.

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

- src/libnurbs/nurbtess/rectBlock.h
- src/libnurbs/nurbtess/rectBlock.cc

4.700 rectBlockArray Class Reference

Public Member Functions

- **rectBlockArray** (Int s)
- Int **get_n_elements** ()
- **rectBlock** ∗ **get_element** (Int i)
- void **insert** (**rectBlock** ∗newBlock)
- Int **num_quads** ()
- void **print** ()
- void **draw** (Real ∗u_values, Real ∗v_values)

4.700.1 Detailed Description

Definition at line 61 of file rectBlock.h.

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

- src/libnurbs/nurbtess/rectBlock.h
- src/libnurbs/nurbtess/rectBlock.cc

4.701 reflexChain Class Reference

Public Member Functions

- **reflexChain** (Int size, Int isIncreasing)
- void **insert** (Real u, Real v)
- void **insert** (Real v[2])
- void **processNewVertex** (Real v[2], **primStream** ∗pStream)
- void **outputFan** (Real v[2], **primStream** ∗pStream)
- void **processNewVertex** (Real v[2], **Backend** ∗backend)
- void **outputFan** (Real v[2], **Backend** ∗backend)
- void **print** ()

4.701.1 Detailed Description

Definition at line 43 of file monoTriangulation.h.

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

- src/libnurbs/nurbtess/monoTriangulation.h
- src/libnurbs/internals/monoTriangulationBackend.cc
- src/libnurbs/nurbtess/monoTriangulation.cc

4.702 Renderhints Class Reference

Public Member Functions

- void **init** (void)
- int **isProperty** (long)
- REAL **getProperty** (long)
- void **setProperty** (long, REAL)

Data Fields

- REAL **display_method**
- REAL **errorchecking**
- REAL **subdivisions**
- REAL **tmp1**
- int **displaydomain**
- int **maxsubdivisions**
- int **wiretris**
- int **wirequads**

4.702.1 Detailed Description

Definition at line 41 of file renderhints.h.

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

- src/libnurbs/internals/renderhints.h
- src/libnurbs/internals/renderhints.cc

4.703 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**
- resource_actions_t **actions**
- bool **complete**
- void ∗ **ectx**
- void ∗ **whereToPlaceData**
- int **offsetFromWhereToPlaceData**
- int **textureNumber**
- **s_list_t** ∗ **m_request**
- char ∗ **URLrequest**
- char ∗ **URLbase**
- char ∗ **temp_dir**
- char ∗ **afterPoundCharacters**
- char ∗ **parsed_request**
- char ∗ **actual_file**
- void ∗ **cached_files**
- void ∗ **openned_files**
- char **four_first_bytes** [4]
- resource_media_type_t **media_type**
- int **treat_as_root**
- pthread_t ∗ **_loadThread**
- void ∗ **tg**
- int(∗ **_loadFunc**)(void ∗)

4.703.1 Detailed Description

Definition at line 99 of file resources.h.

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

- src/lib/resources.h

4.704 row32 Struct Reference

Data Fields

- int **allocn**
- int **len32**
- unsigned int ∗ **str32**
- int **iglyphstartindex**
- double **hrowsize**
- double **vcolsize**
- double **widestchar**
- **chardata** ∗ **chr**

4.704.1 Detailed Description

Definition at line 210 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.705 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**

4.705.1 Detailed Description

Definition at line 441 of file display.h.

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

- src/lib/display.h

4.706 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 **ModelViewInverseMatrix**
- GLint **TextureMatrix** [MAX_MULTITEXTURE]
- GLint **Vertices**
- GLint **Normals**
- GLint **Colours**
- GLint **TexCoords** [MAX_MULTITEXTURE]
- GLint **FogCoords**
- GLint **TextureUnit** [MAX_MULTITEXTURE]
- GLint **TextureMode** [MAX_MULTITEXTURE]
- GLint **TextureSource** [MAX_MULTITEXTURE]
- GLint **TextureFunction** [MAX_MULTITEXTURE]
- GLint **textureCount**
- GLint **multitextureColor**
- GLint **tex3dTiles**
- GLint **tex3dUseVertex**
- GLint **repeatSTR**
- GLint **magFilter**
- GLint **hatchColour**
- GLint **hatchPercent**
- GLint **hatchScale**
- GLint **filledBool**
- GLint **hatchedBool**

- GLint **algorithm**
- GLint **texCoordGenType**
- GLint **fogColor**
- GLint **fogvisibilityRange**
- GLint **fogScale**
- GLint **fogType**
- GLint **fogHaveCoords**
- GLint **clipplanes**
- GLint **nclipplanes**

4.706.1 Detailed Description

Definition at line 344 of file display.h.

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

- src/lib/display.h

4.707 freeWRLSAI_cpp::saiBrowser Class Reference

Public Member Functions

- virtual **saiBrowser** ∗ **getBrowser** (const SAIParameter ∗pParams)=0
- virtual **saiBrowser** ∗ **createBrowser** (const SAIParameter ∗pParams, std::map< std::string, std::string > ∗pProperties)=0
- virtual const char ∗ **getName** ()=0
- virtual const char ∗ **getVersion** ()=0
- virtual float **getCurrentSpeed** ()=0
- virtual float **getCurrentFrameRate** ()=0
- virtual void **replaceWorld** (const char ∗sceneURI)=0
- virtual void **loadURL** (const char ∗sceneURL)=0
- virtual void **setDescription** (const char ∗strDescription)=0
- virtual **saiScene** ∗ **createX3DFromString** (const char ∗strX3DSource)=0
- virtual void **updateControl** (unsigned int nAction)=0
- virtual void **registerBrowserInterest** (unsigned int nAction, **saiBrowser** ∗pRequester)=0
- virtual std::map< std::string, std::string > ∗ **getRenderingProperties** ()=0
- virtual std::map< std::string, std::string > ∗ **getBrowserProperties** ()=0
- virtual void **changeViewpoint** (unsigned int nAction)=0
- virtual void **print** ()=0
- virtual void **dispose** ()=0
- virtual bool **setBrowserOption** (const char ∗strOptionName, void ∗pOptionValue)=0
- virtual const std::vector< **saiProfileDeclaration** ∗ > ∗ **getSupportedProfiles** ()=0
- virtual const **saiProfileDeclaration** ∗ **getProfile** (const char ∗strProfileName)=0
- virtual const std::map< std::string, **saiComponent** ∗ > ∗ **getSupportedComponents** ()=0
- virtual const **saiComponent** ∗ **getComponent** (const char ∗strComponentName)=0
- virtual const **saiExecutionContext** ∗ **getExecutionContext** ()=0
- virtual **saiExecutionContext** ∗ **createScene** ()=0
- virtual **saiExecutionContext** ∗ **importDocument** (const char ∗DOMdocURI)=0
- virtual **saiExecutionContext** ∗ **createX3DFromStream** (void ∗pStreambuf)=0
- virtual **saiExecutionContext** ∗ **createX3DFromUrl** (const char ∗srcURL)=0

4.707.1 Detailed Description

Definition at line 32 of file SAIBrowser.h.

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

- src/SAI_Cpp/SAIBrowser.h

4.708 freeWRLSAI_cpp::saiComponent Class Reference

Public Member Functions

- virtual const char ∗ **getComponentName** ()=0

4.708.1 Detailed Description

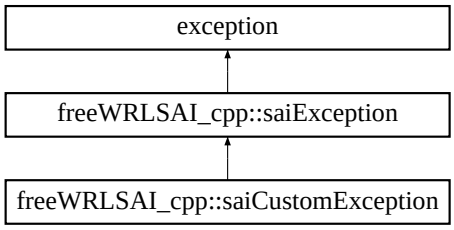
Definition at line 47 of file SAIGlobals.h.

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

- src/SAI_Cpp/SAIGlobals.h

4.709 freeWRLSAI_cpp::saiCustomException Class Reference

Inheritance diagram for freeWRLSAI_cpp::saiCustomException:



Public Member Functions

- **saiCustomException** (const char ∗strWhat, const char ∗strFile, int strLine, const char ∗strFunc)
- virtual const char ∗ **what** ()

Data Fields

- std::string **m_strWhat**

Additional Inherited Members

4.709.1 Detailed Description

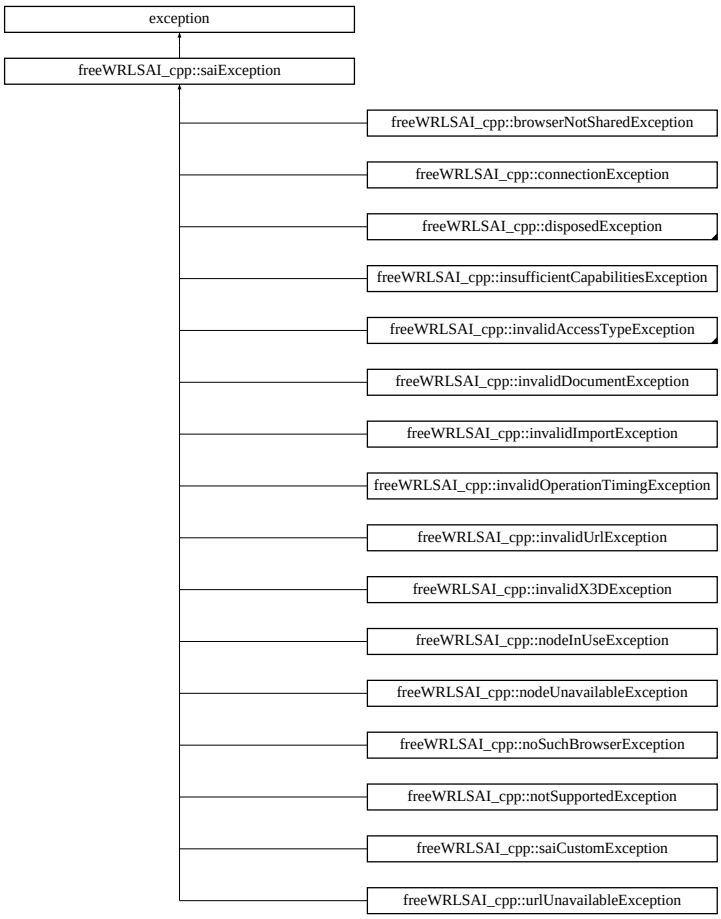
Definition at line 310 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.710 freeWRLSAI_cpp::saiException Class Reference

Inheritance diagram for freeWRLSAI_cpp::saiException:



Public Member Functions

- virtual const char ∗ **what** ()
- virtual int **GetError** ()

Protected Attributes

- int **m_nErrorCode**

4.710.1 Detailed Description

Definition at line 56 of file SAIexception.h.

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

- src/SAI_Cpp/SAIexception.h

4.711 freeWRLSAI_cpp::saiExecutionContext Class Reference

Public Types

- enum **saiContextType** { **saiGenericContext** = 0, **saiSceneContext**, **saiUndefinedContext** }

Public Member Functions

- virtual saiContextType **getContextType** ()=0
- virtual const char ∗ **getSpecificationVersion** ()=0
- virtual int **getEncoding** ()=0
- virtual const char ∗ **getWorldURL** ()=0
- virtual **saiNode** ∗ **getNode** (const char ∗strNodeName, int nAction)=0
- virtual **saiNode** ∗ **createNode** (const char ∗strNodeType)=0
- virtual **saiNode** ∗ **createProto** (const char ∗strProtoName)=0
- virtual saiProtoDeclaration ∗ **getProtoDeclaration** (const char ∗strProtoName)=0
- virtual void **protoDeclarationHandling** (const char ∗strProtoName, **saiNode** ∗pNode, int nAction)=0
- virtual saiProtoDeclaration ∗ **getExternProtoDeclaration** (const char ∗strProtoName)=0
- virtual void **externProtoDeclarationHandling** (const char ∗strProtoName, **saiNode** ∗pNode, int nAction)=0
- virtual std::vector< **saiNode** ∗ > ∗ **getRootNodes** ()=0
- virtual std::vector< **saiRoute** ∗ > ∗ **getRoutes** ()=0
- virtual void **dispose** ()=0
- virtual **saiProfileDeclaration** ∗ **getProfile** ()=0
- virtual std::map< std::string, **saiComponent** ∗ > ∗ **getComponents** ()=0

4.711.1 Detailed Description

Definition at line 45 of file SAIExecutionContext.h.

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

- src/SAI_Cpp/SAIExecutionContext.h

4.712 freeWRLSAI_cpp::saiField Class Reference

Public Types

- enum **saiFieldAccess** { **initializeOnly** = 0, **inputOnly**, **outputOnly**, **inputOutput** }

Public Member Functions

- virtual saiFieldAccess **getAccessType** ()=0
- virtual int **getType** ()=0
- virtual const char ∗ **getName** ()=0
- virtual void **dispose** ()=0
- virtual const saiFieldValuePtr **getValue** ()=0
- virtual void **setValue** (const saiFieldValuePtr pValue)=0

4.712.1 Detailed Description

Definition at line 35 of file SAIField.h.

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

- src/SAI_Cpp/SAIField.h

4.713 freeWRLSAI_cpp::saiNode Class Reference

Public Member Functions

- virtual const char ∗ **getTypeName** ()=0
- virtual const char ∗ **getType** ()=0
- virtual **saiField** ∗ **getField** (const char ∗strFieldName)=0
- virtual std::vector< **saiField** ∗ > ∗ **getFieldDefinitions** (const char ∗strNodeType)=0
- virtual void **dispose** ()=0

4.713.1 Detailed Description

Definition at line 31 of file SAInode.h.

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

- src/SAI_Cpp/SAInode.h

4.714 freeWRLSAI_cpp::saiProfileDeclaration Class Reference

Public Member Functions

- virtual const char ∗ **getProfileName** ()=0
- virtual std::map< std::string, **saiComponent** ∗ > **getComponentDeclaration** ()=0

4.714.1 Detailed Description

Definition at line 55 of file SAIGlobals.h.

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

- src/SAI_Cpp/SAIGlobals.h

4.715 freeWRLSAI_cpp::saiProto Class Reference

Public Types

- enum **saiLoadState** { **NOT_STARTED** = 0, **IN_PROGRESS**, **COMPLETE**, **FAILED** }

Public Member Functions

- virtual bool **isExternproto** ()=0
- virtual **saiNode** ∗ **createInstance** (const char ∗strProtoDeclaration)=0
- virtual std::vector< **saiField** ∗ > ∗ **getFieldDefinitions** ()=0
- virtual saiLoadState **checkLoadState** ()=0
- virtual void **requestImmediateLoad** ()=0

4.715.1 Detailed Description

Definition at line 32 of file SAIproto.h.

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

- src/SAI_Cpp/SAIproto.h

4.716 freeWRLSAI_cpp::saiRoute Class Reference

Public Member Functions

- virtual const **saiNode** ∗ **getSourceNode** ()=0
- virtual const **saiField** ∗ **getSourceField** ()=0
- virtual const **saiNode** ∗ **getDestinationNode** ()=0
- virtual const **saiField** ∗ **getDestinationField** ()=0
- virtual void **dispose** ()=0

4.716.1 Detailed Description

Definition at line 32 of file SAIroute.h.

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

- src/SAI_Cpp/SAIroute.h

4.717 freeWRLSAI_cpp::saiScene Class Reference

Public Member Functions

- virtual const char ∗ **getMetaData** (const char ∗strKey)=0
- virtual void **setMetaData** (const char ∗strKey, const char ∗strMetadata)=0
- virtual void **rootNodeHandling** (const **saiNode** ∗pTargetNode, int nAction)=0
- virtual void **AddRootNode** (const **saiNode** ∗pNodeToAdd)=0
- virtual void **RemoveRootNode** (const **saiNode** ∗pNodeToRemove)=0

4.717.1 Detailed Description

Definition at line 34 of file SAIScene.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAIScene.h

4.718 sampledLine Class Reference

Public Member Functions

- **sampledLine** (Int n_points)
- **sampledLine** (Int n_points, Real pts[ ][2])
- **sampledLine** (Real pt1[2], Real pt2[2])
- void **init** (Int n_points, Real2 ∗pts)
- void **setPoint** (Int i, Real p[2])
- **sampledLine** ∗ **insert** (**sampledLine** ∗nline)
- void **deleteList** ()
- Int **get_npoints** ()
- Real2 ∗ **get_points** ()
- void **tessellate** (Real u_reso, Real v_reso)
- void **tessellateAll** (Real u_reso, Real v_reso)
- void **print** ()

Data Fields

- **sampledLine** ∗ **next**

4.718.1 Detailed Description

Definition at line 38 of file sampledLine.h.

The documentation for this class was generated from the following files:

- src/libnurbs/nurbtess/sampledLine.h
- src/libnurbs/nurbtess/sampledLine.cc

4.719 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]

4.719.1 Detailed Description

Definition at line 63 of file Component_Geometry3D.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Geometry3D.c

4.720 sCollisionInfo Struct Reference

Data Fields

- struct **point_XYZ Offset**
- int **Count**
- double **Maximum2**

4.720.1 Detailed Description

Definition at line 50 of file Collision.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.h

4.721 screentextdata Struct Reference

Data Fields

- int **nalloc**
- int **nrow**
- **row32** ∗ **rowvec**
- void ∗ **atlasfont**
- float **size**
- float **faceheight**
- float **emsize**

4.721.1 Detailed Description

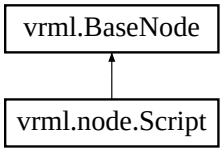
Definition at line 222 of file Component_Text.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Text.c

4.722 vrml.node.Script Class Reference

Inheritance diagram for vrml.node.Script:



Public Member Functions

- void **initialize** ()
- final **Field getEventOut** (String eventOutName)
- 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 eventInName)

4.722.1 Detailed Description

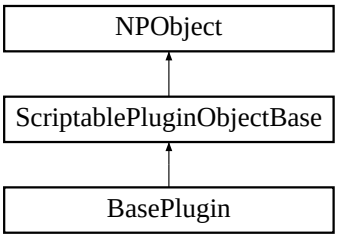
Definition at line 10 of file Script.java.

The documentation for this class was generated from the following file:

- src/java/vrml/node/Script.java

4.723 ScriptablePluginObjectBase Class Reference

Inheritance diagram for ScriptablePluginObjectBase:



Public Member Functions

- **ScriptablePluginObjectBase** (**NPP** npp)
- virtual void **Invalidate** ()
- virtual bool **HasMethod** (NPIdentifier name)
- virtual bool **Invoke** (NPIdentifier name, const **NPVariant** ∗args, uint32_t argCount, **NPVariant** ∗result)
- virtual bool **InvokeDefault** (const **NPVariant** ∗args, uint32_t argCount, **NPVariant** ∗result)
- virtual bool **HasProperty** (NPIdentifier name)
- virtual bool **GetProperty** (NPIdentifier name, **NPVariant** ∗result)
- virtual bool **SetProperty** (NPIdentifier name, const **NPVariant** ∗value)
- virtual bool **RemoveProperty** (NPIdentifier name)
- virtual bool **Enumerate** (NPIdentifier ∗∗identifier, uint32_t ∗count)
- virtual bool **Construct** (const **NPVariant** ∗args, uint32_t argCount, **NPVariant** ∗result)

Static Public Member Functions

- static void **_Deallocate** (**NPObject** ∗npobj)
- static void **_Invalidate** (**NPObject** ∗npobj)
- static bool **_HasMethod** (**NPObject** ∗npobj, NPIdentifier name)
- static bool **_Invoke** (**NPObject** ∗npobj, NPIdentifier name, const **NPVariant** ∗args, uint32_t argCount, **NPVariant** ∗result)
- static bool **_InvokeDefault** (**NPObject** ∗npobj, const **NPVariant** ∗args, uint32_t argCount, **NPVariant** ∗result)
- static bool **_HasProperty** (**NPObject** ∗npobj, NPIdentifier name)
- static bool **_GetProperty** (**NPObject** ∗npobj, NPIdentifier name, **NPVariant** ∗result)
- static bool **_SetProperty** (**NPObject** ∗npobj, NPIdentifier name, const **NPVariant** ∗value)
- static bool **_RemoveProperty** (**NPObject** ∗npobj, NPIdentifier name)
- static bool **_Enumerate** (**NPObject** ∗npobj, NPIdentifier ∗∗identifier, uint32_t ∗count)
- static bool **_Construct** (**NPObject** ∗npobj, const **NPVariant** ∗args, uint32_t argCount, **NPVariant** ∗result)

Protected Attributes

- **NPP mNpp**

Additional Inherited Members

4.723.1 Detailed Description

Definition at line 68 of file ScriptablePluginObjectBase.h.

The documentation for this class was generated from the following files:

- src/plugin_win32/ScriptablePluginObjectBase.h
- src/plugin_win32/ScriptablePluginObjectBase.cpp

4.724 ScriptFieldDecl Struct Reference

Data Fields

- struct **FieldDecl** ∗ **fieldDecl**
- char ∗ **ASCIIvalue**
- int **valueChanged**
- union **anyVrml value**
- BOOL **valueSet**
- int **eventInSet**
- struct **Shader_Script** ∗ **script**

4.724.1 Detailed Description

Definition at line 55 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

4.725 ScriptFieldInstanceInfo Struct Reference

Data Fields

- struct **ScriptFieldDecl** ∗ **decl**
- struct **Shader_Script** ∗ **script**

4.725.1 Detailed Description

Definition at line 79 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

4.726 ScriptParamList Struct Reference

Data Fields

- struct **ScriptParamList** ∗ **next**
- indexT **kind**
- indexT **type**
- char ∗ **field**
- union **anyVrml value**

4.726.1 Detailed Description

Definition at line 146 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

4.727 SensStruct Struct Reference

Data Fields

- struct **X3D_Node** ∗ **fromnode**
- struct **X3D_Node** ∗ **datanode**
- void(∗ **interpptr**)(void ∗, int, int, int)

4.727.1 Detailed Description

Definition at line 130 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

4.728 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 pencorrection**
- double **pendisp**

4.728.1 Detailed Description

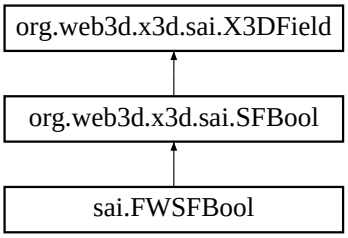
Definition at line 137 of file Collision.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.h

4.729 org.web3d.x3d.sai.SFBool Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFBool:



Public Member Functions

- boolean **getValue** ()
- void **setValue** (boolean value)

4.729.1 Detailed Description

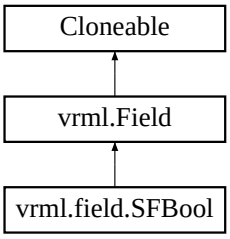
Definition at line 3 of file SFBool.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFBool.java

4.730 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

4.730.1 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

4.731 SFColor Struct Reference

Data Fields

- float **c** [3]

4.731.1 Detailed Description

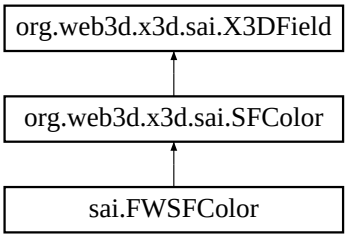
Definition at line 2461 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

4.732 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)

4.732.1 Detailed Description

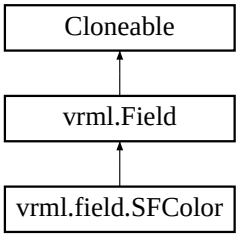
Definition at line 3 of file SFColor.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFColor.java

4.733 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

4.733.1 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

4.734 SFColorRGBA Struct Reference

Data Fields

- float **c** [4]
- float **r** [4]

4.734.1 Detailed Description

Definition at line 2463 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

4.735 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)

4.735.1 Detailed Description

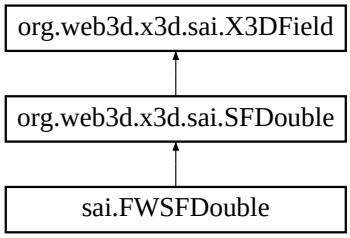
Definition at line 3 of file SFColorRGBA.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFColorRGBA.java

4.736 org.web3d.x3d.sai.SFDouble Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFDouble:



Public Member Functions

- double **getValue** ()
- void **setValue** (double value)

4.736.1 Detailed Description

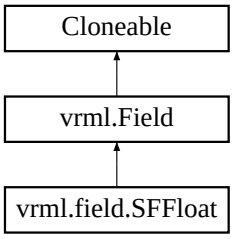
Definition at line 3 of file SFDouble.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFDouble.java

4.737 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

4.737.1 Detailed Description

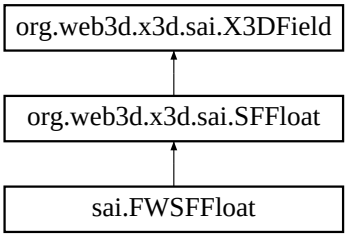
Definition at line 10 of file SFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFFloat.java

4.738 org.web3d.x3d.sai.SFFloat Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFFloat:



Public Member Functions

- float **getValue** ()
- void **setValue** (float value)

4.738.1 Detailed Description

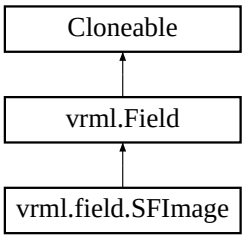
Definition at line 3 of file SFFloat.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFFloat.java

4.739 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** sfImage)
- void **setValue** (**SFImage** sfImage)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

4.739.1 Detailed Description

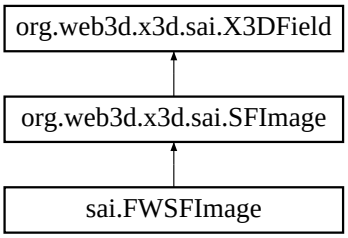
Definition at line 10 of file SFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFImage.java

4.740 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)

4.740.1 Detailed Description

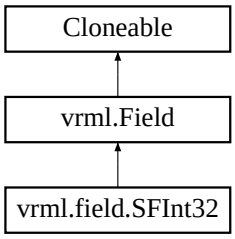
Definition at line 3 of file SFImage.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFImage.java

4.741 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** sfInt32)
- void **setValue** (**SFInt32** sfInt32)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

4.741.1 Detailed Description

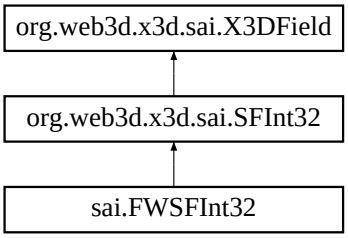
Definition at line 10 of file SFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFInt32.java

4.742 org.web3d.x3d.sai.SFInt32 Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFInt32:



Public Member Functions

- int **getValue** ()
- void **setValue** (int value)

4.742.1 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

4.743 SFMatrix3d Struct Reference

Data Fields

- double **c** [9]

4.743.1 Detailed Description

Definition at line 2479 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

4.744 SFMatrix3f Struct Reference

Data Fields

- float **c** [9]

4.744.1 Detailed Description

Definition at line 2477 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

4.745 SFMatrix4d Struct Reference

Data Fields

- double **c** [16]

4.745.1 Detailed Description

Definition at line 2483 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

4.746 SFMatrix4f Struct Reference

Data Fields

- float **c** [16]

4.746.1 Detailed Description

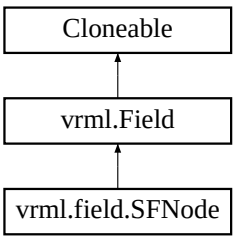
Definition at line 2481 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

4.747 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

4.747.1 Detailed Description

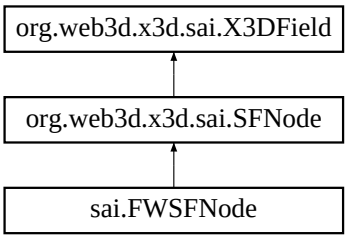
Definition at line 10 of file SFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFNode.java

4.748 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

4.748.1 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

4.749 SFRotation Struct Reference

Data Fields

- float **c** [4]
- float **r** [4]

4.749.1 Detailed Description

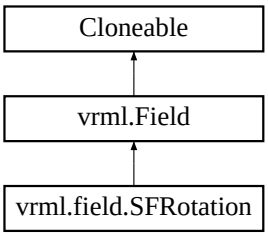
Definition at line 2451 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

4.750 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

4.750.1 Detailed Description

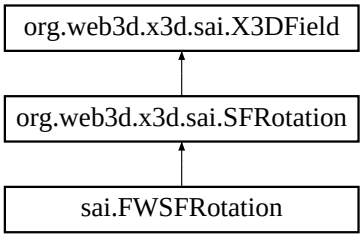
Definition at line 10 of file SFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFRotation.java

4.751 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)

4.751.1 Detailed Description

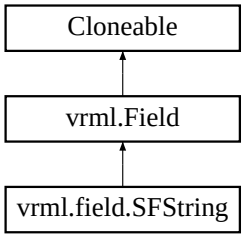
Definition at line 3 of file SFRotation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFRotation.java

4.752 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

4.752.1 Detailed Description

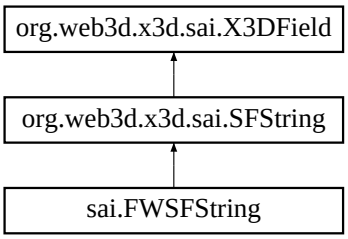
Definition at line 10 of file SFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFString.java

4.753 org.web3d.x3d.sai.SFString Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFString:



Public Member Functions

- String **getValue** ()
- void **setValue** (String value)

4.753.1 Detailed Description

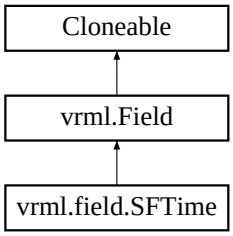
Definition at line 3 of file SFString.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFString.java

4.754 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

4.754.1 Detailed Description

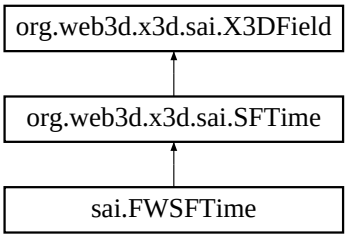
Definition at line 10 of file SFTime.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFTime.java

4.755 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)

4.755.1 Detailed Description

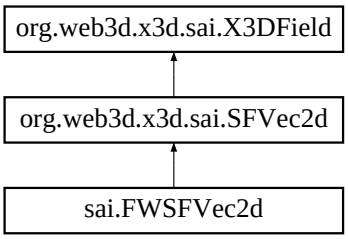
Definition at line 3 of file SFTime.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFTime.java

4.756 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)

4.756.1 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

4.757 SFVec2d Struct Reference

Data Fields

- double **c** [2]

4.757.1 Detailed Description

Definition at line 2485 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

4.758 SFVec2f Struct Reference

Data Fields

- float **c** [2]

4.758.1 Detailed Description

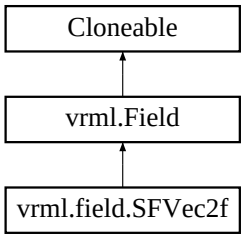
Definition at line 2469 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

4.759 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

4.759.1 Detailed Description

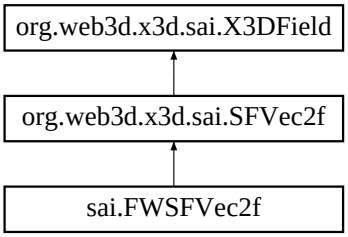
Definition at line 10 of file SFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFVec2f.java

4.760 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)

4.760.1 Detailed Description

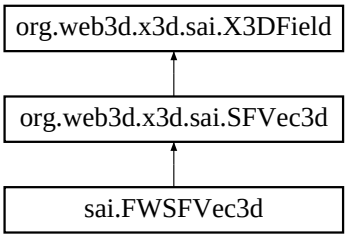
Definition at line 3 of file SFVec2f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec2f.java

4.761 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)

4.761.1 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

4.762 SFVec3d Struct Reference

Data Fields

- double **c** [3]

4.762.1 Detailed Description

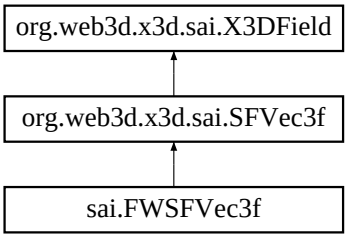
Definition at line 2473 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

4.763 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)

4.763.1 Detailed Description

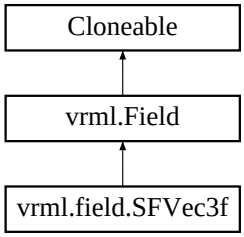
Definition at line 3 of file SFVec3f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec3f.java

4.764 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

4.764.1 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

4.765 SFVec3f Struct Reference

Data Fields

- float **c** [3]

4.765.1 Detailed Description

Definition at line 2453 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.766 SFVec4d Struct Reference

Data Fields

- double **c** [4]

4.766.1 Detailed Description

Definition at line 2489 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

4.767 SFVec4f Struct Reference

Data Fields

- float **c** [4]

4.767.1 Detailed Description

Definition at line 2487 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

4.768 Shader_Script Struct Reference

Data Fields

- struct **X3D_Node** ∗ **ShaderScriptNode**
- int **num**
- BOOL **loaded**
- struct **Vector** ∗ **fields**

4.768.1 Detailed Description

Definition at line 112 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

4.769 shaderflagsstruct Struct Reference

Data Fields

- int **base**
- int **effects**
- int **usershaders**
- int **volume**

4.769.1 Detailed Description

Definition at line 62 of file Component_Shape.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Shape.h

4.770 shaderTableEntry Struct Reference

Data Fields

- **shaderflagsstruct whichOne**
- **s_shader_capabilities_t** ∗ **myCapabilities**

4.770.1 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

4.771 slice Struct Reference

Data Fields

- unsigned int **vert_pos**
- unsigned int **quant_scale**
- char ∗ **extra_info**

4.771.1 Detailed Description

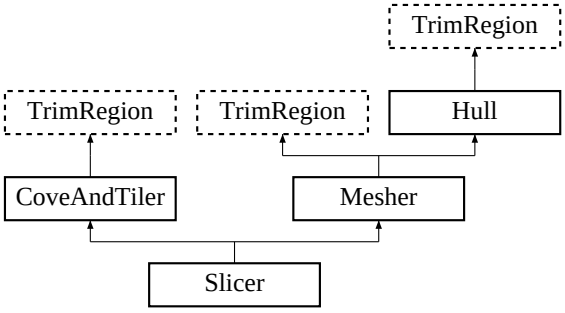
Definition at line 150 of file mpeg_berkley.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg_berkley.h

4.772 Slicer Class Reference

Inheritance diagram for Slicer:



Public Member Functions

- **Slicer** (**Backend** &)
- void **slice** (Arc_ptr)
- void **slice_old** (Arc_ptr)
- void **slice_new** (Arc_ptr)
- void **evalStream** (**primStream** ∗)
- void **evalRBArray** (**rectBlockArray** ∗rbArray, **gridWrap** ∗grid)
- void **outline** (Arc_ptr)
- void **setstriptessellation** (REAL, REAL)
- void **setisolines** (int)
- void **set_ulinear** (int ulinear_flag)
- void **set_vlinear** (int vlinear_flag)

Additional Inherited Members

4.772.1 Detailed Description

Definition at line 49 of file slicer.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/slicer.h
- src/libnurbs/internals/slicer.cc

4.773 sNaviInfo Struct Reference

Data Fields

- double **width**
- double **height**
- double **step**

4.773.1 Detailed Description

Definition at line 96 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.774 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**

4.774.1 Detailed Description

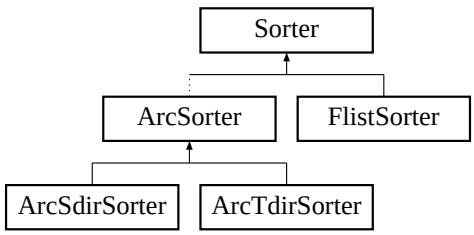
Definition at line 75 of file soundheader.h.

The documentation for this struct was generated from the following file:

- src/sound/soundheader.h

4.775 Sorter Class Reference

Inheritance diagram for Sorter:



Public Member Functions

- **Sorter** (int es)
- void **qsort** (void ∗a, int n)

Protected Member Functions

- virtual int **qscmp** (char ∗, char ∗)
- virtual void **qsexc** (char ∗i, char ∗j)
- virtual void **qstexc** (char ∗i, char ∗j, char ∗k)

4.775.1 Detailed Description

Definition at line 36 of file sorter.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/sorter.h
- src/libnurbs/internals/sorter.cc

4.776 Splinespec Struct Reference

Public Member Functions

- **Splinespec** (int)
- void **kspecinit** (**Knotvector** &)
- void **kspecinit** (**Knotvector** &, **Knotvector** &)
- void **select** (void)
- void **layout** (long)
- void **setupquilt** (Quilt_ptr)
- void **copy** (INREAL ∗)
- void **transform** (void)

Data Fields

- **Knotspec** ∗ **kspec**
- int **dim**
- REAL ∗ **outcpts**

4.776.1 Detailed Description

Definition at line 95 of file tobezier.cc.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/tobezier.cc

4.777 ssr Struct Reference

Data Fields

- char ∗ **name**
- char ∗ **ip**
- char ∗ **port**
- void ∗ **next**
- double **extent** [6]
- int **levels_available**

4.777.1 Detailed Description

Definition at line 552 of file SSRServer.c.

The documentation for this struct was generated from the following file:

- src/SSR/SSRServer.c

4.778 SSR_request Struct Reference

Data Fields

- int **type**
- pthread_mutex_t **requester_mutex**
- pthread_cond_t **requester_condition**
- double **quat4** [4]
- double **vec3** [3]
- char ∗ **blob**
- int **len**
- int **answered**
- int **LOD**
- int **levels_available**
- int **status**
- double **extent** [6]
- int **isInside**
- double **avatarHeight**
- double **fov**

4.778.1 Detailed Description

Definition at line 7 of file SSRhelper.h.

The documentation for this struct was generated from the following file:

- src/lib/SSRhelper.h

4.779 stage Struct Reference

Data Fields

- **tcontenttype t1**
- int **type**
- unsigned int **ibuffer**
- unsigned int **itexturebuffer**
- unsigned int **idepthbuffer**
- **ivec4 ivport**
- BOOL **clear_zbuffer**
- int **even_odd_frame**

4.779.1 Detailed Description

Definition at line 2128 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

4.780 StoredVertex Class Reference

Public Member Functions

- void **saveEvalCoord** (REAL x, REAL y)
- void **saveEvalPoint** (long x, long y)
- void **invoke** (**OpenGLSurfaceEvaluator** ∗eval)

4.780.1 Detailed Description

Definition at line 85 of file glsurfeval.h.

The documentation for this class was generated from the following file:

- src/libnurbs/interface/glsurfeval.h

4.781 Subdivider Class Reference

Public Member Functions

- **Subdivider** (**Renderhints** &, **Backend** &)
- void **clear** (void)
- void **beginTrims** (void)
- void **beginLoop** (void)
- void **addArc** (REAL ∗, **Quilt** ∗, long)
- void **addArc** (int, **TrimVertex** ∗, long)
- void **endLoop** (void)
- void **endTrims** (void)
- void **beginQuilts** (void)
- void **addQuilt** (**Quilt** ∗)
- void **endQuilts** (void)
- void **drawCurves** (void)
- void **drawSurfaces** (long)
- int **ccwTurn_sl** (Arc_ptr, Arc_ptr)
- int **ccwTurn_sr** (Arc_ptr, Arc_ptr)
- int **ccwTurn_tl** (Arc_ptr, Arc_ptr)
- int **ccwTurn_tr** (Arc_ptr, Arc_ptr)
- void **setJumpbuffer** (JumpBuffer ∗)
- void **set_domain_distance_u_rate** (REAL u_rate)
- void **set_domain_distance_v_rate** (REAL v_rate)
- void **set_is_domain_distance_sampling** (int flag)

4.781.1 Detailed Description

Definition at line 55 of file subdivider.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/subdivider.h
- src/libnurbs/internals/ccw.cc
- src/libnurbs/internals/curvesub.cc
- src/libnurbs/internals/intersect.cc
- src/libnurbs/internals/monotonizer.cc
- src/libnurbs/internals/splitarcs.cc
- src/libnurbs/internals/subdivider.cc

4.782 surfEvalMachine Struct Reference

Data Fields

- REAL **uprime**
- REAL **vprime**
- int **k**
- REAL **u1**
- REAL **u2**
- int **ustride**

- int **uorder**
- REAL **v1**
- REAL **v2**
- int **vstride**
- int **vorder**
- REAL **ctlPoints** [IN_MAX_BEZIER_ORDER ∗IN_MAX_BEZIER_ORDER ∗IN_MAX_DIMENSION]
- REAL **ucoeff** [IN_MAX_BEZIER_ORDER]
- REAL **vcoeff** [IN_MAX_BEZIER_ORDER]
- REAL **ucoeffDeriv** [IN_MAX_BEZIER_ORDER]
- REAL **vcoeffDeriv** [IN_MAX_BEZIER_ORDER]

4.782.1 Detailed Description

Definition at line 64 of file glsurfeval.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/interface/glsurfeval.h

4.783 sweepRange Struct Reference

Data Fields

- **directedLine** ∗ **left**
- Int **leftType**
- **directedLine** ∗ **right**
- Int **rightType**

4.783.1 Detailed Description

Definition at line 70 of file partitionY.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/nurbtess/partitionY.h

4.784 targetwindow Struct Reference

Data Fields

- **contenttype** ∗ **stage**
- void ∗ **hwnd**
- BOOL **swapbuf**
- **ivec4 ivport**
- **freewrl_params_t params**
- struct **targetwindow** ∗ **next**

4.784.1 Detailed Description

Definition at line 2961 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

4.785 iiglobal::tBindable Struct Reference

Data Fields

- void * **naviinfo**
- int **activeLayer**
- void * **bstacks**
- void * **prv**

4.785.1 Detailed Description

Definition at line 407 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.786 iiglobal::tcollision Struct Reference

Data Fields

- void * **prv**

4.786.1 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

4.787 iiglobal::tcommon Struct Reference

Data Fields

- void * **prv**

4.787.1 Detailed Description

Definition at line 429 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.788 iiglobal::tComponent_CubeMapTexturing Struct Reference

Data Fields

- void * **prv**

4.788.1 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

4.789 iiglobal::tComponent_EnvironSensor Struct Reference

Data Fields

- void * **prv**

4.789.1 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

4.790 iiglobal::tComponent_Followers Struct Reference

Data Fields

- void * **prv**

4.790.1 Detailed Description

Definition at line 276 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.791 iiglobal::tComponent_Geometry3D Struct Reference

Data Fields

- void * **prv**

4.791.1 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

4.792 iiglobal::tComponent_Geospatial Struct Reference

Data Fields

- void * **prv**

4.792.1 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

4.793 iiglobal::tComponent_HAnim Struct Reference

Data Fields

- void * **prv**

4.793.1 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

4.794 iiglobal::tComponent_KeyDevice Struct Reference

Data Fields

- void * **prv**

4.794.1 Detailed Description

Definition at line 279 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.795 iiglobal::tComponent_Layering Struct Reference

Data Fields

- void * **prv**

4.795.1 Detailed Description

Definition at line 258 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.796 iiglobal::tComponent_Layout Struct Reference

Data Fields

- void * **prv**

4.796.1 Detailed Description

Definition at line 261 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.797 iiglobal::tComponent_NURBS Struct Reference

Data Fields

- void * **prv**

4.797.1 Detailed Description

Definition at line 264 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.798 iiglobal::tComponent_ParticleSystems Struct Reference

Data Fields

- void * **prv**

4.798.1 Detailed Description

Definition at line 267 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.799 iiglobal::tComponent_Picking Struct Reference

Data Fields

- void * **prv**

4.799.1 Detailed Description

Definition at line 293 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.800 iiglobal::tComponent_ProgrammableShaders Struct Reference

Data Fields

- void * **prv**

4.800.1 Detailed Description

Definition at line 270 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.801 iiglobal::tComponent_Rendering Struct Reference

Data Fields

- void * **prv**

4.801.1 Detailed Description

Definition at line 296 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.802 iiglobal::tComponent_RigidBodyPhysics Struct Reference

Data Fields

- void * **prv**

4.802.1 Detailed Description

Definition at line 273 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.803 iiglobal::tComponent_Shape Struct Reference

Data Fields

- void * **prv**

4.803.1 Detailed Description

Definition at line 299 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.804 iiglobal::tComponent_Sound Struct Reference

Data Fields

- int **sound_from_audioclip**
- int **SoundEngineStarted**
- void * **prv**

4.804.1 Detailed Description

Definition at line 302 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.805 iiglobal::tComponent_Text Struct Reference

Data Fields

- void * **prv**

4.805.1 Detailed Description

Definition at line 308 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.806 iiglobal::tComponent_VolumeRendering Struct Reference

Data Fields

- void * **prv**

4.806.1 Detailed Description

Definition at line 314 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.807 iiglobal::tComponent_VRML1 Struct Reference

Data Fields

- void * **prv**

4.807.1 Detailed Description

Definition at line 311 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.808 iiglobal::tConsoleMessage Struct Reference

Data Fields

- int **consMsgCount**
- int **Console_writeToHud**
- void * **prv**

4.808.1 Detailed Description

Definition at line 127 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.809 tcontenttype Struct Reference

Data Fields

- int **itype**
- **contenttype** ∗ **contents**
- **contenttype** ∗ **next**
- **contenttype** ∗ **pnext**
- float **viewport** [4]
- void(∗ **render**)(void ∗self)
- int(∗ **pick**)(void ∗self, int mev, int butnum, int mouseX, int mouseY, unsigned int ID, int windex)

4.809.1 Detailed Description

Definition at line 446 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

4.810 iiglobal::tCParse Struct Reference

Data Fields

- void ∗ **globalParser**
- void ∗ **prv**

4.810.1 Detailed Description

Definition at line 369 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.811 iiglobal::tCParseParser Struct Reference

Data Fields

- void * **prv**

4.811.1 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

4.812 iiglobal::tCRoutes Struct Reference

Data Fields

- void * **CRoutesExtra**
- void * **JSSFpointer**
- int **max_script_found**
- int **max_script_found_and_initialized**
- int **jsnameindex**
- int **MAXJSparamNames**
- void * **prv**

4.812.1 Detailed Description

Definition at line 376 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.813 iiglobal::tCScripts Struct Reference

Data Fields

- void * **prv**

4.813.1 Detailed Description

Definition at line 388 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.814 iiglobal::tCursorDraw Struct Reference

Data Fields

- void * **prv**

4.814.1 Detailed Description

Definition at line 432 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.815 iiglobal::tdisplay Struct Reference

Data Fields

- void * **params**
- int **_global_gl_err**
- bool **display_initialized**
- int **screenWidth**
- int **screenHeight**
- char * **window_title**
- int **shutterGlasses**
- void * **rdr_caps**
- void * **prv**

4.815.1 Detailed Description

Definition at line 43 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.816 iiglobal::tEAI_C_CommonFunctions Struct Reference

Data Fields

- int **eaiverbose**
- void * **prv**

4.816.1 Detailed Description

Definition at line 104 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.817 iiglobal::tEAICore Struct Reference

Data Fields

- char * **EAIbuffer**
- int **EAIbufcount**
- int **EAIbufpos**
- int **EAIbufsize**
- void * **prv**

4.817.1 Detailed Description

Definition at line 116 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.818 iiglobal::tEAIEventsIn Struct Reference

Data Fields

- void * **prv**

4.818.1 Detailed Description

Definition at line 108 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.819 iiglobal::tEAIHelpers Struct Reference

Data Fields

- char * **outBuffer**
- int **outBufferLen**
- void * **prv**

4.819.1 Detailed Description

Definition at line 111 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.820 text_combiner_data Struct Reference

Data Fields

- float * **coords**
- int * **counter**
- int * **ria**
- int * **riaindex**

4.820.1 Detailed Description

Definition at line 926 of file headers.h.

The documentation for this struct was generated from the following file:

- src/lib/main/headers.h

4.821 textureTableIndexStruct Struct Reference

Data Fields

- struct **X3D_Node** * **scenegraphNode**
- int **nodeType**
- int **status**
- int **hasAlpha**
- GLuint **OpenGLTexture**
- GLuint **ifbobuffer**
- GLuint **idepthbuffer**
- int **frames**
- char * **filename**
- int **x**
- int **y**
- int **z**
- int **tiles** [3]
- unsigned char * **texdata**
- GLint **repeatSTR** [3]
- GLint **magFilter**
- int **textureNumber**
- int **channels**

4.821.1 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

4.822 textureVertexInfo Struct Reference

Data Fields

- GLfloat * **pre_canned_textureCoords**
- GLint **TC_size**
- GLenum **TC_type**
- GLsizei **TC_stride**
- GLvoid * **TC_pointer**
- void * **next**
- GLint **VBO**

4.822.1 Detailed Description

Definition at line 67 of file Textures.h.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Textures.h

4.823 iiglobal::tFrustum Struct Reference

Data Fields

- int **OccFailed**
- void * **prv**

4.823.1 Detailed Description

Definition at line 189 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.824 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**

4.824.1 Detailed Description

Definition at line 54 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.825 iiglobal::tJScript Struct Reference

Data Fields

- void * **JSglobal_return_val**
- void * **prv**

4.825.1 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

4.826 iiglobal::tjsUtils Struct Reference

Data Fields

- void * **prv**

4.826.1 Detailed Description

Definition at line 395 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.827 iiglobal::tjsVRMLBrowser Struct Reference

Data Fields

- void * **JSCreate_global_return_val**
- void * **prv**

4.827.1 Detailed Description

Definition at line 398 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.828 iiglobal::tjsVRMLClasses Struct Reference

Data Fields

- void * **prv**

4.828.1 Detailed Description

Definition at line 404 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.829 iiglobal::tLoadTextures Struct Reference

Data Fields

- void * **prv**

4.829.1 Detailed Description

Definition at line 193 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.830 tm_unz_s Struct Reference

Data Fields

- uInt **tm_sec**
- uInt **tm_min**
- uInt **tm_hour**
- uInt **tm_mday**
- uInt **tm_mon**
- uInt **tm_year**

4.830.1 Detailed Description

Definition at line 84 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

4.831 tm_zip_s Struct Reference

Data Fields

- uInt **tm_sec**
- uInt **tm_min**
- uInt **tm_hour**
- uInt **tm_mday**
- uInt **tm_mon**
- uInt **tm_year**

4.831.1 Detailed Description

Definition at line 89 of file zip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/zip.h

4.832 iiglobal::tMainloop Struct Reference

Data Fields

- float **gl_linewidth**
- int **currentFileVersion**
- double **TickTime**
- double **lastTime**
- double **BrowserFPS**
- double **BrowserSpeed**
- const char ∗ **BrowserDescription**
- int **HaveSensitive**
- int **AllowNavDrag**
- int **trisThisLoop**
- int **clipPlane**
- int **SHIFT**
- int **CTRL**
- void ∗ **prv**
- char ∗ **tmpFileLocation**
- char ∗ **url**
- char ∗ **scene_name**
- char ∗ **scene_suff**
- int **scene_profile**
- int ∗ **scene_components**
- char ∗ **replaceWorldRequest**
- void ∗ **replaceWorldRequestMulti**
- void ∗ **_vportstack**
- void ∗ **_stagestack**
- void ∗ **_framebufferstack**
- int **screenOrientation2**
- int **pickray_x**
- int **pickray_y**
- float **fieldOfView**

4.832.1 Detailed Description

Definition at line 132 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.833 iiglobal::tOpenGL_Utils Struct Reference

Data Fields

- int **displayDepth**
- int **cc_changed**
- void ∗ **prv**

4.833.1 Detailed Description

Definition at line 198 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.834 Touch Struct Reference

Data Fields

- int **buttonState**
- int **mev**
- unsigned int **ID**
- int **inUse**
- float **angle**
- int **x**
- int **y**
- float **fx**
- float **fy**
- int **dragStart**
- int **dragEnd**
- int **windex**
- void ∗ **stageId**
- int **rx**
- int **ry**
- int **claimant**
- int **passed**
- struct **X3D_Node** ∗ **CursorOverSensitive**
- struct **X3D_Node** ∗ **oldCOS**
- struct **X3D_Node** ∗ **lastPressedOver**
- struct **X3D_Node** ∗ **lastOver**
- int **lastOverButtonPressed**
- void ∗ **hypersensitive**
- int **hyperhit**
- double **justModel** [16]
- struct **point_XYZ hp**

4.834.1 Detailed Description

Definition at line 153 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

4.835 iiglobal::tPluginSocket Struct Reference

Data Fields

- void * **prv**

4.835.1 Detailed Description

Definition at line 234 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.836 iiglobal::tpluginUtils Struct Reference

Data Fields

- void * **prv**

4.836.1 Detailed Description

Definition at line 237 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.837 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**

4.837.1 Detailed Description

Definition at line 165 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.838 treeNode Struct Reference

Data Fields

- void * **key**
- struct **treeNode** * **parent**
- struct **treeNode** * **left**
- struct **treeNode** * **right**

4.838.1 Detailed Description

Definition at line 36 of file searchTree.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/nurbtess/searchTree.h

4.839 iiglobal::tRenderFuncs Struct Reference

Data Fields

- int **BrowserAction**
- double **hitPointDist**
- float **hyp_save_posn** [3]
- float **hyp_save_norm** [3]
- float **ray_save_posn** [3]
- void * **hypersensitive**
- int **hyperhit**
- void * **hp**
- void * **rayHit**
- int **lightingOn**
- int **have_transparency**
- int **last_texture_type**
- unsigned int **boundTextureStack** [10]
- int **textureStackTop**
- void * **texturenode**
- void * **shapenode**
- void * **prv**

4.839.1 Detailed Description

Definition at line 317 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.840 trenderstate Struct Reference

Data Fields

- int **render_sensitive**
- int **render_picking**
- int **render_vp**
- int **render_light**
- int **render_proximity**
- int **render_other**
- int **verbose**
- int **render_blend**
- int **render_geom**
- int **render_collision**
- int **render_cube**

4.840.1 Detailed Description

Definition at line 761 of file headers.h.

The documentation for this struct was generated from the following file:

- src/lib/main/headers.h

4.841 iiglobal::tRenderTextures Struct Reference

Data Fields

- void * **textureParameterStack**
- void * **prv**

4.841.1 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

4.842 iiglobal::tresources Struct Reference

Data Fields

- void ∗ **root_res**
- void ∗ **prv**

4.842.1 Detailed Description

Definition at line 66 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.843 Trimline Class Reference

Public Member Functions

- void **init** (**TrimVertex** ∗)
- void **init** (long, Arc_ptr, long)
- void **getNextPt** (void)
- void **getPrevPt** (void)
- void **getNextPts** (REAL, **Backend** &)
- void **getPrevPts** (REAL, **Backend** &)
- void **getNextPts** (Arc_ptr)
- void **getPrevPts** (Arc_ptr)
- **TrimVertex** ∗ **next** (void)
- **TrimVertex** ∗ **prev** (void)
- **TrimVertex** ∗ **first** (void)
- **TrimVertex** ∗ **last** (void)

4.843.1 Detailed Description

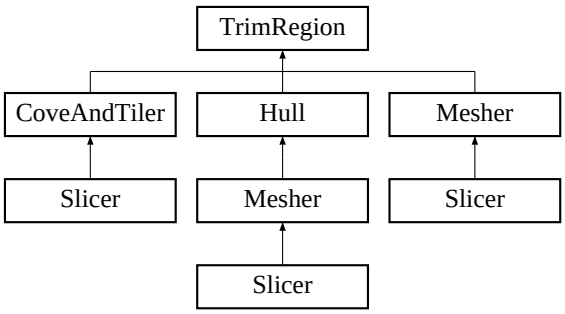
Definition at line 46 of file trimline.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/trimline.h
- src/libnurbs/internals/trimline.cc

4.844 TrimRegion Class Reference

Inheritance diagram for TrimRegion:



Public Member Functions

- void **init** (REAL)
- void **advance** (REAL, REAL, REAL)
- void **setDu** (REAL)
- void **init** (long, Arc_ptr)
- void **getPts** (Arc_ptr)
- void **getPts** (**Backend** &)
- void **getGridExtent** (**TrimVertex** ∗, **TrimVertex** ∗)
- void **getGridExtent** (void)
- int **canTile** (void)

Data Fields

- **Trimline left**
- **Trimline right**
- **Gridline top**
- **Gridline bot**
- **Uarray uarray**

4.844.1 Detailed Description

Definition at line 46 of file trimregion.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/trimregion.h
- src/libnurbs/internals/trimregion.cc

4.845 TrimVertex Class Reference

Data Fields

- REAL **param** [2]
- long **nuid**

4.845.1 Detailed Description

Definition at line 43 of file trimvertex.h.

The documentation for this class was generated from the following file:

- src/libnurbs/internals/trimvertex.h

4.846 TrimVertexPool Class Reference

Public Member Functions

- void **clear** (void)
- **TrimVertex** ∗ **get** (int)

4.846.1 Detailed Description

Definition at line 45 of file trimvertpool.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/trimvertpool.h
- src/libnurbs/internals/trimvertpool.cc

4.847 iiglobal::tSensInterps Struct Reference

Data Fields

- void ∗ **prv**

4.847.1 Detailed Description

Definition at line 124 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.848 iiglobal::tSnapshot Struct Reference

Data Fields

- bool **doSnapshot**
- bool **doPrintshot**
- int **snapGoodCount**
- void ∗ **prv**

4.848.1 Detailed Description

Definition at line 98 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.849 iiglobal::tstatusbar Struct Reference

Data Fields

- void * **prv**

4.849.1 Detailed Description

Definition at line 366 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.850 iiglobal::tStreamPoly Struct Reference

Data Fields

- void * **prv**

4.850.1 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

4.851 iiglobal::tTess Struct Reference

Data Fields

- int * **global_IFS_Coords**
- int **global_IFS_Coord_count**
- void * **global_tessobj**
- void * **prv**

4.851.1 Detailed Description

Definition at line 355 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.852 iiglobal::tTextures Struct Reference

Data Fields

- unsigned int * **global_tcin**
- int **global_tcin_count**
- void * **global_tcin_lastParent**
- unsigned int **defaultBlankTexture**
- void * **prv**

4.852.1 Detailed Description

Definition at line 224 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.853 iiglobal::tthreads Struct Reference

Data Fields

- pthread_t **disposeThread**
- 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**
- bool **flushing**
- int **MainLoopQuit**
- void * **prv**

4.853.1 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

4.854 iiglobal::tViewer Struct Reference

Data Fields

- int **stereotype**
- void ∗ **prv**

4.854.1 Detailed Description

Definition at line 362 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.855 iiglobal::tX3DParser Struct Reference

Data Fields

- int **parentIndex**
- char ∗ **CDATA_Text**
- int **CDATA_Text_curlen**
- void ∗ **prv**

4.855.1 Detailed Description

Definition at line 422 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

4.856 Uarray Class Reference

Public Member Functions

- long **init** (REAL, Arc_ptr, Arc_ptr)

Data Fields

- REAL * **uarray**

4.856.1 Detailed Description

Definition at line 44 of file uarray.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/uarray.h
- src/libnurbs/internals/uarray.cc

4.857 un1 Union Reference

Data Fields

- int **i**
- float **f**
- void * **p**

4.857.1 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

4.858 Uni_String Struct Reference

Data Fields

- int **len**
- char * **strptr**
- int **touched**
- size_t **len**

4.858.1 Detailed Description

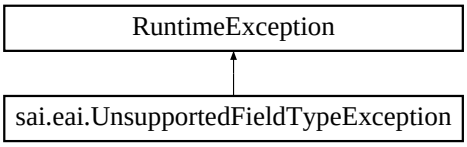
Definition at line 51 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

4.859 sai.eai.UnsupportedFieldTypeException Class Reference

Inheritance diagram for sai.eai.UnsupportedFieldTypeException:



Public Member Functions

- **UnsupportedFieldTypeException** (String str)

4.859.1 Detailed Description

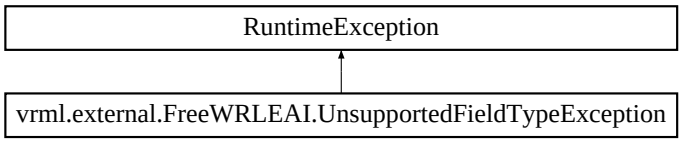
Definition at line 19 of file UnsupportedFieldTypeException.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/UnsupportedFieldTypeException.java

4.860 vrml.external.FreeWRLEAI.UnsupportedFieldTypeException Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.UnsupportedFieldTypeException:



Public Member Functions

- **UnsupportedFieldTypeException** (String str)

4.860.1 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

4.861 unz64_file_pos_s Struct Reference

Data Fields

- ZPOS64_T **pos_in_zip_directory**
- ZPOS64_T **num_of_file**

4.861.1 Detailed Description

Definition at line 272 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

4.862 unz64_s Struct Reference

Data Fields

- **zlib_filefunc64_32_def z_filefunc**
- int **is64bitOpenFunction**
- voidpf **filestream**
- **unz_global_info64 gi**
- ZPOS64_T **byte_before_the_zipfile**
- ZPOS64_T **num_file**
- ZPOS64_T **pos_in_central_dir**
- ZPOS64_T **current_file_ok**
- ZPOS64_T **central_pos**
- ZPOS64_T **size_central_dir**
- ZPOS64_T **offset_central_dir**
- **unz_file_info64 cur_file_info**
- **unz_file_info64_internal cur_file_info_internal**
- **file_in_zip64_read_info_s** * **pfile_in_zip_read**
- int **encrypted**
- int **isZip64**

4.862.1 Detailed Description

Definition at line 165 of file unzip.c.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.c

4.863 unz_file_info64_internal_s Struct Reference

Data Fields

- ZPOS64_T **offset_curfile**

4.863.1 Detailed Description

Definition at line 126 of file unzip.c.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.c

4.864 unz_file_info64_s Struct Reference

Data Fields

- uLong **version**
- uLong **version_needed**
- uLong **flag**
- uLong **compression_method**
- uLong **dosDate**
- uLong **crc**
- ZPOS64_T **compressed_size**
- ZPOS64_T **uncompressed_size**
- uLong **size_filename**
- uLong **size_file_extra**
- uLong **size_file_comment**
- uLong **disk_num_start**
- uLong **internal_fa**
- uLong **external_fa**
- **tm_unz tmu_date**

4.864.1 Detailed Description

Definition at line 111 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

4.865 unz_file_info_s Struct Reference

Data Fields

- uLong **version**
- uLong **version_needed**
- uLong **flag**
- uLong **compression_method**
- uLong **dosDate**
- uLong **crc**
- uLong **compressed_size**
- uLong **uncompressed_size**
- uLong **size_filename**
- uLong **size_file_extra**
- uLong **size_file_comment**
- uLong **disk_num_start**
- uLong **internal_fa**
- uLong **external_fa**
- **tm_unz tmu_date**

4.865.1 Detailed Description

Definition at line 132 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

4.866 unz_file_pos_s Struct Reference

Data Fields

- uLong **pos_in_zip_directory**
- uLong **num_of_file**

4.866.1 Detailed Description

Definition at line 258 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

4.867 unz_global_info64_s Struct Reference

Data Fields

- ZPOS64_T **number_entry**
- uLong **size_comment**

4.867.1 Detailed Description

Definition at line 96 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

4.868 unz_global_info_s Struct Reference

Data Fields

- uLong **number_entry**
- uLong **size_comment**

4.868.1 Detailed Description

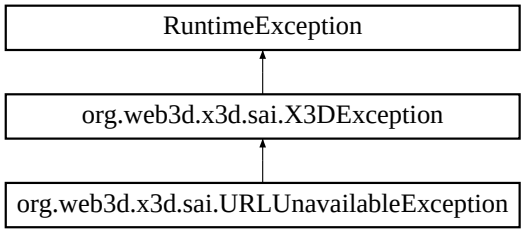
Definition at line 103 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

4.869 org.web3d.x3d.sai.URLUnavailableException Class Reference

Inheritance diagram for org.web3d.x3d.sai.URLUnavailableException:



Public Member Functions

- **URLUnavailableException** (String msg)

4.869.1 Detailed Description

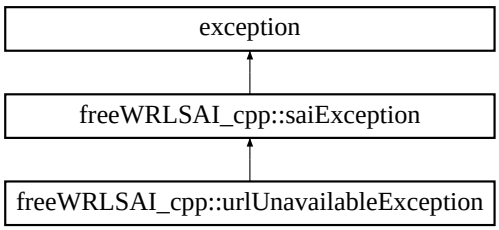
Definition at line 3 of file URLUnavailableException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/URLUnavailableException.java

4.870 freeWRLSAI_cpp::urlUnavailableException Class Reference

Inheritance diagram for freeWRLSAI_cpp::urlUnavailableException:



Public Member Functions

- virtual const char ∗ **what** ()

Additional Inherited Members

4.870.1 Detailed Description

Definition at line 240 of file SAIexception.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAIexception.h

4.871 usehit Struct Reference

Data Fields

- struct **X3D_Node** ∗ **node**
- double **mvm** [16]
- void ∗ **userdata**

4.871.1 Detailed Description

Definition at line 83 of file RenderFuncs.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.h

4.872 Varray Class Reference

Public Member Functions

- long **init** (REAL, **Arc** ∗, **Arc** ∗)

Data Fields

- REAL ∗ **varray**
- REAL **vval** [1000]
- long **voffset** [1000]
- long **numquads**

4.872.1 Detailed Description

Definition at line 43 of file varray.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/varray.h
- src/libnurbs/internals/varray.cc

4.873 vec2 Struct Reference

Data Fields

- float **X**
- float **Y**

4.873.1 Detailed Description

Definition at line 2285 of file Component_Text.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Text.c

4.874 vec4 Struct Reference

Data Fields

- float **X**
- float **Y**
- float **Z**
- float **W**

4.874.1 Detailed Description

Definition at line 727 of file MainLoop.c.

The documentation for this struct was generated from the following files:

- src/lib/main/MainLoop.c
- src/lib/scenegraph/Component_Text.c

4.875 Vector Struct Reference

Data Fields

- int **n**
- int **allocn**
- void ∗ **data**

4.875.1 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

4.876 vertexArray Class Reference

Public Member Functions

- **vertexArray** (Int s)
- **vertexArray** (Real vertices[ ][2], Int nVertices)
- void **appendVertex** (Real ∗ptr)
- Real ∗ **getVertex** (Int i)
- Real ∗∗ **getArray** ()
- Int **getNumElements** ()
- Int **findIndexAbove** (Real v)
- Int **findIndexAboveGen** (Real v, Int startIndex, Int EndIndex)
- Int **findIndexBelowGen** (Real v, Int startIndex, Int EndIndex)
- Int **findIndexStrictBelowGen** (Real v, Int startIndex, Int EndIndex)
- Int **findIndexFirstAboveEqualGen** (Real v, Int startIndex, Int endIndex)
- Int **skipEqualityFromStart** (Real v, Int start, Int end)
- Int **findDecreaseChainFromEnd** (Int begin, Int end)
- void **print** ()

4.876.1 Detailed Description

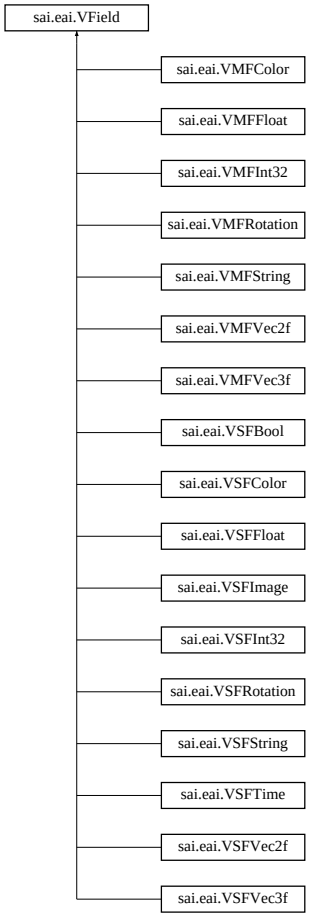
Definition at line 77 of file monoTriangulation.h.

The documentation for this class was generated from the following files:

- src/libnurbs/nurbtess/monoTriangulation.h
- src/libnurbs/nurbtess/monoTriangulation.cc

4.877 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

4.877.1 Detailed Description

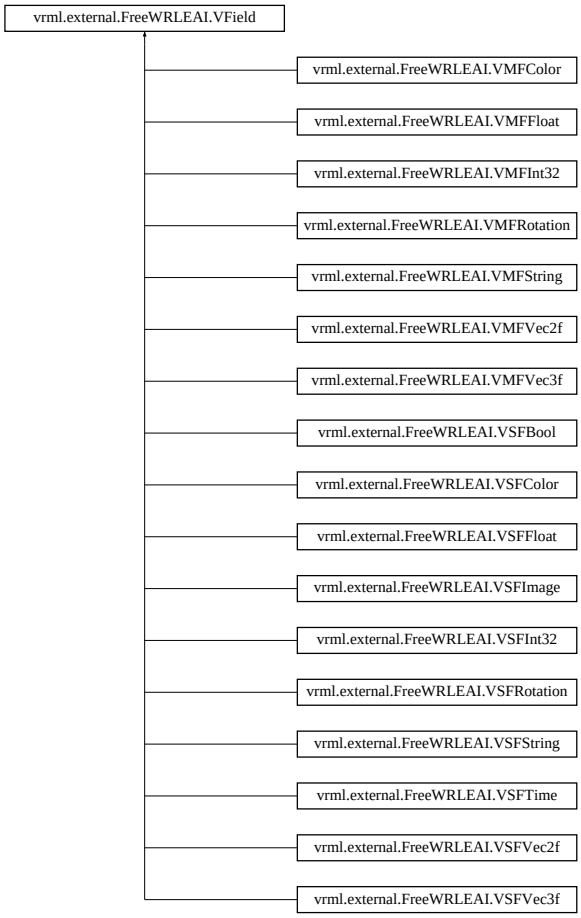
Definition at line 24 of file VField.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VField.java

4.878 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

4.878.1 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

4.879 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**

4.879.1 Detailed Description

Definition at line 191 of file mpeg_berkley.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg_berkley.h

4.880 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 **isStereoB**
- int **iside**
- int **isideB**
- int **sidebyside**
- int **updown**
- int **updownB**
- int **shutterGlasses**
- int **haveQuadbuffer**
- int **anaglyph**
- int **anaglyphB**
- int **dominantEye**
- int **eitherDominantEye**
- double **stereoParameter**

- double **eyehalf**
- double **eyehalfangle**
- double **screendist**
- double **eyedist**
- int **iprog** [2]
- unsigned int **buffer**
- int **oktypes** [18]
- **X3D_Viewer_Walk walk**
- **X3D_Viewer_Examine examine**
- **X3D_Viewer_Fly fly**
- **X3D_Viewer_Spherical ypz**
- **X3D_Viewer_InPlane inplane**
- struct **point_XYZ VPvelocity**
- int **SLERPing2**
- int **SLERPing2justStarted**
- int **SLERPing**
- double **startSLERPtime**
- int **SLERPing3**
- int **type**
- int **lastType**
- int **LookatMode**
- int **transitionType**
- double **transitionTime**
- double **lasttime**
- struct **point_XYZ startSLERPPos**
- struct **point_XYZ startSLERPAntiPos**
- **Quaternion startSLERPQuat**
- **Quaternion startSLERPAntiQuat**
- **Quaternion startSLERPbindTimeQuat**
- **Quaternion prepVPQuat**
- **Quaternion startSLERPprepVPQuat**
- double **startSLERPDist**
- double **endSLERPDist**
- struct **point_XYZ endSLERPPos**
- **Quaternion endSLERPQuat**
- struct **X3D_GeoViewpoint** ∗ **GeoSpatialNode**
- int **doExamineModeDistanceCalculations**
- int **ortho**
- double **orthoField** [4]
- int **screenOrientation**
- double **nearPlane**
- double **farPlane**
- double **xcenter**
- double **backgroundPlane**
- GLDOUBLE **fieldofview**
- GLDOUBLE **fovZoom**
- int **wasBound**

4.880.1 Detailed Description

Definition at line 196 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

4.881 viewer_examine Struct Reference

Data Fields

- struct **point_XYZ Origin**
- **Quaternion OQuat**
- **Quaternion SQuat**
- double **ODist**
- double **SY**

4.881.1 Detailed Description

Definition at line 153 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

4.882 viewer_fly Struct Reference

Data Fields

- double **Velocity** [2][3]
- **KeyHit down** [2][3]
- int **ndown** [2][3]
- **KeyHit wasDown** [2][3][10]
- double **lasttime**

4.882.1 Detailed Description

Definition at line 187 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

4.883 viewer_inplane Struct Reference

Data Fields

- double **x**
- double **y**
- double **xx**
- double **yy**
- int **on**
- int **ibut**

4.883.1 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

4.884 viewer_walk Struct Reference

Data Fields

- double **SX**
- double **SY**
- double **XD**
- double **YD**
- double **ZD**
- double **RD**

4.884.1 Detailed Description

Definition at line 143 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

4.885 viewer_ypz Struct Reference

Data Fields

- double **ypz0** [3]
- double **ypz** [3]
- float **x**
- float **y**

4.885.1 Detailed Description

Definition at line 161 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

4.886 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

4.886.1 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

4.887 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

4.887.1 Detailed Description

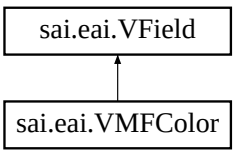
Definition at line 19 of file VIP.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VIP.java

4.888 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

4.888.1 Detailed Description

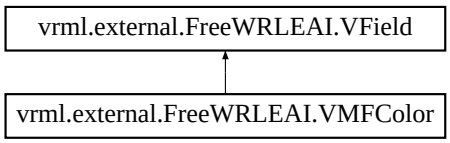
Definition at line 21 of file VMFColor.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFColor.java

4.889 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

4.889.1 Detailed Description

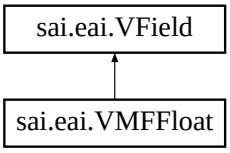
Definition at line 21 of file VMFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFColor.java

4.890 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

4.890.1 Detailed Description

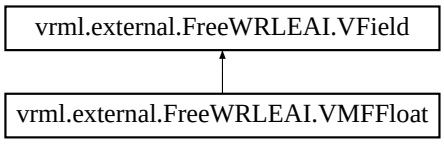
Definition at line 21 of file VMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFFloat.java

4.891 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

4.891.1 Detailed Description

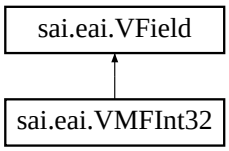
Definition at line 21 of file VMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFFloat.java

4.892 sai.eai.VMFInt32 Class Reference

Inheritance diagram for sai.eai.VMFInt32:



Public Member Functions

- **VMFInt32** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

4.892.1 Detailed Description

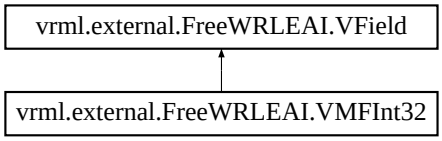
Definition at line 21 of file VMFInt32.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFInt32.java

4.893 vrml.external.FreeWRLEAI.VMFInt32 Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFInt32:



Public Member Functions

- **VMFInt32** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

4.893.1 Detailed Description

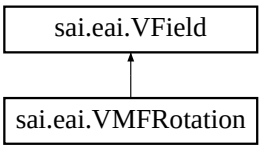
Definition at line 21 of file VMFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFInt32.java

4.894 sai.eai.VMFRotation Class Reference

Inheritance diagram for sai.eai.VMFRotation:



Public Member Functions

- **VMFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

4.894.1 Detailed Description

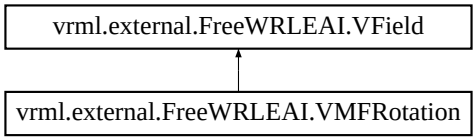
Definition at line 21 of file VMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFRotation.java

4.895 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

4.895.1 Detailed Description

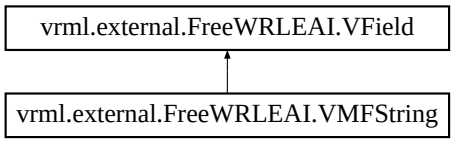
Definition at line 21 of file VMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFRotation.java

4.896 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

4.896.1 Detailed Description

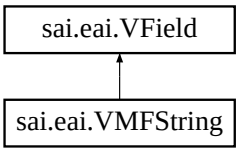
Definition at line 21 of file VMFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFString.java

4.897 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

4.897.1 Detailed Description

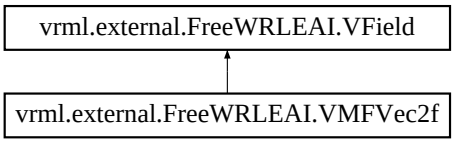
Definition at line 21 of file VMFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFString.java

4.898 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

4.898.1 Detailed Description

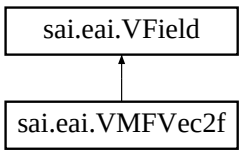
Definition at line 21 of file VMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFVec2f.java

4.899 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

4.899.1 Detailed Description

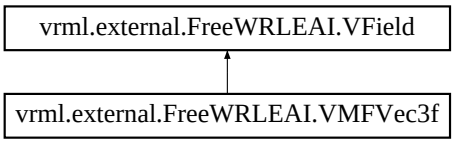
Definition at line 21 of file VMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFVec2f.java

4.900 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

4.900.1 Detailed Description

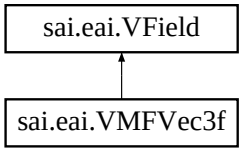
Definition at line 21 of file VMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFVec3f.java

4.901 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

4.901.1 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

4.902 void3 Struct Reference

Data Fields

- void * **one**
- void * **two**
- void * **three**

4.902.1 Detailed Description

Definition at line 666 of file headers.h.

The documentation for this struct was generated from the following file:

- src/lib/main/headers.h

4.903 VRMLLexer Struct Reference

Data Fields

- char * **nextIn**
- char * **startOfStringPtr** [LEXER_INPUT_STACK_MAX]
- char * **curID**
- 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**

4.903.1 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

4.904 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**

4.904.1 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

4.905 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**

4.905.1 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

4.906 vrml.external.FreeWRLEAI.VRMLObjectObserver Interface Reference

Public Member Functions

- void **onClicked** (**VRMLObject** obj)
- void **onLoaded** (**VRMLObject** obj)

4.906.1 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

4.907 sai.eai.VRMLObjectObserver Interface Reference

Public Member Functions

- void **onClicked** (**VRMLObject** obj)
- void **onLoaded** (**VRMLObject** obj)

4.907.1 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

4.908 VRMLParser Struct Reference

Data Fields

- struct **VRMLLexer** ∗ **lexer**
- void ∗ **ectx**
- void ∗ **ptr**
- unsigned **ofs**
- struct **ProtoDefinition** ∗ **curPROTO**
- **Stack** ∗ **DEFedNodes**
- struct **Vector** ∗ **PROTOs**
- int **parsingX3DfromXML**
- **Stack** ∗ **brotoDEFedNodes**

4.908.1 Detailed Description

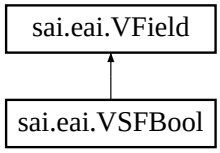
Definition at line 148 of file CParseParser.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseParser.h

4.909 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

4.909.1 Detailed Description

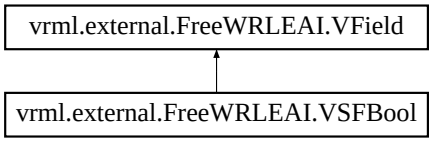
Definition at line 21 of file VSFBool.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFBool.java

4.910 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

4.910.1 Detailed Description

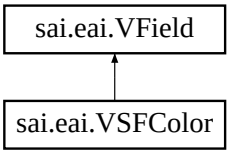
Definition at line 21 of file VSFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFBool.java

4.911 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

4.911.1 Detailed Description

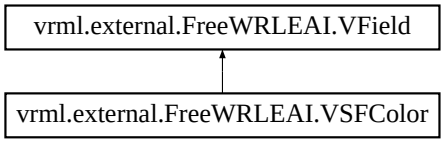
Definition at line 21 of file VSFColor.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFColor.java

4.912 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

4.912.1 Detailed Description

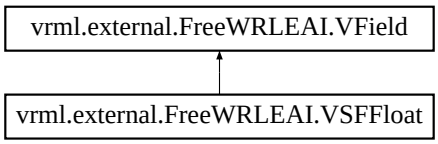
Definition at line 21 of file VSFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFColor.java

4.913 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

4.913.1 Detailed Description

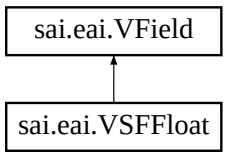
Definition at line 20 of file VSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFFloat.java

4.914 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

4.914.1 Detailed Description

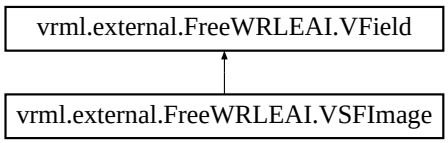
Definition at line 20 of file VSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFFloat.java

4.915 vrml.external.FreeWRLEAI.VSFImage Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFImage:



Public Member Functions

- **VSFImage** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

4.915.1 Detailed Description

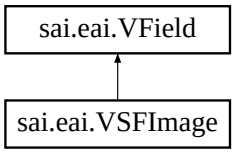
Definition at line 21 of file VSFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFImage.java

4.916 sai.eai.VSFImage Class Reference

Inheritance diagram for sai.eai.VSFImage:



Public Member Functions

- **VSFImage** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

4.916.1 Detailed Description

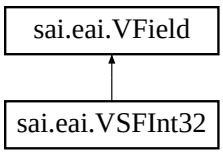
Definition at line 21 of file VSFImage.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFImage.java

4.917 sai.eai.VSFInt32 Class Reference

Inheritance diagram for sai.eai.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

4.917.1 Detailed Description

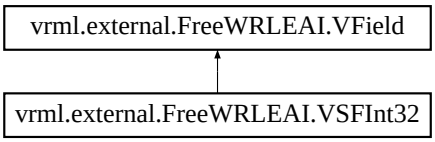
Definition at line 21 of file VSFInt32.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFInt32.java

4.918 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

4.918.1 Detailed Description

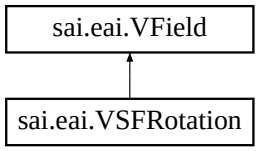
Definition at line 21 of file VSFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFInt32.java

4.919 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

4.919.1 Detailed Description

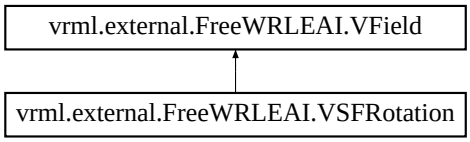
Definition at line 20 of file VSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFRotation.java

4.920 vrml.external.FreeWRLEAI.VSFRotation Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.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

4.920.1 Detailed Description

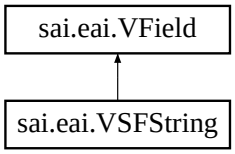
Definition at line 20 of file VSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFRotation.java

4.921 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

4.921.1 Detailed Description

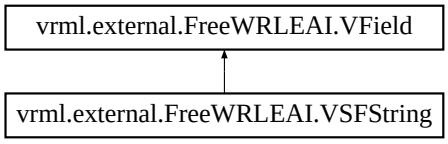
Definition at line 21 of file VSFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFString.java

4.922 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

4.922.1 Detailed Description

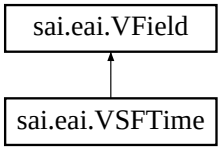
Definition at line 21 of file VSFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFString.java

4.923 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

4.923.1 Detailed Description

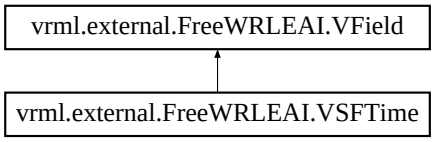
Definition at line 21 of file VSFTime.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFTime.java

4.924 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

4.924.1 Detailed Description

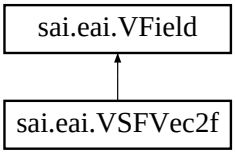
Definition at line 21 of file VSFTime.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFTime.java

4.925 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

4.925.1 Detailed Description

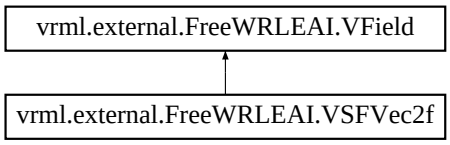
Definition at line 21 of file VSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFVec2f.java

4.926 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

4.926.1 Detailed Description

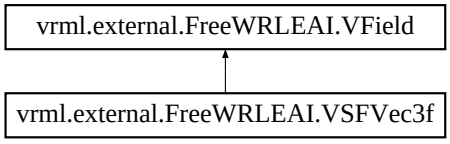
Definition at line 21 of file VSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFVec2f.java

4.927 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

4.927.1 Detailed Description

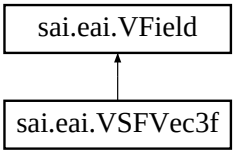
Definition at line 19 of file VSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFVec3f.java

4.928 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

4.928.1 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

4.929 walk_cbdata Struct Reference

Data Fields

- int(∗ **fkey**)(const char ∗ **key**, int index, **cson_value** ∗val, void ∗cbdata)
- int(∗ **fval**)(**cson_value** ∗val, int index, void ∗cbdata)
- void ∗ **data**
- void ∗ **arr**
- int **arrtype**

4.929.1 Detailed Description

Definition at line 234 of file SSRServer.c.

The documentation for this struct was generated from the following file:

- src/SSR/SSRServer.c

4.930 WEB3DNATIVE Struct Reference

Data Fields

- int **fieldType**
-
  union {
    void ∗ **native**
    union **anyVrml** ∗ **anyvrml**
  };
- int ∗ **valueChanged**
- int **kind**
- char **gc**

4.930.1 Detailed Description

Definition at line 81 of file FWTYPE.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/FWTYPE.h

4.931 X3D_Anchor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **Uni_String** ∗ **description**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String parameter**
- struct **Multi_String url**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- void ∗ **_parentResource**

4.931.1 Detailed Description

Definition at line 2603 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.932 X3D_Appearance Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- 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 **Multi_Node effects**
- struct **X3D_Node** ∗ **texture**
- struct **X3D_Node** ∗ **textureTransform**

4.932.1 Detailed Description

Definition at line 2632 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.933 X3D_Arc2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- float **endAngle**
- float **radius**
- float **startAngle**
- struct **Multi_Vec2f __points**
- int **__numPoints**

4.933.1 Detailed Description

Definition at line 2658 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.934 X3D_ArcClose2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **closureType**
- float **endAngle**
- float **radius**
- int **solid**
- float **startAngle**
- struct **Multi_Vec2f __points**
- int **__numPoints**

4.934.1 Detailed Description

Definition at line 2682 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.935 X3D_AudioClip Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Uni_String** ∗ **description**
- int **loop**
- struct **X3D_Node** ∗ **metadata**
- double **pauseTime**
- float **pitch**
- double **resumeTime**
- double **startTime**
- double **stopTime**
- struct **Multi_String url**
- double **duration_changed**
- double **elapsedTime**
- int **isActive**
- int **isPaused**
- void ∗ **_parentResource**
- int **__loadstatus**
- void ∗ **__loadResource**
- int **__sourceNumber**
- double **__inittime**
- double **__lasttime**

4.935.1 Detailed Description

Definition at line 2708 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.936 X3D_BackdropBackground Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_bind**
- double **bindTime**
- int **isBound**
- float **transparency**
- struct **SFColor color**
- struct **X3D_Node** ∗ **metadata**
- int **__texture**
- int **__VBO**
- struct **Multi_String url**

4.936.1 Detailed Description

Definition at line 2745 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.937 X3D_Background Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**

- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- int **set_bind**
- struct **Multi_Float groundAngle**
- struct **Multi_Color groundColor**
- struct **Multi_Float skyAngle**
- struct **Multi_Color skyColor**
- double **bindTime**
- int **isBound**
- int **_layerId**
- void * **_parentResource**
- struct **Multi_Vec3f __points**
- struct **Multi_Color __colours**
- int **__quadcount**
- float **transparency**
- struct **Multi_String frontUrl**
- struct **Multi_String backUrl**
- struct **Multi_String topUrl**
- struct **Multi_String bottomUrl**
- struct **Multi_String leftUrl**
- struct **Multi_String rightUrl**
- struct **X3D_Node** * **metadata**
- int **__textureright**
- struct **X3D_Node** * **__frontTexture**
- struct **X3D_Node** * **__backTexture**
- struct **X3D_Node** * **__topTexture**
- struct **X3D_Node** * **__bottomTexture**
- struct **X3D_Node** * **__leftTexture**
- struct **X3D_Node** * **__rightTexture**
- int **__VBO**

4.937.1 Detailed Description

Definition at line 2772 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.938 X3D_BallJoint Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]

- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f anchorPoint**
- struct **X3D_Node** ∗ **body1**
- struct **X3D_Node** ∗ **body2**
- struct **Multi_String forceOutput**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f body1AnchorPoint**
- struct **SFVec3f body2AnchorPoint**
- void ∗ **_joint**
- int **_forceout**
- struct **SFVec3f __old_anchorPoint**
- struct **X3D_Node** ∗ **__old_body1**
- struct **X3D_Node** ∗ **__old_body2**

4.938.1 Detailed Description

Definition at line 2818 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.939 X3D_Billboard Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **SFVec3f axisOfRotation**
- struct **Multi_Node children**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **X3D_Node** ∗ **metadata**
- double **_rotationAngle**

4.939.1 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

4.940 X3D_BlendedVolumeStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **surfaceNormals**
- struct **X3D_Node** ∗ **renderStyle**
- struct **X3D_Node** ∗ **voxels**
- float **weightConstant1**
- float **weightConstant2**
- struct **Uni_String** ∗ **weightFunction1**
- struct **Uni_String** ∗ **weightFunction2**
- struct **X3D_Node** ∗ **weightTransferFunction1**
- struct **X3D_Node** ∗ **weightTransferFunction2**
- struct **Multi_Int32 _fbohandles**
- int **_weightFunction1**
- int **_weightFunction2**

4.940.1 Detailed Description

Definition at line 2875 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.941 X3D_BooleanFilter Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_boolean**
- int **inputFalse**
- int **inputNegate**
- int **inputTrue**
- struct **X3D_Node** ∗ **metadata**

4.941.1 Detailed Description

Definition at line 2907 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.942 X3D_BooleanSequencer Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **next**
- int **previous**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Bool keyValue**
- int **value_changed**
- struct **X3D_Node** ∗ **metadata**

4.942.1 Detailed Description

Definition at line 2930 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.943 X3D_BooleanToggle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_boolean**
- int **toggle**
- struct **X3D_Node** ∗ **metadata**

4.943.1 Detailed Description

Definition at line 2955 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.944 X3D_BooleanTrigger Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- double **set_triggerTime**
- int **triggerTrue**
- struct **X3D_Node** ∗ **metadata**

4.944.1 Detailed Description

Definition at line 2976 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.945 X3D_BoundaryEnhancementVolumeStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- float **boundaryOpacity**
- float **opacityFactor**
- float **retainedOpacity**

4.945.1 Detailed Description

Definition at line 2997 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.946 X3D_BoundedPhysicsModel Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **geometry**
- struct **X3D_Node** ∗ **metadata**

4.946.1 Detailed Description

Definition at line 3020 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.947 X3D_Box Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f size**
- int **solid**
- struct **Multi_Vec3f __points**

4.947.1 Detailed Description

Definition at line 3041 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.948 X3D_CADAssembly Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **Multi_Node _sortedChildren**

4.948.1 Detailed Description

Definition at line 3063 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.949 X3D_CADFace Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **X3D_Node** ∗ **shape**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**

4.949.1 Detailed Description

Definition at line 3090 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.950 X3D_CADLayer Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Multi_Bool visible**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**

4.950.1 Detailed Description

Definition at line 3113 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.951 X3D_CADPart Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **SFVec3f center**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **SFRotation rotation**
- struct **SFVec3f scale**
- struct **SFRotation scaleOrientation**
- struct **SFVec3f translation**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **__do_center**
- int **__do_trans**
- int **__do_rotation**
- int **__do_scaleO**
- int **__do_scale**
- int **__do_anything**
- struct **Multi_Node _sortedChildren**

4.951.1 Detailed Description

Definition at line 3140 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.952 X3D_CalibratedCameraSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- int **isActive**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **description**
- struct **Multi_Int32 image**
- struct **SFVec2f focalPoint**
- float **fieldOfView**
- struct **Uni_String** ∗ **fovMode**
- float **aspectRatio**

4.952.1 Detailed Description

Definition at line 3178 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.953 X3D_CartoonVolumeStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **surfaceNormals**
- struct **SFColorRGBA orthogonalColor**
- struct **SFColorRGBA parallelColor**
- int **colorSteps**

4.953.1 Detailed Description

Definition at line 3205 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.954 X3D_Circle2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- float **radius**
- struct **Multi_Vec2f __points**
- int **__numPoints**

4.954.1 Detailed Description

Definition at line 3229 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.955 X3D_ClipPlane Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec4f plane**

4.955.1 Detailed Description

Definition at line 3251 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.956 X3D_CollidableOffset Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation rotation**
- struct **SFVec3f translation**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **__do_trans**
- int **__do_rotation**
- struct **X3D_Node** ∗ **collidable**
- void ∗ **_geom**
- struct **SFRotation _initialRotation**
- struct **SFVec3f _initialTranslation**
- int **_initialized**
- void ∗ **_csensor**

4.956.1 Detailed Description

Definition at line 3272 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.957 X3D_CollidableShape Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation rotation**
- struct **SFVec3f translation**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **__do_trans**
- int **__do_rotation**
- struct **X3D_Node** ∗ **shape**
- void ∗ **_geom**
- struct **SFRotation _initialRotation**
- struct **SFVec3f _initialTranslation**
- int **_initialized**
- void ∗ **_csensor**

4.957.1 Detailed Description

Definition at line 3304 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.958 X3D_Collision Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**

- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- int **enabled**
- int **collide**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **X3D_Node** ∗ **proxy**
- double **collideTime**
- struct **X3D_Node** ∗ **metadata**
- int **__hit**

4.958.1 Detailed Description

Definition at line 3336 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.959 X3D_CollisionCollection Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_String appliedParameters**
- float **bounce**
- struct **Multi_Node collidables**
- int **enabled**
- struct **SFVec2f frictionCoefficients**
- struct **X3D_Node** ∗ **metadata**

- float **minBounceSpeed**
- struct **SFVec2f slipFactors**
- float **softnessConstantForceMix**
- float **softnessErrorCorrection**
- struct **SFVec2f surfaceSpeed**
- void * **_class**
- void * **_csensor**
- int **_appliedParametersMask**

4.959.1 Detailed Description

Definition at line 3366 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.960 X3D_CollisionSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **collider**
- int **enabled**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node intersections**
- struct **Multi_Node contacts**
- int **isActive**

4.960.1 Detailed Description

Definition at line 3398 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.961 X3D_CollisionSpace Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node collidables**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- int **useGeometry**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- void ∗ **_space**

4.961.1 Detailed Description

Definition at line 3422 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.962 X3D_Color Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Color color**
- struct **X3D_Node** ∗ **metadata**

4.962.1 Detailed Description

Definition at line 3447 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.963 X3D_ColorChaser Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_p**
- void ∗ **_t**
- int **isActive**
- double **duration**
- double **_bufferendtime**
- double **_steptime**
- struct **SFColor value_changed**
- struct **SFColor initialDestination**
- struct **SFColor initialValue**
- struct **SFColor set_destination**
- struct **SFColor set_value**
- void ∗ **_buffer**
- struct **SFColor _previousvalue**
- struct **SFColor _destination**

4.963.1 Detailed Description

Definition at line 3467 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.964 X3D_ColorDamper Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_p**
- void ∗ **_t**
- double **tau**
- float **tolerance**
- int **isActive**
- int **order**
- double **_tau**
- double **_lasttick**
- int **_takefirstinput**
- struct **SFColor value_changed**
- struct **SFColor initialDestination**
- struct **SFColor initialValue**
- struct **SFColor set_destination**
- struct **SFColor set_value**
- void ∗ **_values**
- struct **SFColor _input**

4.964.1 Detailed Description

Definition at line 3500 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.965 X3D_ColorInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Color keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **SFColor value_changed**

4.965.1 Detailed Description

Definition at line 3535 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.966 X3D_ColorRGBA Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_ColorRGBA color**
- struct **X3D_Node** ∗ **metadata**

4.966.1 Detailed Description

Definition at line 3558 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.967 X3D_ComposedCubeMapTexture Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **back**
- struct **X3D_Node** ∗ **bottom**
- struct **X3D_Node** ∗ **front**
- struct **X3D_Node** ∗ **left**
- struct **X3D_Node** ∗ **top**
- struct **X3D_Node** ∗ **right**
- void ∗ **_parentResource**

4.967.1 Detailed Description

Definition at line 3578 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.968 X3D_ComposedShader Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **activate**
- struct **Multi_Node parts**
- int **isSelected**
- int **isValid**
- struct **Uni_String** ∗ **language**
- struct **X3D_Node** ∗ **metadata**
- int **_initialized**
- struct **X3D_Node** ∗ **_shaderUserDefinedFields**
- int **_shaderUserNumber**
- pthread_t **_shaderLoadThread**
- int **_retrievedURLData**

4.968.1 Detailed Description

Definition at line 3604 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.969 X3D_ComposedTexture3D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**

- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node texture**
- struct **X3D_Node** * **textureProperties**
- int **repeatS**
- int **repeatT**
- int **repeatR**
- int **__textureTableIndex**
- void * **_parentResource**

4.969.1 Detailed Description

Definition at line 3633 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.970 X3D_ComposedVolumeStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- int **enabled**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node renderStyle**

4.970.1 Detailed Description

Definition at line 3659 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.971 X3D_CompositeVolumeStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Node renderStyle**

4.971.1 Detailed Description

Definition at line 3680 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.972 X3D_Cone Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- int **bottom**
- float **bottomRadius**
- float **height**
- int **side**
- int **solid**
- struct **Multi_Vec3f __sidepoints**
- struct **Multi_Vec3f __botpoints**
- struct **Multi_Vec3f __normals**
- int **__coneVBO**
- int **__coneTriangles**
- void ∗ **__wireindices**

4.972.1 Detailed Description

Definition at line 3701 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.973 X3D_ConeEmitter Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **angle**
- struct **SFVec3f direction**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f position**
- float **speed**
- float **variation**
- float **mass**
- float **surfaceArea**

4.973.1 Detailed Description

Definition at line 3731 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.974 X3D_Contact Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_String appliedParameters**
- struct **X3D_Node** ∗ **body1**
- struct **X3D_Node** ∗ **body2**
- float **bounce**
- struct **SFVec3f contactNormal**
- float **depth**
- struct **SFVec2f frictionCoefficients**
- struct **SFVec3f frictionDirection**
- struct **X3D_Node** ∗ **geometry1**
- struct **X3D_Node** ∗ **geometry2**
- struct **X3D_Node** ∗ **metadata**
- float **minBounceSpeed**
- struct **SFVec3f position**
- struct **SFVec2f slipCoefficients**
- float **softnessConstantForceMix**
- float **softnessErrorCorrection**
- struct **SFVec2f surfaceSpeed**
- int **_appliedParameters**

4.974.1 Detailed Description

Definition at line 3757 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.975 X3D_Contour2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**

4.975.1 Detailed Description

Definition at line 3793 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.976 X3D_ContourPolyline2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2d controlPoint**
- struct **Multi_Vec2f point**

4.976.1 Detailed Description

Definition at line 3816 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.977 X3D_Coordinate Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec3f point**
- struct **X3D_Node** ∗ **metadata**

4.977.1 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

4.978 X3D_CoordinateChaser Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]

- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_p**
- void ∗ **_t**
- int **isActive**
- double **duration**
- double **_bufferendtime**
- double **_steptime**
- struct **Multi_Vec3f value_changed**
- struct **Multi_Vec3f initialDestination**
- struct **Multi_Vec3f initialValue**
- struct **Multi_Vec3f set_destination**
- struct **Multi_Vec3f set_value**
- void ∗ **_buffer**
- struct **Multi_Vec3f _previousvalue**
- struct **Multi_Vec3f _destination**

4.978.1 Detailed Description

Definition at line 3857 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.979 X3D_CoordinateDamper Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_p**
- void ∗ **_t**
- double **tau**
- float **tolerance**

- int **isActive**
- int **order**
- double **_tau**
- double **_lasttick**
- int **_takefirstinput**
- struct **Multi_Vec3f value_changed**
- struct **Multi_Vec3f initialDestination**
- struct **Multi_Vec3f initialValue**
- struct **Multi_Vec3f set_destination**
- struct **Multi_Vec3f set_value**
- void * **_values**
- struct **Multi_Vec3f _input**

4.979.1 Detailed Description

Definition at line 3890 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.980 X3D_CoordinateDouble Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Vec3d point**

4.980.1 Detailed Description

Definition at line 3925 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.981 X3D_CoordinateInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Vec3f keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec3f value_changed**
- int **_GPU_Routes_out**
- int **_CPU_Routes_out**
- int **_keyVBO**
- int **_keyValueVBO**

4.981.1 Detailed Description

Definition at line 3945 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.982 X3D_CoordinateInterpolator2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Vec2f keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2f value_changed**

4.982.1 Detailed Description

Definition at line 3972 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.983 X3D_Cylinder Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- int **bottom**
- float **height**
- float **radius**
- int **side**
- int **solid**
- int **top**
- struct **Multi_Vec3f __points**
- struct **Multi_Vec3f __normals**
- int **__cylinderVBO**
- int **__cylinderTriangles**
- void ∗ **__wireindices**

4.983.1 Detailed Description

Definition at line 3995 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.984 X3D_CylinderSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **autoOffset**
- struct **SFRotation axisRotation**
- float **diskAngle**
- int **enabled**
- float **maxAngle**
- float **minAngle**
- float **offset**
- int **isActive**
- int **isOver**
- struct **Uni_String** ∗ **description**
- struct **SFRotation rotation_changed**
- struct **SFVec3f trackPoint_changed**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f _oldtrackPoint**
- struct **SFRotation _oldrotation**
- struct **SFVec3f _origPoint**
- float **_radius**
- int **_dlchange**
- int **__oldEnabled**

4.984.1 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

4.985 X3D_DirectionalLight Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **ambientIntensity**
- struct **SFColor color**
- struct **SFVec3f direction**
- int **global**
- float **intensity**
- struct **X3D_Node** ∗ **metadata**
- int **on**
- struct **SFVec4f _dir**
- struct **SFVec4f _col**
- struct **SFVec4f _amb**

4.985.1 Detailed Description

Definition at line 4115 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.986 X3D_DISEntityManager Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**

- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **Uni_String** * **address**
- int **applicationID**
- struct **Multi_Node mapping**
- struct **X3D_Node** * **metadata**
- int **port**
- int **siteID**
- struct **Multi_Node addedEntities**
- struct **Multi_Node removedEntities**

4.986.1 Detailed Description

Definition at line 4062 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.987 X3D_DISEntityTypeMapping Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_String url**
- int **category**
- int **country**
- int **domain**
- int **extra**
- int **kind**
- int **specific**
- int **subcategory**

4.987.1 Detailed Description

Definition at line 4088 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.988 X3D_Disk2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- float **innerRadius**
- float **outerRadius**
- int **solid**
- struct **Multi_Vec2f __points**
- struct **Multi_Vec2f __texCoords**
- int **__numPoints**
- int **__simpleDisk**
- void ∗ **__wireindices**

4.988.1 Detailed Description

Definition at line 4143 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.989 X3D_DoubleAxisHingeJoint Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f anchorPoint**
- struct **SFVec3f axis1**
- struct **SFVec3f axis2**
- struct **X3D_Node** ∗ **body1**
- struct **X3D_Node** ∗ **body2**
- float **desiredAngularVelocity1**
- float **desiredAngularVelocity2**
- struct **Multi_String forceOutput**
- float **maxAngle1**
- float **maxTorque1**
- float **maxTorque2**
- struct **X3D_Node** ∗ **metadata**
- float **minAngle1**
- float **stopBounce1**
- float **stopConstantForceMix1**
- float **stopErrorCorrection1**
- float **suspensionErrorCorrection**
- float **suspensionForce**
- struct **SFVec3f body1AnchorPoint**
- struct **SFVec3f body1Axis**
- struct **SFVec3f body2AnchorPoint**
- struct **SFVec3f body2Axis**
- float **hinge1Angle**
- float **hinge1AngleRate**
- float **hinge2Angle**
- float **hinge2AngleRate**
- void ∗ **_joint**
- int **_forceout**
- struct **SFVec3f __old_anchorPoint**
- struct **SFVec3f __old_axis1**
- struct **SFVec3f __old_axis2**
- struct **X3D_Node** ∗ **__old_body1**
- struct **X3D_Node** ∗ **__old_body2**
- void ∗ **_motor1**
- void ∗ **_motor2**
- float **axis1Angle**

4.989.1 Detailed Description

Definition at line 4170 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.990 X3D_EaseInEaseOut Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Vec2f easeInEaseOut**
- struct **Multi_Float key**
- struct **X3D_Node** ∗ **metadata**
- float **modifiedFraction_changed**

4.990.1 Detailed Description

Definition at line 4224 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.991 X3D_EdgeEnhancementVolumeStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **surfaceNormals**
- struct **SFColorRGBA edgeColor**
- float **gradientThreshold**

4.991.1 Detailed Description

Definition at line 4247 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.992 X3D_Effect Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **activate**
- struct **Multi_Node parts**

- int **isSelected**
- int **isValid**
- struct **Uni_String** ∗ **language**
- struct **X3D_Node** ∗ **metadata**
- int **_initialized**
- struct **X3D_Node** ∗ **_shaderUserDefinedFields**
- int **_shaderUserNumber**
- pthread_t **_shaderLoadThread**
- int **_retrievedURLData**

4.992.1 Detailed Description

Definition at line 4270 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.993 X3D_EffectPart Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String url**
- struct **Uni_String** ∗ **type**
- int **__loadstatus**
- void ∗ **_parentResource**
- void ∗ **__loadResource**
- struct **X3D_Node** ∗ **_shaderUserDefinedFields**

4.993.1 Detailed Description

Definition at line 4299 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.994 X3D_ElevationGrid Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Float set_height**
- struct **Multi_Node attrib**
- struct **X3D_Node** ∗ **color**
- struct **X3D_Node** ∗ **fogCoord**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **normal**
- struct **X3D_Node** ∗ **texCoord**
- int **ccw**
- int **colorPerVertex**
- float **creaseAngle**
- struct **Multi_Float height**
- int **normalPerVertex**
- int **solid**
- int **xDimension**
- float **xSpacing**
- int **zDimension**
- float **zSpacing**
- struct **Multi_Int32 _coordIndex**

4.994.1 Detailed Description

Definition at line 4324 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.995 X3D_EspduTransform Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- float **set_articulationParameterValue0**
- float **set_articulationParameterValue1**
- float **set_articulationParameterValue2**
- float **set_articulationParameterValue3**
- float **set_articulationParameterValue4**
- float **set_articulationParameterValue5**
- float **set_articulationParameterValue6**
- float **set_articulationParameterValue7**
- struct **Uni_String** ∗ **address**
- int **applicationID**
- int **articulationParameterCount**
- struct **Multi_Int32 articulationParameterDesignatorArray**
- struct **Multi_Int32 articulationParameterChangeIndicatorArr**
- struct **Multi_Int32 articulationParameterIdPartAttachedToAr**
- struct **Multi_Int32 articulationParameterTypeArray**
- struct **Multi_Float articulationParameterArray**
- struct **SFVec3f center**
- struct **Multi_Node children**
- int **collisionType**
- int **deadReckoning**
- 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 **fired1**
- int **fired2**
- int **fireMissionIndex**
- float **firingRange**
- int **firingRate**
- int **forceID**
- int **fuse**
- struct **SFVec3f linearVelocity**
- struct **SFVec3f linearAcceleration**
- 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 **SFRotation rotation**
- struct **SFVec3f scale**
- struct **SFRotation scaleOrientation**
- int **siteID**
- struct **SFVec3f translation**
- int **warhead**
- double **writeInterval**
- float **articulationParameterValue0_changed**
- float **articulationParameterValue1_changed**
- float **articulationParameterValue2_changed**
- float **articulationParameterValue3_changed**
- float **articulationParameterValue4_changed**
- float **articulationParameterValue5_changed**
- float **articulationParameterValue6_changed**
- float **articulationParameterValue7_changed**
- double **collideTime**
- double **detonateTime**
- double **firedTime**
- int **isActive**
- int **isCollided**
- int **isDetonated**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- double **timestamp**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **rtpHeaderExpected**

4.995.1 Detailed Description

Definition at line 4360 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.996 X3D_ExplosionEmitter Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f position**
- float **speed**
- float **variation**
- float **mass**
- float **surfaceArea**

4.996.1 Detailed Description

Definition at line 4468 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.997 X3D_Extrusion Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec2f set_crossSection**
- struct **Multi_Rotation set_orientation**
- struct **Multi_Vec2f set_scale**
- struct **Multi_Vec3f set_spine**
- struct **X3D_Node** ∗ **metadata**
- int **beginCap**
- int **ccw**
- int **convex**
- float **creaseAngle**
- struct **Multi_Vec2f crossSection**
- int **endCap**
- struct **Multi_Rotation orientation**
- struct **Multi_Vec2f scale**
- int **solid**
- struct **Multi_Vec3f spine**

4.997.1 Detailed Description

Definition at line 4492 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.998 X3D_FillProperties Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **filled**
- struct **SFColor hatchColor**
- int **hatched**
- int **hatchStyle**
- struct **X3D_Node** ∗ **metadata**
- int **_enabled**
- struct **SFVec2f _hatchScale**

4.998.1 Detailed Description

Definition at line 4525 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.999 X3D_FloatVertexAttribute Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Float value**
- struct **Uni_String** ∗ **name**
- int **numComponents**
- struct **X3D_Node** ∗ **metadata**

4.999.1 Detailed Description

Definition at line 4550 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1000 X3D_Fog Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFColor color**
- struct **Uni_String** ∗ **fogType**
- float **visibilityRange**
- float **__fogScale**
- int **__fogType**
- int **set_bind**
- double **bindTime**
- int **isBound**
- int **_layerId**
- struct **X3D_Node** ∗ **metadata**

4.1000.1 Detailed Description

Definition at line 4572 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1001 X3D_FogCoordinate Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Float depth**
- struct **X3D_Node** ∗ **metadata**

4.1001.1 Detailed Description

Definition at line 4600 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1002 X3D_FontStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String family**
- int **horizontal**
- struct **Multi_String justify**
- struct **Uni_String** ∗ **language**
- int **leftToRight**
- float **size**
- float **spacing**
- struct **Uni_String** ∗ **style**
- int **topToBottom**

4.1002.1 Detailed Description

Definition at line 4620 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1003 X3D_ForcePhysicsModel Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **SFVec3f force**
- struct **X3D_Node** ∗ **metadata**

4.1003.1 Detailed Description

Definition at line 4648 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1004 X3D_GeneratedCubeMapTexture Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **textureProperties**
- int **__textureTableIndex**
- void ∗ **_parentResource**
- struct **Multi_Node __subTextures**
- int **__regenSubTextures**
- struct **Uni_String** ∗ **update**
- int **size**

4.1004.1 Detailed Description

Definition at line 4669 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1005 X3D_GeoCoordinate Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec3d point**
- struct **X3D_Node** ∗ **geoOrigin**
- struct **Multi_String geoSystem**
- struct **Multi_Int32 __geoSystem**
- struct **Multi_Vec3f __movedCoords**

4.1005.1 Detailed Description

Definition at line 4695 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1006 X3D_GeoElevationGrid Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Double set_height**
- struct **X3D_Node** ∗ **color**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **normal**
- struct **X3D_Node** ∗ **texCoord**
- float **yScale**
- int **ccw**
- int **colorPerVertex**
- double **creaseAngle**
- struct **SFVec3d geoGridOrigin**
- struct **X3D_Node** ∗ **geoOrigin**
- struct **Multi_String geoSystem**
- struct **Multi_Double height**
- int **normalPerVertex**
- int **solid**
- int **xDimension**
- double **xSpacing**
- int **zDimension**
- double **zSpacing**
- struct **Multi_Int32 _coordIndex**
- struct **Multi_Int32 __geoSystem**

4.1006.1 Detailed Description

Definition at line 4719 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1007 X3D_GeoLocation Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **SFVec3d geoCoords**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **geoOrigin**
- struct **Multi_String geoSystem**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **Multi_Int32 __geoSystem**
- struct **SFVec3d __movedCoords**
- struct **SFVec4d __localOrient**
- struct **SFVec3d __oldgeoCoords**
- struct **Multi_Node __oldChildren**
- struct **Multi_Node _sortedChildren**

4.1007.1 Detailed Description

Definition at line 4802 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1008 X3D_GeoLOD Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Node children**
- int **level_changed**
- struct **SFVec3d center**
- struct **Multi_String child1Url**
- struct **Multi_String child2Url**
- struct **Multi_String child3Url**
- struct **Multi_String child4Url**
- struct **X3D_Node** ∗ **geoOrigin**
- struct **Multi_String geoSystem**
- float **range**
- struct **Multi_String rootUrl**
- struct **Multi_Node rootNode**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **Multi_Int32 __geoSystem**
- struct **SFVec3d __movedCoords**
- int **__inRange**
- struct **X3D_Node** ∗ **__child1Node**
- struct **X3D_Node** ∗ **__child2Node**
- struct **X3D_Node** ∗ **__child3Node**
- struct **X3D_Node** ∗ **__child4Node**
- struct **X3D_Node** ∗ **__rootUrl**
- int **__childloadstatus**
- int **__rootURLloadstatus**
- int **__level**

4.1008.1 Detailed Description

Definition at line 4758 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1009 X3D_GeoMetadata Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node data**
- struct **Multi_String summary**
- struct **Multi_String url**
- struct **X3D_Node** ∗ **metadata**

4.1009.1 Detailed Description

Definition at line 4836 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1010 X3D_GeoOrigin Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3d geoCoords**
- struct **Multi_String geoSystem**
- struct **X3D_Node** ∗ **metadata**
- int **rotateYUp**
- struct **Multi_Int32 __geoSystem**
- struct **SFVec3d __movedCoords**
- struct **SFVec3d __oldgeoCoords**
- struct **Multi_String __oldMFString**
- struct **SFVec4d __rotyup**

4.1010.1 Detailed Description

Definition at line 4858 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1011 X3D_GeoPositionInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Vec3d keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3d geovalue_changed**
- struct **SFVec3f value_changed**
- struct **X3D_Node** ∗ **geoOrigin**
- struct **Multi_String geoSystem**
- struct **Multi_Int32 __geoSystem**
- struct **Multi_Vec3d __movedValue**
- struct **Multi_Float __oldKeyPtr**
- struct **Multi_Vec3d __oldKeyValuePtr**

4.1011.1 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

4.1012 X3D_GeoProximitySensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **SFVec3d geoCenter**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f size**
- struct **SFVec3f centerOfRotation_changed**
- double **enterTime**
- double **exitTime**
- struct **SFVec3d geoCoord_changed**
- int **isActive**
- struct **SFRotation orientation_changed**
- struct **SFVec3f position_changed**
- struct **X3D_Node** ∗ **geoOrigin**
- struct **Multi_String geoSystem**
- int **__hit**
- struct **SFVec3f __t1**
- struct **SFRotation __t2**
- struct **Multi_Int32 __geoSystem**
- struct **SFVec3d __movedCoords**
- struct **SFVec4d __localOrient**
- int **__oldEnabled**
- struct **SFVec3d __oldGeoCenter**
- struct **SFVec3f __oldSize**

4.1012.1 Detailed Description

Definition at line 4915 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1013 X3D_GeoTouchSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Uni_String** ∗ **description**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f hitNormal_changed**
- struct **SFVec3f hitPoint_changed**
- struct **SFVec2f hitTexCoord_changed**
- struct **SFVec3d hitGeoCoord_changed**
- int **isActive**
- int **isOver**
- double **touchTime**
- struct **X3D_Node** ∗ **geoOrigin**
- struct **Multi_String geoSystem**
- struct **Multi_Int32 __geoSystem**
- struct **SFVec3f _oldhitNormal**
- struct **SFVec3f _oldhitPoint**
- struct **SFVec2f _oldhitTexCoord**
- int **__oldEnabled**

4.1013.1 Detailed Description

Definition at line 4955 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1014 X3D_GeoTransform Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **SFVec3d geoCenter**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation rotation**
- struct **SFVec3f scale**
- struct **SFRotation scaleOrientation**
- struct **SFVec3f translation**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **X3D_Node** ∗ **geoOrigin**
- struct **Multi_String geoSystem**
- int **__do_center**
- int **__do_trans**
- int **__do_rotation**
- int **__do_scaleO**
- int **__do_scale**
- struct **Multi_Int32 __geoSystem**
- struct **SFVec3d __movedCoords**
- struct **SFVec4d __localOrient**
- struct **SFVec3d __oldGeoCenter**
- struct **Multi_Node __oldChildren**
- struct **Multi_Node _sortedChildren**

4.1014.1 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

4.1015 X3D_GeoViewpoint Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_bind**
- double **bindTime**
- int **isBound**
- struct **Uni_String** ∗ **description**
- int **jump**
- float **fieldOfView**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation orientation**
- struct **SFVec3d position**
- int **_layerId**
- int **_donethispass**
- struct **SFRotation set_orientation**
- struct **SFVec3d set_position**
- int **headlight**
- struct **Multi_String navType**
- struct **X3D_Node** ∗ **geoOrigin**
- struct **Multi_String geoSystem**
- float **speedFactor**
- struct **Multi_Int32 __geoSystem**
- struct **SFVec3d __movedPosition**
- struct **SFRotation __movedOrientation**
- struct **Uni_String** ∗ **__oldSFString**
- float **__oldFieldOfView**
- int **__oldHeadlight**
- int **__oldJump**
- struct **Multi_String __oldMFString**

4.1015.1 Detailed Description

Definition at line 5033 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1016 X3D_Group Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **Multi_Node _sortedChildren**

4.1016.1 Detailed Description

Definition at line 5077 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1017 X3D_HAnimDisplacer Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 coordIndex**
- struct **Multi_Vec3f displacements**
- struct **Uni_String** ∗ **name**
- float **weight**
- struct **X3D_Node** ∗ **metadata**

4.1017.1 Detailed Description

Definition at line 5103 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1018 X3D_HAnimHumanoid Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f center**
- struct **Multi_String info**
- struct **Multi_Node joints**
- 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 **Multi_Node __sibAffectors**
- struct **SFVec3f translation**
- struct **Uni_String** ∗ **version**
- struct **Multi_Node viewpoints**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_JT**
- void ∗ **_PVI**
- void ∗ **_PVW**
- int **_NV**
- void ∗ **_origCoords**
- void ∗ **_origNorms**

4.1018.1 Detailed Description

Definition at line 5126 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1019 X3D_HAnimJoint Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **SFVec3f center**
- struct **SFRotation rotation**
- struct **SFVec3f scale**
- struct **SFRotation scaleOrientation**
- struct **SFVec3f translation**
- struct **Multi_Node displacers**
- struct **SFRotation limitOrientation**
- struct **Multi_Float llimit**
- struct **Uni_String** ∗ **name**
- struct **Multi_Int32 skinCoordIndex**
- struct **Multi_Float skinCoordWeight**
- struct **Multi_Float stiffness**
- struct **Multi_Float ulimit**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **X3D_Node** ∗ **metadata**
- int **__do_center**
- int **__do_trans**
- int **__do_rotation**
- int **__do_scaleO**
- int **__do_scale**
- int **__do_anything**

4.1019.1 Detailed Description

Definition at line 5170 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1020 X3D_HAnimSegment Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **Uni_String** ∗ **name**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **SFVec3f centerOfMass**
- struct **X3D_Node** ∗ **coord**
- struct **Multi_Node displacers**
- float **mass**
- struct **Multi_Float momentsOfInertia**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_origCoords**

4.1020.1 Detailed Description

Definition at line 5214 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1021 X3D_HAnimSite Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **Uni_String** ∗ **name**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **SFVec3f center**
- struct **SFRotation rotation**
- struct **SFVec3f scale**
- struct **SFRotation scaleOrientation**
- struct **SFVec3f translation**
- struct **X3D_Node** ∗ **metadata**
- int **__do_center**
- int **__do_trans**
- int **__do_rotation**
- int **__do_scaleO**
- int **__do_scale**
- int **__do_anything**

4.1021.1 Detailed Description

Definition at line 5246 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1022 X3D_ImageBackdropBackground Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_bind**
- double **bindTime**
- int **isBound**
- float **transparency**
- struct **SFColor color**
- struct **X3D_Node** ∗ **metadata**
- int **__texture**
- int **__VBO**
- struct **Multi_Int32 image**

4.1022.1 Detailed Description

Definition at line 5283 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1023 X3D_ImageCubeMapTexture Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**

- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **textureProperties**
- int **__textureTableIndex**
- void * **_parentResource**
- struct **Multi_Node __subTextures**
- int **__regenSubTextures**
- struct **Multi_String url**

4.1023.1 Detailed Description

Definition at line 5310 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1024 X3D_ImageTexture Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_String url**
- int **repeatS**
- int **repeatT**
- struct **X3D_Node** * **textureProperties**
- int **__textureTableIndex**
- void * **_parentResource**

4.1024.1 Detailed Description

Definition at line 5335 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1025 X3D_ImageTexture3D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String url**
- int **repeatS**
- int **repeatT**
- int **repeatR**
- struct **X3D_Node** ∗ **textureProperties**
- int **__textureTableIndex**
- void ∗ **_parentResource**
- int **_needs_gradient**

4.1025.1 Detailed Description

Definition at line 5360 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1026 X3D_IndexedFaceSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**

- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32 set_colorIndex**
- struct **Multi_Int32 set_coordIndex**
- struct **Multi_Int32 set_normalIndex**
- struct **Multi_Int32 set_texCoordIndex**
- struct **Multi_Node attrib**
- struct **X3D_Node** * **color**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- struct **X3D_Node** * **texCoord**
- int **ccw**
- struct **Multi_Int32 colorIndex**
- int **colorPerVertex**
- int **convex**
- struct **Multi_Int32 coordIndex**
- float **creaseAngle**
- struct **Multi_Int32 normalIndex**
- int **normalPerVertex**
- int **solid**
- struct **Multi_Int32 texCoordIndex**

4.1026.1 Detailed Description

Definition at line 5387 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1027 X3D_IndexedLineSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32 set_colorIndex**
- struct **Multi_Int32 set_coordIndex**

- struct **Multi_Node attrib**
- struct **X3D_Node** ∗ **color**
- struct **X3D_Node** ∗ **coord**
- struct **X3D_Node** ∗ **fogCoord**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Int32 colorIndex**
- int **colorPerVertex**
- struct **Multi_Int32 coordIndex**
- void ∗ **__vertArr**
- void ∗ **__vertIndx**
- void ∗ **__xcolours**
- void ∗ **__vertices**
- void ∗ **__vertexCount**
- int **__segCount**

4.1027.1 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

4.1028 X3D_IndexedQuadSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 set_index**
- struct **Multi_Node attrib**
- struct **X3D_Node** ∗ **color**
- struct **X3D_Node** ∗ **coord**
- struct **X3D_Node** ∗ **fogCoord**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **normal**
- struct **X3D_Node** ∗ **texCoord**
- int **ccw**
- struct **Multi_Int32 index**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi_Int32 _coordIndex**

4.1028.1 Detailed Description

Definition at line 5460 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1029 X3D_IndexedTriangleFanSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 set_index**
- struct **Multi_Node attrib**
- struct **X3D_Node** ∗ **color**
- struct **X3D_Node** ∗ **coord**
- struct **X3D_Node** ∗ **fogCoord**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **normal**
- struct **X3D_Node** ∗ **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi_Int32 index**
- struct **Multi_Int32 _coordIndex**

4.1029.1 Detailed Description

Definition at line 5492 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1030 X3D_IndexedTriangleSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 set_index**
- struct **Multi_Node attrib**
- struct **X3D_Node** ∗ **color**
- struct **X3D_Node** ∗ **coord**
- struct **X3D_Node** ∗ **fogCoord**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **normal**
- struct **X3D_Node** ∗ **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi_Int32 index**
- struct **Multi_Int32 _coordIndex**

4.1030.1 Detailed Description

Definition at line 5524 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1031 X3D_IndexedTriangleStripSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**

- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 set_index**
- struct **Multi_Node attrib**
- struct **X3D_Node** ∗ **color**
- struct **X3D_Node** ∗ **coord**
- struct **X3D_Node** ∗ **fogCoord**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **normal**
- struct **X3D_Node** ∗ **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi_Int32 index**
- struct **Multi_Int32 _coordIndex**

4.1031.1 Detailed Description

Definition at line 5556 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1032 X3D_Inline Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node __children**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**

- struct **Multi_Node _sortedChildren**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- void * **__protoDeclares**
- void * **__externProtoDeclares**
- void * **__nodes**
- void * **__subcontexts**
- void * **__GC**
- void * **__protoDef**
- int **__protoFlags**
- struct **X3D_Node** * **__prototype**
- struct **X3D_Node** * **__parentProto**
- void * **__ROUTES**
- void * **__EXPORTS**
- void * **__IMPORTS**
- void * **__DEFnames**
- void * **__IS**
- void * **__scripts**
- struct **Multi_String url**
- struct **Multi_String __oldurl**
- void * **__afterPound**
- int **__loadstatus**
- void * **_parentResource**
- void * **__loadResource**
- void * **__typename**
- int **load**
- int **__oldload**

4.1032.1 Detailed Description

Definition at line 5588 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1033 X3D_IntegerSequencer Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**

- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- int **next**
- int **previous**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Int32 keyValue**
- int **value_changed**
- struct **X3D_Node** * **metadata**

4.1033.1 Detailed Description

Definition at line 5638 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1034 X3D_IntegerTrigger Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- int **set_boolean**
- int **integerKey**
- int **triggerValue**
- struct **X3D_Node** * **metadata**

4.1034.1 Detailed Description

Definition at line 5663 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1035 X3D_IsoSurfaceVolumeData Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f dimensions**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **voxels**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- void ∗ **_boxtris**
- struct **Multi_Node renderStyle**
- float **contourStepSize**
- struct **X3D_Node** ∗ **gradients**
- float **surfaceTolerance**
- struct **Multi_Float surfaceValues**

4.1035.1 Detailed Description

Definition at line 5685 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1036 X3D_KeySensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**

- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- int **enabled**
- int **actionKeyPress**
- int **actionKeyRelease**
- int **altKey**
- int **controlKey**
- int **isActive**
- struct **Uni_String** * **keyPress**
- struct **Uni_String** * **keyRelease**
- int **shiftKey**
- struct **X3D_Node** * **metadata**
- int **__oldEnabled**

4.1036.1 Detailed Description

Definition at line 5714 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1037 X3D_Layer Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **X3D_Node** * **metadata**
- int **isPickable**
- struct **X3D_Node** * **viewport**

4.1037.1 Detailed Description

Definition at line 5775 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1038 X3D_LayerSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **activeLayer**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Node layers**
- struct **Multi_Int32 order**

4.1038.1 Detailed Description

Definition at line 5800 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1039 X3D_Layout Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_String align**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Float offset**
- struct **Multi_String offsetUnits**
- struct **Multi_String scaleMode**
- struct **Multi_Float size**
- struct **Multi_String sizeUnits**
- struct **Multi_Int32 _align**
- struct **Multi_Int32 _offsetUnits**
- struct **Multi_Int32 _scaleMode**
- struct **Multi_Int32 _sizeUnits**
- struct **Multi_Float _scale**

4.1039.1 Detailed Description

Definition at line 5822 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1040 X3D_LayoutGroup Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]

- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **X3D_Node** ∗ **layout**
- struct **X3D_Node** ∗ **viewport**

4.1040.1 Detailed Description

Definition at line 5852 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1041 X3D_LayoutLayer Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- int **isPickable**
- struct **X3D_Node** ∗ **viewport**
- struct **X3D_Node** ∗ **layout**

4.1041.1 Detailed Description

Definition at line 5879 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1042 X3D_LinePickSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String objectType**
- struct **X3D_Node** ∗ **pickingGeometry**
- struct **Multi_Node pickTarget**
- int **isActive**
- struct **Multi_Node pickedGeometry**
- struct **Uni_String** ∗ **intersectionType**
- struct **Uni_String** ∗ **sortOrder**
- struct **Uni_String** ∗ **matchCriterion**
- int **__oldEnabled**
- struct **Multi_Vec3f pickedPoint**
- struct **Multi_Vec3f pickedNormal**
- struct **Multi_Vec3f pickedTextureCoordinate**

4.1042.1 Detailed Description

Definition at line 5905 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1043 X3D_LineProperties Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **applied**
- int **linetype**
- float **linewidthScaleFactor**
- struct **X3D_Node** ∗ **metadata**

4.1043.1 Detailed Description

Definition at line 5937 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1044 X3D_LineSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **autoOffset**
- struct **SFVec3f direction**
- int **enabled**

- float **maxPosition**
- float **minPosition**
- float **offset**
- int **isActive**
- int **isOver**
- struct **Uni_String** ∗ **description**
- struct **SFVec3f trackPoint_changed**
- struct **SFVec3f translation_changed**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f _oldtrackPoint**
- struct **SFVec3f _oldtranslation**
- struct **SFVec3f _origPoint**
- int **__oldEnabled**

4.1044.1 Detailed Description

Definition at line 5959 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1045 X3D_LineSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node attrib**
- struct **X3D_Node** ∗ **color**
- struct **X3D_Node** ∗ **coord**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **fogCoord**
- struct **Multi_Int32 vertexCount**
- void ∗ **__vertArr**
- void ∗ **__vertIndx**
- int **__segCount**

4.1045.1 Detailed Description

Definition at line 5993 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1046 X3D_LoadSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- double **timeOut**
- struct **Multi_Node watchList**
- int **isActive**
- int **isLoaded**
- double **loadTime**
- float **progress**
- int **__loading**
- int **__finishedloading**
- double **__StartLoadTime**
- int **__oldEnabled**

4.1046.1 Detailed Description

Definition at line 6020 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1047 X3D_LocalFog Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFColor color**
- struct **Uni_String** ∗ **fogType**
- float **visibilityRange**
- float **__fogScale**
- int **__fogType**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**

4.1047.1 Detailed Description

Definition at line 6050 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1048 X3D_LOD Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**

- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node level**
- struct **Multi_Node children**
- struct **SFVec3f center**
- struct **Multi_Float range**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **X3D_Node** ∗ **metadata**
- int **levelChanged**
- int **forceTransitions**
- int **__isX3D**
- void ∗ **_selected**

4.1048.1 Detailed Description

Definition at line 5743 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1049 X3D_Material Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **ambientIntensity**
- struct **SFColor diffuseColor**
- struct **SFColor emissiveColor**
- struct **X3D_Node** ∗ **metadata**
- float **shininess**
- struct **SFColor specularColor**
- float **transparency**
- struct **Multi_Float _verifiedColor**

4.1049.1 Detailed Description

Definition at line 6075 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1050 X3D_Matrix3VertexAttribute Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Matrix3f value**
- struct **Uni_String** ∗ **name**
- struct **X3D_Node** ∗ **metadata**

4.1050.1 Detailed Description

Definition at line 6101 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1051 X3D_Matrix4VertexAttribute Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Matrix4f value**
- struct **Uni_String** ∗ **name**

4.1051.1 Detailed Description

Definition at line 6122 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1052 X3D_MetadataBoolean Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Uni_String** ∗ **reference**
- struct **Multi_Bool value**

4.1052.1 Detailed Description

Definition at line 6143 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1053 X3D_MetadataDouble Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Uni_String** ∗ **reference**
- struct **Multi_Double value**

4.1053.1 Detailed Description

Definition at line 6165 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1054 X3D_MetadataFloat Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Uni_String** ∗ **reference**
- struct **Multi_Float value**

4.1054.1 Detailed Description

Definition at line 6187 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1055 X3D_MetadataInteger Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Uni_String** ∗ **reference**
- struct **Multi_Int32 value**

4.1055.1 Detailed Description

Definition at line 6209 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1056 X3D_MetadataMFBool Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Bool value**
- struct **Multi_Bool valueChanged**
- struct **Multi_Bool setValue**
- double **tickTime**

4.1056.1 Detailed Description

Definition at line 6231 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1057 X3D_MetadataMFColor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Color value**
- struct **Multi_Color valueChanged**
- struct **Multi_Color setValue**
- double **tickTime**

4.1057.1 Detailed Description

Definition at line 6253 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1058 X3D_MetadataMFColorRGBA Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_ColorRGBA value**
- struct **Multi_ColorRGBA valueChanged**
- struct **Multi_ColorRGBA setValue**
- double **tickTime**

4.1058.1 Detailed Description

Definition at line 6275 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1059 X3D_MetadataMFDouble Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Double value**
- struct **Multi_Double valueChanged**
- struct **Multi_Double setValue**
- double **tickTime**

4.1059.1 Detailed Description

Definition at line 6297 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1060 X3D_MetadataMFFloat Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Float value**
- struct **Multi_Float valueChanged**
- struct **Multi_Float setValue**
- double **tickTime**

4.1060.1 Detailed Description

Definition at line 6319 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1061 X3D_MetadataMFInt32 Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 value**
- struct **Multi_Int32 valueChanged**
- struct **Multi_Int32 setValue**
- double **tickTime**

4.1061.1 Detailed Description

Definition at line 6341 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1062 X3D_MetadataMFMatrix3d Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Matrix3d value**
- struct **Multi_Matrix3d valueChanged**
- struct **Multi_Matrix3d setValue**
- double **tickTime**

4.1062.1 Detailed Description

Definition at line 6363 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1063 X3D_MetadataMFMatrix3f Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Matrix3f value**
- struct **Multi_Matrix3f valueChanged**
- struct **Multi_Matrix3f setValue**
- double **tickTime**

4.1063.1 Detailed Description

Definition at line 6385 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1064 X3D_MetadataMFMatrix4d Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Matrix4d value**
- struct **Multi_Matrix4d valueChanged**
- struct **Multi_Matrix4d setValue**
- double **tickTime**

4.1064.1 Detailed Description

Definition at line 6407 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1065 X3D_MetadataMFMatrix4f Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Matrix4f value**
- struct **Multi_Matrix4f valueChanged**
- struct **Multi_Matrix4f setValue**
- double **tickTime**

4.1065.1 Detailed Description

Definition at line 6429 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1066 X3D_MetadataMFNode Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node value**
- struct **Multi_Node valueChanged**
- struct **Multi_Node setValue**
- double **tickTime**

4.1066.1 Detailed Description

Definition at line 6451 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1067 X3D_MetadataMFRotation Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Rotation value**
- struct **Multi_Rotation valueChanged**
- struct **Multi_Rotation setValue**
- double **tickTime**

4.1067.1 Detailed Description

Definition at line 6473 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1068 X3D_MetadataMFString Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_String value**
- struct **Multi_String valueChanged**
- struct **Multi_String setValue**
- double **tickTime**

4.1068.1 Detailed Description

Definition at line 6495 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1069 X3D_MetadataMFTime Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Time value**
- struct **Multi_Time valueChanged**
- struct **Multi_Time setValue**
- double **tickTime**

4.1069.1 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

4.1070 X3D_MetadataMFVec2d Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec2d value**
- struct **Multi_Vec2d valueChanged**
- struct **Multi_Vec2d setValue**
- double **tickTime**

4.1070.1 Detailed Description

Definition at line 6539 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1071 X3D_MetadataMFVec2f Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec2f value**
- struct **Multi_Vec2f valueChanged**
- struct **Multi_Vec2f setValue**
- double **tickTime**

4.1071.1 Detailed Description

Definition at line 6561 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1072 X3D_MetadataMFVec3d Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec3d value**
- struct **Multi_Vec3d valueChanged**
- struct **Multi_Vec3d setValue**
- double **tickTime**

4.1072.1 Detailed Description

Definition at line 6583 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1073 X3D_MetadataMFVec3f Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec3f value**
- struct **Multi_Vec3f valueChanged**
- struct **Multi_Vec3f setValue**
- double **tickTime**

4.1073.1 Detailed Description

Definition at line 6605 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1074 X3D_MetadataMFVec4d Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec4d value**
- struct **Multi_Vec4d valueChanged**
- struct **Multi_Vec4d setValue**
- double **tickTime**

4.1074.1 Detailed Description

Definition at line 6627 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1075 X3D_MetadataMFVec4f Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec4f value**
- struct **Multi_Vec4f valueChanged**
- struct **Multi_Vec4f setValue**
- double **tickTime**

4.1075.1 Detailed Description

Definition at line 6649 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1076 X3D_MetadataSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Uni_String** ∗ **reference**
- struct **Multi_Node value**

4.1076.1 Detailed Description

Definition at line 7133 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1077 X3D_MetadataSFBool Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **value**
- int **valueChanged**
- int **setValue**
- double **tickTime**

4.1077.1 Detailed Description

Definition at line 6671 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1078 X3D_MetadataSFColor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFColor value**
- struct **SFColor valueChanged**
- struct **SFColor setValue**
- double **tickTime**

4.1078.1 Detailed Description

Definition at line 6693 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1079 X3D_MetadataSFColorRGBA Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFColorRGBA value**
- struct **SFColorRGBA valueChanged**
- struct **SFColorRGBA setValue**
- double **tickTime**

4.1079.1 Detailed Description

Definition at line 6715 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1080 X3D_MetadataSFDouble Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- double **value**
- double **valueChanged**
- double **setValue**
- double **tickTime**

4.1080.1 Detailed Description

Definition at line 6737 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1081 X3D_MetadataSFFloat Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **value**
- float **valueChanged**
- float **setValue**
- double **tickTime**

4.1081.1 Detailed Description

Definition at line 6759 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1082 X3D_MetadataSFImage Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 value**
- struct **Multi_Int32 valueChanged**
- struct **Multi_Int32 setValue**
- double **tickTime**

4.1082.1 Detailed Description

Definition at line 6781 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1083 X3D_MetadataSFInt32 Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **value**
- int **valueChanged**
- int **setValue**
- double **tickTime**

4.1083.1 Detailed Description

Definition at line 6803 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1084 X3D_MetadataSFMatrix3d Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFMatrix3d value**
- struct **SFMatrix3d valueChanged**
- struct **SFMatrix3d setValue**
- double **tickTime**

4.1084.1 Detailed Description

Definition at line 6825 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1085 X3D_MetadataSFMatrix3f Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFMatrix3f value**
- struct **SFMatrix3f valueChanged**
- struct **SFMatrix3f setValue**
- double **tickTime**

4.1085.1 Detailed Description

Definition at line 6847 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1086 X3D_MetadataSFMatrix4d Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFMatrix4d value**
- struct **SFMatrix4d valueChanged**
- struct **SFMatrix4d setValue**
- double **tickTime**

4.1086.1 Detailed Description

Definition at line 6869 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1087 X3D_MetadataSFMatrix4f Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFMatrix4f value**
- struct **SFMatrix4f valueChanged**
- struct **SFMatrix4f setValue**
- double **tickTime**

4.1087.1 Detailed Description

Definition at line 6891 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1088 X3D_MetadataSFNode Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **value**
- struct **X3D_Node** ∗ **valueChanged**
- struct **X3D_Node** ∗ **setValue**
- double **tickTime**

4.1088.1 Detailed Description

Definition at line 6913 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1089 X3D_MetadataSFRotation Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFRotation value**
- struct **SFRotation valueChanged**
- struct **SFRotation setValue**
- double **tickTime**

4.1089.1 Detailed Description

Definition at line 6935 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1090 X3D_MetadataSFString Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Uni_String** ∗ **value**
- struct **Uni_String** ∗ **valueChanged**
- struct **Uni_String** ∗ **setValue**
- double **tickTime**

4.1090.1 Detailed Description

Definition at line 6957 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1091 X3D_MetadataSFTime Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- double **value**
- double **valueChanged**
- double **setValue**
- double **tickTime**

4.1091.1 Detailed Description

Definition at line 6979 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1092 X3D_MetadataSFVec2d Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec2d value**
- struct **SFVec2d valueChanged**
- struct **SFVec2d setValue**
- double **tickTime**

4.1092.1 Detailed Description

Definition at line 7001 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1093 X3D_MetadataSFVec2f Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec2f value**
- struct **SFVec2f valueChanged**
- struct **SFVec2f setValue**
- double **tickTime**

4.1093.1 Detailed Description

Definition at line 7023 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1094 X3D_MetadataSFVec3d Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3d value**
- struct **SFVec3d valueChanged**
- struct **SFVec3d setValue**
- double **tickTime**

4.1094.1 Detailed Description

Definition at line 7045 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1095 X3D_MetadataSFVec3f Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f value**
- struct **SFVec3f valueChanged**
- struct **SFVec3f setValue**
- double **tickTime**

4.1095.1 Detailed Description

Definition at line 7067 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1096 X3D_MetadataSFVec4d Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec4d value**
- struct **SFVec4d valueChanged**
- struct **SFVec4d setValue**
- double **tickTime**

4.1096.1 Detailed Description

Definition at line 7089 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1097 X3D_MetadataSFVec4f Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec4f value**
- struct **SFVec4f valueChanged**
- struct **SFVec4f setValue**
- double **tickTime**

4.1097.1 Detailed Description

Definition at line 7111 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1098 X3D_MetadataString Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Uni_String** ∗ **reference**
- struct **Multi_String value**

4.1098.1 Detailed Description

Definition at line 7155 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1099 X3D_MotorJoint Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **axis1Angle**
- float **axis1Torque**
- float **axis2Angle**

- float **axis2Torque**
- float **axis3Angle**
- float **axis3Torque**
- struct **X3D_Node** ∗ **body1**
- struct **X3D_Node** ∗ **body2**
- int **enabledAxes**
- struct **Multi_String forceOutput**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f motor1Axis**
- struct **SFVec3f motor2Axis**
- struct **SFVec3f motor3Axis**
- float **stop1Bounce**
- float **stop1ErrorCorrection**
- float **stop2Bounce**
- float **stop2ErrorCorrection**
- float **stop3Bounce**
- float **stop3ErrorCorrection**
- float **motor1Angle**
- float **motor1AngleRate**
- float **motor2Angle**
- float **motor2AngleRate**
- float **motor3Angle**
- float **motor3AngleRate**
- int **autoCalc**
- void ∗ **_joint**
- int **_forceout**
- struct **SFVec3f __old_motor1Axis**
- struct **SFVec3f __old_motor2Axis**
- struct **SFVec3f __old_motor3Axis**
- struct **X3D_Node** ∗ **__old_body1**
- struct **X3D_Node** ∗ **__old_body2**
- float **__old_axis1Angle**
- float **__old_axis2Angle**
- float **__old_axis3Angle**

4.1099.1 Detailed Description

Definition at line 7177 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1100 X3D_MovieTexture Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Uni_String** ∗ **description**
- int **loop**
- struct **X3D_Node** ∗ **metadata**
- double **pauseTime**
- float **pitch**
- double **resumeTime**
- double **startTime**
- double **stopTime**
- struct **Multi_String url**
- double **duration_changed**
- double **elapsedTime**
- int **isActive**
- int **isPaused**
- void ∗ **_parentResource**
- int **__loadstatus**
- void ∗ **__loadResource**
- int **__sourceNumber**
- double **__inittime**
- double **__lasttime**
- int **repeatS**
- int **repeatT**
- struct **X3D_Node** ∗ **textureProperties**
- int **__textureTableIndex**
- float **speed**
- float **__frac**
- int **__ctex**
- int **__lowest**
- int **__highest**
- void ∗ **__fw_movie**

4.1100.1 Detailed Description

Definition at line 7232 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1101 X3D_MultiTexture Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- 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**
- void ∗ **__xparams**

4.1101.1 Detailed Description

Definition at line 7279 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1102 X3D_MultiTextureCoordinate Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Node texCoord**

4.1102.1 Detailed Description

Definition at line 7305 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1103 X3D_MultiTextureTransform Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Node textureTransform**

4.1103.1 Detailed Description

Definition at line 7325 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1104 X3D_NavigationInfo Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]

- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_bind**
- struct **Multi_Float avatarSize**
- int **headlight**
- float **speed**
- struct **Multi_String type**
- float **visibilityLimit**
- int **isBound**
- int **_layerId**
- struct **Multi_String transitionType**
- double **bindTime**
- struct **X3D_Node** ∗ **metadata**
- double **transitionTime**
- int **transitionComplete**

4.1104.1 Detailed Description

Definition at line 7345 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1105 X3D_Node Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**

4.1105.1 Detailed Description

Definition at line 2502 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1106 X3D_Normal Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec3f vector**

4.1106.1 Detailed Description

Definition at line 7376 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1107 X3D_NormalInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Vec3f keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec3f value_changed**

4.1107.1 Detailed Description

Definition at line 7396 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1108 X3D_NurbsCurve Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **controlPoint**
- struct **Multi_Double weight**
- struct **Multi_Double knot**
- int **order**
- int **tessellation**
- int **closed**
- float **_tscale**
- struct **Multi_Vec3f __points**
- int **__numPoints**

4.1108.1 Detailed Description

Definition at line 7419 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1109 X3D_NurbsCurve2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2d controlPoint**
- struct **Multi_Double weight**
- struct **Multi_Double knot**
- int **order**
- int **tessellation**
- int **closed**
- float **_tscale**

4.1109.1 Detailed Description

Definition at line 7447 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1110 X3D_NurbsOrientationInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**

- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **controlPoint**
- struct **Multi_Double weight**
- struct **Multi_Double knot**
- int **order**
- float **set_fraction**
- struct **SFRotation value_changed**
- struct **Multi_Float _knot**
- struct **Multi_Vec4f _xyzw**
- int **_OK**
- struct **SFVec2f _knotrange**

4.1110.1 Detailed Description

Definition at line 7473 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1111 X3D_NurbsPatchSurface Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **controlPoint**
- struct **Multi_Double weight**
- struct **Multi_Double uKnot**
- int **uOrder**
- int **uDimension**
- int **uTessellation**
- int **uClosed**
- struct **Multi_Double vKnot**
- int **vOrder**
- int **vDimension**
- int **vTessellation**
- int **vClosed**
- struct **X3D_Node** ∗ **texCoord**
- int **solid**
- float **_tscale**

4.1111.1 Detailed Description

Definition at line 7502 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1112 X3D_NurbsPositionInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **controlPoint**
- struct **Multi_Double weight**
- struct **Multi_Double knot**
- int **order**
- float **set_fraction**
- struct **SFVec3f value_changed**
- struct **Multi_Float _knot**
- struct **Multi_Vec4f _xyzw**
- int **_OK**
- struct **SFVec2f _knotrange**

4.1112.1 Detailed Description

Definition at line 7536 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1113 X3D_NurbsSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addGeometry**
- struct **Multi_Node removeGeometry**
- struct **Multi_Node geometry**
- struct **X3D_Node** ∗ **metadata**
- float **tessellationScale**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**

4.1113.1 Detailed Description

Definition at line 7565 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1114 X3D_NurbsSurfaceInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**

- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **controlPoint**
- struct **Multi_Double weight**
- struct **Multi_Double uKnot**
- int **uOrder**
- int **uDimension**
- struct **Multi_Double vKnot**
- int **vOrder**
- int **vDimension**
- struct **SFVec2f set_fraction**
- struct **SFVec3f position_changed**
- struct **SFVec3f normal_changed**
- struct **Multi_Float _uKnot**
- struct **Multi_Float _vKnot**
- struct **Multi_Vec4f _controlPoint**
- int **_OK**

4.1114.1 Detailed Description

Definition at line 7590 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1115 X3D_NurbsSweptSurface Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **crossSectionCurve**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **trajectoryCurve**
- int **ccw**
- int **solid**
- struct **Uni_String** ∗ **method**
- struct **X3D_Node** ∗ **_patch**
- int **_method**

4.1115.1 Detailed Description

Definition at line 7624 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1116 X3D_NurbsSwungSurface Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **profileCurve**
- struct **X3D_Node** ∗ **trajectoryCurve**
- int **ccw**
- int **solid**
- struct **X3D_Node** ∗ **_patch**

4.1116.1 Detailed Description

Definition at line 7650 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1117 X3D_NurbsTextureCoordinate Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2f controlPoint**
- struct **Multi_Float weight**
- struct **Multi_Double uKnot**
- int **uOrder**
- int **uDimension**
- struct **Multi_Double vKnot**
- int **vOrder**
- int **vDimension**
- struct **Multi_Float _uKnot**
- struct **Multi_Float _vKnot**
- struct **Multi_Vec4f _controlPoint**

4.1117.1 Detailed Description

Definition at line 7674 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1118 X3D_NurbsTrimmedSurface Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]

- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **controlPoint**
- struct **Multi_Double weight**
- struct **Multi_Double uKnot**
- int **uOrder**
- int **uDimension**
- int **uTessellation**
- int **uClosed**
- struct **Multi_Double vKnot**
- int **vOrder**
- int **vDimension**
- int **vTessellation**
- int **vClosed**
- struct **X3D_Node** ∗ **texCoord**
- int **solid**
- struct **Multi_Node addTrimmingContour**
- struct **Multi_Node removeTrimmingContour**
- struct **Multi_Node trimmingContour**
- float **_tscale**

4.1118.1 Detailed Description

Definition at line 7704 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1119 X3D_OpacityMapVolumeStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **transferFunction**

4.1119.1 Detailed Description

Definition at line 7782 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1120 X3D_OrientationChaser Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_p**
- void ∗ **_t**
- int **isActive**
- double **duration**
- double **_bufferendtime**
- double **_steptime**
- struct **SFRotation value_changed**
- struct **SFRotation initialDestination**
- struct **SFRotation initialValue**
- struct **SFRotation set_destination**
- struct **SFRotation set_value**
- void ∗ **_buffer**
- struct **SFRotation _previousvalue**
- struct **SFRotation _destination**

4.1120.1 Detailed Description

Definition at line 7803 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1121 X3D_OrientationDamper Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_p**
- void ∗ **_t**
- double **tau**
- float **tolerance**
- int **isActive**
- int **order**
- double **_tau**
- double **_lasttick**
- int **_takefirstinput**
- struct **SFRotation value_changed**
- struct **SFRotation initialDestination**
- struct **SFRotation initialValue**
- struct **SFRotation set_destination**
- struct **SFRotation set_value**
- void ∗ **_values**
- struct **SFRotation _input**

4.1121.1 Detailed Description

Definition at line 7836 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1122 X3D_OrientationInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Rotation keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation value_changed**

4.1122.1 Detailed Description

Definition at line 7871 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1123 X3D_OrthoViewpoint Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_bind**
- double **bindTime**

- int **isBound**
- struct **Uni_String** ∗ **description**
- int **jump**
- struct **Multi_Float fieldOfView**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation orientation**
- struct **SFVec3f position**
- int **_layerId**
- int **_donethispass**
- struct **SFVec3f centerOfRotation**
- int **retainUserOffsets**

4.1123.1 Detailed Description

Definition at line 7894 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1124 X3D_OSC_Sensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **Uni_String** ∗ **description**
- struct **Uni_String** ∗ **protocol**
- struct **Uni_String** ∗ **listenfor**
- int **port**
- struct **Uni_String** ∗ **filter**
- struct **Uni_String** ∗ **handler**
- struct **Multi_String talksTo**
- int **FIFOsize**
- int **int32Inp**
- float **floatInp**
- struct **Uni_String** ∗ **stringInp**
- int **gotEvents**
- struct **X3D_Node** ∗ **metadata**

- struct **Multi_Node _talkToNodes**
- int **_status**
- void * **_int32InpFIFO**
- void * **_floatInpFIFO**
- void * **_stringInpFIFO**
- void * **_int32OutFIFO**
- void * **_floatOutFIFO**
- void * **_stringOutFIFO**
- struct **X3D_Node * __oldmetadata**

4.1124.1 Detailed Description

Definition at line 7741 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1125 X3D_PackagedShader Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector * _parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep * _intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node * _executionContext**
- int **activate**
- struct **X3D_Node * metadata**
- struct **Multi_String url**
- int **isSelected**
- int **isValid**
- struct **Uni_String * language**
- int **_initialized**
- int **_shaderUserNumber**
- struct **X3D_Node * _shaderUserDefinedFields**
- pthread_t **_shaderLoadThread**
- int **_retrievedURLData**

4.1125.1 Detailed Description

Definition at line 7925 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1126 X3D_ParticleSystem Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **appearance**
- struct **X3D_Node** ∗ **geometry**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **_shaderflags_base**
- int **_shaderflags_effects**
- int **_shaderflags_usershaders**
- int **createParticles**
- int **enabled**
- float **lifetimeVariation**
- int **maxParticles**
- float **particleLifetime**
- struct **SFVec2f particleSize**
- int **isActive**
- struct **X3D_Node** ∗ **colorRamp**
- struct **Multi_Float colorKey**
- struct **X3D_Node** ∗ **emitter**
- struct **Uni_String** ∗ **geometryType**
- struct **Multi_Node physics**
- struct **X3D_Node** ∗ **texCoordRamp**
- struct **Multi_Float texCoordKey**
- void ∗ **_tris**
- void ∗ **_ttex**
- void ∗ **_ltex**
- void ∗ **_particles**
- double **_lasttime**
- int **_geometryType**
- float **_remainder**

4.1126.1 Detailed Description

Definition at line 7954 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1127 X3D_PickableGroup Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String objectType**
- int **pickable**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**

4.1127.1 Detailed Description

Definition at line 8001 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1128 X3D_PixelTexture Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 image**
- struct **X3D_Node** ∗ **metadata**
- int **repeatS**
- int **repeatT**
- struct **X3D_Node** ∗ **textureProperties**
- void ∗ **_parentResource**
- int **__textureTableIndex**

4.1128.1 Detailed Description

Definition at line 8028 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1129 X3D_PixelTexture3D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**

- struct **Multi_Int32 image**
- struct **X3D_Node** ∗ **metadata**
- int **repeatS**
- int **repeatT**
- int **repeatR**
- struct **X3D_Node** ∗ **textureProperties**
- int **__textureTableIndex**
- void ∗ **_parentResource**
- int **_needs_gradient**

4.1129.1 Detailed Description

Definition at line 8053 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1130 X3D_PlaneSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **autoOffset**
- struct **SFRotation axisRotation**
- int **enabled**
- struct **SFVec2f maxPosition**
- struct **SFVec2f minPosition**
- struct **SFVec3f offset**
- int **isActive**
- int **isOver**
- struct **Uni_String** ∗ **description**
- struct **SFVec3f trackPoint_changed**
- struct **SFVec3f translation_changed**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f _oldtrackPoint**
- struct **SFVec3f _oldtranslation**
- struct **SFVec3f _origPoint**
- int **__oldEnabled**

4.1130.1 Detailed Description

Definition at line 8080 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1131 X3D_PointEmitter Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f direction**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f position**
- float **speed**
- float **variation**
- float **mass**
- float **surfaceArea**

4.1131.1 Detailed Description

Definition at line 8114 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1132 X3D_PointLight Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **ambientIntensity**
- struct **SFVec3f attenuation**
- struct **SFColor color**
- int **global**
- float **intensity**
- struct **SFVec3f location**
- struct **X3D_Node** ∗ **metadata**
- int **on**
- float **radius**
- struct **SFVec4f _loc**
- struct **SFVec4f _col**
- struct **SFVec4f _amb**

4.1132.1 Detailed Description

Definition at line 8139 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1133 X3D_PointPickSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]

- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String objectType**
- struct **X3D_Node** ∗ **pickingGeometry**
- struct **Multi_Node pickTarget**
- int **isActive**
- struct **Multi_Node pickedGeometry**
- struct **Uni_String** ∗ **intersectionType**
- struct **Uni_String** ∗ **sortOrder**
- struct **Uni_String** ∗ **matchCriterion**
- int **__oldEnabled**
- struct **Multi_Vec3f pickedPoint**
- int **_oldisActive**
- struct **Multi_Node _oldpickTarget**
- struct **Multi_Node _oldpickedGeometry**
- struct **Multi_Vec3f _oldpickedPoint**
- struct **SFVec3f _bboxCenter**
- struct **SFVec3f _bboxSize**
- struct **Uni_String** ∗ **set_intersectionType**
- struct **Uni_String** ∗ **set_sortOrder**

4.1133.1 Detailed Description

Definition at line 8169 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1134 X3D_PointSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**

- struct **Multi_Node attrib**
- struct **X3D_Node** ∗ **color**
- struct **X3D_Node** ∗ **coord**
- struct **X3D_Node** ∗ **fogCoord**
- struct **X3D_Node** ∗ **metadata**
- int **_pointsVBO**
- int **_coloursVBO**
- int **_npoints**
- int **_colourSize**

4.1134.1 Detailed Description

Definition at line 8207 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1135 X3D_Polyline2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2f lineSegments**

4.1135.1 Detailed Description

Definition at line 8234 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1136 X3D_PolylineEmitter Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 set_coordIndex**
- struct **X3D_Node** ∗ **coord**
- struct **SFVec3f direction**
- struct **X3D_Node** ∗ **metadata**
- float **speed**
- float **variation**
- struct **Multi_Int32 coordIndex**
- float **mass**
- float **surfaceArea**
- int **_method**
- int **_nseg**
- void ∗ **_segs**
- void ∗ **_portions**

4.1136.1 Detailed Description

Definition at line 8254 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1137 X3D_Polypoint2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2f point**

4.1137.1 Detailed Description

Definition at line 8285 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1138 X3D_PolyRep Struct Reference

Data Fields

- int **irep_change**
- int **ccw**
- int **ntri**
- int **streamed**
- GLuint ∗ **cindex**
- GLuint ∗ **colindex**
- GLuint ∗ **norindex**
- GLuint ∗ **tcindex**
- ushort ∗ **tri_indices**
- ushort ∗ **wire_indices**
- float ∗ **actualCoord**
- float ∗ **actualFog**
- float ∗ **color**
- float ∗ **normal**
- float ∗ **flat_normal**
- int **last_normal_type**
- int **last_index_type**
- float ∗ **GeneratedTexCoords** [4]
- int **ntexdim** [4]
- int **ntcoord**
- int **tcoordtype**
- int **texgentype**
- GLfloat **minVals** [3]
- GLfloat **maxVals** [3]
- GLfloat **transparency**
- int **isRGBAcolorNode**
- GLuint **VBO_buffers** [VBO_COUNT]

4.1138.1 Detailed Description

Definition at line 62 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1139 X3D_PositionChaser Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_p**
- void ∗ **_t**
- int **isActive**
- double **duration**
- double **_bufferendtime**
- double **_steptime**
- struct **SFVec3f value_changed**
- struct **SFVec3f initialDestination**
- struct **SFVec3f initialValue**
- struct **SFVec3f set_destination**
- struct **SFVec3f set_value**
- void ∗ **_buffer**
- struct **SFVec3f _previousvalue**
- struct **SFVec3f _destination**

4.1139.1 Detailed Description

Definition at line 8305 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1140 X3D_PositionChaser2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_p**
- void ∗ **_t**
- int **isActive**
- double **duration**
- double **_bufferendtime**
- double **_steptime**
- struct **SFVec2f value_changed**
- struct **SFVec2f initialDestination**
- struct **SFVec2f initialValue**
- struct **SFVec2f set_destination**
- struct **SFVec2f set_value**
- void ∗ **_buffer**
- struct **SFVec2f _previousvalue**
- struct **SFVec2f _destination**

4.1140.1 Detailed Description

Definition at line 8338 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1141 X3D_PositionDamper Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_p**
- void ∗ **_t**
- double **tau**
- float **tolerance**
- int **isActive**
- int **order**
- double **_tau**
- double **_lasttick**
- int **_takefirstinput**
- struct **SFVec3f value_changed**
- struct **SFVec3f initialDestination**
- struct **SFVec3f initialValue**
- struct **SFVec3f set_destination**
- struct **SFVec3f set_value**
- void ∗ **_values**
- struct **SFVec3f _input**

4.1141.1 Detailed Description

Definition at line 8371 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1142 X3D_PositionDamper2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_p**
- void ∗ **_t**
- double **tau**
- float **tolerance**
- int **isActive**
- int **order**
- double **_tau**
- double **_lasttick**
- int **_takefirstinput**
- struct **SFVec2f value_changed**
- struct **SFVec2f initialDestination**
- struct **SFVec2f initialValue**
- struct **SFVec2f set_destination**
- struct **SFVec2f set_value**
- void ∗ **_values**
- struct **SFVec2f _input**

4.1142.1 Detailed Description

Definition at line 8406 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1143 X3D_PositionInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Vec3f keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f value_changed**

4.1143.1 Detailed Description

Definition at line 8441 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1144 X3D_PositionInterpolator2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Vec2f keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec2f value_changed**

4.1144.1 Detailed Description

Definition at line 8464 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1145 X3D_PrimitivePickSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String objectType**
- struct **X3D_Node** ∗ **pickingGeometry**
- struct **Multi_Node pickTarget**
- int **isActive**
- struct **Multi_Node pickedGeometry**
- struct **Uni_String** ∗ **intersectionType**
- struct **Uni_String** ∗ **sortOrder**
- struct **Uni_String** ∗ **matchCriterion**
- int **__oldEnabled**

4.1145.1 Detailed Description

Definition at line 8487 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1146 X3D_ProgramShader Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **activate**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Node programs**
- int **isSelected**
- int **isValid**
- struct **Uni_String** ∗ **language**
- int **_initialized**
- int **_shaderUserNumber**
- pthread_t **_shaderLoadThread**
- int **_retrievedURLData**

4.1146.1 Detailed Description

Definition at line 8516 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1147 X3D_ProjectionVolumeStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- float **intensityThreshold**
- struct **Uni_String** ∗ **type**
- int **_type**

4.1147.1 Detailed Description

Definition at line 8544 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1148 X3D_Proto Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node __children**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **Multi_Node _sortedChildren**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- void ∗ **__protoDeclares**
- void ∗ **__externProtoDeclares**
- void ∗ **__nodes**
- void ∗ **__subcontexts**
- void ∗ **__GC**
- void ∗ **__protoDef**
- int **__protoFlags**
- struct **X3D_Node** ∗ **__prototype**
- struct **X3D_Node** ∗ **__parentProto**
- void ∗ **__ROUTES**
- void ∗ **__EXPORTS**
- void ∗ **__IMPORTS**
- void ∗ **__DEFnames**
- void ∗ **__IS**
- void ∗ **__scripts**
- struct **Multi_String url**
- struct **Multi_String __oldurl**
- void ∗ **__afterPound**
- int **__loadstatus**
- void ∗ **_parentResource**
- void ∗ **__loadResource**
- void ∗ **__typename**
- int **load**
- int **__oldload**

4.1148.1 Detailed Description

Definition at line 8567 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1149 X3D_ProximitySensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f center**
- struct **SFVec3f size**
- int **enabled**
- int **isActive**
- struct **SFVec3f position_changed**
- struct **SFRotation orientation_changed**
- double **enterTime**
- double **exitTime**
- struct **SFVec3f centerOfRotation_changed**
- struct **X3D_Node** ∗ **metadata**
- int **__hit**
- struct **SFVec3f __t1**
- struct **SFRotation __t2**
- int **__oldEnabled**

4.1149.1 Detailed Description

Definition at line 8617 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1150 X3D_QuadSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node attrib**
- struct **X3D_Node** ∗ **color**
- struct **X3D_Node** ∗ **coord**
- struct **X3D_Node** ∗ **fogCoord**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **normal**
- struct **X3D_Node** ∗ **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi_Int32 _coordIndex**

4.1150.1 Detailed Description

Definition at line 8649 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1151 X3D_ReceiverPdu Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]

- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Uni_String** ∗ **address**
- int **applicationID**
- int **enabled**
- int **entityID**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni_String** ∗ **networkMode**
- int **port**
- int **radioID**
- float **readInterval**
- float **receivedPower**
- int **receiverState**
- int **rtpHeaderExpected**
- int **siteID**
- int **transmitterApplicationID**
- int **transmitterEntityID**
- int **transmitterRadioID**
- int **transmitterSiteID**
- int **whichGeometry**
- float **writeInterval**
- int **isActive**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- double **timestamp**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**

4.1151.1 Detailed Description

Definition at line 8679 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1152 X3D_Rectangle2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec2f size**
- int **solid**
- struct **Multi_Vec3f __points**
- int **__numPoints**

4.1152.1 Detailed Description

Definition at line 8726 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1153 X3D_RigidBody Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **angularDampingFactor**
- struct **SFVec3f angularVelocity**

- int **autoDamp**
- int **autoDisable**
- struct **SFVec3f centerOfMass**
- float **disableAngularSpeed**
- float **disableLinearSpeed**
- float **disableTime**
- int **enabled**
- struct **SFVec3f finiteRotationAxis**
- int **fixed**
- struct **Multi_Vec3f forces**
- struct **Multi_Node geometry**
- struct **SFMatrix3f inertia**
- float **linearDampingFactor**
- struct **SFVec3f linearVelocity**
- float **mass**
- struct **X3D_Node** ∗ **massDensityModel**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation orientation**
- struct **SFVec3f position**
- struct **Multi_Vec3f torques**
- int **useFiniteRotation**
- int **useGlobalGravity**
- void ∗ **_body**
- struct **SFVec3f __old_angularVelocity**
- struct **SFVec3f __old_centerOfMass**
- struct **SFVec3f __old_finiteRotationAxis**
- struct **SFVec3f __old_linearVelocity**
- struct **SFRotation __old_orientation**
- struct **SFVec3f __old_position**
- void ∗ **_geomIdentityTransform**

4.1153.1 Detailed Description

Definition at line 8749 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1154 X3D_RigidBodyCollection Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]

- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node set_contacts**
- int **autoDisable**
- struct **Multi_Node bodies**
- float **constantForceMix**
- float **contactSurfaceThickness**
- float **disableAngularSpeed**
- float **disableLinearSpeed**
- float **disableTime**
- int **enabled**
- float **errorCorrection**
- struct **SFVec3f gravity**
- int **iterations**
- struct **Multi_Node joints**
- float **maxCorrectionSpeed**
- struct **X3D_Node** ∗ **metadata**
- int **preferAccuracy**
- struct **X3D_Node** ∗ **collider**
- void ∗ **_world**
- void ∗ **_group**

4.1154.1 Detailed Description

Definition at line 8799 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1155 X3D_ScalarChaser Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**

- void * **_p**
- void * **_t**
- int **isActive**
- double **duration**
- double **_bufferendtime**
- double **_steptime**
- float **value_changed**
- float **initialDestination**
- float **initialValue**
- float **set_destination**
- float **set_value**
- void * **_buffer**
- float **_previousvalue**
- float **_destination**

4.1155.1 Detailed Description

Definition at line 8836 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1156 X3D_ScalarDamper Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- void * **_p**
- void * **_t**
- double **tau**
- float **tolerance**
- int **isActive**
- int **order**
- double **_tau**
- double **_lasttick**
- int **_takefirstinput**
- float **value_changed**
- float **initialDestination**
- float **initialValue**
- float **set_destination**
- float **set_value**
- void * **_values**
- float **_input**

4.1156.1 Detailed Description

Definition at line 8869 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1157 X3D_ScalarInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Float keyValue**
- struct **X3D_Node** ∗ **metadata**
- float **value_changed**

4.1157.1 Detailed Description

Definition at line 8904 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1158 X3D_ScreenFontStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_String family**
- int **horizontal**
- struct **Multi_String justify**
- struct **Uni_String** * **language**
- int **leftToRight**
- float **pointSize**
- float **spacing**
- struct **Uni_String** * **style**
- int **topToBottom**

4.1158.1 Detailed Description

Definition at line 8927 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1159 X3D_ScreenGroup Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**

- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **X3D_Node** * **metadata**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**

4.1159.1 Detailed Description

Definition at line 8955 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1160 X3D_Script Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_String url**
- int **directOutput**
- int **mustEvaluate**
- struct **X3D_Node** * **metadata**
- void * **__scriptObj**
- void * **_parentResource**

4.1160.1 Detailed Description

Definition at line 8980 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1161 X3D_SegmentedVolumeData Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f dimensions**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **voxels**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- void ∗ **_boxtris**
- struct **Multi_Node renderStyle**
- struct **Multi_Bool segmentEnabled**
- struct **X3D_Node** ∗ **segmentIdentifiers**

4.1161.1 Detailed Description

Definition at line 9004 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1162 X3D_ShadedVolumeStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**

- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- int **enabled**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **surfaceNormals**
- int **lighting**
- int **shadows**
- struct **X3D_Node** * **material**
- struct **Uni_String** * **phaseFunction**
- int **_phaseFunction**

4.1162.1 Detailed Description

Definition at line 9031 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1163 X3D_ShaderPart Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **url**
- struct **Uni_String** * **type**
- int **__loadstatus**
- void * **_parentResource**
- void * **__loadResource**
- struct **X3D_Node** * **_shaderUserDefinedFields**

4.1163.1 Detailed Description

Definition at line 9057 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1164 X3D_ShaderProgram Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_String url**
- struct **Uni_String** * **type**
- int **__loadstatus**
- void * **_parentResource**
- void * **__loadResource**
- struct **X3D_Node** * **_shaderUserDefinedFields**

4.1164.1 Detailed Description

Definition at line 9082 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1165 X3D_Shape Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**

- struct **X3D_Node** ∗ **appearance**
- struct **X3D_Node** ∗ **geometry**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **_shaderflags_base**
- int **_shaderflags_effects**
- int **_shaderflags_usershaders**
- int **__visible**
- int **__occludeCheckCount**
- int **__Samples**

4.1165.1 Detailed Description

Definition at line 9107 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1166 X3D_SignalPdu Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Uni_String** ∗ **address**
- int **applicationID**
- struct **Multi_Int32 data**
- int **dataLength**
- int **enabled**
- int **encodingScheme**
- int **entityID**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni_String** ∗ **networkMode**
- int **port**
- int **radioID**
- float **readInterval**

- int **rtpHeaderExpected**
- int **sampleRate**
- int **samples**
- int **siteID**
- int **tdlType**
- int **whichGeometry**
- float **writeInterval**
- int **isActive**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- double **timestamp**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**

4.1166.1 Detailed Description

Definition at line 9136 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1167 X3D_SilhouetteEnhancementVolumeStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **surfaceNormals**
- float **silhouetteBoundaryOpacity**
- float **silhouetteRetainedOpacity**
- float **silhouetteSharpness**

4.1167.1 Detailed Description

Definition at line 9183 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1168 X3D_SingleAxisHingeJoint Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f anchorPoint**
- struct **SFVec3f axis**
- struct **X3D_Node** ∗ **body1**
- struct **X3D_Node** ∗ **body2**
- struct **Multi_String forceOutput**
- float **maxAngle**
- struct **X3D_Node** ∗ **metadata**
- float **minAngle**
- float **stopBounce**
- float **stopErrorCorrection**
- float **angle**
- float **angleRate**
- struct **SFVec3f body1AnchorPoint**
- struct **SFVec3f body2AnchorPoint**
- void ∗ **_joint**
- int **_forceout**
- struct **SFVec3f __old_anchorPoint**
- struct **SFVec3f __old_axis**
- struct **X3D_Node** ∗ **__old_body1**
- struct **X3D_Node** ∗ **__old_body2**

4.1168.1 Detailed Description

Definition at line 9207 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1169 X3D_SliderJoint Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f axis**
- struct **X3D_Node** ∗ **body1**
- struct **X3D_Node** ∗ **body2**
- struct **Multi_String forceOutput**
- float **maxSeparation**
- struct **X3D_Node** ∗ **metadata**
- float **minSeparation**
- float **sliderForce**
- float **stopBounce**
- float **stopErrorCorrection**
- float **separation**
- float **separationRate**
- void ∗ **_joint**
- int **_forceout**
- struct **SFVec3f __old_axis**
- struct **X3D_Node** ∗ **__old_body1**
- struct **X3D_Node** ∗ **__old_body2**

4.1169.1 Detailed Description

Definition at line 9245 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1170 X3D_Sound Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- 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**
- int **__sourceNumber**
- struct **SFVec3f __lastlocation**
- double **__lasttime**

4.1170.1 Detailed Description

Definition at line 9280 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1171 X3D_Sphere Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**

- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- float **radius**
- int **solid**
- struct **Multi_Vec3f __points**
- int **_sideVBO**
- int **__SphereIndxVBO**
- void ∗ **__pindices**
- int **__wireindicesVBO**

4.1171.1 Detailed Description

Definition at line 9312 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1172 X3D_SphereSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **autoOffset**
- int **enabled**
- struct **SFRotation offset**
- int **isActive**
- struct **SFRotation rotation_changed**
- struct **SFVec3f trackPoint_changed**
- struct **SFVec3f _oldtrackPoint**
- struct **SFRotation _oldrotation**
- int **isOver**
- struct **Uni_String** ∗ **description**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f _origPoint**
- struct **SFVec3f _origNormalizedPoint**
- float **_radius**
- int **__oldEnabled**

4.1172.1 Detailed Description

Definition at line 9338 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1173 X3D_SplinePositionInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- int **closed**
- struct **Multi_Float key**
- struct **Multi_Vec3f keyValue**
- struct **Multi_Vec3f keyVelocity**
- struct **X3D_Node** ∗ **metadata**
- int **normalizeVelocity**
- struct **SFVec3f value_changed**
- struct **Multi_Vec3f _T0**
- struct **Multi_Vec3f _T1**

4.1173.1 Detailed Description

Definition at line 9371 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1174 X3D_SplinePositionInterpolator2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- int **closed**
- struct **Multi_Float key**
- struct **Multi_Vec2f keyValue**
- struct **Multi_Vec2f keyVelocity**
- struct **X3D_Node** ∗ **metadata**
- int **normalizeVelocity**
- struct **SFVec2f value_changed**
- struct **Multi_Vec2f _T0**
- struct **Multi_Vec2f _T1**

4.1174.1 Detailed Description

Definition at line 9399 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1175 X3D_SplineScalarInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**

- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- float **set_fraction**
- int **closed**
- struct **Multi_Float key**
- struct **Multi_Float keyValue**
- struct **Multi_Float keyVelocity**
- struct **X3D_Node** * **metadata**
- int **normalizeVelocity**
- float **value_changed**
- struct **Multi_Float _T0**
- struct **Multi_Float _T1**

4.1175.1 Detailed Description

Definition at line 9427 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1176 X3D_SpotLight Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- 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**
- struct **SFVec4f _dir**
- struct **SFVec4f _loc**
- struct **SFVec4f _col**
- struct **SFVec4f _amb**

4.1176.1 Detailed Description

Definition at line 9455 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1177 X3D_SquadOrientationInterpolator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Rotation keyValue**
- struct **X3D_Node** ∗ **metadata**
- int **normalizeVelocity**
- int **closed**
- struct **SFRotation value_changed**
- struct **Multi_Float _normkey**
- struct **Multi_Rotation _normkeyValue**

4.1177.1 Detailed Description

Definition at line 9489 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1178 X3D_StaticGroup Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Node children**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **Multi_Node __sibAffectors**
- int **__transparency**
- int **__solid**
- struct **Multi_Node _sortedChildren**

4.1178.1 Detailed Description

Definition at line 9516 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1179 X3D_StringSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**

- struct **X3D_Node** ∗ **_executionContext**
- int **deletionAllowed**
- int **enabled**
- struct **Uni_String** ∗ **enteredText**
- struct **Uni_String** ∗ **finalText**
- int **isActive**
- struct **X3D_Node** ∗ **metadata**
- int **_initialized**
- int **__oldEnabled**

4.1179.1 Detailed Description

Definition at line 9542 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1180 X3D_SurfaceEmitter Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 set_coordIndex**
- struct **X3D_Node** ∗ **metadata**
- float **speed**
- float **variation**
- struct **Multi_Int32 coordIndex**
- float **mass**
- struct **X3D_Node** ∗ **surface**
- float **surfaceArea**
- struct **X3D_Node** ∗ **geometry**
- void ∗ **_ifs**

4.1180.1 Detailed Description

Definition at line 9568 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1181 X3D_Switch Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node choice**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- int **whichChoice**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **__isX3D**

4.1181.1 Detailed Description

Definition at line 9596 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1182 X3D_Teapot Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- int **solid**
- void * **__ifsnode**

4.1182.1 Detailed Description

Definition at line 9624 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1183 X3D_TexCoordChaser2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- void * **_p**
- void * **_t**
- int **isActive**

- double **duration**
- double **_bufferendtime**
- double **_steptime**
- struct **Multi_Vec2f value_changed**
- struct **Multi_Vec2f initialDestination**
- struct **Multi_Vec2f initialValue**
- struct **Multi_Vec2f set_destination**
- struct **Multi_Vec2f set_value**
- void * **_buffer**
- struct **Multi_Vec2f _previousvalue**
- struct **Multi_Vec2f _destination**

4.1183.1 Detailed Description

Definition at line 9645 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1184 X3D_TexCoordDamper2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void * **_gc**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- void * **_p**
- void * **_t**
- double **tau**
- float **tolerance**
- int **isActive**
- int **order**
- double **_tau**
- double **_lasttick**
- int **_takefirstinput**
- struct **Multi_Vec2f value_changed**
- struct **Multi_Vec2f initialDestination**
- struct **Multi_Vec2f initialValue**
- struct **Multi_Vec2f set_destination**
- struct **Multi_Vec2f set_value**
- void * **_values**
- struct **Multi_Vec2f _input**

4.1184.1 Detailed Description

Definition at line 9678 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1185 X3D_Text Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **fontStyle**
- struct **Multi_Float length**
- float **maxExtent**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String string**
- struct **Multi_Vec2f lineBounds**
- struct **SFVec3f origin**
- int **solid**
- struct **SFVec2f textBounds**
- int **_isScreen**
- void ∗ **_screendata**

4.1185.1 Detailed Description

Definition at line 9713 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1186 X3D_TextureBackground Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_bind**
- struct **Multi_Float groundAngle**
- struct **Multi_Color groundColor**
- struct **Multi_Float skyAngle**
- struct **Multi_Color skyColor**
- double **bindTime**
- int **isBound**
- int **_layerId**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **_parentResource**
- struct **Multi_Vec3f __points**
- struct **Multi_Vec3f __colours**
- int **__quadcount**
- int **__VBO**
- struct **X3D_Node** ∗ **frontTexture**
- struct **X3D_Node** ∗ **backTexture**
- struct **X3D_Node** ∗ **topTexture**
- struct **X3D_Node** ∗ **bottomTexture**
- struct **X3D_Node** ∗ **leftTexture**
- struct **X3D_Node** ∗ **rightTexture**
- struct **Multi_Float transparency**

4.1186.1 Detailed Description

Definition at line 9742 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1187 X3D_TextureCoordinate Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2f point**

4.1187.1 Detailed Description

Definition at line 9781 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1188 X3D_TextureCoordinate3D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec3f point**

4.1188.1 Detailed Description

Definition at line 9801 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1189 X3D_TextureCoordinate4D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec4f point**

4.1189.1 Detailed Description

Definition at line 9821 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1190 X3D_TextureCoordinateGenerator Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **mode**
- struct **Multi_Float parameter**

4.1190.1 Detailed Description

Definition at line 9841 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1191 X3D_TextureProperties Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- float **anisotropicDegree**
- struct **SFColorRGBA borderColor**
- int **borderWidth**
- struct **Uni_String** ∗ **boundaryModeS**
- struct **Uni_String** ∗ **boundaryModeT**
- struct **Uni_String** ∗ **boundaryModeR**
- struct **Uni_String** ∗ **magnificationFilter**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **minificationFilter**
- struct **Uni_String** ∗ **textureCompression**
- float **texturePriority**
- int **generateMipMaps**

4.1191.1 Detailed Description

Definition at line 9862 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1192 X3D_TextureTransform Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec2f center**
- struct **X3D_Node** ∗ **metadata**
- float **rotation**
- struct **SFVec2f scale**
- struct **SFVec2f translation**

4.1192.1 Detailed Description

Definition at line 9892 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1193 X3D_TextureTransform3D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f center**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation rotation**
- struct **SFVec3f scale**
- struct **SFVec3f translation**

4.1193.1 Detailed Description

Definition at line 9915 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1194 X3D_TextureTransformMatrix3D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **SFMatrix4f matrix**

4.1194.1 Detailed Description

Definition at line 9938 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1195 X3D_TimeSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]

- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- double **cycleInterval**
- int **enabled**
- int **loop**
- struct **X3D_Node** ∗ **metadata**
- double **pauseTime**
- double **resumeTime**
- double **startTime**
- double **stopTime**
- double **cycleTime**
- double **elapsedTime**
- float **fraction_changed**
- int **isActive**
- double **isPaused**
- double **time**
- double **__inittime**
- double **__ctflag**
- int **__oldEnabled**
- double **__lasttime**

4.1195.1 Detailed Description

Definition at line 9958 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1196 X3D_TimeTrigger Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_boolean**
- double **triggerTime**
- struct **X3D_Node** ∗ **metadata**

4.1196.1 Detailed Description

Definition at line 9994 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1197 X3D_ToneMappedVolumeStyle Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **surfaceNormals**
- struct **SFColorRGBA coolColor**
- struct **SFColorRGBA warmColor**

4.1197.1 Detailed Description

Definition at line 10015 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1198 X3D_TouchSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **SFVec3f hitNormal_changed**
- struct **SFVec3f hitPoint_changed**
- struct **SFVec2f hitTexCoord_changed**
- struct **SFVec3f _oldhitNormal**
- struct **SFVec3f _oldhitPoint**
- struct **SFVec2f _oldhitTexCoord**
- int **isActive**
- int **isOver**
- struct **Uni_String** ∗ **description**
- double **touchTime**
- struct **X3D_Node** ∗ **metadata**
- int **__oldEnabled**

4.1198.1 Detailed Description

Definition at line 10038 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1199 X3D_TrackingSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**

- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **SFVec3f position**
- struct **SFRotation rotation**
- int **isActive**
- struct **Uni_String** ∗ **description**
- struct **X3D_Node** ∗ **metadata**
- int **isPositionAvailable**
- int **isRotationAvailable**

4.1199.1 Detailed Description

Definition at line 10069 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1200 X3D_Transform Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **SFVec3f center**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation rotation**
- struct **SFVec3f scale**
- struct **SFRotation scaleOrientation**
- struct **SFVec3f translation**
- struct **SFVec3f bboxCenter**

- struct **SFVec3f bboxSize**
- int **__do_center**
- int **__do_trans**
- int **__do_rotation**
- int **__do_scaleO**
- int **__do_scale**
- int **__do_anything**
- struct **Multi_Node _sortedChildren**

4.1200.1 Detailed Description

Definition at line 10095 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1201 X3D_TransformSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f center**
- struct **SFVec3f size**
- int **enabled**
- int **isActive**
- struct **SFVec3f position_changed**
- struct **SFRotation orientation_changed**
- double **enterTime**
- double **exitTime**
- struct **X3D_Node** ∗ **targetObject**
- struct **X3D_Node** ∗ **metadata**
- int **__hit**
- struct **SFVec3f __t1**
- struct **SFRotation __t2**
- int **__oldEnabled**

4.1201.1 Detailed Description

Definition at line 10132 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1202 X3D_TransmitterPdu Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Uni_String** ∗ **address**
- struct **SFVec3f antennaLocation**
- int **antennaPatternLength**
- int **antennaPatternType**
- int **applicationID**
- int **cryptoKeyID**
- int **cryptoSystem**
- int **enabled**
- int **entityID**
- int **frequency**
- int **inputSource**
- 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 **radioID**
- float **readInterval**
- struct **SFVec3f relativeAntennaLocation**
- int **rtpHeaderExpected**
- int **siteID**
- float **transmitFrequencyBandwidth**
- int **transmitState**
- int **whichGeometry**
- float **writeInterval**
- int **isActive**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- double **timestamp**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**

4.1202.1 Detailed Description

Definition at line 10164 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1203 X3D_TriangleFanSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node attrib**
- struct **X3D_Node** ∗ **color**
- struct **X3D_Node** ∗ **coord**
- struct **Multi_Int32 fanCount**
- struct **X3D_Node** ∗ **fogCoord**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **normal**
- struct **X3D_Node** ∗ **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi_Int32 _coordIndex**

4.1203.1 Detailed Description

Definition at line 10227 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1204 X3D_TriangleSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node attrib**
- struct **X3D_Node** ∗ **color**
- struct **X3D_Node** ∗ **coord**
- struct **X3D_Node** ∗ **fogCoord**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **normal**
- struct **X3D_Node** ∗ **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi_Int32 _coordIndex**

4.1204.1 Detailed Description

Definition at line 10258 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1205 X3D_TriangleSet2D Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2f vertices**
- int **solid**
- struct **Multi_Vec2f __texCoords**
- void ∗ **__wireindices**

4.1205.1 Detailed Description

Definition at line 10288 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1206 X3D_TriangleStripSet Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node attrib**
- struct **X3D_Node** ∗ **color**

- struct **X3D_Node** ∗ **coord**
- struct **X3D_Node** ∗ **fogCoord**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **normal**
- struct **Multi_Int32 stripCount**
- struct **X3D_Node** ∗ **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi_Int32 _coordIndex**

4.1206.1 Detailed Description

Definition at line 10311 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1207 X3D_TwoSidedMaterial Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- 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**
- float **shininess**
- int **separateBackColor**
- struct **SFColor specularColor**
- float **transparency**
- struct **Multi_Float _verifiedFrontColor**
- struct **Multi_Float _verifiedBackColor**

4.1207.1 Detailed Description

Definition at line 10342 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1208 X3D_UniversalJoint Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f anchorPoint**
- struct **SFVec3f axis1**
- struct **SFVec3f axis2**
- struct **X3D_Node** ∗ **body1**
- struct **X3D_Node** ∗ **body2**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String forceOutput**
- float **stop1Bounce**
- float **stop1ErrorCorrection**
- float **stop2Bounce**
- float **stop2ErrorCorrection**
- struct **SFVec3f body1AnchorPoint**
- struct **SFVec3f body1Axis**
- struct **SFVec3f body2AnchorPoint**
- struct **SFVec3f body2Axis**
- void ∗ **_joint**
- int **_forceout**
- struct **SFVec3f __old_anchorPoint**
- struct **SFVec3f __old_axis1**
- struct **SFVec3f __old_axis2**
- struct **X3D_Node** ∗ **__old_body1**
- struct **X3D_Node** ∗ **__old_body2**

4.1208.1 Detailed Description

Definition at line 10376 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1209 X3D_Viewpoint Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_bind**
- double **bindTime**
- int **isBound**
- struct **Uni_String** ∗ **description**
- int **jump**
- float **fieldOfView**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation orientation**
- struct **SFVec3f position**
- int **_layerId**
- int **_donethispass**
- struct **SFVec3f centerOfRotation**
- int **retainUserOffsets**
- struct **Uni_String** ∗ **fovMode**
- float **aspectRatio**

4.1209.1 Detailed Description

Definition at line 10416 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1210 X3D_ViewpointGroup Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f center**
- struct **Multi_Node children**
- struct **Uni_String** ∗ **description**
- int **displayed**
- struct **X3D_Node** ∗ **metadata**
- int **retainUserOffsets**
- struct **SFVec3f size**
- struct **X3D_Node** ∗ **__proxNode**

4.1210.1 Detailed Description

Definition at line 10449 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1211 X3D_Viewport Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**

- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node __sibAffectors**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Float clipBoundary**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**

4.1211.1 Detailed Description

Definition at line 10475 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1212 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 ∗, void ∗)

4.1212.1 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

4.1213 X3D_VisibilitySensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f center**
- int **enabled**
- struct **SFVec3f size**
- double **enterTime**
- double **exitTime**
- int **isActive**
- struct **X3D_Node** ∗ **metadata**
- int **__visible**
- int **__occludeCheckCount**
- struct **Multi_Vec3f __points**
- int **__Samples**
- int **__oldEnabled**

4.1213.1 Detailed Description

Definition at line 10501 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1214 X3D_VolumeData Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]

- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f dimensions**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **voxels**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- void ∗ **_boxtris**
- struct **X3D_Node** ∗ **renderStyle**

4.1214.1 Detailed Description

Definition at line 10531 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1215 X3D_VolumeEmitter Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 set_coordIndex**
- struct **X3D_Node** ∗ **coord**
- struct **SFVec3f direction**
- struct **X3D_Node** ∗ **metadata**
- float **speed**
- float **variation**
- struct **Multi_Int32 coordIndex**
- int **internal**
- float **mass**
- float **surfaceArea**
- void ∗ **_ifs**

4.1215.1 Detailed Description

Definition at line 10556 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1216 X3D_VolumePickSensor Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String objectType**
- struct **X3D_Node** ∗ **pickingGeometry**
- struct **Multi_Node pickTarget**
- int **isActive**
- struct **Multi_Node pickedGeometry**
- struct **Uni_String** ∗ **intersectionType**
- struct **Uni_String** ∗ **sortOrder**
- struct **Uni_String** ∗ **matchCriterion**
- int **__oldEnabled**

4.1216.1 Detailed Description

Definition at line 10585 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1217 X3D_WindPhysicsModel Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f direction**
- int **enabled**
- float **gustiness**
- struct **X3D_Node** ∗ **metadata**
- float **speed**
- float **turbulence**
- float **_frameSpeed**

4.1217.1 Detailed Description

Definition at line 10614 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1218 X3D_WorldInfo Struct Reference

Data Fields

- int **_nodeType**
- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** ∗ **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** ∗ **_intern**
- int **referenceCount**
- int **_defaultContainer**
- void ∗ **_gc**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_String info**
- struct **Uni_String** ∗ **title**
- struct **X3D_Node** ∗ **metadata**

4.1218.1 Detailed Description

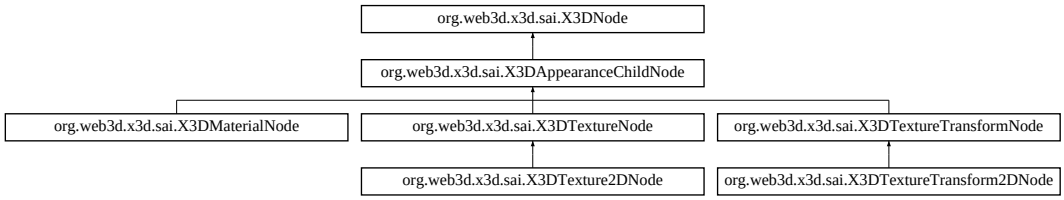
Definition at line 10639 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

4.1219 org.web3d.x3d.sai.X3DAppearanceChildNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAppearanceChildNode:



Additional Inherited Members

4.1219.1 Detailed Description

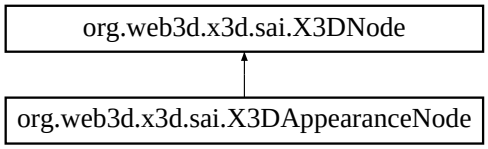
Definition at line 3 of file X3DAppearanceChildNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAppearanceChildNode.java

4.1220 org.web3d.x3d.sai.X3DAppearanceNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAppearanceNode:



Additional Inherited Members

4.1220.1 Detailed Description

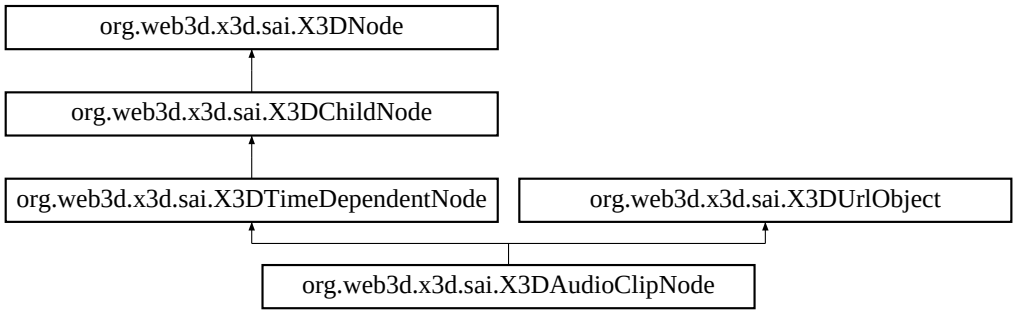
Definition at line 3 of file X3DAppearanceNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAppearanceNode.java

4.1221 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)

4.1221.1 Detailed Description

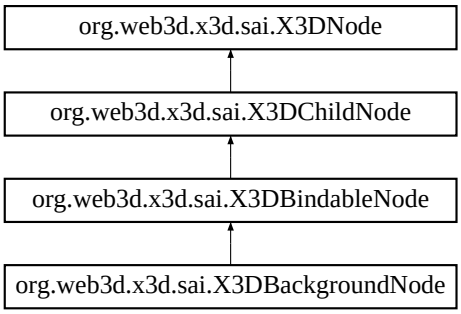
Definition at line 3 of file X3DAudioClipNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAudioClipNode.java

4.1222 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)

4.1222.1 Detailed Description

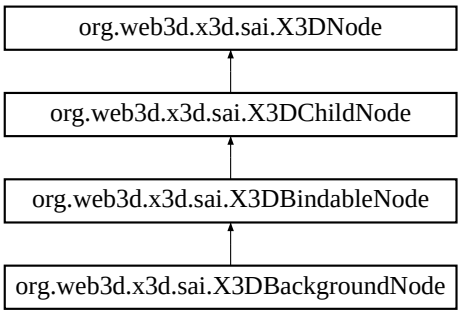
Definition at line 3 of file X3DBackgroundNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBackgroundNode.java

4.1223 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** ()

4.1223.1 Detailed Description

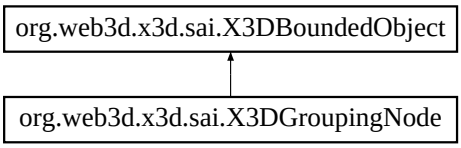
Definition at line 3 of file X3DBindableNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBindableNode.java

4.1224 org.web3d.x3d.sai.X3DBoundedObject Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBoundedObject:



4.1224.1 Detailed Description

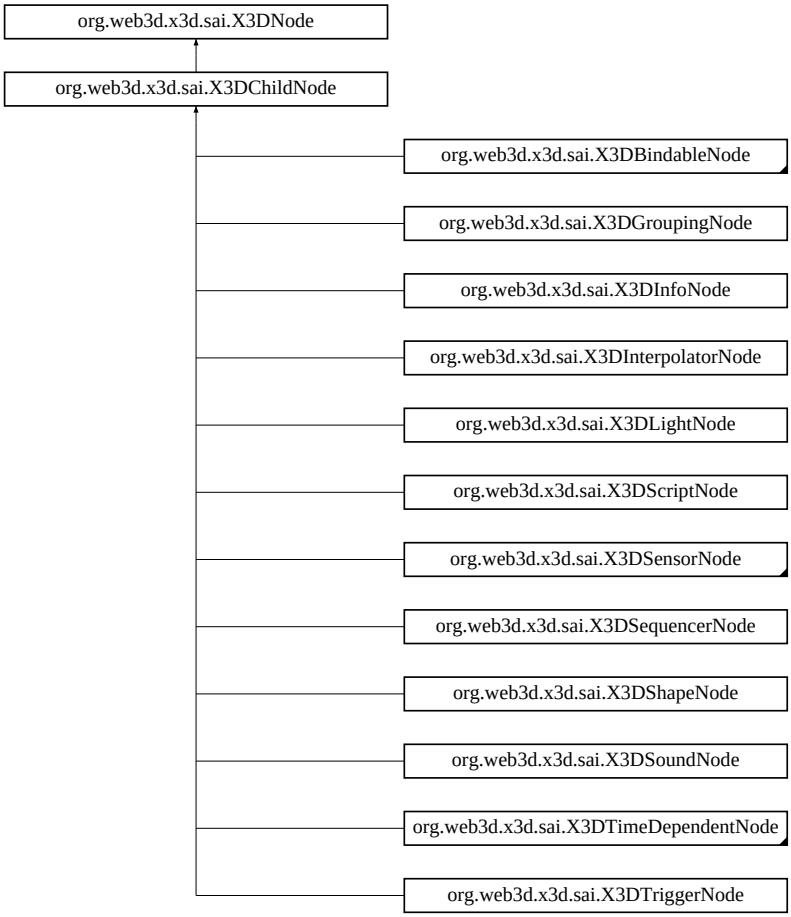
Definition at line 3 of file X3DBoundedObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBoundedObject.java

4.1225 org.web3d.x3d.sai.X3DChildNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DChildNode:



Additional Inherited Members

4.1225.1 Detailed Description

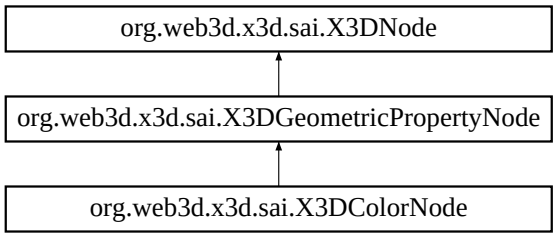
Definition at line 3 of file X3DChildNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DChildNode.java

4.1226 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)

4.1226.1 Detailed Description

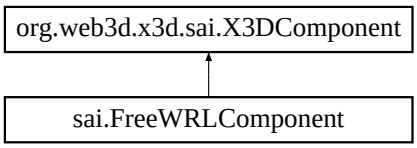
Definition at line 3 of file X3DColorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DColorNode.java

4.1227 org.web3d.x3d.sai.X3DComponent Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DComponent:



Public Member Functions

- **ExternalBrowser getBrowser** ()
- Object **getImplementation** ()
- void **shutdown** ()

4.1227.1 Detailed Description

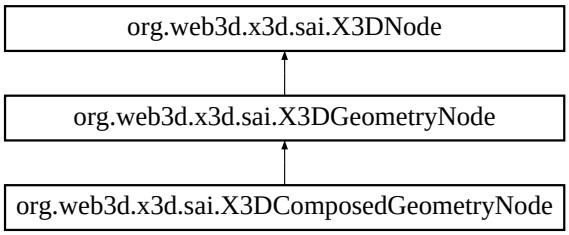
Definition at line 3 of file X3DComponent.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DComponent.java

4.1228 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** (**X3DProtoInstance** comp)
- **X3DNode getCoord** ()
- void **setCoord** (**X3DCoordinateNode** node)
- void **setCoord** (**X3DProtoInstance** node)
- **X3DNode getTexCoord** ()
- void **setTexCoord** (**X3DTextureCoordinateNode** node)
- void **setTexCoord** (**X3DProtoInstance** node)
- **X3DNode getNormal** ()
- void **setNormal** (**X3DNormalNode** node)
- void **setNormal** (**X3DProtoInstance** 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)

4.1228.1 Detailed Description

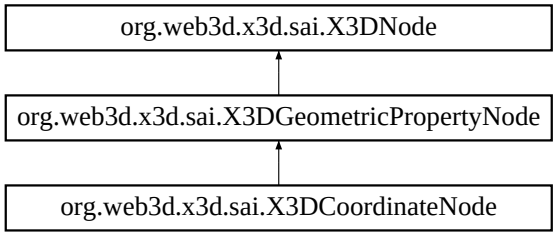
Definition at line 3 of file X3DComposedGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DComposedGeometryNode.java

4.1229 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)

4.1229.1 Detailed Description

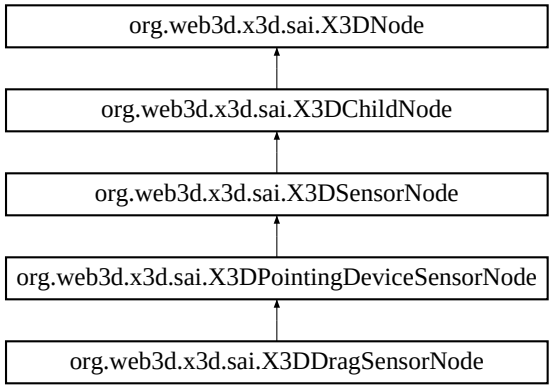
Definition at line 3 of file X3DCoordinateNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DCoordinateNode.java

4.1230 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)

4.1230.1 Detailed Description

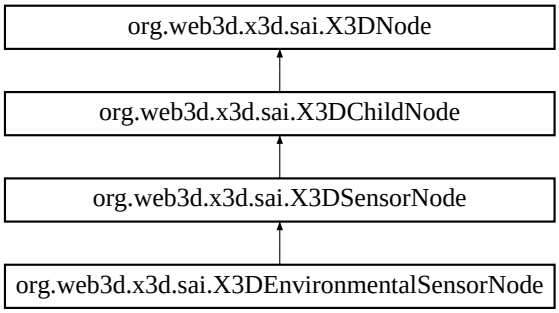
Definition at line 3 of file X3DDragSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DDragSensorNode.java

4.1231 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)

4.1231.1 Detailed Description

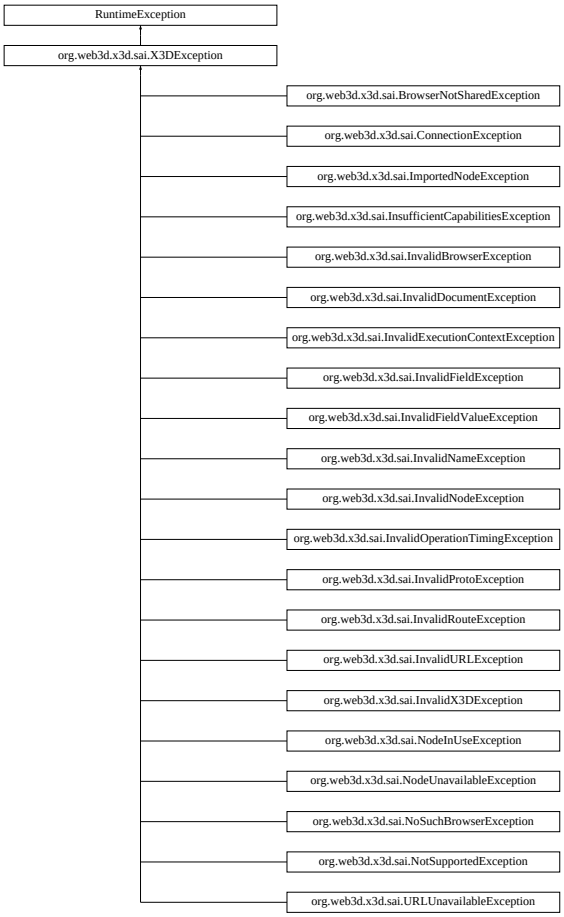
Definition at line 3 of file X3DEnvironmentalSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DEnvironmentalSensorNode.java

4.1232 org.web3d.x3d.sai.X3DException Class Reference

Inheritance diagram for org.web3d.x3d.sai.X3DException:



Public Member Functions

- **X3DException** (String msg)

4.1232.1 Detailed Description

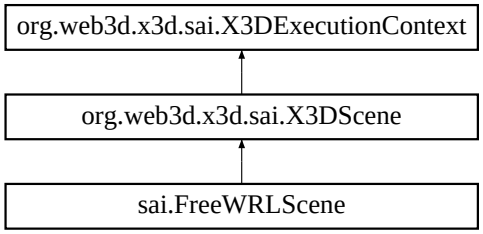
Definition at line 3 of file X3DException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DException.java

4.1233 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, InvalidName↩ Exception
- **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, Invalid↩ NameException
- **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

4.1233.1 Detailed Description

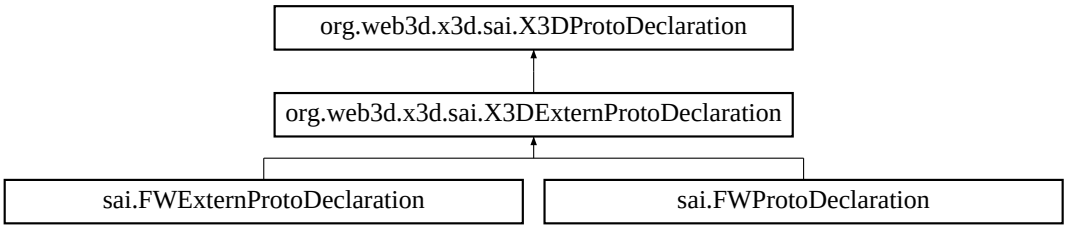
Definition at line 3 of file X3DExecutionContext.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DExecutionContext.java

4.1234 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

4.1234.1 Detailed Description

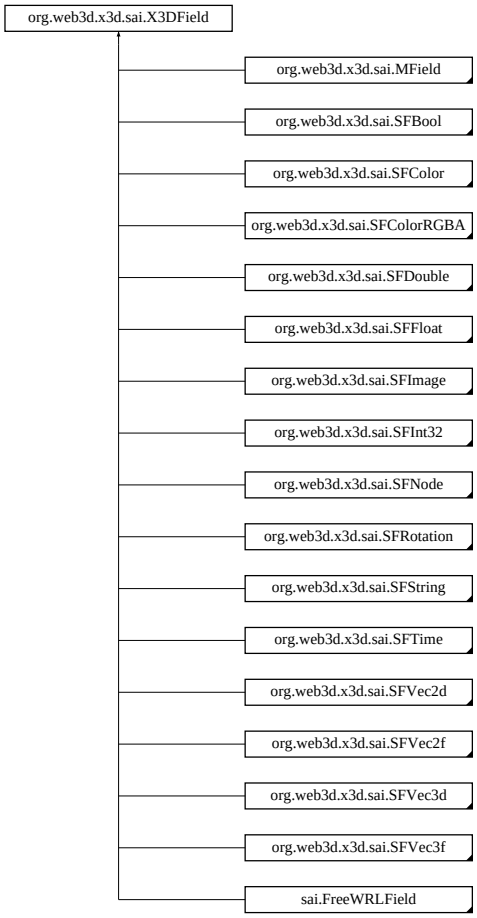
Definition at line 3 of file X3DExternProtoDeclaration.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DExternProtoDeclaration.java

4.1235 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, Connection↩ Exception
- void **setUserData** (Object data) throws InvalidFieldException, ConnectionException
- Object **getUserData** () throws InvalidFieldException, ConnectionException
- void **dispose** ()

4.1235.1 Detailed Description

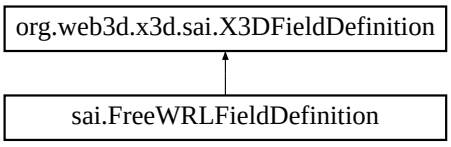
Definition at line 3 of file X3DField.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DField.java

4.1236 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** ()

4.1236.1 Detailed Description

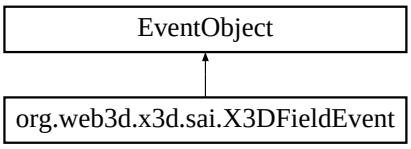
Definition at line 3 of file X3DFieldDefinition.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldDefinition.java

4.1237 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** ()

4.1237.1 Detailed Description

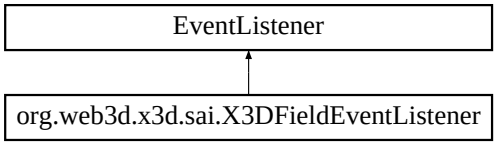
Definition at line 4 of file X3DFieldEvent.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldEvent.java

4.1238 org.web3d.x3d.sai.X3DFieldEventListener Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldEventListener:



Public Member Functions

- void **readableFieldChanged** (**X3DFieldEvent** evt)

4.1238.1 Detailed Description

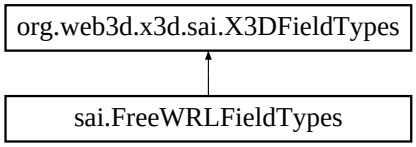
Definition at line 3 of file X3DFieldEventListener.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldEventListener.java

4.1239 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

4.1239.1 Detailed Description

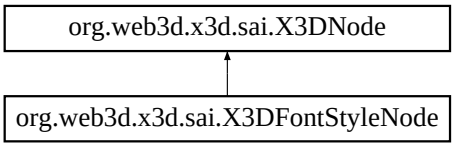
Definition at line 3 of file X3DFieldTypes.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldTypes.java

4.1240 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

4.1240.1 Detailed Description

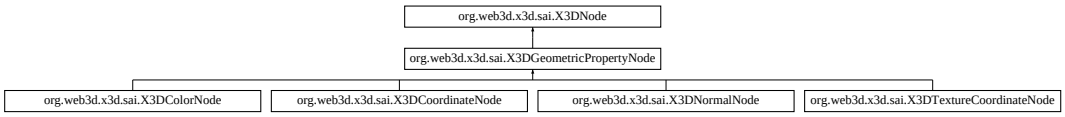
Definition at line 4 of file X3DFontStyleNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFontStyleNode.java

4.1241 org.web3d.x3d.sai.X3DGeometricPropertyNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGeometricPropertyNode:



Additional Inherited Members

4.1241.1 Detailed Description

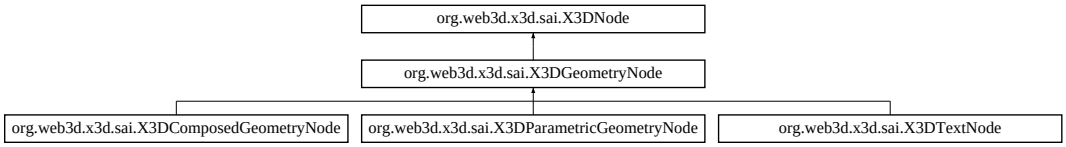
Definition at line 3 of file X3DGeometricPropertyNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGeometricPropertyNode.java

4.1242 org.web3d.x3d.sai.X3DGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGeometryNode:



Additional Inherited Members

4.1242.1 Detailed Description

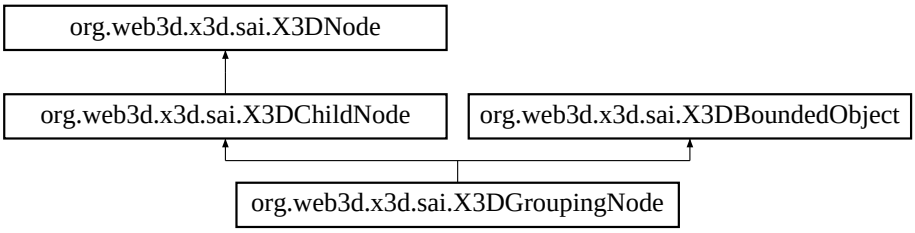
Definition at line 3 of file X3DGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGeometryNode.java

4.1243 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** ()

4.1243.1 Detailed Description

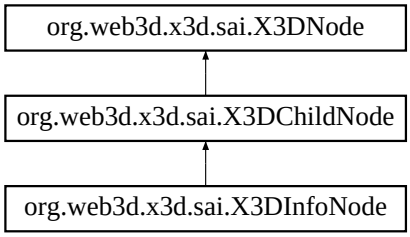
Definition at line 3 of file X3DGroupingNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGroupingNode.java

4.1244 org.web3d.x3d.sai.X3DInfoNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DInfoNode:



Additional Inherited Members

4.1244.1 Detailed Description

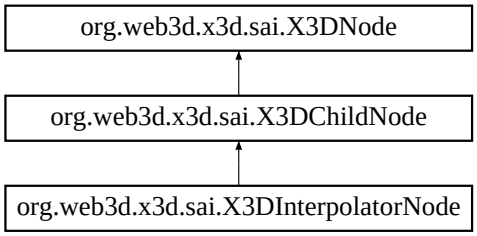
Definition at line 3 of file X3DInfoNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DInfoNode.java

4.1245 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)

4.1245.1 Detailed Description

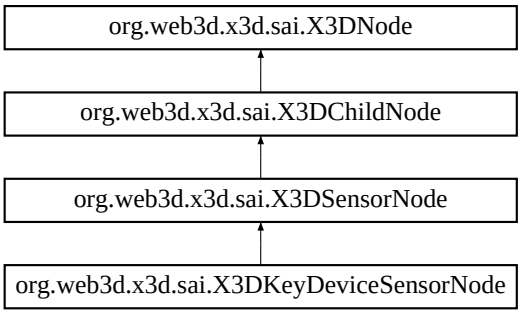
Definition at line 3 of file X3DInterpolatorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DInterpolatorNode.java

4.1246 org.web3d.x3d.sai.X3DKeyDeviceSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DKeyDeviceSensorNode:



Additional Inherited Members

4.1246.1 Detailed Description

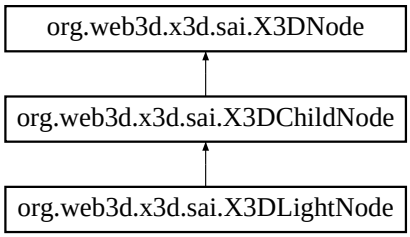
Definition at line 3 of file X3DKeyDeviceSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DKeyDeviceSensorNode.java

4.1247 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

4.1247.1 Detailed Description

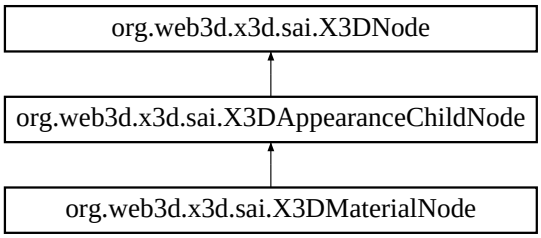
Definition at line 3 of file X3DLightNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DLightNode.java

4.1248 org.web3d.x3d.sai.X3DMaterialNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DMaterialNode:



Additional Inherited Members

4.1248.1 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

4.1249 org.web3d.x3d.sai.X3DMetadataObject Interface Reference

Public Member Functions

- void **setStandard** (String std)
- String **getStandard** ()
- void **setName** (String name)
- String **getName** ()

4.1249.1 Detailed Description

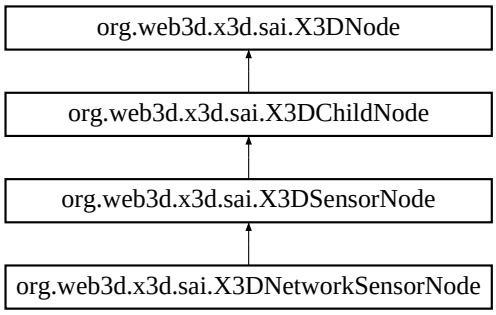
Definition at line 3 of file X3DMetadataObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DMetadataObject.java

4.1250 org.web3d.x3d.sai.X3DNetworkSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNetworkSensorNode:



Additional Inherited Members

4.1250.1 Detailed Description

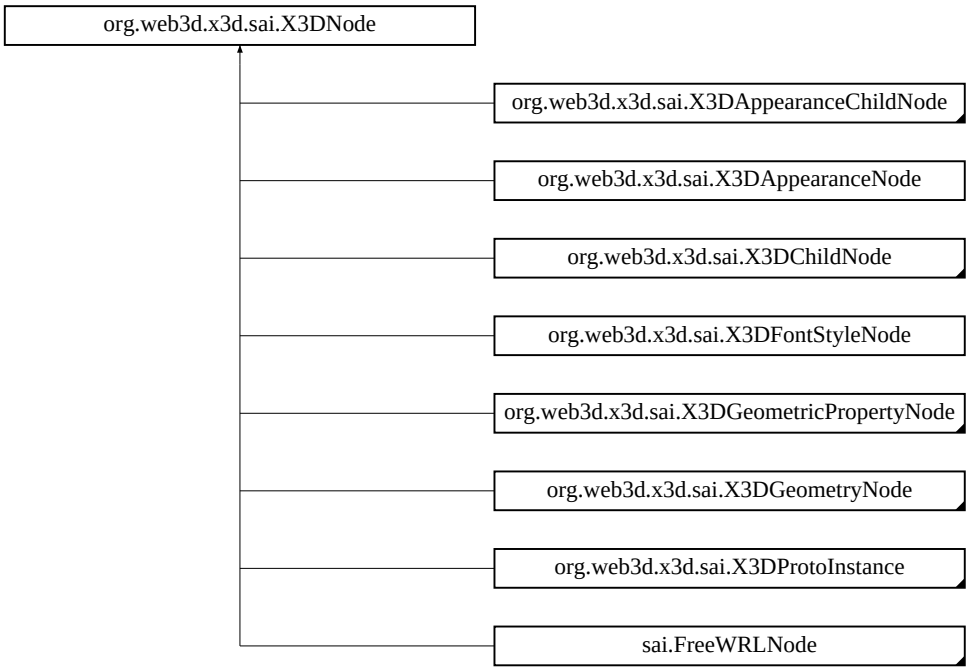
Definition at line 3 of file X3DNetworkSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNetworkSensorNode.java

4.1251 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, Connection↩ Exception
- void **dispose** ()

4.1251.1 Detailed Description

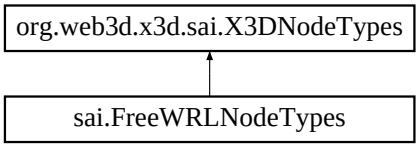
Definition at line 3 of file X3DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNode.java

4.1252 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

4.1252.1 Detailed Description

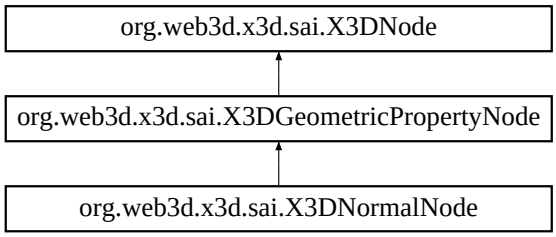
Definition at line 3 of file X3DNodeTypes.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNodeTypes.java

4.1253 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)

4.1253.1 Detailed Description

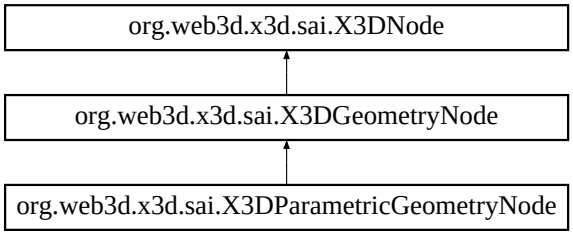
Definition at line 3 of file X3DNormalNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNormalNode.java

4.1254 org.web3d.x3d.sai.X3DParametricGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DParametricGeometryNode:



Additional Inherited Members

4.1254.1 Detailed Description

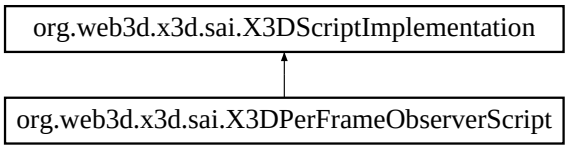
Definition at line 3 of file X3DParametricGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DParametricGeometryNode.java

4.1255 org.web3d.x3d.sai.X3DPerFrameObserverScript Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DPerFrameObserverScript:



Public Member Functions

- void **prepareEvents** ()

4.1255.1 Detailed Description

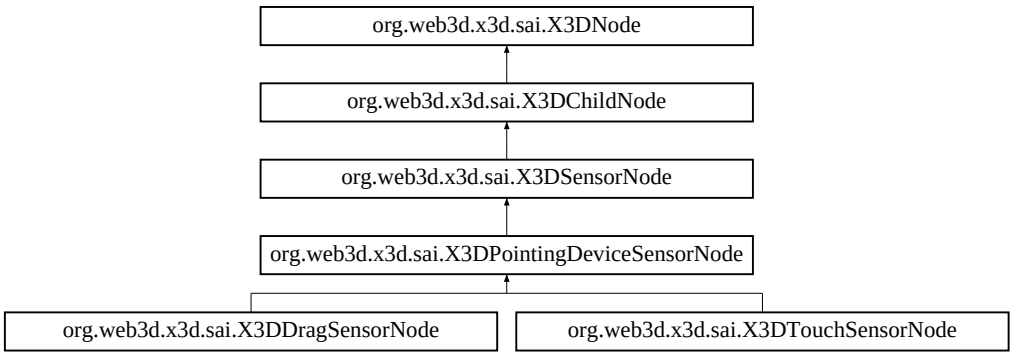
Definition at line 3 of file X3DPerFrameObserverScript.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DPerFrameObserverScript.java

4.1256 org.web3d.x3d.sai.X3DPointingDeviceSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DPointingDeviceSensorNode:



Additional Inherited Members

4.1256.1 Detailed Description

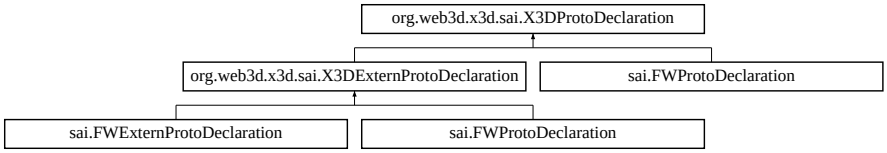
Definition at line 3 of file X3DPointingDeviceSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DPointingDeviceSensorNode.java

4.1257 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, InvalidProto↩ Exception
- void **dispose** ()

4.1257.1 Detailed Description

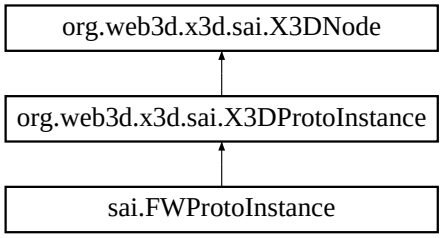
Definition at line 3 of file X3DProtoDeclaration.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DProtoDeclaration.java

4.1258 org.web3d.x3d.sai.X3DProtoInstance Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DProtoInstance:



Public Member Functions

- int [ ] **getImplementationTypes** ()

4.1258.1 Detailed Description

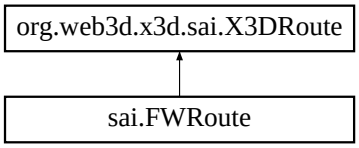
Definition at line 3 of file X3DProtoInstance.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DProtoInstance.java

4.1259 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

4.1259.1 Detailed Description

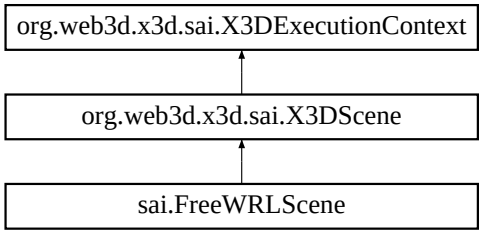
Definition at line 3 of file X3DRoute.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DRoute.java

4.1260 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, NodeUnavailableException, InvalidNameException
- void **updateExportedNode** (String nodeName, String newName) throws InvalidExecutionContextException, InvalidNameException
- void **removeExportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidNameException
- void **addRootNode** (**X3DNode** rootNode) throws InvalidExecutionContextException, NodeInUseException, InsufficientCapabilitiesException
- void **removeRootNode** (**X3DNode** rootNode) throws InvalidExecutionContextException
- void **dispose** ()

4.1260.1 Detailed Description

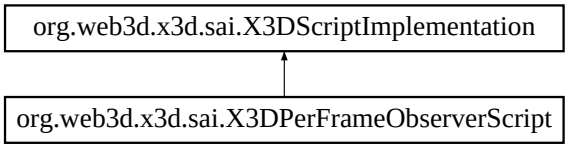
Definition at line 3 of file X3DScene.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScene.java

4.1261 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** ()

4.1261.1 Detailed Description

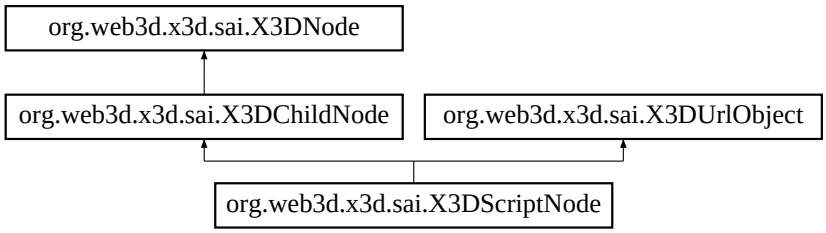
Definition at line 3 of file X3DScriptImplementation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScriptImplementation.java

4.1262 org.web3d.x3d.sai.X3DScriptNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScriptNode:



Additional Inherited Members

4.1262.1 Detailed Description

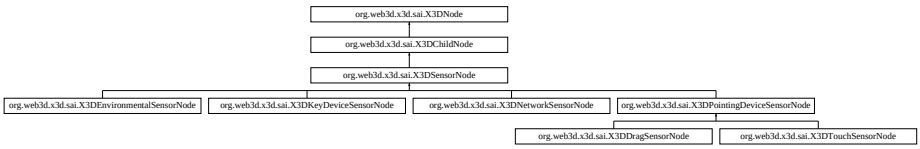
Definition at line 3 of file X3DScriptNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScriptNode.java

4.1263 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** ()

4.1263.1 Detailed Description

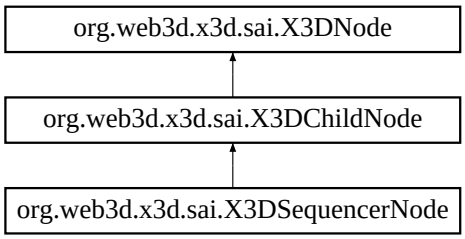
Definition at line 3 of file X3DSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSensorNode.java

4.1264 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** ()

4.1264.1 Detailed Description

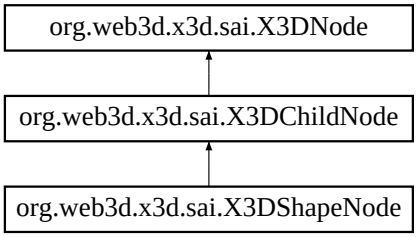
Definition at line 3 of file X3DSequencerNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSequencerNode.java

4.1265 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** (**X3DProtoInstance** app)
- **X3DNode getGeometry** ()
- void **setGeometry** (**X3DGeometryNode** geom)
- void **setGeometry** (**X3DProtoInstance** geom)

4.1265.1 Detailed Description

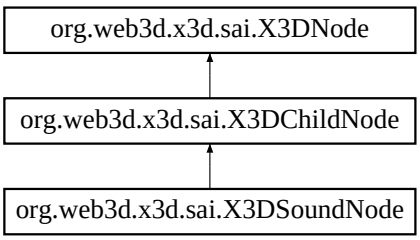
Definition at line 3 of file X3DShapeNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DShapeNode.java

4.1266 org.web3d.x3d.sai.X3DSoundNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSoundNode:



Additional Inherited Members

4.1266.1 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

4.1267 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)

4.1267.1 Detailed Description

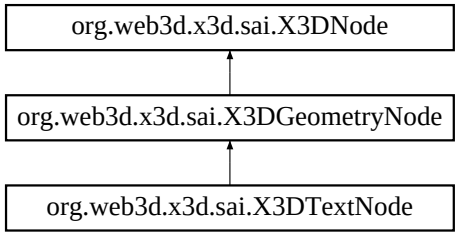
Definition at line 3 of file X3DSoundSourceNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSoundSourceNode.java

4.1268 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)

4.1268.1 Detailed Description

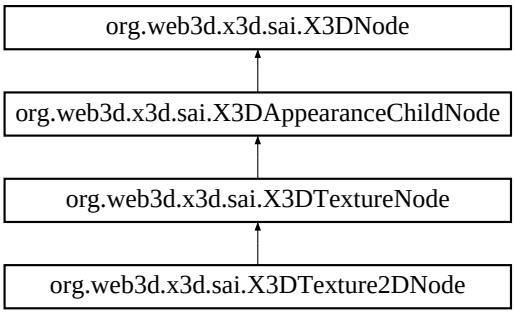
Definition at line 3 of file X3DTextNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextNode.java

4.1269 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** ()

4.1269.1 Detailed Description

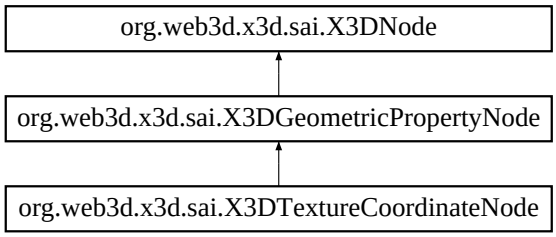
Definition at line 3 of file X3DTexture2DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTexture2DNode.java

4.1270 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)

4.1270.1 Detailed Description

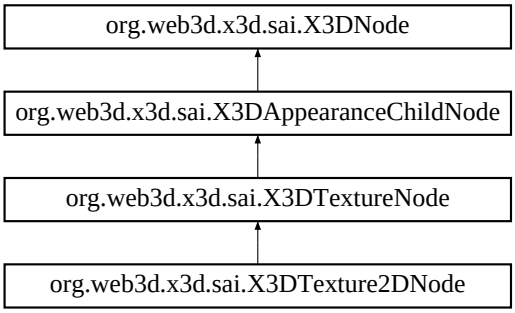
Definition at line 3 of file X3DTextureCoordinateNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureCoordinateNode.java

4.1271 org.web3d.x3d.sai.X3DTextureNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureNode:



Additional Inherited Members

4.1271.1 Detailed Description

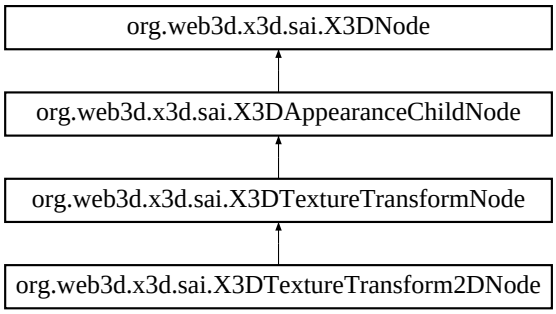
Definition at line 3 of file X3DTextureNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureNode.java

4.1272 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)

4.1272.1 Detailed Description

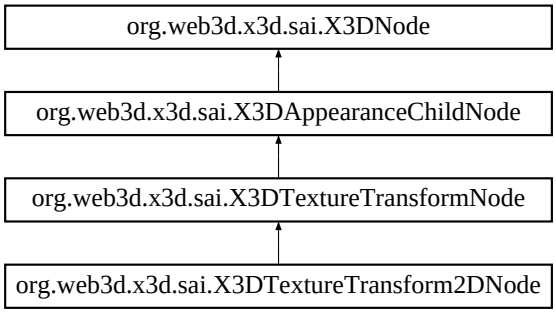
Definition at line 3 of file X3DTextureTransform2DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureTransform2DNode.java

4.1273 org.web3d.x3d.sai.X3DTextureTransformNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureTransformNode:



Additional Inherited Members

4.1273.1 Detailed Description

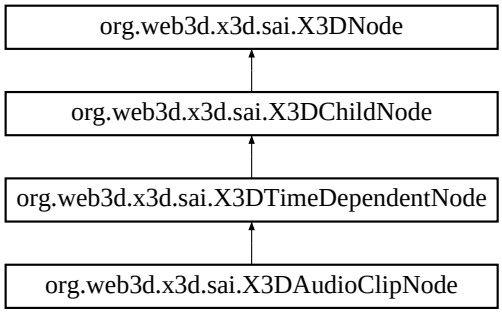
Definition at line 3 of file X3DTextureTransformNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureTransformNode.java

4.1274 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** ()

4.1274.1 Detailed Description

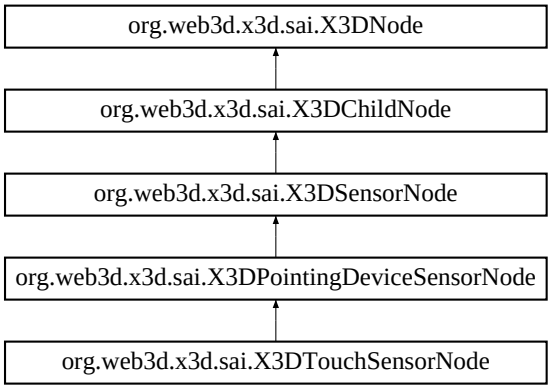
Definition at line 3 of file X3DTimeDependentNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTimeDependentNode.java

4.1275 org.web3d.x3d.sai.X3DTouchSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTouchSensorNode:



Public Member Functions

- boolean **getIsOver** ()
- double **getEnterTime** ()
- double **getTouchTime** ()

4.1275.1 Detailed Description

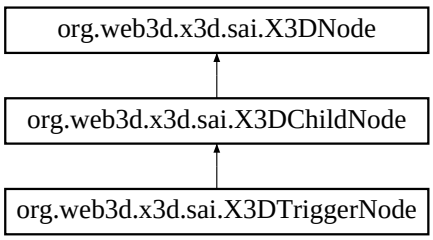
Definition at line 3 of file X3DTouchSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTouchSensorNode.java

4.1276 org.web3d.x3d.sai.X3DTriggerNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTriggerNode:



Additional Inherited Members

4.1276.1 Detailed Description

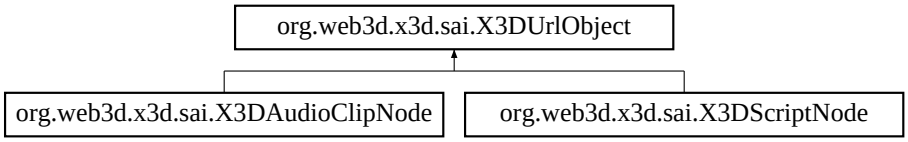
Definition at line 3 of file X3DTriggerNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTriggerNode.java

4.1277 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)

4.1277.1 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

4.1278 xml_user_data Struct Reference

Data Fields

- **Stack** ∗ **context**
- **Stack** ∗ **nodes**
- **Stack** ∗ **atts**
- **Stack** ∗ **modes**
- **Stack** ∗ **fields**

4.1278.1 Detailed Description

Definition at line 89 of file X3DParser.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/X3DParser.c

4.1279 XY Struct Reference

Data Fields

- int **x**
- int **y**

4.1279.1 Detailed Description

Definition at line 211 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/CursorDraw.c

4.1280 zip64_internal Struct Reference

Data Fields

- **zlib_filefunc64_32_def z_filefunc**
- voidpf **filestream**
- **linkedlist_data central_dir**
- int **in_opened_file_inzip**
- **curfile64_info ci**
- ZPOS64_T **begin_pos**
- ZPOS64_T **add_position_when_writting_offset**
- ZPOS64_T **number_entry**
- char * **globalcomment**

4.1280.1 Detailed Description

Definition at line 165 of file zip.c.

The documentation for this struct was generated from the following file:

- src/libminizip/zip.c

4.1281 zip_fileinfo Struct Reference

Data Fields

- **tm_zip tmz_date**
- uLong **dosDate**
- uLong **internal_fa**
- uLong **external_fa**

4.1281.1 Detailed Description

Definition at line 99 of file zip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/zip.h

4.1282 zlib_filefunc64_32_def_s Struct Reference

Data Fields

- **zlib_filefunc64_def zfile_func64**
- open_file_func **zopen32_file**
- tell_file_func **ztell32_file**
- seek_file_func **zseek32_file**

4.1282.1 Detailed Description

Definition at line 170 of file ioapi.h.

The documentation for this struct was generated from the following file:

- src/libminizip/ioapi.h

4.1283 zlib_filefunc64_def_s Struct Reference

Data Fields

- open64_file_func **zopen64_file**
- read_file_func **zread_file**
- write_file_func **zwrite_file**
- tell64_file_func **ztell64_file**
- seek64_file_func **zseek64_file**
- close_file_func **zclose_file**
- testerror_file_func **zerror_file**
- voidpf **opaque**

4.1283.1 Detailed Description

Definition at line 154 of file ioapi.h.

The documentation for this struct was generated from the following file:

- src/libminizip/ioapi.h

4.1284 zlib_filefunc_def_s Struct Reference

Data Fields

- open_file_func **zopen_file**
- read_file_func **zread_file**
- write_file_func **zwrite_file**
- tell_file_func **ztell_file**
- seek_file_func **zseek_file**
- close_file_func **zclose_file**
- testerror_file_func **zerror_file**
- voidpf **opaque**

4.1284.1 Detailed Description

Definition at line 138 of file ioapi.h.

The documentation for this struct was generated from the following file:

- src/libminizip/ioapi.h

4.1285 zone Struct Reference

Data Fields

- char * **name**
- **Point center**
- **Point** * **poly**
- int **n**
- char * **ssrname**
- void * **ssr**
- void * **next**

4.1285.1 Detailed Description

Definition at line 543 of file SSRServer.c.

The documentation for this struct was generated from the following file:

- src/SSR/SSRServer.c

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