FreeWRL/FreeX3D

3.0.0

Generated by Doxygen 1.8.11

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1.1 Class Hierarchy

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2.1 Data Structures

Here are the data structures with brief descriptions:

Chapter 3

Data Structure Documentation

3.1 _BrowserNative Struct Reference

Data Fields

- int **dummyEntry**

3.1.1 Detailed Description

Definition at line 39 of file jsNative.h.

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

- src/lib/world_script/jsNative.h

3.2 _cd_list_t Struct Reference

Data Fields

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

3.2.1 Detailed Description

Definition at line 85 of file list.h.

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

- src/lib/list.h

3.3 _CRnodeStruct Struct Reference

Data Fields

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

3.3.1 Detailed Description

Definition at line 38 of file CRoutes.h.

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

- src/lib/vrml_parser/CRoutes.h

3.4 _FW_PluginInstance Struct Reference

Data Fields

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

3.4.1 Detailed Description

Definition at line 96 of file plugin_main.c.

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

- src/plugin/plugin_main.c

3.5 _intX3D_MFBool Struct Reference

Data Fields

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

3.5.1 Detailed Description

Definition at line 81 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.6 _intX3D_MFColor Struct Reference

Data Fields

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

3.6.1 Detailed Description

Definition at line 72 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.7 _intX3D_MFColorRGBA Struct Reference

Data Fields

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

3.7.1 Detailed Description

Definition at line 73 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.8 _intX3D_MFFloat Struct Reference

Data Fields

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

3.8.1 Detailed Description

Definition at line 74 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.9 _intX3D_MFImage Struct Reference

Data Fields

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

3.9.1 Detailed Description

Definition at line 85 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.10 _intX3D_MFInt32 Struct Reference

Data Fields

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

3.10.1 Detailed Description

Definition at line 82 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.11 _intX3D_MFNode Struct Reference

Data Fields

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

3.11.1 Detailed Description

Definition at line 83 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.12 _intX3D_MFRotation Struct Reference

Data Fields

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

3.12.1 Detailed Description

Definition at line 76 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.13 _intX3D_MFString Struct Reference

Data Fields

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

3.13.1 Detailed Description

Definition at line 84 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.14 _intX3D_MFTime Struct Reference

Data Fields

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

3.14.1 Detailed Description

Definition at line 75 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.15 _intX3D_MFVec2d Struct Reference

Data Fields

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

3.15.1 Detailed Description

Definition at line 78 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.16 _intX3D_MFVec2f Struct Reference

Data Fields

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

3.16.1 Detailed Description

Definition at line 80 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.17 _intX3D_MFVec3d Struct Reference

Data Fields

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

3.17.1 Detailed Description

Definition at line 77 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.18 _intX3D_MFVec3f Struct Reference

Data Fields

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

3.18.1 Detailed Description

Definition at line 79 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.19 _intX3D_SFBool Struct Reference

Data Fields

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

3.19.1 Detailed Description

Definition at line 57 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.20 _intX3D_SFColor Struct Reference

Data Fields

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

3.20.1 Detailed Description

Definition at line 65 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.21 _intX3D_SFColorRGBA Struct Reference

Data Fields

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

3.21.1 Detailed Description

Definition at line 68 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.22 _intX3D_SFFloat Struct Reference

Data Fields

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

3.22.1 Detailed Description

Definition at line 58 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.23 _intX3D_SFImage Struct Reference

Data Fields

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

3.23.1 Detailed Description

Definition at line 70 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.24 _intX3D_SFInt32 Struct Reference

Data Fields

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

3.24.1 Detailed Description

Definition at line 60 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.25 _intX3D_SFNode Struct Reference

Data Fields

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

3.25.1 Detailed Description

Definition at line 61 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.26 _intX3D_SFRotation Struct Reference

Data Fields

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

3.26.1 Detailed Description

Definition at line 62 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.27 _intX3D_SFString Struct Reference

Data Fields

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

3.27.1 Detailed Description

Definition at line 69 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.28 _intX3D_SFTime Struct Reference

Data Fields

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

3.28.1 Detailed Description

Definition at line 59 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.29 _intX3D_SFVec2d Struct Reference

Data Fields

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

3.29.1 Detailed Description

Definition at line 64 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.30 _intX3D_SFVec2f Struct Reference

Data Fields

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

3.30.1 Detailed Description

Definition at line 63 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.31 _intX3D_SFVec3d Struct Reference

Data Fields

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

3.31.1 Detailed Description

Definition at line 67 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.32 _intX3D_SFVec3f Struct Reference

Data Fields

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

3.32.1 Detailed Description

Definition at line 66 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.33 _intX3DEventIn Struct Reference

Data Fields

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

3.33.1 Detailed Description

Definition at line 133 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.34 _s_list_t Struct Reference

Data Fields

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

3.34.1 Detailed Description

Definition at line 37 of file list.h.

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

- src/lib/list.h

3.35 _SFColorNative Struct Reference

Data Fields

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

3.35.1 Detailed Description

Definition at line 76 of file jsNative.h.

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

- src/lib/world_script/jsNative.h

3.36 _SFColorRGBANative Struct Reference

Data Fields

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

3.36.1 Detailed Description

Definition at line 81 of file jsNative.h.

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

- src/lib/world_script/jsNative.h

3.37 _SFImageNative Struct Reference

Data Fields

- int **valueChanged**

3.37.1 Detailed Description

Definition at line 72 of file jsNative.h.

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

- src/lib/world_script/jsNative.h

3.38 _SFNodeNative Struct Reference

Data Fields

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

3.38.1 Detailed Description

Definition at line 45 of file jsNative.h.

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

- src/lib/world_script/jsNative.h

3.39 _SFRotationNative Struct Reference

Data Fields

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

3.39.1 Detailed Description

Definition at line 52 of file jsNative.h.

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

- src/lib/world_script/jsNative.h

3.40 _SFVec2fNative Struct Reference

Data Fields

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

3.40.1 Detailed Description

Definition at line 57 of file jsNative.h.

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

- src/lib/world_script/jsNative.h

3.41 _SFVec3dNative Struct Reference

Data Fields

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

3.41.1 Detailed Description

Definition at line 67 of file jsNative.h.

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

- src/lib/world_script/jsNative.h

3.42 _SFVec3fNative Struct Reference

Data Fields

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

3.42.1 Detailed Description

Definition at line 62 of file jsNative.h.

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

- src/lib/world_script/jsNative.h

3.43 _SFVec4dNative Struct Reference

Data Fields

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

3.43.1 Detailed Description

Definition at line 91 of file jsNative.h.

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

- src/lib/world_script/jsNative.h

3.44 _SFVec4fNative Struct Reference

Data Fields

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

3.44.1 Detailed Description

Definition at line 86 of file jsNative.h.

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

- src/lib/world_script/jsNative.h

3.45 _urlRequest Struct Reference

Data Fields

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

3.45.1 Detailed Description

Definition at line 57 of file pluginUtils.h.

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

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

3.46 _X3DNode Union Reference

Data Fields

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

3.46.1 Detailed Description

Definition at line 87 of file X3DNode.h.

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

- src/libeai/X3DNode.h

3.47 ActiveRegion Struct Reference

Data Fields

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

3.47.1 Detailed Description

Definition at line 59 of file sweep.h.

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

- src/libtess/sweep.h

3.48 anyVrml Union Reference

3.48.1 Detailed Description

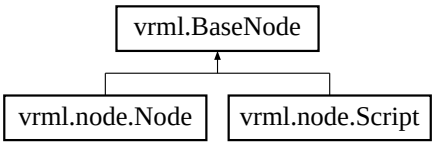
Definition at line 55 of file CParseGeneral.h.

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

- src/lib/vrml_parser/CParseGeneral.h

3.49 vrml.BaseNode Class Reference

Inheritance diagram for vrml.BaseNode:



Public Member Functions

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

3.49.1 Detailed Description

Definition at line 5 of file BaseNode.java.

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

- src/java/vrml/BaseNode.java

3.50 block Struct Reference

Data Fields

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

3.50.1 Detailed Description

Definition at line 182 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.51 brotoDefpair Struct Reference

Data Fields

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

3.51.1 Detailed Description

Definition at line 153 of file CParseParser.h.

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

- src/lib/vrml_parser/CParseParser.h

3.52 brotoIS Struct Reference

Data Fields

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

3.52.1 Detailed Description

Definition at line 5215 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

3.53 brotoRoute Struct Reference

Data Fields

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

3.53.1 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

3.54 brouteEnd Struct Reference

Data Fields

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

3.54.1 Detailed Description

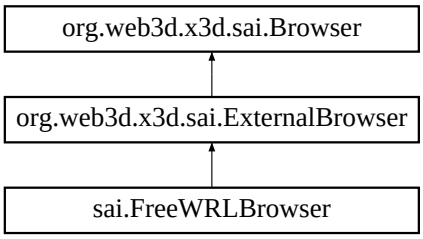
Definition at line 62 of file CRoutes.h.

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

- src/lib/vrml_parser/CRoutes.h

3.55 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, Connection↩ Exception
- **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** ()

3.55.1 Detailed Description

Definition at line 5 of file Browser.java.

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

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

3.56 vrml.Browser Class Reference

Public Member Functions

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

3.56.1 Detailed Description

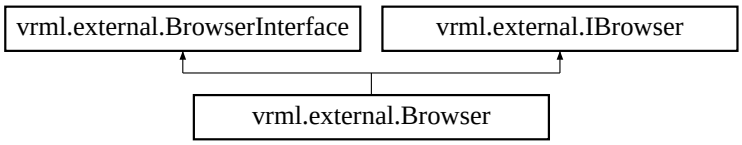
Definition at line 4 of file Browser.java.

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

- src/java/vrml/Browser.java

3.57 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)

3.57.1 Detailed Description

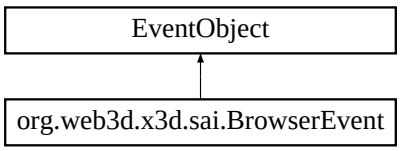
Definition at line 27 of file Browser.java.

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

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

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

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



Public Member Functions

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

Static Public Attributes

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

3.58.1 Detailed Description

Definition at line 5 of file BrowserEvent.java.

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

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

3.59 sai.BrowserFactory Class Reference

Static Public Member Functions

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

3.59.1 Detailed Description

Definition at line 8 of file BrowserFactory.java.

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

- src/java/sai/BrowserFactory.java

3.60 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

3.60.1 Detailed Description

Definition at line 8 of file BrowserFactoryImpl.java.

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

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

3.61 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

3.61.1 Detailed Description

Definition at line 4 of file BrowserGlobals.java.

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

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

3.62 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

3.62.1 Detailed Description

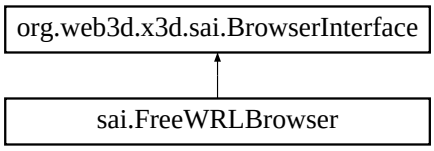
Definition at line 7 of file BrowserGlobals.java.

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

- src/java/sai/BrowserGlobals.java

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

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



Public Member Functions

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

3.63.1 Detailed Description

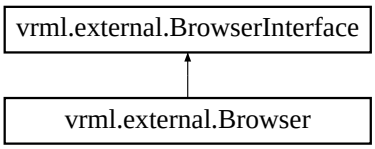
Definition at line 6 of file BrowserInterface.java.

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

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

3.64 vrml.external.BrowserInterface Interface Reference

Inheritance diagram for vrml.external.BrowserInterface:



Public Member Functions

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

3.64.1 Detailed Description

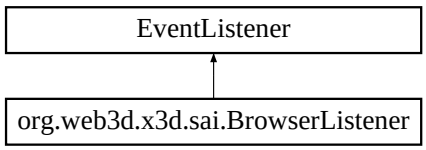
Definition at line 8 of file BrowserInterface.java.

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

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

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

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



Public Member Functions

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

3.65.1 Detailed Description

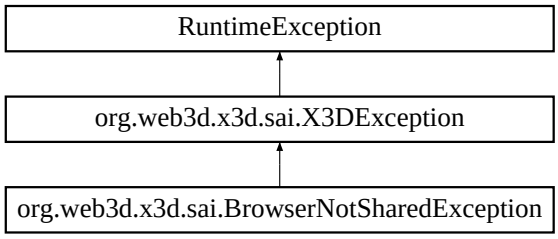
Definition at line 6 of file BrowserListener.java.

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

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

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

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



Public Member Functions

- **BrowserNotSharedException** (String msg)

3.66.1 Detailed Description

Definition at line 3 of file BrowserNotSharedException.java.

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

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

3.67 CachedVertex Struct Reference

Data Fields

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

3.67.1 Detailed Description

Definition at line 54 of file tess.h.

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

- src/libtess/tess.h

3.68 cbDataExactName Struct Reference

Data Fields

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

3.68.1 Detailed Description

Definition at line 6238 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

3.69 cbDataRootNameAndRouteDir Struct Reference

Data Fields

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

3.69.1 Detailed Description

Definition at line 6280 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

3.70 coded_block_pattern_entry Struct Reference

Data Fields

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

3.70.1 Detailed Description

Definition at line 770 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.71 colorScheme Struct Reference

Data Fields

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

3.71.1 Detailed Description

Definition at line 277 of file common.c.

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

- src/lib/ui/common.c

3.72 command Struct Reference

Data Fields

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

3.72.1 Detailed Description

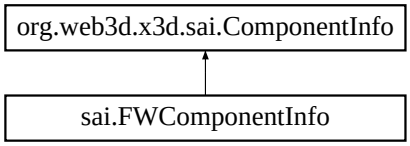
Definition at line 630 of file common.c.

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

- src/lib/ui/common.c

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

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



Public Member Functions

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

3.73.1 Detailed Description

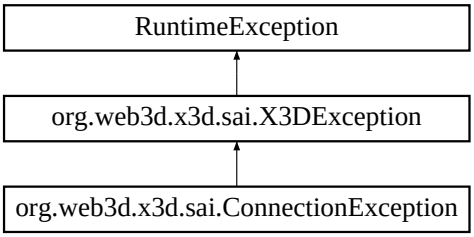
Definition at line 3 of file ComponentInfo.java.

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

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

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

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



Public Member Functions

- **ConnectionException** (String msg)

3.74.1 Detailed Description

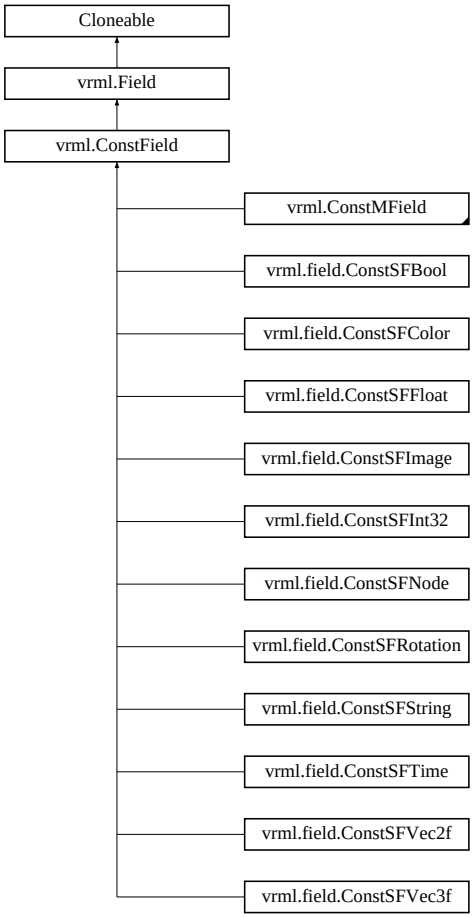
Definition at line 3 of file ConnectionException.java.

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

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

3.75 vrml.ConstField Class Reference

Inheritance diagram for vrml.ConstField:



Additional Inherited Members

3.75.1 Detailed Description

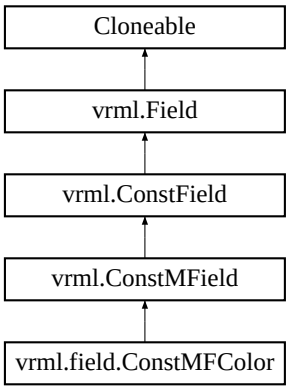
Definition at line 3 of file ConstField.java.

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

- src/java/vrml/ConstField.java

3.76 vrml.field.ConstMFColor Class Reference

Inheritance diagram for vrml.field.ConstMFColor:



Public Member Functions

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

Additional Inherited Members

3.76.1 Detailed Description

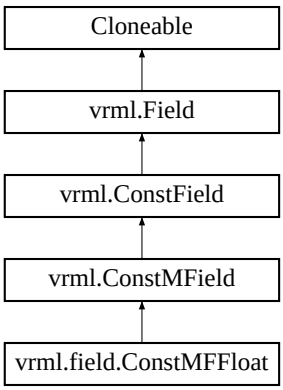
Definition at line 10 of file ConstMFColor.java.

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

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

3.77 vrml.field.ConstMFFloat Class Reference

Inheritance diagram for vrml.field.ConstMFFloat:



Public Member Functions

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

Additional Inherited Members

3.77.1 Detailed Description

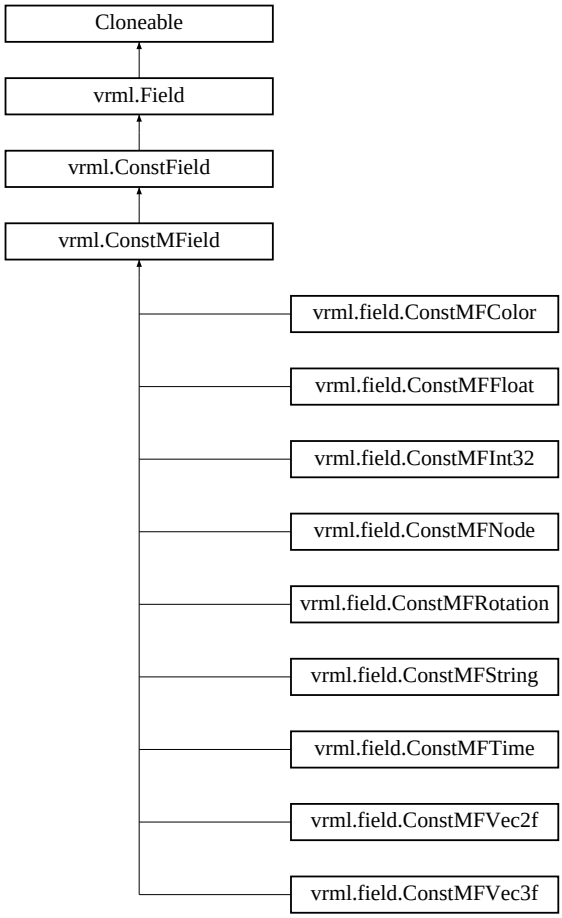
Definition at line 10 of file ConstMFFloat.java.

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

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

3.78 vrml.ConstMField Class Reference

Inheritance diagram for vrml.ConstMField:



Public Member Functions

- int **getSize** ()

Data Fields

- **Vector __vect** = new **Vector**()

Protected Member Functions

- final void **__update1Read** (int index)

3.78.1 Detailed Description

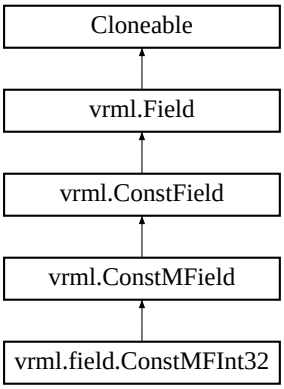
Definition at line 4 of file ConstMField.java.

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

- src/java/vrml/ConstMField.java

3.79 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

3.79.1 Detailed Description

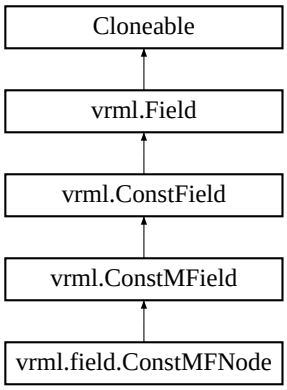
Definition at line 10 of file ConstMFInt32.java.

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

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

3.80 vrml.field.ConstMFNode Class Reference

Inheritance diagram for vrml.field.ConstMFNode:



Public Member Functions

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

Additional Inherited Members

3.80.1 Detailed Description

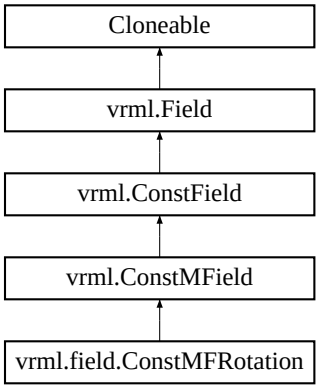
Definition at line 10 of file ConstMFNode.java.

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

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

3.81 vrml.field.ConstMFRotation Class Reference

Inheritance diagram for vrml.field.ConstMFRotation:



Public Member Functions

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

Additional Inherited Members

3.81.1 Detailed Description

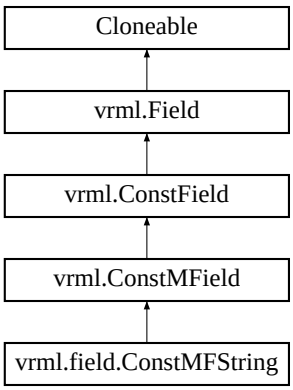
Definition at line 10 of file ConstMFRotation.java.

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

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

3.82 vrml.field.ConstMFString Class Reference

Inheritance diagram for vrml.field.ConstMFString:



Public Member Functions

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

Additional Inherited Members

3.82.1 Detailed Description

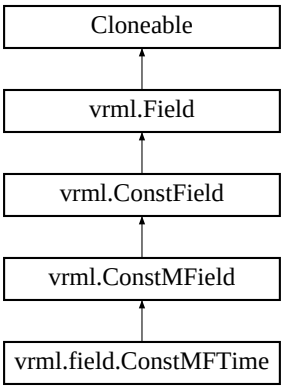
Definition at line 10 of file ConstMFString.java.

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

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

3.83 vrml.field.ConstMFTime Class Reference

Inheritance diagram for vrml.field.ConstMFTime:



Public Member Functions

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

Additional Inherited Members

3.83.1 Detailed Description

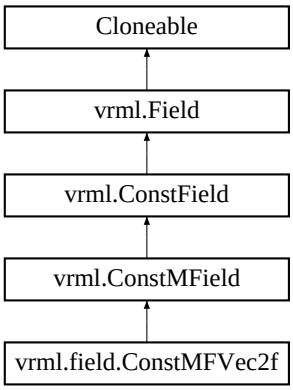
Definition at line 10 of file ConstMFTime.java.

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

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

3.84 vrml.field.ConstMFVec2f Class Reference

Inheritance diagram for vrml.field.ConstMFVec2f:



Public Member Functions

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

Additional Inherited Members

3.84.1 Detailed Description

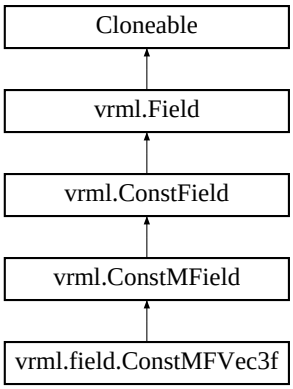
Definition at line 10 of file ConstMFVec2f.java.

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

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

3.85 vrml.field.ConstMFVec3f Class Reference

Inheritance diagram for vrml.field.ConstMFVec3f:



Public Member Functions

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

Additional Inherited Members

3.85.1 Detailed Description

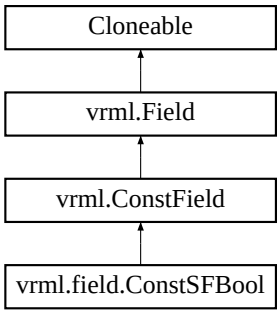
Definition at line 10 of file ConstMFVec3f.java.

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

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

3.86 vrml.field.ConstSFBool Class Reference

Inheritance diagram for vrml.field.ConstSFBool:



Public Member Functions

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

Additional Inherited Members

3.86.1 Detailed Description

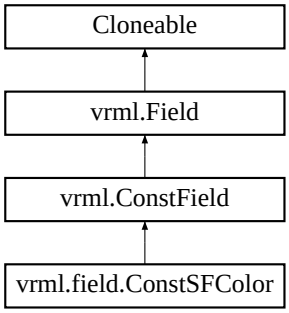
Definition at line 10 of file ConstSFBool.java.

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

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

3.87 vrml.field.ConstSFColor Class Reference

Inheritance diagram for vrml.field.ConstSFColor:



Public Member Functions

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

Additional Inherited Members

3.87.1 Detailed Description

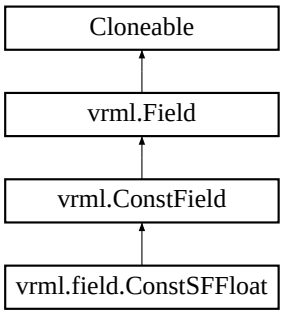
Definition at line 10 of file ConstSFColor.java.

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

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

3.88 vrml.field.ConstSFFloat Class Reference

Inheritance diagram for vrml.field.ConstSFFloat:



Public Member Functions

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

Additional Inherited Members

3.88.1 Detailed Description

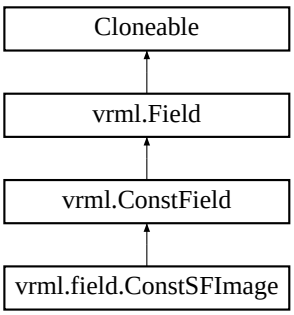
Definition at line 10 of file ConstSFFloat.java.

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

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

3.89 vrml.field.ConstSFImage Class Reference

Inheritance diagram for vrml.field.ConstSFImage:



Public Member Functions

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

Additional Inherited Members

3.89.1 Detailed Description

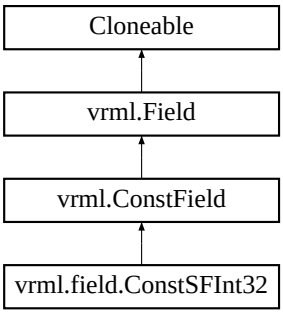
Definition at line 10 of file ConstSFImage.java.

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

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

3.90 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

3.90.1 Detailed Description

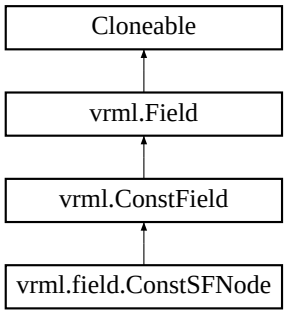
Definition at line 10 of file ConstSFInt32.java.

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

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

3.91 vrml.field.ConstSFNode Class Reference

Inheritance diagram for vrml.field.ConstSFNode:



Public Member Functions

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

Additional Inherited Members

3.91.1 Detailed Description

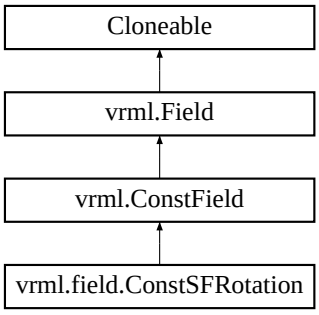
Definition at line 10 of file ConstSFNode.java.

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

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

3.92 vrml.field.ConstSFRotation Class Reference

Inheritance diagram for vrml.field.ConstSFRotation:



Public Member Functions

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

Additional Inherited Members

3.92.1 Detailed Description

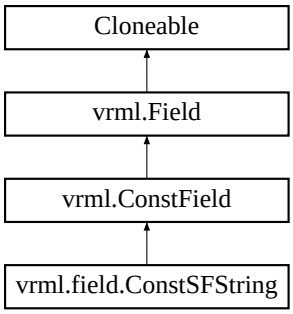
Definition at line 10 of file ConstSFRotation.java.

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

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

3.93 vrml.field.ConstSFString Class Reference

Inheritance diagram for vrml.field.ConstSFString:



Public Member Functions

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

Additional Inherited Members

3.93.1 Detailed Description

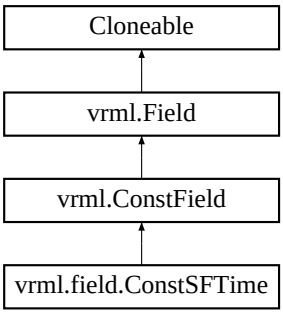
Definition at line 10 of file ConstSFString.java.

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

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

3.94 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

3.94.1 Detailed Description

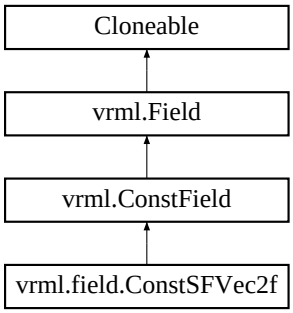
Definition at line 10 of file ConstSFTime.java.

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

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

3.95 vrml.field.ConstSFVec2f Class Reference

Inheritance diagram for vrml.field.ConstSFVec2f:



Public Member Functions

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

Additional Inherited Members

3.95.1 Detailed Description

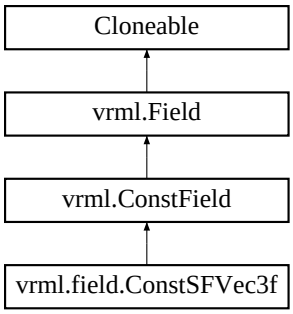
Definition at line 10 of file ConstSFVec2f.java.

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

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

3.96 vrml.field.ConstSFVec3f Class Reference

Inheritance diagram for vrml.field.ConstSFVec3f:



Public Member Functions

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

Additional Inherited Members

3.96.1 Detailed Description

Definition at line 10 of file ConstSFVec3f.java.

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

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

3.97 CR_RegStruct Struct Reference

Data Fields

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

3.97.1 Detailed Description

Definition at line 185 of file CRoutes.c.

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

- src/lib/vrml_parser/CRoutes.c

3.98 CRjsnameStruct Struct Reference

Data Fields

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

3.98.1 Detailed Description

Definition at line 185 of file CScripts.h.

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

- src/lib/world_script/CScripts.h

3.99 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**

3.99.1 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

3.100 CRStruct Struct Reference

Data Fields

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

3.100.1 Detailed Description

Definition at line 44 of file CRoutes.h.

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

- src/lib/vrml_parser/CRoutes.h

3.101 currayhit Struct Reference

Data Fields

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

3.101.1 Detailed Description

Definition at line 39 of file RenderFuncs.h.

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

- src/lib/scenegraph/RenderFuncs.h

3.102 datChnk Struct Reference

Data Fields

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

3.102.1 Detailed Description

Definition at line 65 of file soundheader.h.

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

- src/sound/soundheader.h

3.103 dct_dc_size_entry Struct Reference

Data Fields

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

3.103.1 Detailed Description

Definition at line 797 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.104 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]

3.104.1 Detailed Description

Definition at line 149 of file Component_CubeMapTexturing.h.

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

- src/lib/scenegraph/Component_CubeMapTexturing.h

3.105 DdsLoadInfo Struct Reference

Data Fields

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

3.105.1 Detailed Description

Definition at line 128 of file Component_CubeMapTexturing.c.

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

- src/lib/scenegraph/Component_CubeMapTexturing.c

3.106 Dict Struct Reference

Data Fields

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

3.106.1 Detailed Description

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

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

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

3.107 DictNode Struct Reference

Data Fields

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

3.107.1 Detailed Description

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

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

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

3.108 EAI_ListenerStruct Struct Reference

Data Fields

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

3.108.1 Detailed Description

Definition at line 11 of file EAI_C_Advise.c.

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

- src/libeai/EAI_C_Advise.c

3.109 vrml.external.FreeWRLEAI.EAIAsyncMessage Class Reference

Data Fields

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

3.109.1 Detailed Description

Definition at line 20 of file EAIAsyncMessage.java.

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

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

3.110 sai.eai.EAIAsyncMessage Class Reference

Data Fields

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

3.110.1 Detailed Description

Definition at line 20 of file EAIAsyncMessage.java.

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

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

3.111 vrml.external.FreeWRLEAI.EAIAsyncQueue Class Reference

Public Member Functions

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

3.111.1 Detailed Description

Definition at line 20 of file EAIAsyncQueue.java.

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

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

3.112 sai.eai.EAIAsyncQueue Class Reference

Public Member Functions

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

3.112.1 Detailed Description

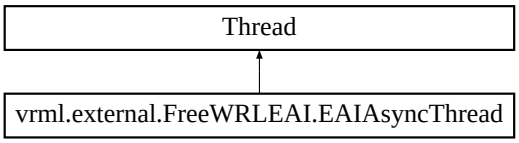
Definition at line 20 of file EAIAsyncQueue.java.

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

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

3.113 vrml.external.FreeWRLEAI.EAIAsyncThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAIAsyncThread:



Public Member Functions

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

3.113.1 Detailed Description

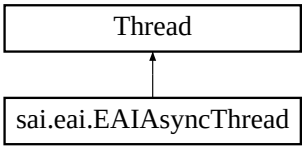
Definition at line 34 of file EAIAsyncThread.java.

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

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

3.114 sai.eai.EAIAsyncThread Class Reference

Inheritance diagram for sai.eai.EAIAsyncThread:



Public Member Functions

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

3.114.1 Detailed Description

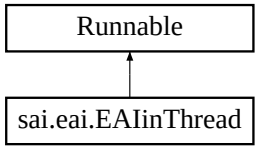
Definition at line 36 of file EAIAsyncThread.java.

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

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

3.115 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** ()

3.115.1 Detailed Description

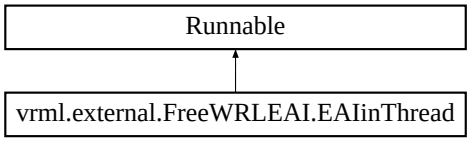
Definition at line 12 of file EAIinThread.java.

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

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

3.116 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** ()

3.116.1 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

3.117 sai.eai.EAIMessage Class Reference

Public Member Functions

- **EAIMessage** (String thismsg)

Data Fields

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

3.117.1 Detailed Description

Definition at line 20 of file EAIMessage.java.

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

- src/java/sai/eai/EAIMessage.java

3.118 vrml.external.FreeWRLEAI.EAIMessage Class Reference

Public Member Functions

- **EAIMessage** (String thismsg)

Data Fields

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

3.118.1 Detailed Description

Definition at line 20 of file EAIMessage.java.

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

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

3.119 EAINodeIndexStruct Struct Reference

Data Fields

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

3.119.1 Detailed Description

Definition at line 142 of file EAIHelpers.c.

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

- src/lib/input/EAIHelpers.c

3.120 EAINodeParams Struct Reference

Data Fields

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

3.120.1 Detailed Description

Definition at line 133 of file EAIHelpers.c.

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

- src/lib/input/EAIHelpers.c

3.121 sai.eai.EAIoutQueue Class Reference

Public Member Functions

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

3.121.1 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

3.122 vrml.external.FreeWRLEAI.EAIoutQueue Class Reference

Public Member Functions

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

3.122.1 Detailed Description

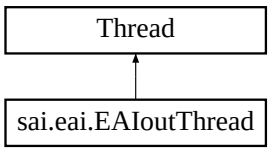
Definition at line 21 of file EAIoutQueue.java.

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

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

3.123 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** ()

3.123.1 Detailed Description

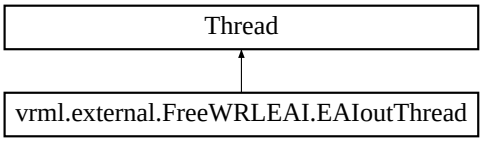
Definition at line 33 of file EAIoutThread.java.

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

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

3.124 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** ()

3.124.1 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

3.125 EdgePair Struct Reference

Data Fields

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

3.125.1 Detailed Description

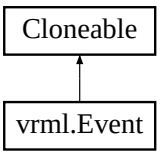
Definition at line 59 of file mesh.c.

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

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

3.126 vrml.Event Class Reference

Inheritance diagram for vrml.Event:



Public Member Functions

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

3.126.1 Detailed Description

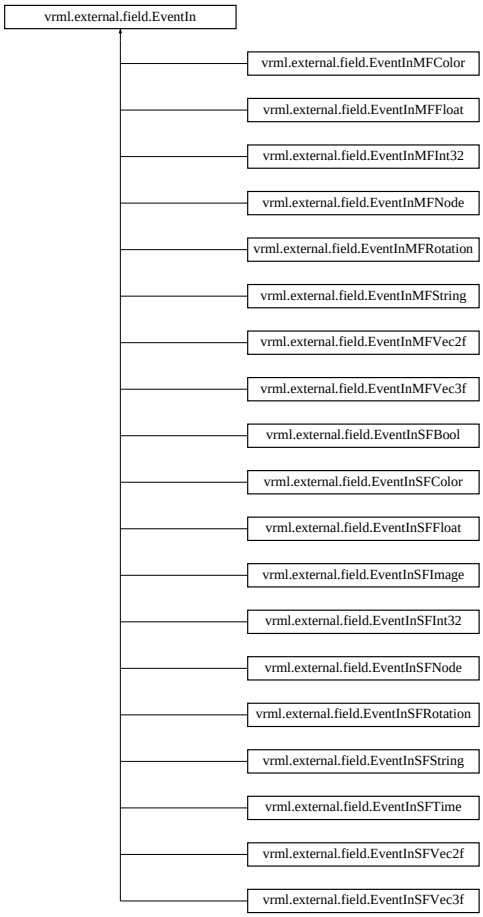
Definition at line 4 of file Event.java.

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

- src/java/vrml/Event.java

3.127 vrml.external.field.EventIn Class Reference

Inheritance diagram for vrml.external.field.EventIn:



Public Member Functions

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

Data Fields

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

3.127.1 Detailed Description

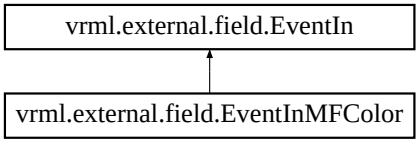
Definition at line 5 of file EventIn.java.

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

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

3.128 vrml.external.field.EventInMFColor Class Reference

Inheritance diagram for vrml.external.field.EventInMFColor:



Public Member Functions

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

Additional Inherited Members

3.128.1 Detailed Description

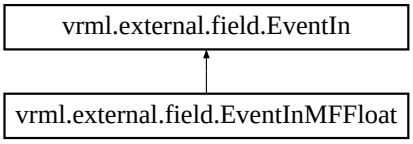
Definition at line 6 of file EventInMFColor.java.

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

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

3.129 vrml.external.field.EventInMFFloat Class Reference

Inheritance diagram for vrml.external.field.EventInMFFloat:



Public Member Functions

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

Additional Inherited Members

3.129.1 Detailed Description

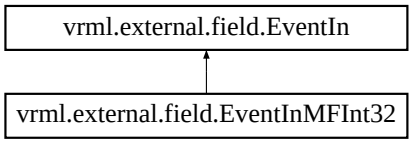
Definition at line 6 of file EventInMFFloat.java.

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

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

3.130 vrml.external.field.EventInMFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventInMFInt32:



Public Member Functions

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

Additional Inherited Members

3.130.1 Detailed Description

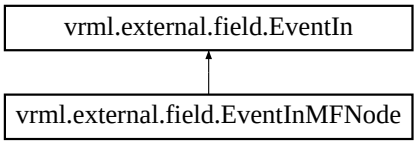
Definition at line 6 of file EventInMFInt32.java.

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

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

3.131 vrml.external.field.EventInMFNode Class Reference

Inheritance diagram for vrml.external.field.EventInMFNode:



Public Member Functions

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

Additional Inherited Members

3.131.1 Detailed Description

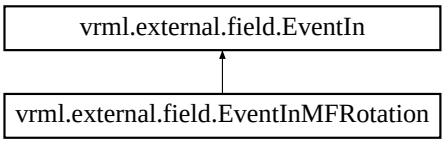
Definition at line 6 of file EventInMFNode.java.

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

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

3.132 vrml.external.field.EventInMFRotation Class Reference

Inheritance diagram for vrml.external.field.EventInMFRotation:



Public Member Functions

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

Additional Inherited Members

3.132.1 Detailed Description

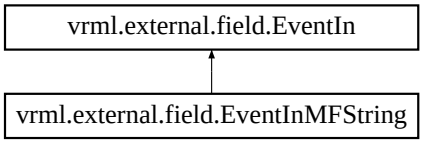
Definition at line 6 of file EventInMFRotation.java.

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

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

3.133 vrml.external.field.EventInMFString Class Reference

Inheritance diagram for vrml.external.field.EventInMFString:



Public Member Functions

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

Additional Inherited Members

3.133.1 Detailed Description

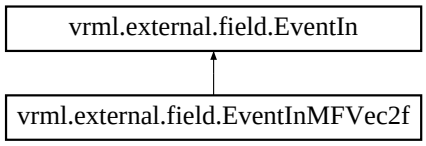
Definition at line 5 of file EventInMFString.java.

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

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

3.134 vrml.external.field.EventInMFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventInMFVec2f:



Public Member Functions

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

Additional Inherited Members

3.134.1 Detailed Description

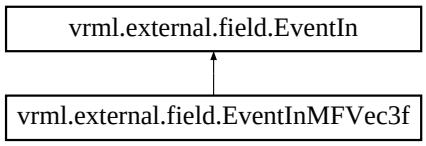
Definition at line 6 of file EventInMFVec2f.java.

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

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

3.135 vrml.external.field.EventInMFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventInMFVec3f:



Public Member Functions

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

Additional Inherited Members

3.135.1 Detailed Description

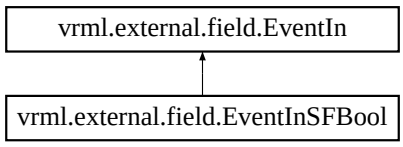
Definition at line 6 of file EventInMFVec3f.java.

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

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

3.136 vrml.external.field.EventInSFBool Class Reference

Inheritance diagram for vrml.external.field.EventInSFBool:



Public Member Functions

- void **setValue** (boolean value)

Additional Inherited Members

3.136.1 Detailed Description

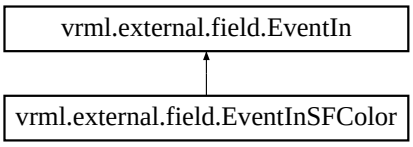
Definition at line 5 of file EventInSFBool.java.

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

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

3.137 vrml.external.field.EventInSFColor Class Reference

Inheritance diagram for vrml.external.field.EventInSFColor:



Public Member Functions

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

Additional Inherited Members

3.137.1 Detailed Description

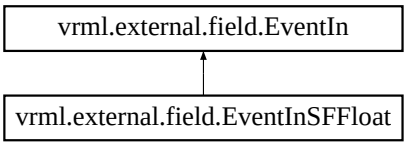
Definition at line 5 of file EventInSFColor.java.

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

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

3.138 vrml.external.field.EventInSFFloat Class Reference

Inheritance diagram for vrml.external.field.EventInSFFloat:



Public Member Functions

- void **setValue** (float value)

Additional Inherited Members

3.138.1 Detailed Description

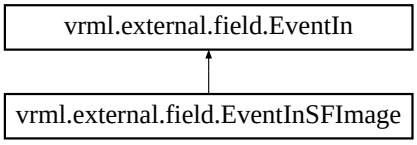
Definition at line 5 of file EventInSFFloat.java.

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

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

3.139 vrml.external.field.EventInSFImage Class Reference

Inheritance diagram for vrml.external.field.EventInSFImage:



Public Member Functions

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

Additional Inherited Members

3.139.1 Detailed Description

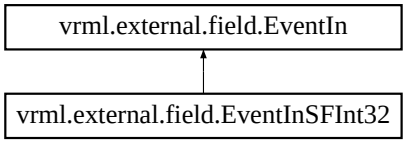
Definition at line 7 of file EventInSFImage.java.

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

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

3.140 vrml.external.field.EventInSFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventInSFInt32:



Public Member Functions

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

Additional Inherited Members

3.140.1 Detailed Description

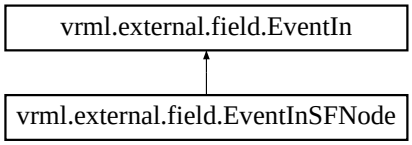
Definition at line 6 of file EventInSFInt32.java.

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

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

3.141 vrml.external.field.EventInSFNode Class Reference

Inheritance diagram for vrml.external.field.EventInSFNode:



Public Member Functions

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

Additional Inherited Members

3.141.1 Detailed Description

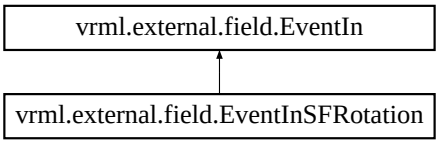
Definition at line 6 of file EventInSFNode.java.

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

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

3.142 vrml.external.field.EventInSFRotation Class Reference

Inheritance diagram for vrml.external.field.EventInSFRotation:



Public Member Functions

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

Additional Inherited Members

3.142.1 Detailed Description

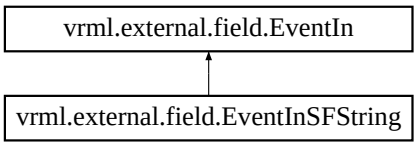
Definition at line 5 of file EventInSFRotation.java.

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

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

3.143 vrml.external.field.EventInSFString Class Reference

Inheritance diagram for vrml.external.field.EventInSFString:



Public Member Functions

- void **setValue** (String value)

Additional Inherited Members

3.143.1 Detailed Description

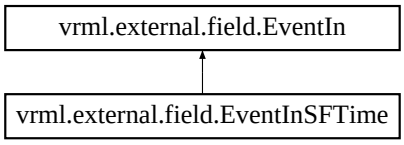
Definition at line 6 of file EventInSFString.java.

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

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

3.144 vrml.external.field.EventInSFTime Class Reference

Inheritance diagram for vrml.external.field.EventInSFTime:



Public Member Functions

- void **setValue** (double value)

Additional Inherited Members

3.144.1 Detailed Description

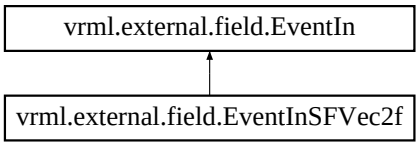
Definition at line 6 of file EventInSFTime.java.

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

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

3.145 vrml.external.field.EventInSFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventInSFVec2f:



Public Member Functions

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

Additional Inherited Members

3.145.1 Detailed Description

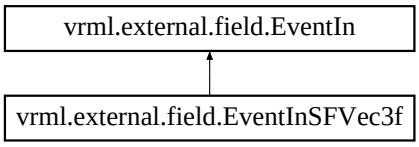
Definition at line 5 of file EventInSFVec2f.java.

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

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

3.146 vrml.external.field.EventInSFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventInSFVec3f:



Public Member Functions

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

Additional Inherited Members

3.146.1 Detailed Description

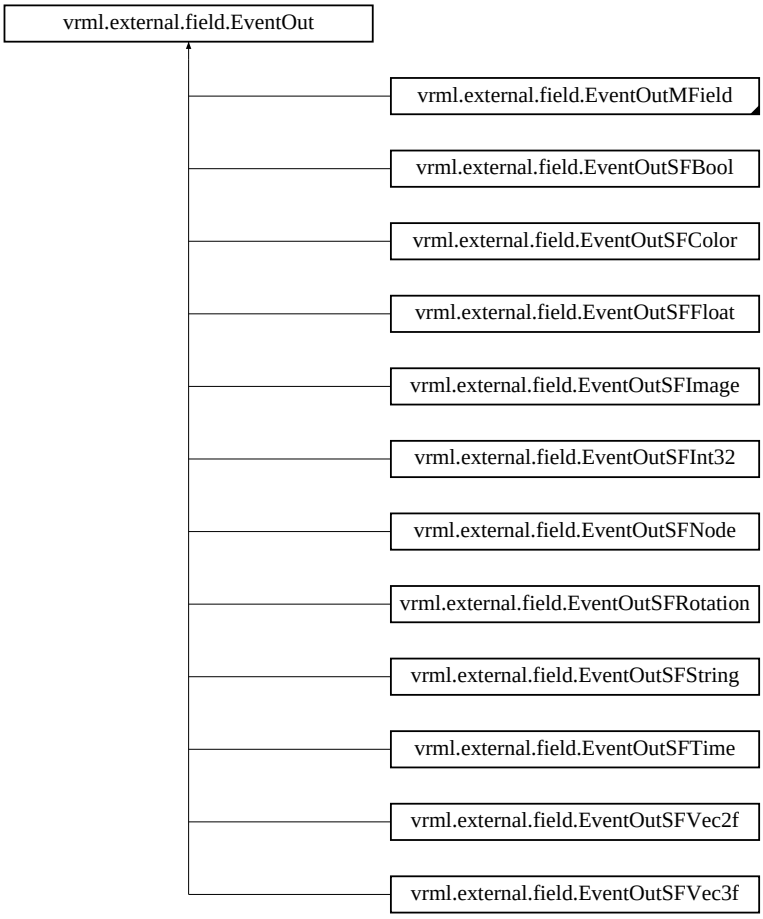
Definition at line 5 of file EventInSFVec3f.java.

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

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

3.147 vrml.external.field.EventOut Class Reference

Inheritance diagram for vrml.external.field.EventOut:



Public Member Functions

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

Data Fields

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

3.147.1 Detailed Description

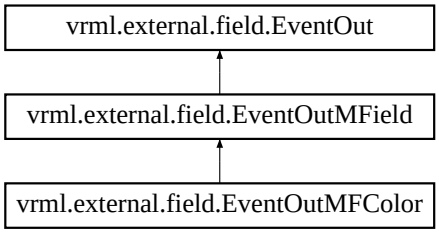
Definition at line 6 of file EventOut.java.

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

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

3.148 vrml.external.field.EventOutMFColor Class Reference

Inheritance diagram for vrml.external.field.EventOutMFColor:



Public Member Functions

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

Additional Inherited Members

3.148.1 Detailed Description

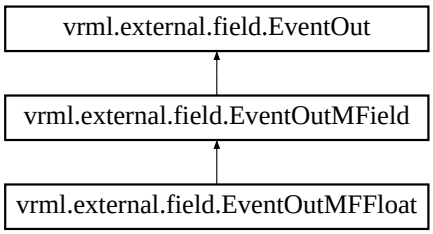
Definition at line 8 of file EventOutMFColor.java.

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

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

3.149 vrml.external.field.EventOutMFFloat Class Reference

Inheritance diagram for vrml.external.field.EventOutMFFloat:



Public Member Functions

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

Additional Inherited Members

3.149.1 Detailed Description

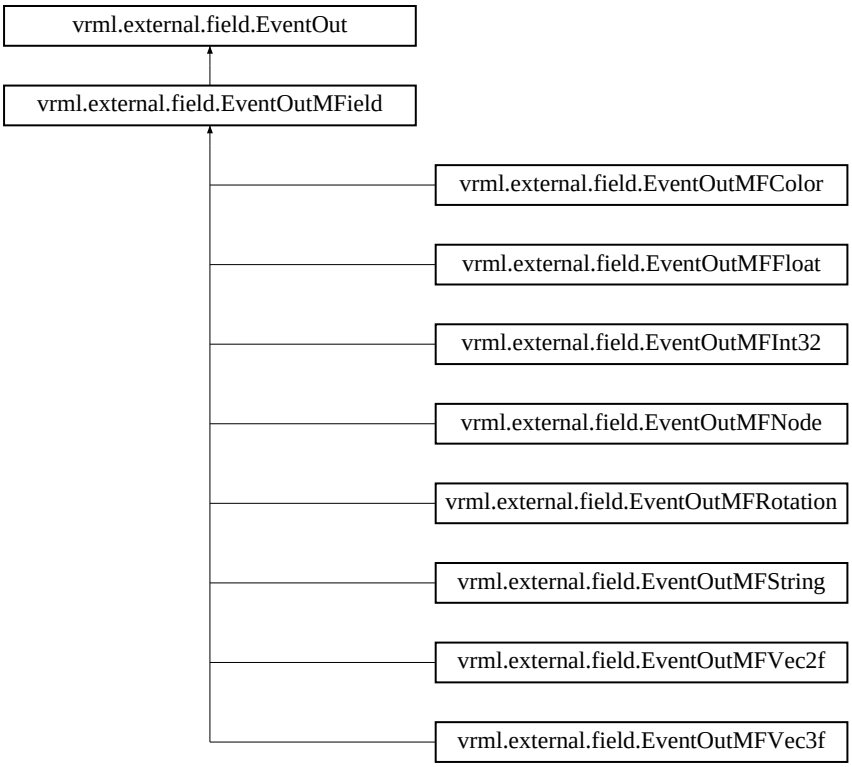
Definition at line 8 of file EventOutMFFloat.java.

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

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

3.150 vrml.external.field.EventOutMField Class Reference

Inheritance diagram for vrml.external.field.EventOutMField:



Public Member Functions

- int **getSize** ()

Additional Inherited Members

3.150.1 Detailed Description

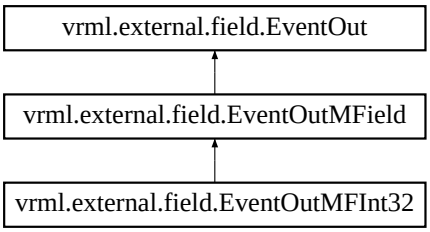
Definition at line 7 of file EventOutMField.java.

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

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

3.151 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

3.151.1 Detailed Description

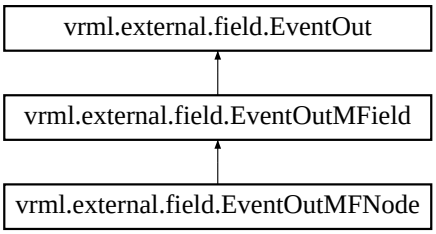
Definition at line 8 of file EventOutMFInt32.java.

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

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

3.152 vrml.external.field.EventOutMFNode Class Reference

Inheritance diagram for vrml.external.field.EventOutMFNode:



Public Member Functions

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

Additional Inherited Members

3.152.1 Detailed Description

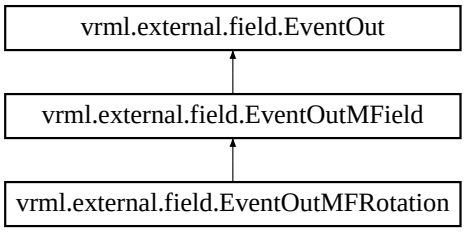
Definition at line 8 of file EventOutMFNode.java.

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

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

3.153 vrml.external.field.EventOutMFRotation Class Reference

Inheritance diagram for vrml.external.field.EventOutMFRotation:



Public Member Functions

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

Additional Inherited Members

3.153.1 Detailed Description

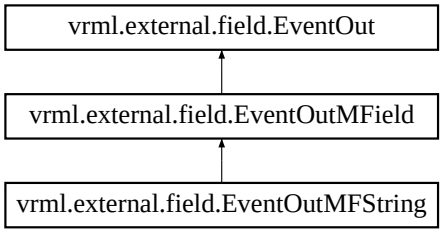
Definition at line 8 of file EventOutMFRotation.java.

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

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

3.154 vrml.external.field.EventOutMFString Class Reference

Inheritance diagram for vrml.external.field.EventOutMFString:



Public Member Functions

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

Additional Inherited Members

3.154.1 Detailed Description

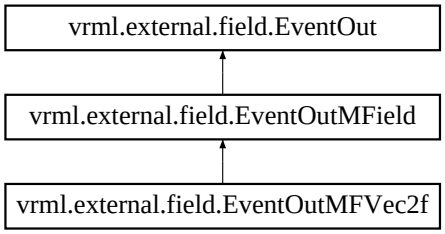
Definition at line 7 of file EventOutMFString.java.

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

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

3.155 vrml.external.field.EventOutMFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventOutMFVec2f:



Public Member Functions

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

Additional Inherited Members

3.155.1 Detailed Description

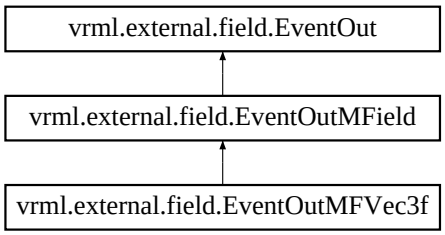
Definition at line 8 of file EventOutMFVec2f.java.

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

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

3.156 vrml.external.field.EventOutMFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventOutMFVec3f:



Public Member Functions

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

Additional Inherited Members

3.156.1 Detailed Description

Definition at line 8 of file EventOutMFVec3f.java.

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

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

3.157 vrml.external.field.EventOutObserver Interface Reference

Public Member Functions

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

3.157.1 Detailed Description

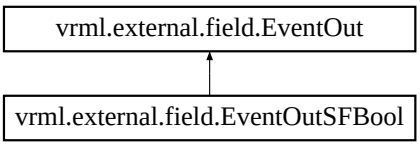
Definition at line 8 of file EventOutObserver.java.

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

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

3.158 vrml.external.field.EventOutSFBool Class Reference

Inheritance diagram for vrml.external.field.EventOutSFBool:



Public Member Functions

- boolean **getValue** ()

Additional Inherited Members

3.158.1 Detailed Description

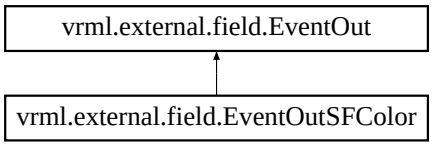
Definition at line 7 of file EventOutSFBool.java.

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

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

3.159 vrml.external.field.EventOutSFColor Class Reference

Inheritance diagram for vrml.external.field.EventOutSFColor:



Public Member Functions

- float[ ] **getValue** ()

Additional Inherited Members

3.159.1 Detailed Description

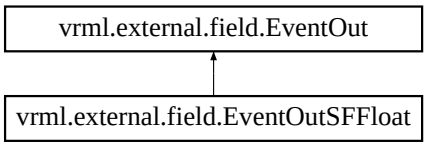
Definition at line 7 of file EventOutSFColor.java.

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

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

3.160 vrml.external.field.EventOutSFFloat Class Reference

Inheritance diagram for vrml.external.field.EventOutSFFloat:



Public Member Functions

- float **getValue** ()

Additional Inherited Members

3.160.1 Detailed Description

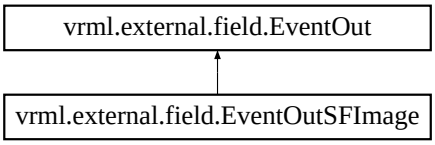
Definition at line 7 of file EventOutSFFloat.java.

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

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

3.161 vrml.external.field.EventOutSFImage Class Reference

Inheritance diagram for vrml.external.field.EventOutSFImage:



Public Member Functions

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

Additional Inherited Members

3.161.1 Detailed Description

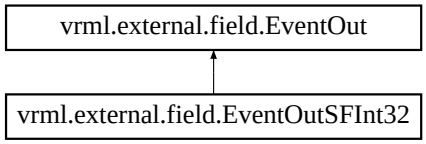
Definition at line 7 of file EventOutSFImage.java.

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

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

3.162 vrml.external.field.EventOutSFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventOutSFInt32:



Public Member Functions

- int **getValue** ()

Additional Inherited Members

3.162.1 Detailed Description

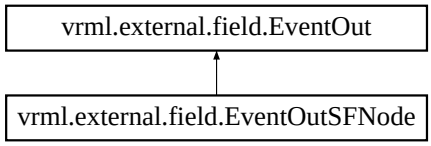
Definition at line 7 of file EventOutSFInt32.java.

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

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

3.163 vrml.external.field.EventOutSFNode Class Reference

Inheritance diagram for vrml.external.field.EventOutSFNode:



Public Member Functions

- **Node getValue** ()

Additional Inherited Members

3.163.1 Detailed Description

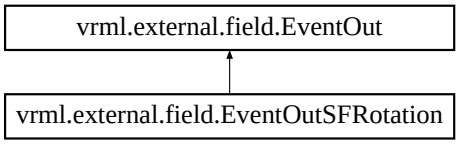
Definition at line 8 of file EventOutSFNode.java.

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

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

3.164 vrml.external.field.EventOutSFRotation Class Reference

Inheritance diagram for vrml.external.field.EventOutSFRotation:



Public Member Functions

- float[ ] **getValue** ()

Additional Inherited Members

3.164.1 Detailed Description

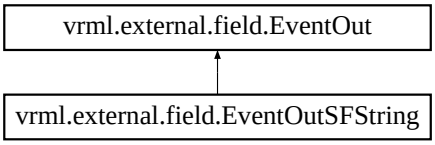
Definition at line 6 of file EventOutSFRotation.java.

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

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

3.165 vrml.external.field.EventOutSFString Class Reference

Inheritance diagram for vrml.external.field.EventOutSFString:



Public Member Functions

- String **getValue** ()

Additional Inherited Members

3.165.1 Detailed Description

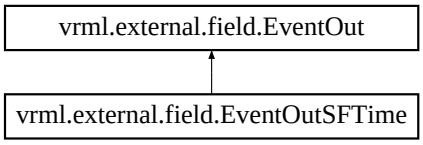
Definition at line 7 of file EventOutSFString.java.

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

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

3.166 vrml.external.field.EventOutSFTime Class Reference

Inheritance diagram for vrml.external.field.EventOutSFTime:



Public Member Functions

- double **getValue** ()

Additional Inherited Members

3.166.1 Detailed Description

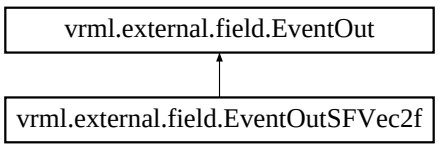
Definition at line 7 of file EventOutSFTime.java.

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

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

3.167 vrml.external.field.EventOutSFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventOutSFVec2f:



Public Member Functions

- float[ ] **getValue** ()

Additional Inherited Members

3.167.1 Detailed Description

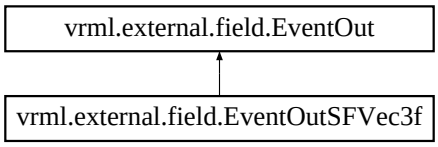
Definition at line 6 of file EventOutSFVec2f.java.

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

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

3.168 vrml.external.field.EventOutSFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventOutSFVec3f:



Public Member Functions

- float[ ] **getValue** ()

Additional Inherited Members

3.168.1 Detailed Description

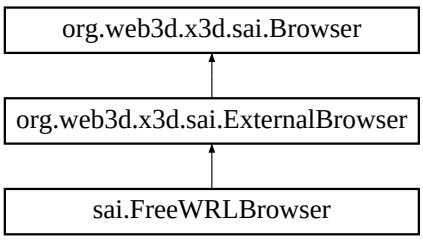
Definition at line 6 of file EventOutSFVec3f.java.

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

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

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

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



Public Member Functions

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

3.169.1 Detailed Description

Definition at line 4 of file ExternalBrowser.java.

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

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

3.170 FaceCount Struct Reference

Data Fields

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

3.170.1 Detailed Description

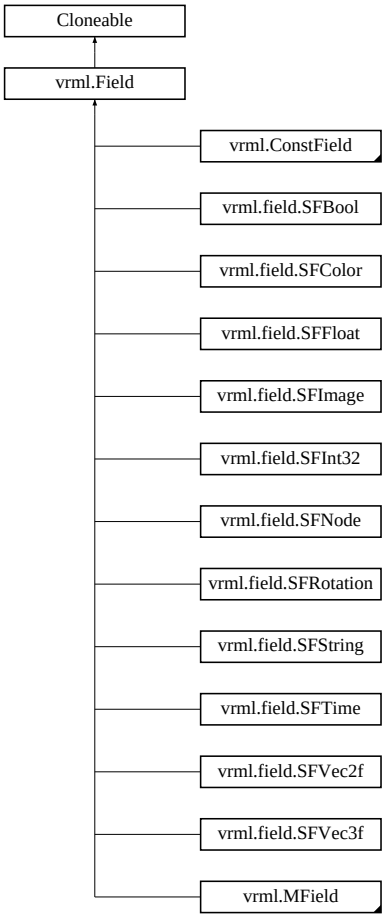
Definition at line 49 of file render.c.

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

- src/libtess/render.c

3.171 vrml.Field Class Reference

Inheritance diagram for vrml.Field:



Public Member Functions

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

Protected Member Functions

- final void **__updateWrite** ()

3.171.1 Detailed Description

Definition at line 4 of file Field.java.

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

- src/java/vrml/Field.java

3.172 FieldDecl Struct Reference

Data Fields

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

3.172.1 Detailed Description

Definition at line 32 of file CFieldDecls.h.

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

- src/lib/vrml_parser/CFieldDecls.h

3.173 fieldNodeState Struct Reference

Data Fields

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

3.173.1 Detailed Description

Definition at line 112 of file X3DProtoScript.c.

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

- src/lib/x3d_parser/X3DProtoScript.c

3.174 vrml.external.field.FieldTypes Class Reference

Static Public Attributes

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

3.174.1 Detailed Description

Definition at line 5 of file FieldTypes.java.

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

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

3.175 FirstStruct Struct Reference

Data Fields

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

3.175.1 Detailed Description

- we count times through the scenegraph; helps to break routing loops ∗/∗ Routing table ∗/∗ Structure table ∗/∗ EAI needs the extra parameter, so we put it globally when a RegisteredListener is clicked. ∗/

Definition at line 174 of file CRoutes.c.

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

- src/lib/vrml_parser/CRoutes.c

3.176 flychord Struct Reference

Data Fields

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

3.176.1 Detailed Description

Definition at line 1696 of file Viewer.c.

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

- src/lib/scenegraph/Viewer.c

3.177 fmtChnk Struct Reference

Data Fields

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

3.177.1 Detailed Description

Definition at line 51 of file soundheader.h.

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

- src/sound/soundheader.h

3.178 freewrl_params Struct Reference

Initialization.

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

Data Fields

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

3.178.1 Detailed Description

Initialization.

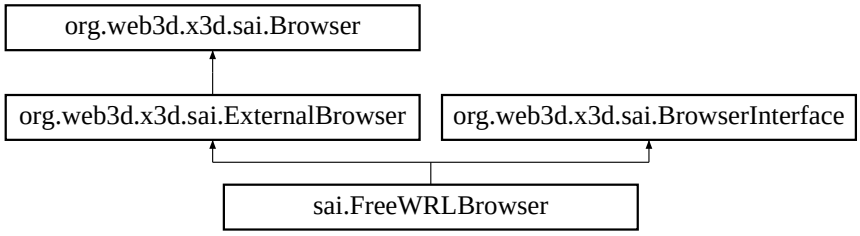
Definition at line 69 of file libFreeWRL.h.

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

- src/lib/libFreeWRL.h

3.179 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 toEventIn) 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)

3.179.1 Detailed Description

Definition at line 18 of file FreeWRLBrowser.java.

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

- src/java/sai/FreeWRLBrowser.java

3.180 sai.FreeWRLBrowserInfo Class Reference

Static Public Member Functions

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

3.180.1 Detailed Description

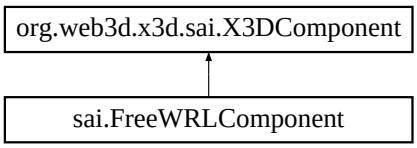
Definition at line 5 of file FreeWRLBrowserInfo.java.

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

- src/java/sai/FreeWRLBrowserInfo.java

3.181 sai.FreeWRLComponent Class Reference

Inheritance diagram for sai.FreeWRLComponent:



Public Member Functions

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

3.181.1 Detailed Description

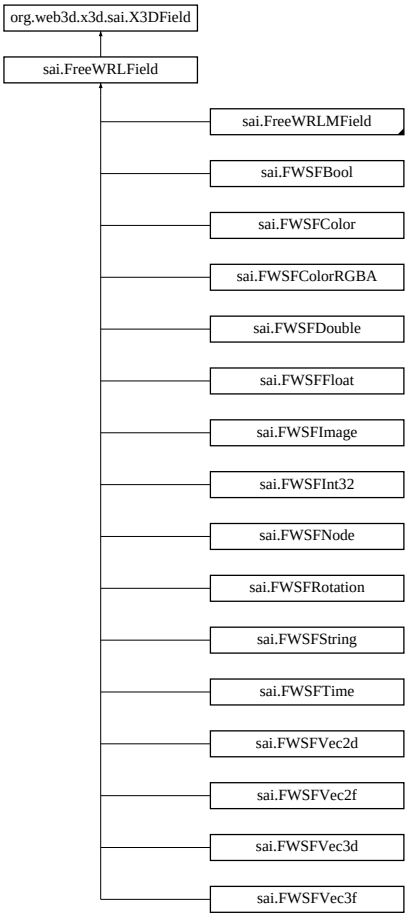
Definition at line 4 of file FreeWRLComponent.java.

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

- src/java/sai/FreeWRLComponent.java

3.182 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**

3.182.1 Detailed Description

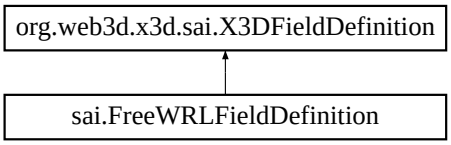
Definition at line 4 of file FreeWRLField.java.

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

- src/java/sai/FreeWRLField.java

3.183 sai.FreeWRLFieldDefinition Class Reference

Inheritance diagram for sai.FreeWRLFieldDefinition:



Public Member Functions

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

Protected Attributes

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

3.183.1 Detailed Description

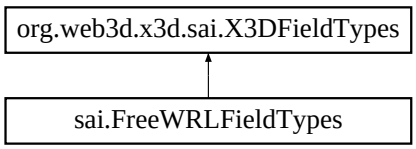
Definition at line 4 of file FreeWRLFieldDefinition.java.

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

- src/java/sai/FreeWRLFieldDefinition.java

3.184 sai.FreeWRLFieldTypes Class Reference

Inheritance diagram for sai.FreeWRLFieldTypes:



Static Public Member Functions

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

Static Public Attributes

- static int **SFUNKOWN** = 0

Additional Inherited Members

3.184.1 Detailed Description

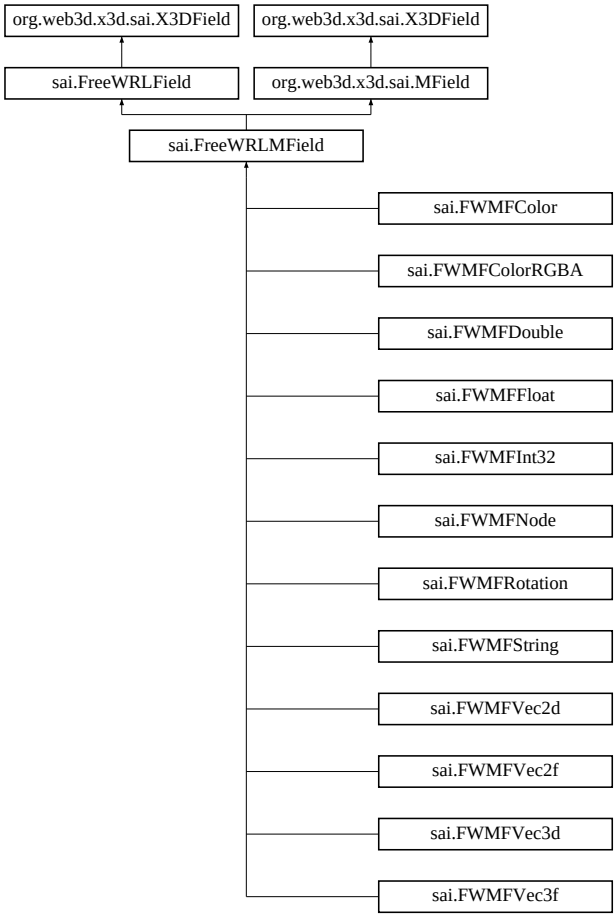
Definition at line 5 of file FreeWRLFieldTypes.java.

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

- src/java/sai/FreeWRLFieldTypes.java

3.185 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

3.185.1 Detailed Description

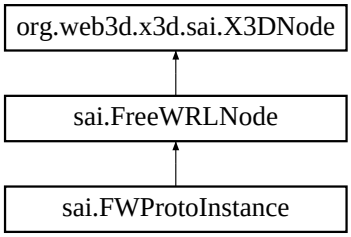
Definition at line 5 of file FreeWRLMField.java.

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

- src/java/sai/FreeWRLMField.java

3.186 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

3.186.1 Detailed Description

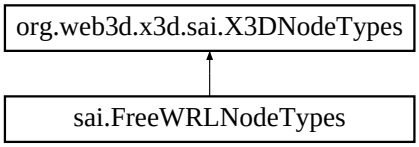
Definition at line 6 of file FreeWRLNode.java.

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

- src/java/sai/FreeWRLNode.java

3.187 sai.FreeWRLNodeTypes Class Reference

Inheritance diagram for sai.FreeWRLNodeTypes:



Static Public Member Functions

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

Data Fields

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

3.187.1 Detailed Description

Definition at line 5 of file FreeWRLNodeTypes.java.

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

- src/java/sai/FreeWRLNodeTypes.java

3.188 sai.FreeWRLRendererInfo Class Reference

Static Public Member Functions

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

3.188.1 Detailed Description

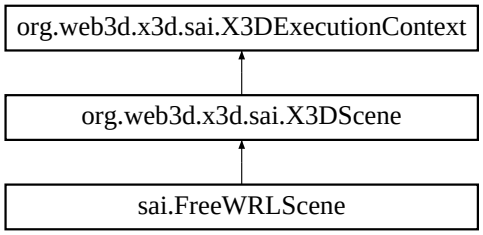
Definition at line 5 of file FreeWRLRendererInfo.java.

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

- src/java/sai/FreeWRLRendererInfo.java

3.189 sai.FreeWRLScene Class Reference

Inheritance diagram for sai.FreeWRLScene:



Public Member Functions

- **FreeWRLScene** (**FreeWRLNode**[ ] n, **FreeWRLBrowser** b)
- **FreeWRLScene** (**FreeWRLBrowser** b)
- **FreeWRLScene** (**FWComponentInfo**[ ] c, **FWProfileInfo** p, **FreeWRLBrowser** b)
- void **setCurrent** (boolean val)
- String **getMetaData** (String **key**) throws InvalidExecutionContextException
- void **setMetaData** (String **key**, String value) throws InvalidExecutionContextException
- **X3DNode getExportedNode** (String nodeName) throws InvalidExecutionContextException, Node↩ UnavailableException, InvalidNameException
- void **updateExportedNode** (String nodeName, String newName) throws InvalidExecutionContextException, InvalidNameException
- void **removeExportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↩ Exception
- void **addRootNode** (**X3DNode** rootNode) throws InvalidExecutionContextException, NodeInUseException, InsufficientCapabilitiesException
- void **removeRootNode** (**X3DNode** rootNode) throws InvalidExecutionContextException
- String **getSpecificationVersion** () throws InvalidExecutionContextException
- int **getEncoding** () throws InvalidExecutionContextException
- **ProfileInfo getProfile** () throws InvalidExecutionContextException
- **ComponentInfo**[ ] **getComponents** () throws InvalidExecutionContextException
- String **getWorldURL** () throws InvalidExecutionContextException
- **X3DNode getNamedNode** (String nodeName) throws InvalidExecutionContextException, Node↩ UnavailableException, InvalidNameException
- **X3DNode getImportedNode** (String nodeName) throws InvalidExecutionContextException, Node↩ UnavailableException, InvalidNameException
- **X3DNode createNode** (String nodeName) throws InvalidExecutionContextException, InvalidNameException
- **X3DProtoInstance createProto** (String protoName) throws InvalidExecutionContextException, Invalid↩ NameException
- void **updateNamedNode** (String nodeName, **X3DNode** nodeRef) throws InvalidExecutionContextException, InvalidNameException, ImportedNodeException
- void **updateImportedNode** (String nodeName, String importedName, **X3DNode** nodeRef) throws Invalid↩ ExecutionContextException, InvalidNameException, ImportedNodeException
- void **removeNamedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↩ Exception
- void **removeImportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↩ Exception
- **X3DProtoDeclaration getProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidNameException
- void **updateProtoDeclaration** (String protoName, **X3DProtoDeclaration** newDeclaration) throws Invalid↩ ExecutionContextException, InvalidNameException
- void **removeProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidName↩ Exception
- **X3DExternProtoDeclaration getExternProtoDeclaration** (String protoName) throws InvalidExecution↩ ContextException, InvalidNameException, URLUnavailableException
- void **updateExternProtoDeclaration** (String protoName, **X3DExternProtoDeclaration** newDeclaration) throws InvalidExecutionContextException
- void **removeExternProtoDeclaration** (String protoName) throws InvalidExecutionContextException
- **X3DNode**[ ] **getRootNodes** () throws InvalidExecutionContextException
- **X3DRoute**[ ] **getRoutes** () throws InvalidExecutionContextException
- **X3DRoute addRoute** (**X3DNode** startNode, String startName, **X3DNode** endNode, String endEvent) throws InvalidExecutionContextException, InvalidNodeException, InvalidFieldException
- void **removeRoute** (**X3DRoute** route) throws InvalidExecutionContextException, InvalidNodeException, InvalidFieldException
- void **checkValid** ()
- void **dispose** ()

3.189.1 Detailed Description

Definition at line 6 of file FreeWRLScene.java.

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

- src/java/sai/FreeWRLScene.java

3.190 fw_MaterialParameters Struct Reference

Data Fields

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

3.190.1 Detailed Description

Definition at line 74 of file Component_Shape.h.

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

- src/lib/scenegraph/Component_Shape.h

3.191 FWBITMAPFILEHEADER Struct Reference

Data Fields

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

3.191.1 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

3.192 FWBITMAPINFO Struct Reference

Data Fields

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

3.192.1 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

3.193 FWBITMAPINFOHEADER Struct Reference

Data Fields

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

3.193.1 Detailed Description

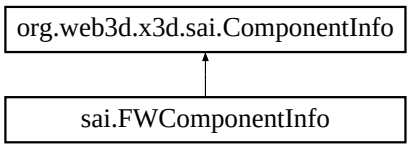
Definition at line 294 of file Snapshot.c.

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

- src/lib/main/Snapshot.c

3.194 sai.FWComponentInfo Class Reference

Inheritance diagram for sai.FWComponentInfo:



Public Member Functions

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

3.194.1 Detailed Description

Definition at line 4 of file FWComponentInfo.java.

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

- src/java/sai/FWComponentInfo.java

3.195 vrml.FWCreateField Class Reference

Static Public Member Functions

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

3.195.1 Detailed Description

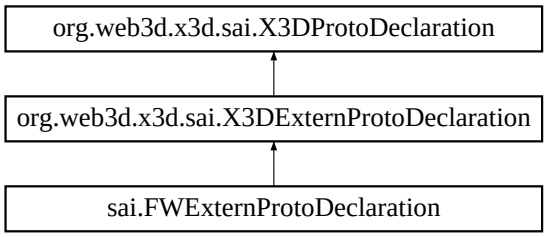
Definition at line 5 of file FWCreateField.java.

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

- src/java/vrml/FWCreateField.java

3.196 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** ()

3.196.1 Detailed Description

Definition at line 5 of file FWExternProtoDeclaration.java.

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

- src/java/sai/FWExternProtoDeclaration.java

3.197 vrml.FWHelper Class Reference

Static Public Member Functions

- static String **base64encode** (String str)
- static String **base64decode** (String str)
- static String **quote** (String str)

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

3.197.1 Detailed Description

Definition at line 4 of file FWHelper.java.

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

- src/java/vrml/FWHelper.java

3.198 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

3.198.1 Detailed Description

Definition at line 13 of file FWJavaScript.java.

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

- src/java/vrml/FWJavaScript.java

3.199 vrml.FWJavaScriptBinding Class Reference

Public Member Functions

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

3.199.1 Detailed Description

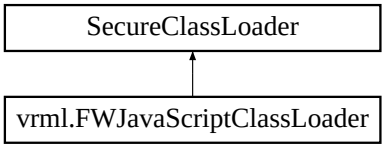
Definition at line 5 of file FWJavaScriptBinding.java.

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

- src/java/vrml/FWJavaScriptBinding.java

3.200 vrml.FWJavaScriptClassLoader Class Reference

Inheritance diagram for vrml.FWJavaScriptClassLoader:



Public Member Functions

- **FWJavaScriptClassLoader** (String url)

Protected Member Functions

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

3.200.1 Detailed Description

Definition at line 13 of file FWJavaScriptClassLoader.java.

3.200.2 Constructor & Destructor Documentation

3.200.2.1 vrml.FWJavaScriptClassLoader.FWJavaScriptClassLoader (String *url*) [inline]

Parameters

url	base url for loading classes.

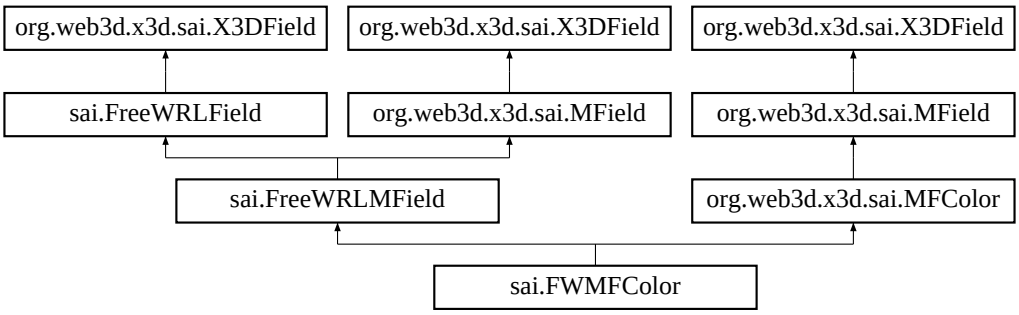
Definition at line 21 of file FWJavaScriptClassLoader.java.

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

- src/java/vrml/FWJavaScriptClassLoader.java

3.201 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

3.201.1 Detailed Description

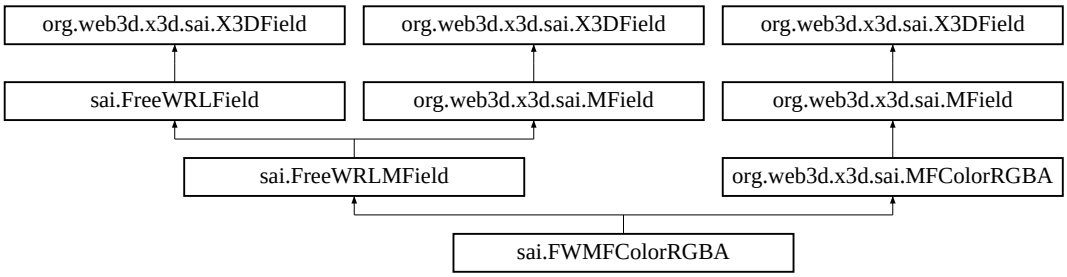
Definition at line 6 of file FWMFColor.java.

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

- src/java/sai/FWMFColor.java

3.202 sai.FWMFColorRGBA Class Reference

Inheritance diagram for sai.FWMFColorRGBA:



Public Member Functions

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

Additional Inherited Members

3.202.1 Detailed Description

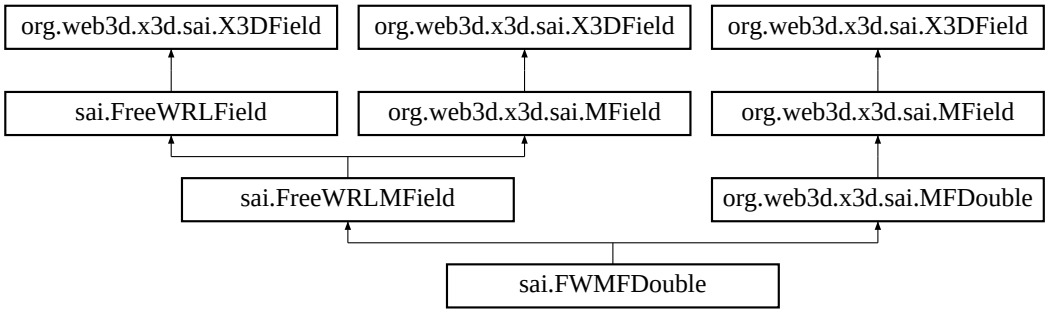
Definition at line 5 of file FWMFColorRGBA.java.

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

- src/java/sai/FWMFColorRGBA.java

3.203 sai.FWMFDouble Class Reference

Inheritance diagram for sai.FWMFDouble:



Public Member Functions

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

Additional Inherited Members

3.203.1 Detailed Description

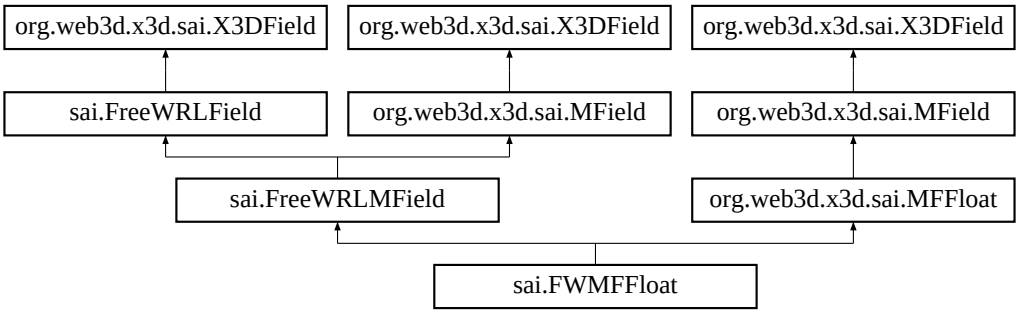
Definition at line 5 of file FWMFDouble.java.

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

- src/java/sai/FWMFDouble.java

3.204 sai.FWMFFloat Class Reference

Inheritance diagram for sai.FWMFFloat:



Public Member Functions

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

Additional Inherited Members

3.204.1 Detailed Description

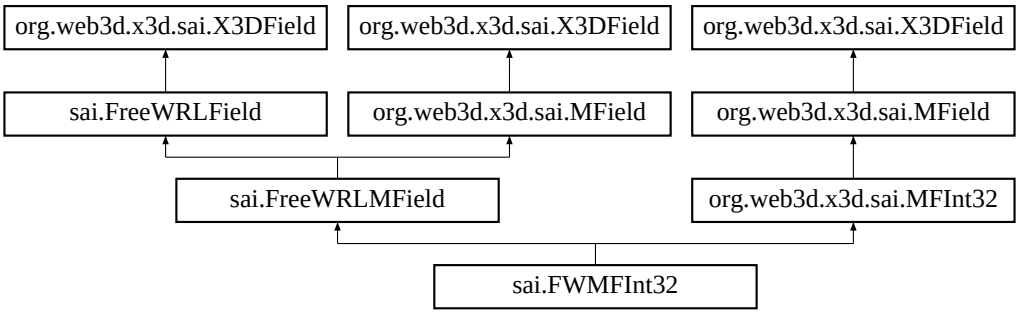
Definition at line 5 of file FWMFFloat.java.

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

- src/java/sai/FWMFFloat.java

3.205 sai.FWMFInt32 Class Reference

Inheritance diagram for sai.FWMFInt32:



Public Member Functions

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

Additional Inherited Members

3.205.1 Detailed Description

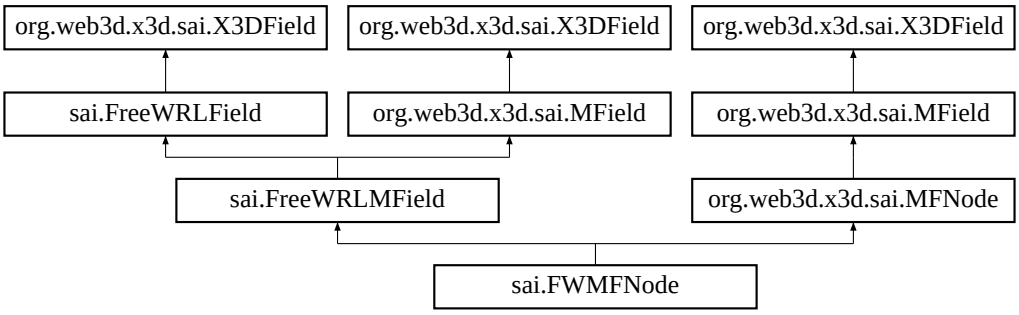
Definition at line 5 of file FWMFInt32.java.

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

- src/java/sai/FWMFInt32.java

3.206 sai.FWMFNode Class Reference

Inheritance diagram for sai.FWMFNode:



Public Member Functions

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

Additional Inherited Members

3.206.1 Detailed Description

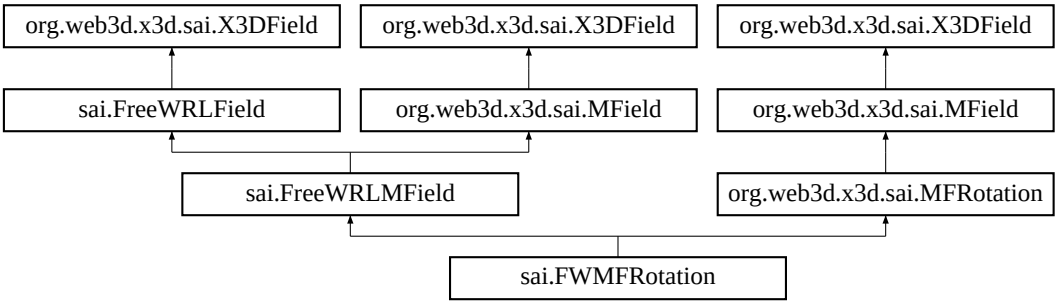
Definition at line 5 of file FWMFNode.java.

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

- src/java/sai/FWMFNode.java

3.207 sai.FWMFRotation Class Reference

Inheritance diagram for sai.FWMFRotation:



Public Member Functions

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

Additional Inherited Members

3.207.1 Detailed Description

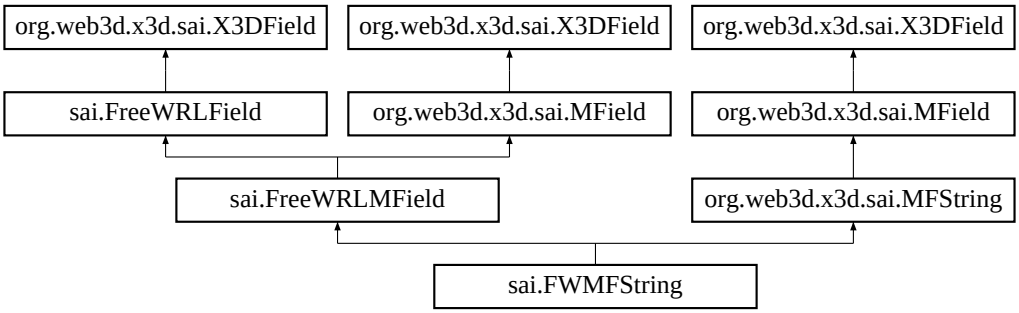
Definition at line 5 of file FWMFRotation.java.

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

- src/java/sai/FWMFRotation.java

3.208 sai.FWMFString Class Reference

Inheritance diagram for sai.FWMFString:



Public Member Functions

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

Additional Inherited Members

3.208.1 Detailed Description

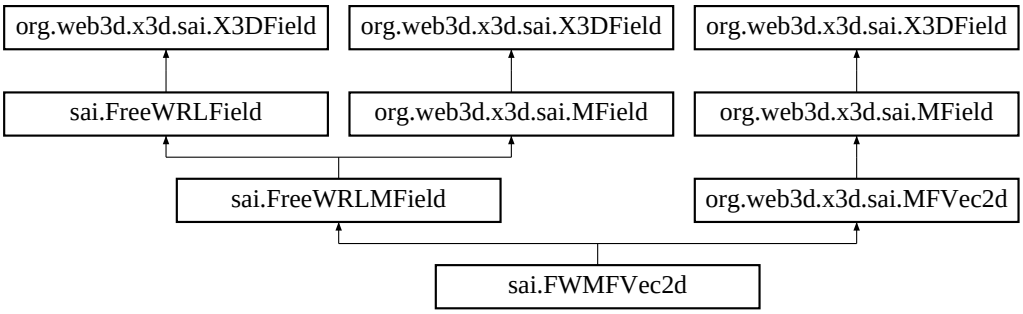
Definition at line 5 of file FWMFString.java.

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

- src/java/sai/FWMFString.java

3.209 sai.FWMFVec2d Class Reference

Inheritance diagram for sai.FWMFVec2d:



Public Member Functions

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

Additional Inherited Members

3.209.1 Detailed Description

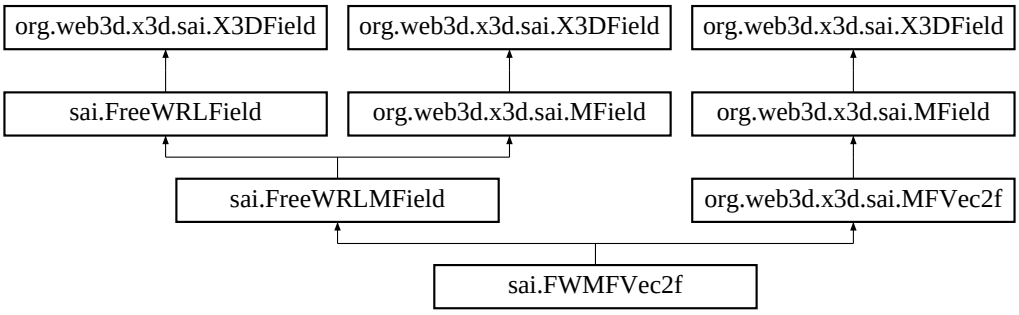
Definition at line 5 of file FWMFVec2d.java.

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

- src/java/sai/FWMFVec2d.java

3.210 sai.FWMFVec2f Class Reference

Inheritance diagram for sai.FWMFVec2f:



Public Member Functions

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

Additional Inherited Members

3.210.1 Detailed Description

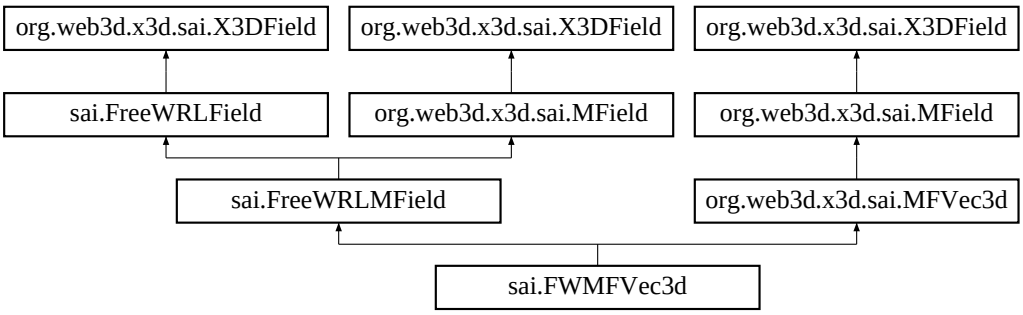
Definition at line 5 of file FWMFVec2f.java.

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

- src/java/sai/FWMFVec2f.java

3.211 sai.FWMFVec3d Class Reference

Inheritance diagram for sai.FWMFVec3d:



Public Member Functions

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

Additional Inherited Members

3.211.1 Detailed Description

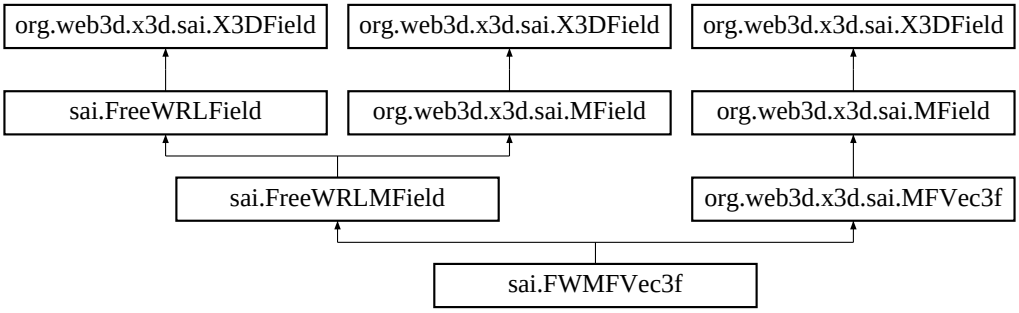
Definition at line 5 of file FWMFVec3d.java.

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

- src/java/sai/FWMFVec3d.java

3.212 sai.FWMFVec3f Class Reference

Inheritance diagram for sai.FWMFVec3f:



Public Member Functions

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

Additional Inherited Members

3.212.1 Detailed Description

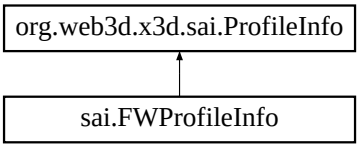
Definition at line 5 of file FWMFVec3f.java.

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

- src/java/sai/FWMFVec3f.java

3.213 sai.FWProfileInfo Class Reference

Inheritance diagram for sai.FWProfileInfo:



Public Member Functions

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

3.213.1 Detailed Description

Definition at line 4 of file FWProfileInfo.java.

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

- src/java/sai/FWProfileInfo.java

3.214 sai.FWProfInfo Class Reference

Static Public Member Functions

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

3.214.1 Detailed Description

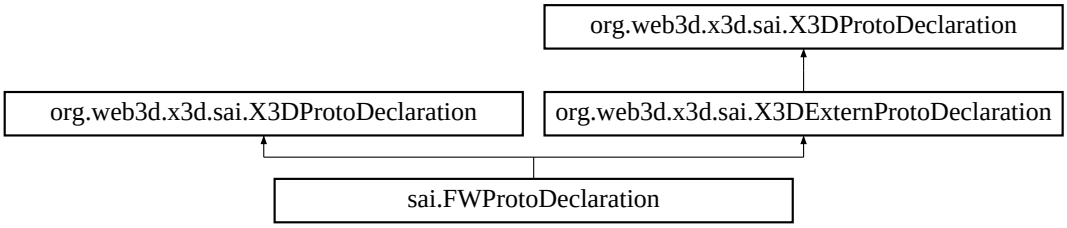
Definition at line 5 of file FWProfInfo.java.

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

- src/java/sai/FWProfInfo.java

3.215 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** ()

3.215.1 Detailed Description

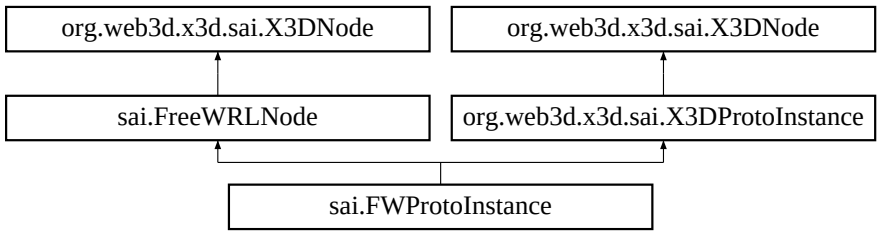
Definition at line 5 of file FWProtoDeclaration.java.

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

- src/java/sai/FWProtoDeclaration.java

3.216 sai.FWProtoInstance Class Reference

Inheritance diagram for sai.FWProtoInstance:



Public Member Functions

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

3.216.1 Detailed Description

Definition at line 4 of file FWProtoInstance.java.

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

- src/java/sai/FWProtoInstance.java

3.217 FWRGBQUAD Struct Reference

Data Fields

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

3.217.1 Detailed Description

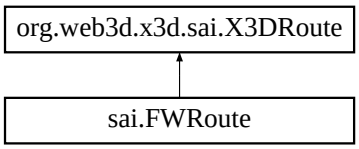
Definition at line 317 of file Snapshot.c.

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

- src/lib/main/Snapshot.c

3.218 sai.FWRoute Class Reference

Inheritance diagram for sai.FWRoute:



Public Member Functions

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

3.218.1 Detailed Description

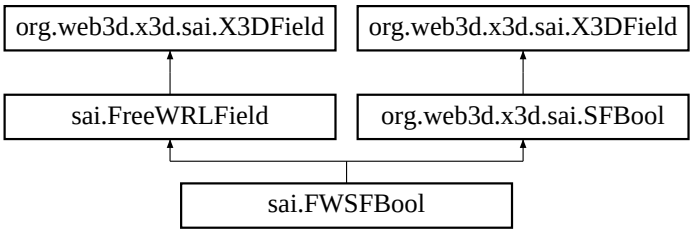
Definition at line 4 of file FWRoute.java.

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

- src/java/sai/FWRoute.java

3.219 sai.FWSFBool Class Reference

Inheritance diagram for sai.FWSFBool:



Public Member Functions

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

Additional Inherited Members

3.219.1 Detailed Description

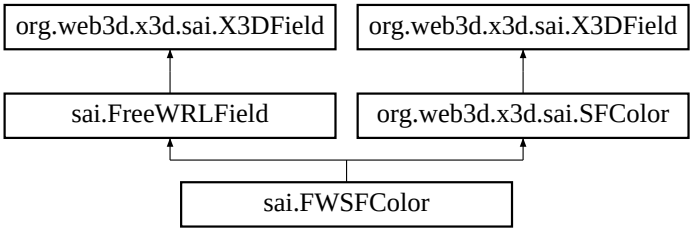
Definition at line 4 of file FWSFBool.java.

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

- src/java/sai/FWSFBool.java

3.220 sai.FWSFColor Class Reference

Inheritance diagram for sai.FWSFColor:



Public Member Functions

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

Additional Inherited Members

3.220.1 Detailed Description

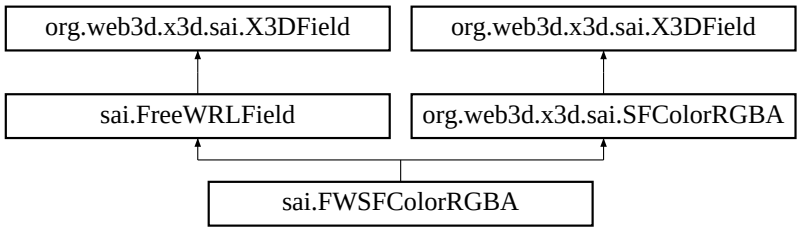
Definition at line 5 of file FWSFColor.java.

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

- src/java/sai/FWSFColor.java

3.221 sai.FWSFColorRGBA Class Reference

Inheritance diagram for sai.FWSFColorRGBA:



Public Member Functions

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

Additional Inherited Members

3.221.1 Detailed Description

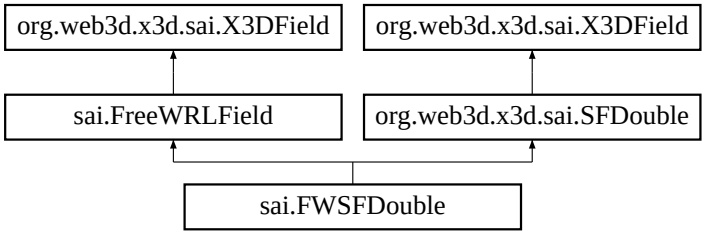
Definition at line 5 of file FWSFColorRGBA.java.

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

- src/java/sai/FWSFColorRGBA.java

3.222 sai.FWSFDouble Class Reference

Inheritance diagram for sai.FWSFDouble:



Public Member Functions

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

Additional Inherited Members

3.222.1 Detailed Description

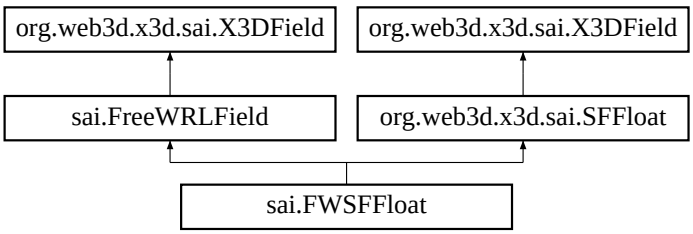
Definition at line 4 of file FWSFDouble.java.

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

- src/java/sai/FWSFDouble.java

3.223 sai.FWSFFloat Class Reference

Inheritance diagram for sai.FWSFFloat:



Public Member Functions

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

Additional Inherited Members

3.223.1 Detailed Description

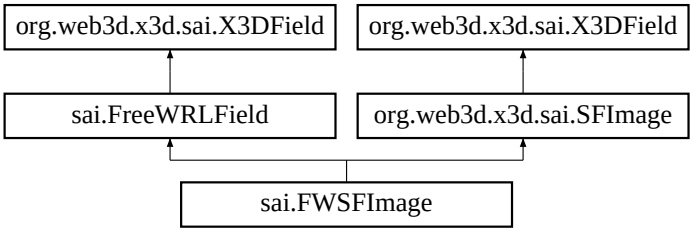
Definition at line 4 of file FWSFFloat.java.

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

- src/java/sai/FWSFFloat.java

3.224 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 dest↩ XOffset, int destYOffset)

Additional Inherited Members

3.224.1 Detailed Description

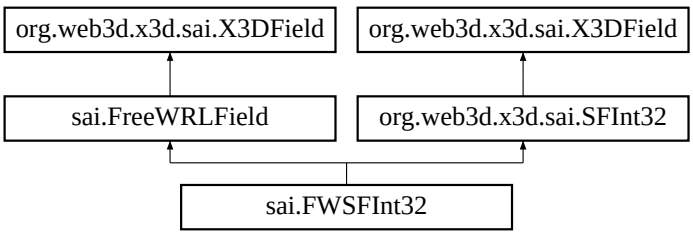
Definition at line 7 of file FWSFImage.java.

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

- src/java/sai/FWSFImage.java

3.225 sai.FWSFInt32 Class Reference

Inheritance diagram for sai.FWSFInt32:



Public Member Functions

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

Additional Inherited Members

3.225.1 Detailed Description

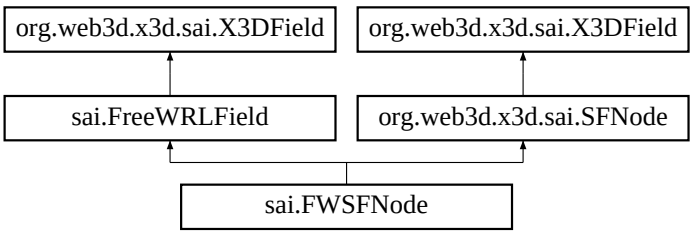
Definition at line 4 of file FWSFInt32.java.

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

- src/java/sai/FWSFInt32.java

3.226 sai.FWSFNode Class Reference

Inheritance diagram for sai.FWSFNode:



Public Member Functions

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

Additional Inherited Members

3.226.1 Detailed Description

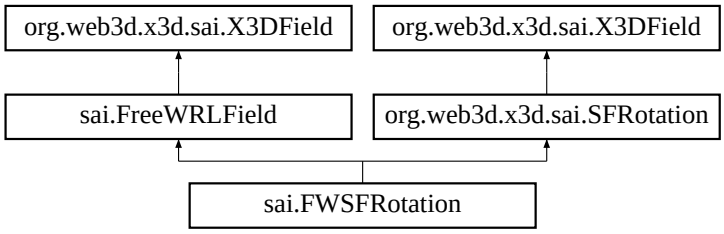
Definition at line 4 of file FWSFNode.java.

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

- src/java/sai/FWSFNode.java

3.227 sai.FWSFRotation Class Reference

Inheritance diagram for sai.FWSFRotation:



Public Member Functions

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

Additional Inherited Members

3.227.1 Detailed Description

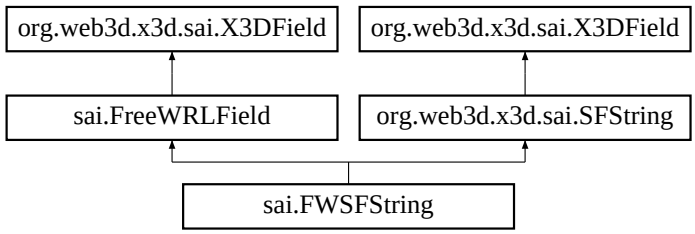
Definition at line 5 of file FWSFRotation.java.

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

- src/java/sai/FWSFRotation.java

3.228 sai.FWSFString Class Reference

Inheritance diagram for sai.FWSFString:



Public Member Functions

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

Additional Inherited Members

3.228.1 Detailed Description

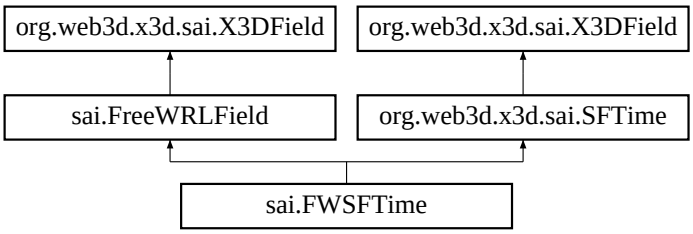
Definition at line 4 of file FWSFString.java.

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

- src/java/sai/FWSFString.java

3.229 sai.FWSFTime Class Reference

Inheritance diagram for sai.FWSFTime:



Public Member Functions

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

Additional Inherited Members

3.229.1 Detailed Description

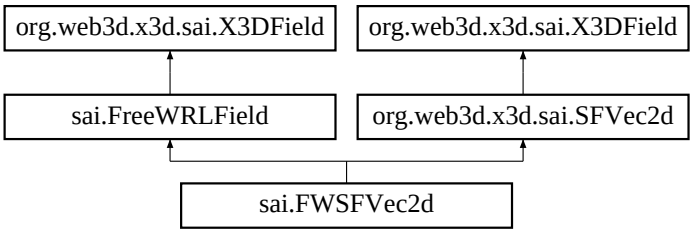
Definition at line 4 of file FWSFTime.java.

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

- src/java/sai/FWSFTime.java

3.230 sai.FWSFVec2d Class Reference

Inheritance diagram for sai.FWSFVec2d:



Public Member Functions

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

Additional Inherited Members

3.230.1 Detailed Description

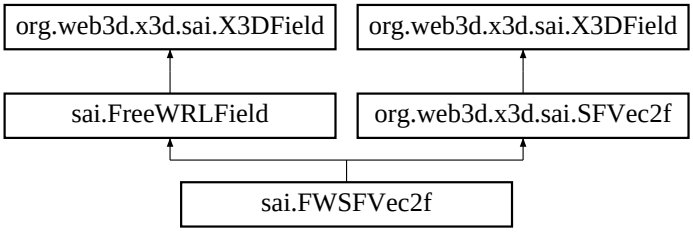
Definition at line 5 of file FWSFVec2d.java.

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

- src/java/sai/FWSFVec2d.java

3.231 sai.FWSFVec2f Class Reference

Inheritance diagram for sai.FWSFVec2f:



Public Member Functions

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

Additional Inherited Members

3.231.1 Detailed Description

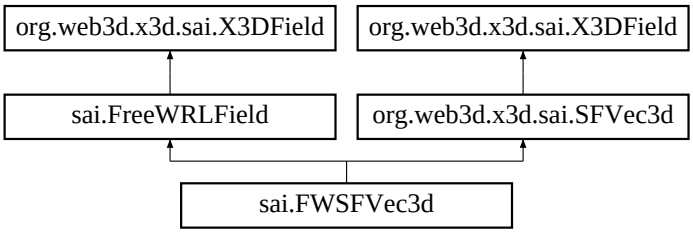
Definition at line 5 of file FWSFVec2f.java.

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

- src/java/sai/FWSFVec2f.java

3.232 sai.FWSFVec3d Class Reference

Inheritance diagram for sai.FWSFVec3d:



Public Member Functions

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

Additional Inherited Members

3.232.1 Detailed Description

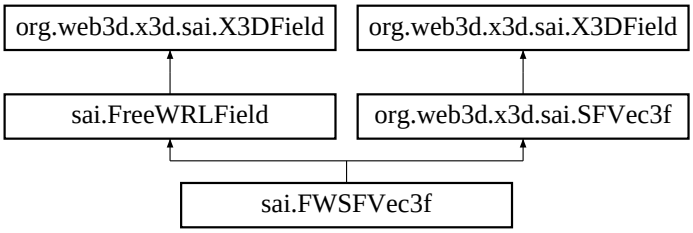
Definition at line 5 of file FWSFVec3d.java.

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

- src/java/sai/FWSFVec3d.java

3.233 sai.FWSFVec3f Class Reference

Inheritance diagram for sai.FWSFVec3f:



Public Member Functions

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

Additional Inherited Members

3.233.1 Detailed Description

Definition at line 5 of file FWSFVec3f.java.

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

- src/java/sai/FWSFVec3f.java

3.234 FWSNDMSG Struct Reference

Data Fields

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

3.234.1 Detailed Description

Definition at line 48 of file sounds.h.

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

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

3.235 FXY Struct Reference

Data Fields

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

3.235.1 Detailed Description

Definition at line 218 of file CursorDraw.c.

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

- src/lib/ui/CursorDraw.c

3.236 GLUface Struct Reference

Data Fields

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

3.236.1 Detailed Description

Definition at line 126 of file mesh.h.

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

- src/libtess/mesh.h

3.237 GLUhalfEdge Struct Reference

Data Fields

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

3.237.1 Detailed Description

Definition at line 138 of file mesh.h.

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

- src/libtess/mesh.h

3.238 GLUmesh Struct Reference

Data Fields

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

3.238.1 Detailed Description

Definition at line 163 of file mesh.h.

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

- src/libtess/mesh.h

3.239 GLUtesselator Struct Reference

Public Member Functions

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

Data Fields

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

3.239.1 Detailed Description

Definition at line 59 of file tess.h.

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

- src/libtess/tess.h

3.240 GLUvertex Struct Reference

Data Fields

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

3.240.1 Detailed Description

Definition at line 114 of file mesh.h.

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

- src/libtess/mesh.h

3.241 GoP Struct Reference

Data Fields

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

3.241.1 Detailed Description

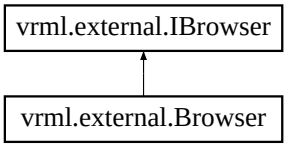
Definition at line 116 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.242 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)

3.242.1 Detailed Description

Definition at line 6 of file IBrowser.java.

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

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

3.243 iiglobal Struct Reference

Data Structures

- struct **tBindable**
- struct **tcollision**
- struct **tcommon**
- struct **tComponent_EnvironSensor**
- struct **tComponent_Geometry3D**
- struct **tComponent_Geospatial**
- struct **tComponent_HAnim**
- struct **tComponent_KeyDevice**
- struct **tComponent_NURBS**
- struct **tComponent_Shape**
- struct **tComponent_Sound**
- struct **tComponent_Text**
- struct **tComponent_VRML1**
- struct **tConsoleMessage**
- struct **tCParse**
- struct **tCParseParser**
- struct **tCProto**
- struct **tCRoutes**
- struct **tCScripts**
- struct **tCursorDraw**
- struct **tdisplay**
- struct **tEAI_C_CommonFunctions**
- struct **tEAICore**
- struct **tEAIEventsIn**
- struct **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**
- struct **tX3DProtoScript**

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_EnvironSensor Component_EnvironSensor**
- struct **iiglobal::tComponent_Geometry3D Component_Geometry3D**
- struct **iiglobal::tComponent_Geospatial Component_Geospatial**
- struct **iiglobal::tComponent_HAnim Component_HAnim**
- struct **iiglobal::tComponent_NURBS Component_NURBS**
- struct **iiglobal::tComponent_KeyDevice Component_KeyDevice**
- struct **iiglobal::tComponent_Shape Component_Shape**
- struct **iiglobal::tComponent_Sound Component_Sound**
- struct **iiglobal::tComponent_Text Component_Text**
- struct **iiglobal::tComponent_VRML1 Component_VRML1**
- struct **iiglobal::tRenderFuncs RenderFuncs**
- struct **iiglobal::tStreamPoly StreamPoly**
- struct **iiglobal::tTess Tess**
- struct **iiglobal::tViewer Viewer**
- struct **iiglobal::tstatusbar statusbar**
- struct **iiglobal::tCParse CParse**
- struct **iiglobal::tCParseParser CParseParser**
- struct **iiglobal::tCProto CProto**
- struct **iiglobal::tCRoutes CRoutes**
- struct **iiglobal::tCScripts CScripts**

- struct **iiglobal::tJScript JScript**
- struct **iiglobal::tjsUtils jsUtils**
- struct **iiglobal::tjsVRMLBrowser jsVRMLBrowser**
- struct **iiglobal::tjsVRMLClasses jsVRMLClasses**
- struct **iiglobal::tBindable Bindable**
- struct **iiglobal::tX3DParser X3DParser**
- struct **iiglobal::tX3DProtoScript X3DProtoScript**
- struct **iiglobal::tcommon common**
- struct **iiglobal::tCursorDraw CursorDraw**

3.243.1 Detailed Description

Definition at line 42 of file iglobal.h.

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

- src/lib/iglobal.h

3.244 IMEXPORT Struct Reference

Data Fields

- struct **X3D_Node** ∗ **nodeptr**
- char ∗ **inlinename**
- char ∗ **mxname**
- char ∗ **as**

3.244.1 Detailed Description

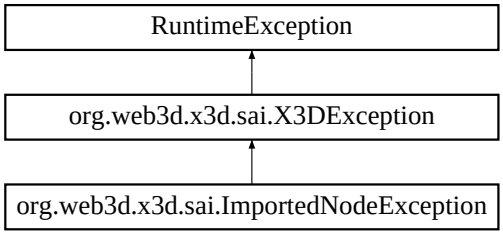
Definition at line 158 of file CParseParser.h.

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

- src/lib/vrml_parser/CParseParser.h

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

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



Public Member Functions

- **ImportedNodeException** (String msg)

3.245.1 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

3.246 initialRouteStruct Struct Reference

Data Fields

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

3.246.1 Detailed Description

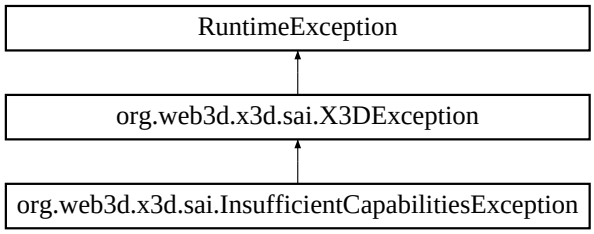
Definition at line 209 of file CRoutes.c.

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

- src/lib/vrml_parser/CRoutes.c

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

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



Public Member Functions

- **InsufficientCapabilitiesException** (String msg)

3.247.1 Detailed Description

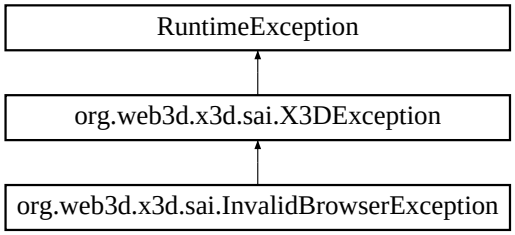
Definition at line 3 of file InsufficientCapabilitiesException.java.

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

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

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

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



Public Member Functions

- **InvalidBrowserException** (String msg)

3.248.1 Detailed Description

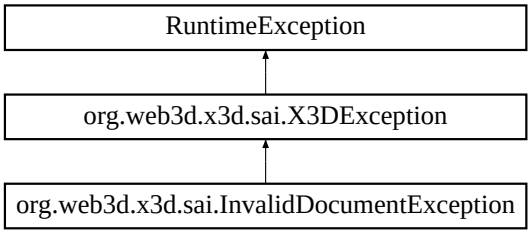
Definition at line 3 of file InvalidBrowserException.java.

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

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

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

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



Public Member Functions

- **InvalidDocumentException** (String msg)

3.249.1 Detailed Description

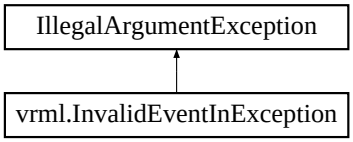
Definition at line 3 of file InvalidDocumentException.java.

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

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

3.250 vrml.InvalidEventInException Class Reference

Inheritance diagram for vrml.InvalidEventInException:



Public Member Functions

- **InvalidEventInException** (String s)

3.250.1 Detailed Description

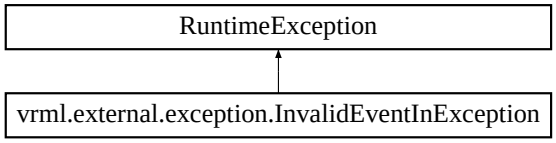
Definition at line 6 of file InvalidEventInException.java.

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

- src/java/vrml/InvalidEventInException.java

3.251 vrml.external.exception.InvalidEventInException Class Reference

Inheritance diagram for vrml.external.exception.InvalidEventInException:



Public Member Functions

- **InvalidEventInException** ()

  *Constructs an **InvalidEventInException** (p. 172) with no detail message.*
- **InvalidEventInException** (String s)

  *Constructs an **InvalidEventInException** (p. 172) with the specified detail message.*

3.251.1 Detailed Description

Definition at line 3 of file InvalidEventInException.java.

3.251.2 Constructor & Destructor Documentation

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

Constructs an **InvalidEventInException** (p. 172) with the specified detail message.

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

Parameters

s	the detail message

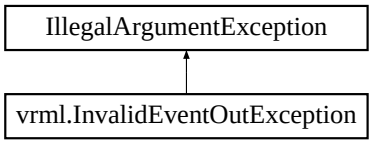
Definition at line 17 of file InvalidEventInException.java.

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

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

3.252 vrml.InvalidEventOutException Class Reference

Inheritance diagram for vrml.InvalidEventOutException:



Public Member Functions

- **InvalidEventOutException** (String s)

3.252.1 Detailed Description

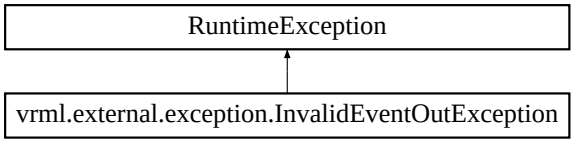
Definition at line 6 of file InvalidEventOutException.java.

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

- src/java/vrml/InvalidEventOutException.java

3.253 vrml.external.exception.InvalidEventOutException Class Reference

Inheritance diagram for vrml.external.exception.InvalidEventOutException:



Public Member Functions

- **InvalidEventOutException** (String s)

3.253.1 Detailed Description

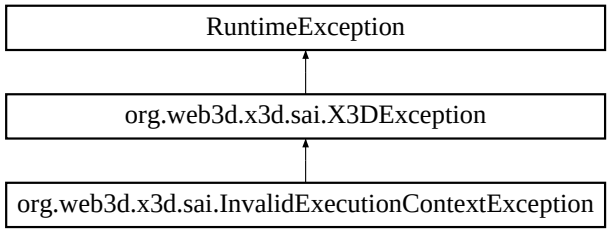
Definition at line 3 of file InvalidEventOutException.java.

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

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

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

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



Public Member Functions

- **InvalidExecutionContextException** (String msg)

3.254.1 Detailed Description

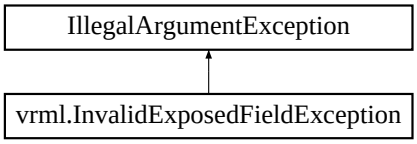
Definition at line 3 of file InvalidExecutionContextException.java.

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

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

3.255 vrml.InvalidExposedFieldException Class Reference

Inheritance diagram for vrml.InvalidExposedFieldException:



Public Member Functions

- **InvalidExposedFieldException** (String s)

3.255.1 Detailed Description

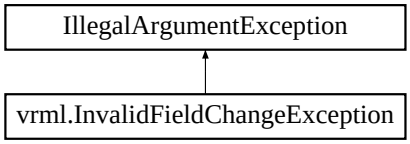
Definition at line 6 of file InvalidExposedFieldException.java.

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

- src/java/vrml/InvalidExposedFieldException.java

3.256 vrml.InvalidFieldChangeException Class Reference

Inheritance diagram for vrml.InvalidFieldChangeException:



Public Member Functions

- **InvalidFieldChangeException** (String s)

3.256.1 Detailed Description

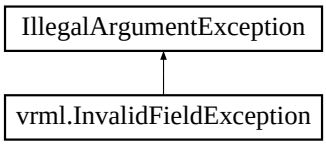
Definition at line 6 of file InvalidFieldChangeException.java.

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

- src/java/vrml/InvalidFieldChangeException.java

3.257 vrml.InvalidFieldException Class Reference

Inheritance diagram for vrml.InvalidFieldException:



Public Member Functions

- **InvalidFieldException** (String s)

3.257.1 Detailed Description

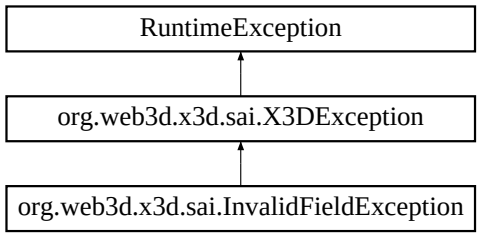
Definition at line 6 of file InvalidFieldException.java.

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

- src/java/vrml/InvalidFieldException.java

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

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



Public Member Functions

- **InvalidFieldException** (String msg)

3.258.1 Detailed Description

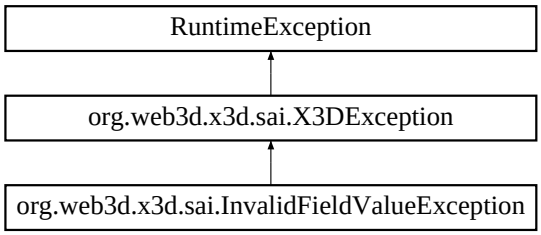
Definition at line 3 of file InvalidFieldException.java.

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

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

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

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



Public Member Functions

- **InvalidFieldValueException** (String msg)

3.259.1 Detailed Description

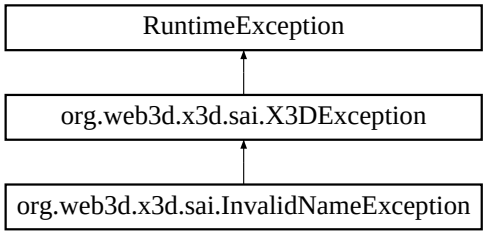
Definition at line 3 of file InvalidFieldValueException.java.

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

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

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

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



Public Member Functions

- **InvalidNameException** (String str)

3.260.1 Detailed Description

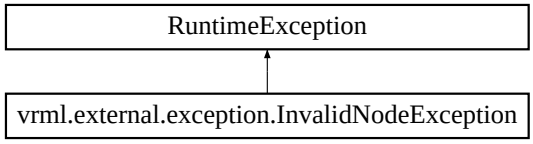
Definition at line 3 of file InvalidNameException.java.

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

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

3.261 vrml.external.exception.InvalidNodeException Class Reference

Inheritance diagram for vrml.external.exception.InvalidNodeException:



Public Member Functions

- **InvalidNodeException** ()

  *Constructs an **InvalidNodeException** (p. 178) with no detail message.*
- **InvalidNodeException** (String s)

  *Constructs an **InvalidNodeException** (p. 178) with the specified detail message.*

3.261.1 Detailed Description

Definition at line 3 of file InvalidNodeException.java.

3.261.2 Constructor & Destructor Documentation

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

Constructs an **InvalidNodeException** (p. 178) with the specified detail message.

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

Parameters

s	the detail message

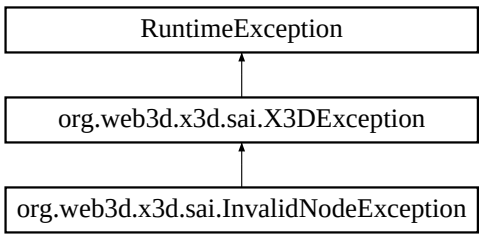
Definition at line 17 of file InvalidNodeException.java.

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

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

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

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



Public Member Functions

- **InvalidNodeException** (String str)

3.262.1 Detailed Description

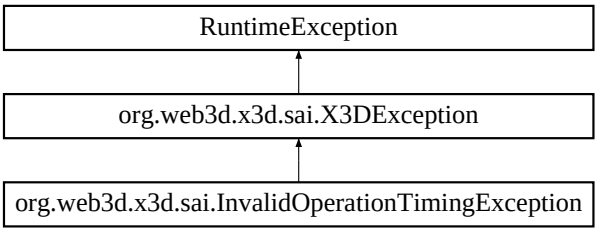
Definition at line 3 of file InvalidNodeException.java.

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

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

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

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



Public Member Functions

- **InvalidOperationTimingException** (String msg)

3.263.1 Detailed Description

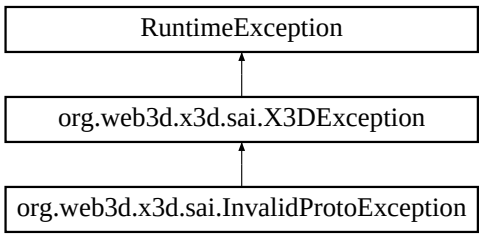
Definition at line 3 of file InvalidOperationTimingException.java.

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

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

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

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



Public Member Functions

- **InvalidProtoException** (String msg)

3.264.1 Detailed Description

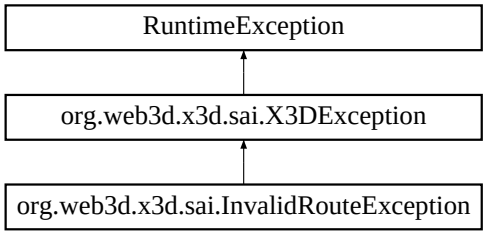
Definition at line 3 of file InvalidProtoException.java.

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

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

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

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



Public Member Functions

- **InvalidRouteException** (String msg)

3.265.1 Detailed Description

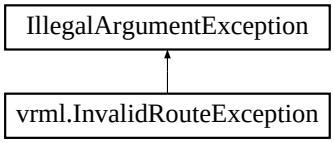
Definition at line 3 of file InvalidRouteException.java.

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

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

3.266 vrml.InvalidRouteException Class Reference

Inheritance diagram for vrml.InvalidRouteException:



Public Member Functions

- **InvalidRouteException** (String s)

3.266.1 Detailed Description

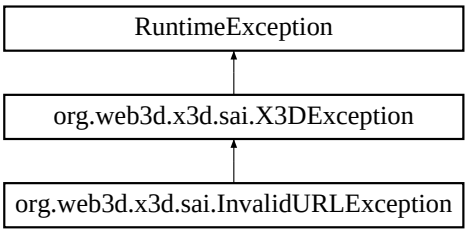
Definition at line 6 of file InvalidRouteException.java.

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

- src/java/vrml/InvalidRouteException.java

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

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



Public Member Functions

- **InvalidURLException** (String str)

3.267.1 Detailed Description

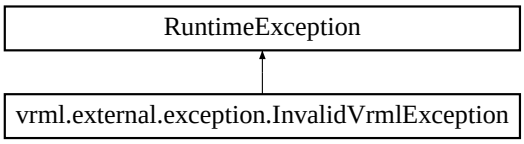
Definition at line 3 of file InvalidURLException.java.

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

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

3.268 vrml.external.exception.InvalidVrmlException Class Reference

Inheritance diagram for vrml.external.exception.InvalidVrmlException:



Public Member Functions

- **InvalidVrmlException** ()

  *Constructs an **InvalidVrmlException** (p. 182) with no detail message.*
- **InvalidVrmlException** (String s)

  *Constructs an **InvalidVrmlException** (p. 182) with the specified detail message.*

3.268.1 Detailed Description

Definition at line 3 of file InvalidVrmlException.java.

3.268.2 Constructor & Destructor Documentation

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

Constructs an **InvalidVrmlException** (p. 182) with the specified detail message.

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

Parameters

s	the detail message

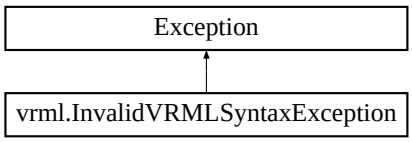
Definition at line 17 of file InvalidVrmlException.java.

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

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

3.269 vrml.InvalidVRMLSyntaxException Class Reference

Inheritance diagram for vrml.InvalidVRMLSyntaxException:



Public Member Functions

- **InvalidVRMLSyntaxException** (String s)

3.269.1 Detailed Description

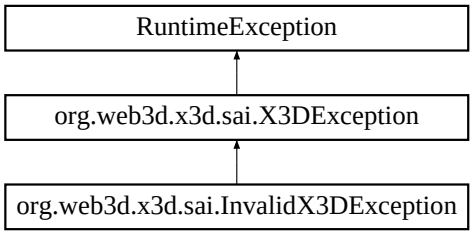
Definition at line 3 of file InvalidVRMLSyntaxException.java.

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

- src/java/vrml/InvalidVRMLSyntaxException.java

3.270 org.web3d.x3d.sai.InvalidX3DException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidX3DException:



Public Member Functions

- **InvalidX3DException** (String str)

3.270.1 Detailed Description

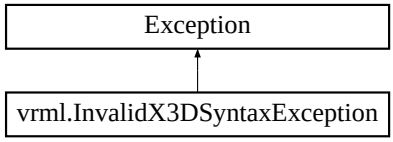
Definition at line 3 of file InvalidX3DException.java.

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

- src/java/org/web3d/x3d/sai/InvalidX3DException.java

3.271 vrml.InvalidX3DSyntaxException Class Reference

Inheritance diagram for vrml.InvalidX3DSyntaxException:



Public Member Functions

- **InvalidX3DSyntaxException** (String s)

3.271.1 Detailed Description

Definition at line 3 of file InvalidX3DSyntaxException.java.

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

- src/java/vrml/InvalidX3DSyntaxException.java

3.272 key Struct Reference

Data Fields

- char **key**
- unsigned int **hit**

3.272.1 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

3.273 keyHit Struct Reference

Data Fields

- int **direction**
- double **epoch**
- double **era**
- int **once**

3.273.1 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

3.274 keypressTuple Struct Reference

Data Fields

- int **key**
- int **type**

3.274.1 Detailed Description

Definition at line 123 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

3.275 keyval Struct Reference

Data Fields

- char * **key**
- char * **val**

3.275.1 Detailed Description

Definition at line 49 of file common.c.

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

- src/lib/ui/common.c

3.276 macroblock Struct Reference

Data Fields

- int **mb_address**
- int **past_mb_addr**
- int **motion_h_forw_code**
- unsigned int **motion_h_forw_r**
- int **motion_v_forw_code**
- unsigned int **motion_v_forw_r**
- int **motion_h_back_code**
- unsigned int **motion_h_back_r**
- int **motion_v_back_code**
- unsigned int **motion_v_back_r**
- unsigned int **cbp**
- int **mb_intra**
- int **bpict_past_forw**
- int **bpict_past_back**
- int **past_intra_addr**
- int **recon_right_for_prev**
- int **recon_down_for_prev**
- int **recon_right_back_prev**
- int **recon_down_back_prev**

3.276.1 Detailed Description

Definition at line 158 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.277 matpropstruct Struct Reference

Data Fields

- struct **fw_MaterialParameters fw_FrontMaterial**
- struct **fw_MaterialParameters fw_BackMaterial**
- **s_shader_capabilities_t** ∗ **currentShaderProperties**
- float **transparency**
- GLfloat **emissionColour** [3]
- GLint **cubeFace**
- int **cullFace**
- int **algorithm**
- bool **hatchedBool**
- bool **filledBool**
- GLfloat **hatchPercent** [2]
- GLfloat **hatchScale** [2]
- GLfloat **hatchColour** [4]
- GLfloat **pointSize**
- int **texCoordGeneratorType**

3.277.1 Detailed Description

Definition at line 82 of file Component_Shape.h.

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

- src/lib/scenegraph/Component_Shape.h

3.278 org.web3d.x3d.sai.Matrix Interface Reference

Public Member Functions

- void **setTransform** (**SFVec3f** translation, **SFVec3f** rotation, **SFVec2f** scale, **SFVec3f** scaleOrientation, **SF↩Vec2f** center)
- void **getTransform** (**SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale)
- void **inverse** (float[ ][ ] matrix)
- void **transpose** (float[ ][ ] matrix)
- void **multiplyLeft** (float[ ][ ] matrix, float[ ][ ] mult, int size)
- void **multiplyRight** (float[ ][ ] matrix, float[ ][ ] mult, int size)
- void **multiplyRowVector** (float[ ][ ] matrix, float[ ] vec, int size)
- void **multiplyColVector** (float[ ][ ] matrix, float[ ] vec, int size)

3.278.1 Detailed Description

Definition at line 3 of file Matrix.java.

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

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

3.279 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, **SF↩Vec2f** centre)
- void **getTransform** (**SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale)
- float[ ][ ] **multiply** (float[ ][ ] multp, float[ ][ ] mat)
- **Matrix3 inverse** ()
- **Matrix3 transpose** ()
- **Matrix3 multiplyLeft** (**Matrix3** mat)
- **Matrix3 multiplyRight** (**Matrix3** mat)
- float[ ] **multiplyRowVector** (float[ ] vec)
- float[ ] **multiplyColVector** (float[ ] vec)

Data Fields

- float[ ][ ] **matrix**

Static Public Attributes

- static int **SIZE** = 3

3.279.1 Detailed Description

Definition at line 3 of file Matrix3.java.

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

- src/java/org/web3d/x3d/sai/Matrix3.java

3.280 org.web3d.x3d.sai.Matrix4 Class Reference

Public Member Functions

- **Matrix4** (float[ ][ ] init)
- **Matrix4** (float[ ] init)
- void **setIdentity** ()
- void **set** (int row, int column, float value)
- float **get** (int row, int column)
- void **setTransform** (**SFVec3f** translation, **SFRotation** rotation, **SFVec3f** scale, **SFRotation** scaleOrientation, **SFVec3f** centre)
- void **getTransform** (**SFVec3f** translation, **SFRotation** rotation, **SFVec3f** scale)
- **Matrix4 inverse** ()
- **Matrix4 transpose** ()
- **Matrix4 multiplyLeft** (**Matrix4** mat)
- float[ ][ ] **multiply** (float[ ][ ] multp, float[ ][ ] mat)
- **Matrix4 multiplyRight** (**Matrix4** mat)
- float[ ] **multiplyRowVector** (float[ ] vec)
- float[ ] **multiplyColVector** (float[ ] vec)

Data Fields

- float[ ][ ] **matrix**

Static Public Attributes

- static int **SIZE** = 4

3.280.1 Detailed Description

Definition at line 3 of file Matrix4.java.

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

- src/java/org/web3d/x3d/sai/Matrix4.java

3.281 mb_addr_inc_entry Struct Reference

Data Fields

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

3.281.1 Detailed Description

Definition at line 753 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.282 mb_type_entry Struct Reference

Data Fields

- unsigned int **mb_quant**
- unsigned int **mb_motion_forward**
- unsigned int **mb_motion_backward**
- unsigned int **mb_pattern**
- unsigned int **mb_intra**
- int **num_bits**

3.282.1 Detailed Description

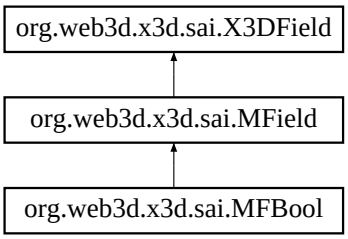
Definition at line 759 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.283 org.web3d.x3d.sai.MFBool Interface Reference

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



Public Member Functions

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

3.283.1 Detailed Description

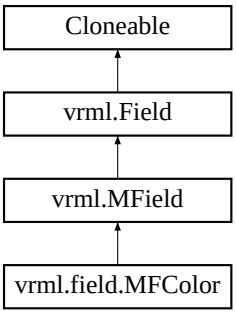
Definition at line 3 of file MFBool.java.

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

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

3.284 vrml.field.MFColor Class Reference

Inheritance diagram for vrml.field.MFColor:



Public Member Functions

- **MFColor** (float[ ] colors)
- **MFColor** (int size, float[ ] colors)
- **MFColor** (float[ ][ ] colors)
- void **getValue** (float[ ] colors)
- void **getValue** (float[ ][ ] colors)
- void **get1Value** (int index, float[ ] colors)
- void **get1Value** (int index, **SFColor** sfColor)
- void **setValue** (float[ ] colors)
- void **setValue** (int size, float[ ] colors)
- void **set1Value** (int index, float red, float green, float blue)
- void **set1Value** (int index, **SFColor** sfColor)
- void **set1Value** (int index, **ConstSFColor** sfColor)
- void **addValue** (float red, float green, float blue)
- void **addValue** (**SFColor** sfColor)
- void **addValue** (**ConstSFColor** sfColor)
- void **insertValue** (int index, float red, float green, float blue)
- void **insertValue** (int index, **SFColor** sfColor)
- void **insertValue** (int index, **ConstSFColor** sfColor)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.284.1 Detailed Description

Definition at line 10 of file MFColor.java.

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

- src/java/vrml/field/MFColor.java

3.285 org.web3d.x3d.sai.MFColor Interface Reference

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

Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int numVals, float[ ] value)
- void **setValue** (int numVals, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

3.285.1 Detailed Description

Definition at line 3 of file MFColor.java.

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

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

3.286 org.web3d.x3d.sai.MFColorRGBA Interface Reference

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

Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int numVolors, float[ ] value)
- void **setValue** (int numColors, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

3.286.1 Detailed Description

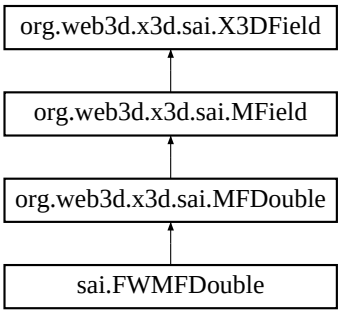
Definition at line 3 of file MFColorRGBA.java.

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

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

3.287 org.web3d.x3d.sai.MFDouble Interface Reference

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



Public Member Functions

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

3.287.1 Detailed Description

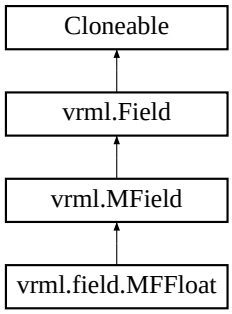
Definition at line 3 of file MFDouble.java.

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

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

3.288 vrml.field.MFFloat Class Reference

Inheritance diagram for vrml.field.MFFloat:



Public Member Functions

- **MFFloat** (float[ ] f)
- **MFFloat** (int size, float[ ] f)
- void **getValue** (float[ ] f)
- float **get1Value** (int index)
- void **setValue** (float[ ] f)
- void **setValue** (int size, float[ ] f)
- void **set1Value** (int index, float f)
- void **set1Value** (int index, **SFFloat** sfFloat)
- void **set1Value** (int index, **ConstSFFloat** sfFloat)
- void **addValue** (float f)
- void **addValue** (**SFFloat** sfFloat)
- void **addValue** (**ConstSFFloat** sfFloat)
- void **insertValue** (int index, float f)
- void **insertValue** (int index, **SFFloat** sfFloat)
- void **insertValue** (int index, **ConstSFFloat** sfFloat)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.288.1 Detailed Description

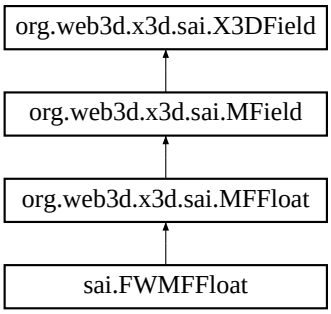
Definition at line 10 of file MFFloat.java.

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

- src/java/vrml/field/MFFloat.java

3.289 org.web3d.x3d.sai.MFFloat Interface Reference

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



Public Member Functions

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

3.289.1 Detailed Description

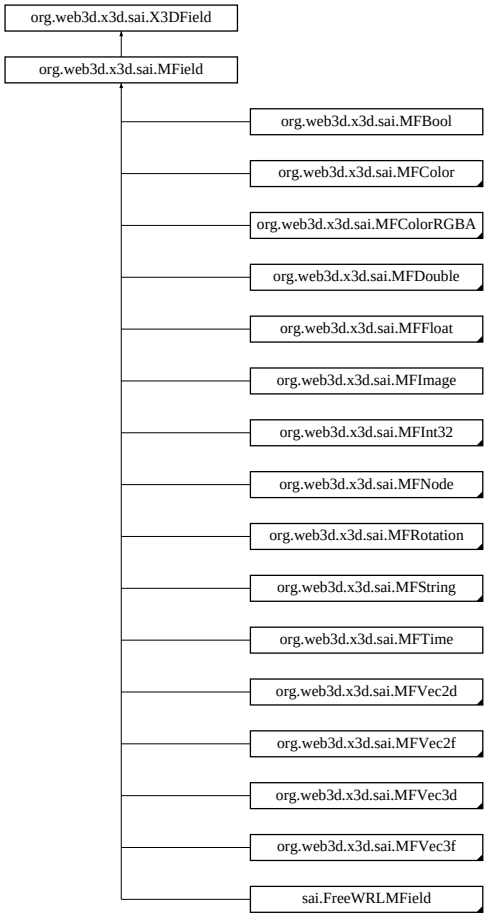
Definition at line 3 of file MFFloat.java.

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

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

3.290 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

3.290.1 Detailed Description

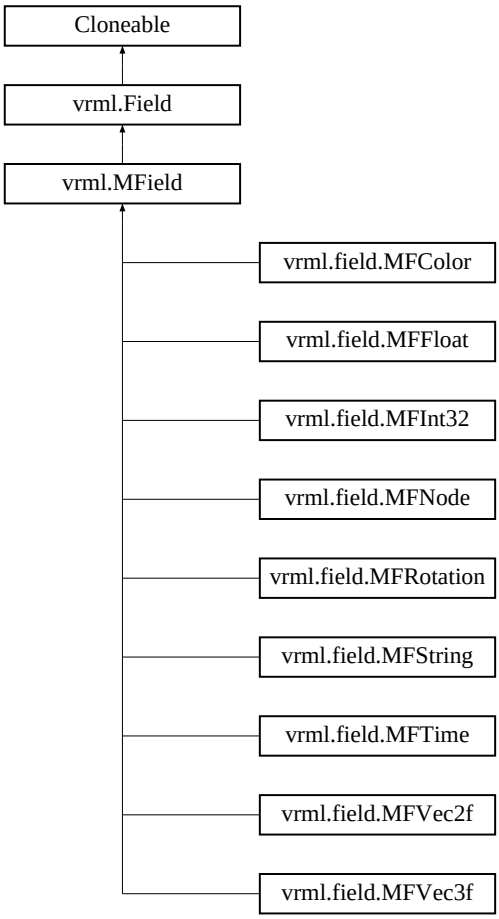
Definition at line 3 of file MField.java.

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

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

3.291 vrml.MField Class Reference

Inheritance diagram for vrml.MField:



Public Member Functions

- int **getSize** ()
- void **clear** ()
- void **delete** (int index)

Data Fields

- **Vector __vect** = new **Vector**()

Protected Member Functions

- final void **__update1Read** (int index)
- final void **__set1Value** (int index, **ConstField** fld)
- final void **__insertValue** (int index, **ConstField** fld)
- final void **__addValue** (**ConstField** fld)

3.291.1 Detailed Description

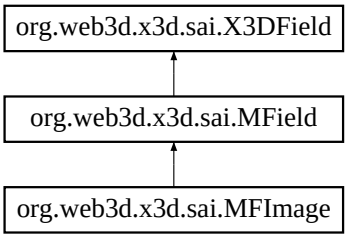
Definition at line 4 of file MField.java.

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

- src/java/vrml/MField.java

3.292 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)

3.292.1 Detailed Description

Definition at line 4 of file MFImage.java.

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

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

3.293 org.web3d.x3d.sai.MFInt32 Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFInt32:

Public Member Functions

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

3.293.1 Detailed Description

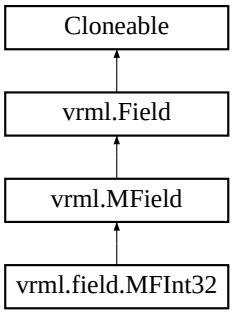
Definition at line 3 of file MFInt32.java.

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

- src/java/org/web3d/x3d/sai/MFInt32.java

3.294 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

3.294.1 Detailed Description

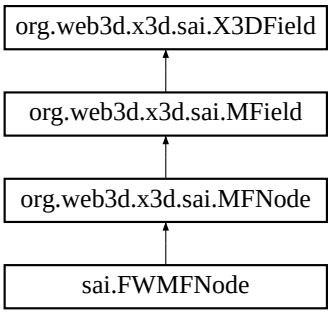
Definition at line 10 of file MFInt32.java.

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

- src/java/vrml/field/MFInt32.java

3.295 org.web3d.x3d.sai.MFNode Interface Reference

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



Public Member Functions

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

3.295.1 Detailed Description

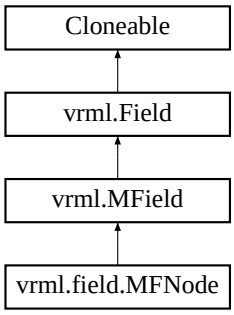
Definition at line 3 of file MFNode.java.

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

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

3.296 vrml.field.MFNode Class Reference

Inheritance diagram for vrml.field.MFNode:



Public Member Functions

- **MFNode** (**BaseNode**[ ] node)
- **MFNode** (int size, **BaseNode**[ ] node)
- void **getValue** (**BaseNode**[ ] node)
- **BaseNode get1Value** (int index)
- void **setValue** (**BaseNode**[ ] node)
- void **setValue** (int size, **BaseNode**[ ] node)
- void **set1Value** (int index, **BaseNode** node)
- void **set1Value** (int index, **SFNode** sfNode)
- void **set1Value** (int index, **ConstSFNode** sfNode)
- void **addValue** (**BaseNode** node)
- void **addValue** (**SFNode** sfNode)
- void **addValue** (**ConstSFNode** sfNode)
- void **insertValue** (int index, **BaseNode** node)
- void **insertValue** (int index, **SFNode** sfNode)
- void **insertValue** (int index, **ConstSFNode** sfNode)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.296.1 Detailed Description

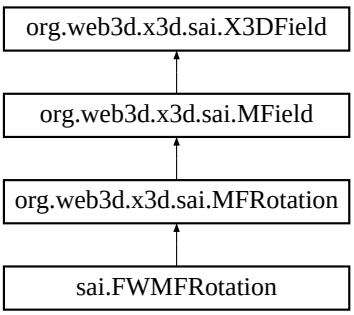
Definition at line 10 of file MFNode.java.

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

- src/java/vrml/field/MFNode.java

3.297 org.web3d.x3d.sai.MFRotation Interface Reference

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



Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int numRotations, float[ ] value)
- void **setValue** (int numRotations, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

3.297.1 Detailed Description

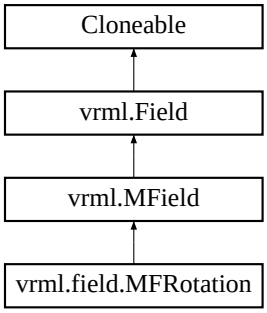
Definition at line 3 of file MFRotation.java.

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

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

3.298 vrml.field.MFRotation Class Reference

Inheritance diagram for vrml.field.MFRotation:



Public Member Functions

- **MFRotation** (float[ ] rotations)
- **MFRotation** (int size, float[ ] rotations)
- **MFRotation** (float[ ][ ] rotations)
- void **getValue** (float[ ] rotations)
- void **getValue** (float[ ][ ] rotations)
- void **get1Value** (int index, float[ ] rotations)
- void **get1Value** (int index, **SFRotation** sfRotation)
- void **setValue** (float[ ] rotations)
- void **setValue** (int size, float[ ] rotations)
- void **set1Value** (int index, float axisX, float axisY, float axisZ, float angle)
- void **set1Value** (int index, **SFRotation** sfRotation)
- void **set1Value** (int index, **ConstSFRotation** sfRotation)
- void **addValue** (float axisX, float axisY, float axisZ, float angle)
- void **addValue** (**SFRotation** sfRotation)
- void **addValue** (**ConstSFRotation** sfRotation)
- void **insertValue** (int index, float axisX, float axisY, float axisZ, float angle)
- void **insertValue** (int index, **SFRotation** sfRotation)
- void **insertValue** (int index, **ConstSFRotation** sfRotation)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.298.1 Detailed Description

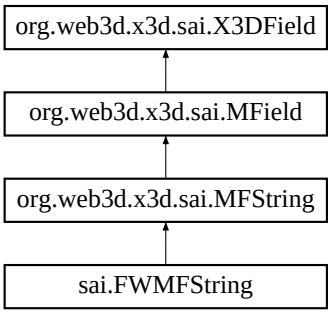
Definition at line 10 of file MFRotation.java.

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

- src/java/vrml/field/MFRotation.java

3.299 org.web3d.x3d.sai.MFString Interface Reference

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



Public Member Functions

- void **getValue** (String[ ] value)
- String **get1Value** (int index)
- void **setValue** (int numStrings, String[ ] value)
- void **set1Value** (int index, String value)
- void **append** (String[ ] value)
- void **insertValue** (int index, String[ ] value)

3.299.1 Detailed Description

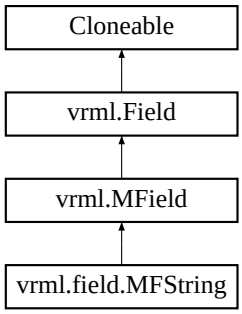
Definition at line 3 of file MFString.java.

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

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

3.300 vrml.field.MFString Class Reference

Inheritance diagram for vrml.field.MFString:



Public Member Functions

- **MFString** (String[ ] s)
- **MFString** (int size, String[ ] s)
- void **getValue** (String[ ] s)
- String **get1Value** (int index)
- void **setValue** (String[ ] s)
- void **setValue** (int size, String[ ] s)
- void **set1Value** (int index, String s)
- void **set1Value** (int index, **SFString** sfString)
- void **set1Value** (int index, **ConstSFString** sfString)
- void **addValue** (String s)
- void **addValue** (**SFString** sfString)
- void **addValue** (**ConstSFString** sfString)
- void **insertValue** (int index, String s)
- void **insertValue** (int index, **SFString** sfString)
- void **insertValue** (int index, **ConstSFString** sfString)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.300.1 Detailed Description

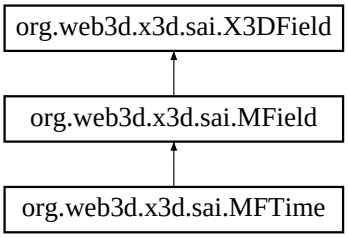
Definition at line 10 of file MFString.java.

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

- src/java/vrml/field/MFString.java

3.301 org.web3d.x3d.sai.MFTime Interface Reference

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



Public Member Functions

- void **getValue** (double[] value)
- double **get1Value** (int index)
- long **get1JavaValue** (int index)
- void **setValue** (int size, double[] value)
- void **setValue** (int size, long[] value)
- void **set1Value** (int index, double value)
- void **set1Value** (int index, long value)
- void **append** (double value)
- void **append** (long value)
- void **insertValue** (int index, long value)
- void **insertValue** (int index, double value)

3.301.1 Detailed Description

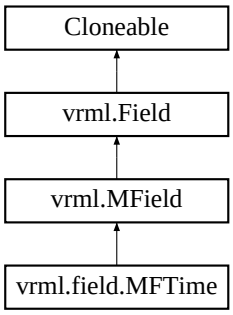
Definition at line 3 of file MFTime.java.

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

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

3.302 vrml.field.MFTime Class Reference

Inheritance diagram for vrml.field.MFTime:



Public Member Functions

- **MFTime** (double[] value)
- **MFTime** (int size, double[] value)
- void **getValue** (double[] value)
- double **get1Value** (int index)
- void **setValue** (double[] value)
- void **setValue** (int size, double[] value)
- void **set1Value** (int index, double value)
- void **set1Value** (int index, **SFTime** sfTime)
- void **set1Value** (int index, **ConstSFTime** sfTime)
- void **addValue** (double value)
- void **addValue** (**SFTime** sfTime)
- void **addValue** (**ConstSFTime** sfTime)
- void **insertValue** (int index, double value)
- void **insertValue** (int index, **SFTime** sfTime)
- void **insertValue** (int index, **ConstSFTime** sfTime)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.302.1 Detailed Description

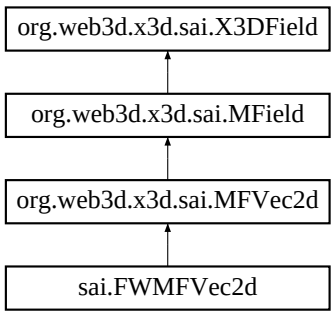
Definition at line 10 of file MFTime.java.

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

- src/java/vrml/field/MFTime.java

3.303 org.web3d.x3d.sai.MFVec2d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec2d:



Public Member Functions

- void **getValue** (double[ ][ ] value)
- void **getValue** (double[ ] value)
- void **get1Value** (int index, double[ ] value)
- void **setValue** (int size, double[ ] value)
- void **setValue** (int size, double[ ][ ] value)
- void **set1Value** (int index, double[ ] value)
- void **append** (double[ ] value)
- void **insertValue** (int index, double[ ] value)

3.303.1 Detailed Description

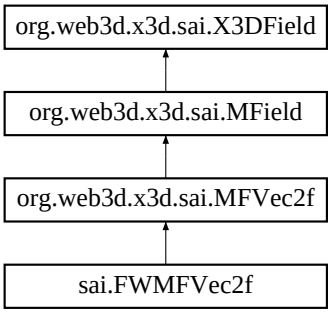
Definition at line 3 of file MFVec2d.java.

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

- src/java/org/web3d/x3d/sai/MFVec2d.java

3.304 org.web3d.x3d.sai.MFVec2f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec2f:



Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int size, float[ ] value)
- void **setValue** (int size, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

3.304.1 Detailed Description

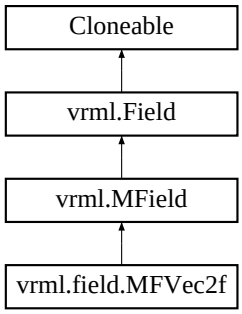
Definition at line 3 of file MFVec2f.java.

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

- src/java/org/web3d/x3d/sai/MFVec2f.java

3.305 vrml.field.MFVec2f Class Reference

Inheritance diagram for vrml.field.MFVec2f:



Public Member Functions

- **MFVec2f** (float[ ] vec2fs)
- **MFVec2f** (int size, float[ ] vec2fs)
- **MFVec2f** (float[ ][ ] vec2fs)
- void **getValue** (float[ ] vec2fs)
- void **getValue** (float[ ][ ] vec2fs)
- void **get1Value** (int index, float[ ] vec2fs)
- void **get1Value** (int index, **SFVec2f** sfVec2f)
- void **setValue** (float[ ] vec2fs)
- void **setValue** (int size, float[ ] vec2fs)
- void **set1Value** (int index, float x, float y)
- void **set1Value** (int index, **SFVec2f** sfVec2f)
- void **set1Value** (int index, **ConstSFVec2f** sfVec2f)
- void **addValue** (float x, float y)
- void **addValue** (**SFVec2f** sfVec2f)
- void **addValue** (**ConstSFVec2f** sfVec2f)
- void **insertValue** (int index, float x, float y)
- void **insertValue** (int index, **SFVec2f** sfVec2f)
- void **insertValue** (int index, **ConstSFVec2f** sfVec2f)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.305.1 Detailed Description

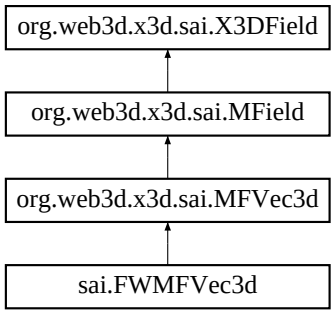
Definition at line 10 of file MFVec2f.java.

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

- src/java/vrml/field/MFVec2f.java

3.306 org.web3d.x3d.sai.MFVec3d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec3d:



Public Member Functions

- void **getValue** (double[ ][ ] value)
- void **getValue** (double[ ] value)
- void **get1Value** (int index, double[ ] value)
- void **setValue** (int size, double[ ] value)
- void **setValue** (int size, double[ ][ ] value)
- void **set1Value** (int index, double[ ] value)
- void **append** (double[ ] value)
- void **insertValue** (int index, double[ ] value)

3.306.1 Detailed Description

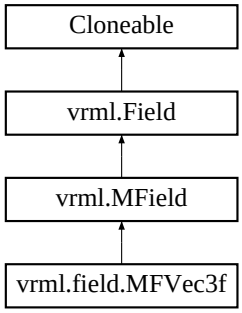
Definition at line 3 of file MFVec3d.java.

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

- src/java/org/web3d/x3d/sai/MFVec3d.java

3.307 vrml.field.MFVec3f Class Reference

Inheritance diagram for vrml.field.MFVec3f:



Public Member Functions

- **MFVec3f** (float[ ] vec3fs)
- **MFVec3f** (int size, float[ ] vec3fs)
- **MFVec3f** (float[ ][ ] vec3fs)
- void **getValue** (float[ ] vec3fs)
- void **getValue** (float[ ][ ] vec3fs)
- void **get1Value** (int index, float[ ] vec3fs)
- void **get1Value** (int index, **SFVec3f** sfVec3f)
- void **setValue** (float[ ] vec3fs)
- void **setValue** (int size, float[ ] vec3fs)
- void **set1Value** (int index, float x, float y, float z)
- void **set1Value** (int index, **SFVec3f** sfVec3f)
- void **set1Value** (int index, **ConstSFVec3f** sfVec3f)
- void **addValue** (float x, float y, float z)
- void **addValue** (**SFVec3f** sfVec3f)
- void **addValue** (**ConstSFVec3f** sfVec3f)
- void **insertValue** (int index, float x, float y, float z)
- void **insertValue** (int index, **SFVec3f** sfVec3f)
- void **insertValue** (int index, **ConstSFVec3f** sfVec3f)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.307.1 Detailed Description

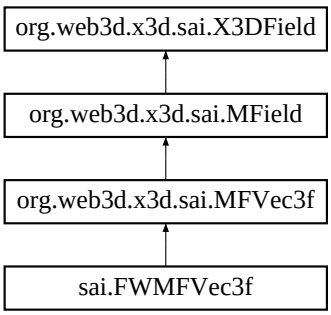
Definition at line 10 of file MFVec3f.java.

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

- src/java/vrml/field/MFVec3f.java

3.308 org.web3d.x3d.sai.MFVec3f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec3f:



Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int size, float[ ] value)
- void **setValue** (int size, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

3.308.1 Detailed Description

Definition at line 3 of file MFVec3f.java.

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

- src/java/org/web3d/x3d/sai/MFVec3f.java

3.309 motion_vectors_entry Struct Reference

Data Fields

- int **code**
- int **num_bits**

3.309.1 Detailed Description

Definition at line 782 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.310 mouseTuple Struct Reference

Data Fields

- int **mev**
- unsigned int **button**
- float **x**
- float **y**
- int **ix**
- int **iy**
- int **ID**

3.310.1 Detailed Description

Definition at line 127 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

3.311 Multi_Bool Struct Reference

Data Fields

- int **n**
- int ∗ **p**
- size_t **n**

3.311.1 Detailed Description

Definition at line 1874 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.312 Multi_Color Struct Reference

Data Fields

- int **n**
- struct **SFColor** ∗ **p**
- size_t **n**

3.312.1 Detailed Description

Definition at line 1880 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.313 Multi_ColorRGBA Struct Reference

Data Fields

- int **n**
- struct **SFColorRGBA** ∗ **p**
- size_t **n**

3.313.1 Detailed Description

Definition at line 1882 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.314 Multi_Double Struct Reference

Data Fields

- int **n**
- double ∗ **p**
- size_t **n**

3.314.1 Detailed Description

Definition at line 1894 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.315 Multi_Float Struct Reference

Data Fields

- int **n**
- float ∗ **p**
- size_t **n**

3.315.1 Detailed Description

Definition at line 1868 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.316 Multi_Int32 Struct Reference

Data Fields

- int **n**
- int ∗ **p**
- size_t **n**

3.316.1 Detailed Description

Definition at line 1876 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.317 Multi_Matrix3d Struct Reference

Data Fields

- int **n**
- struct **SFMatrix3d** ∗ **p**
- size_t **n**

3.317.1 Detailed Description

Definition at line 1898 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.318 Multi_Matrix3f Struct Reference

Data Fields

- int **n**
- struct **SFMatrix3f** ∗ **p**
- size_t **n**

3.318.1 Detailed Description

Definition at line 1896 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.319 Multi_Matrix4d Struct Reference

Data Fields

- int **n**
- struct **SFMatrix4d** ∗ **p**
- size_t **n**

3.319.1 Detailed Description

Definition at line 1902 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.320 Multi_Matrix4f Struct Reference

Data Fields

- int **n**
- struct **SFMatrix4f** ∗ **p**
- size_t **n**

3.320.1 Detailed Description

Definition at line 1900 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.321 Multi_Node Struct Reference

Data Fields

- int **n**
- struct **X3D_Node** ∗∗ **p**
- size_t **n**
- void ∗∗ **p**

3.321.1 Detailed Description

Definition at line 1878 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.322 Multi_Rotation Struct Reference

Data Fields

- int **n**
- struct **SFRotation** ∗ **p**
- size_t **n**

3.322.1 Detailed Description

Definition at line 1870 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.323 Multi_String Struct Reference

Data Fields

- int **n**
- struct **Uni_String** ∗∗ **p**
- size_t **n**

3.323.1 Detailed Description

Definition at line 1886 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.324 Multi_Time Struct Reference

Data Fields

- int **n**
- double ∗ **p**
- size_t **n**

3.324.1 Detailed Description

Definition at line 1884 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.325 Multi_Vec2d Struct Reference

Data Fields

- int **n**
- struct **SFVec2d** ∗ **p**
- size_t **n**

3.325.1 Detailed Description

Definition at line 1904 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.326 Multi_Vec2f Struct Reference

Data Fields

- int **n**
- struct **SFVec2f** ∗ **p**
- size_t **n**

3.326.1 Detailed Description

Definition at line 1888 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.327 Multi_Vec3d Struct Reference

Data Fields

- int **n**
- struct **SFVec3d** ∗ **p**
- size_t **n**

3.327.1 Detailed Description

Definition at line 1892 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.328 Multi_Vec3f Struct Reference

Data Fields

- int **n**
- struct **SFVec3f** ∗ **p**
- size_t **n**
- struct **SFColor** ∗ **p**

3.328.1 Detailed Description

Definition at line 1872 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.329 Multi_Vec4d Struct Reference

Data Fields

- int **n**
- struct **SFVec4d** ∗ **p**
- size_t **n**

3.329.1 Detailed Description

Definition at line 1908 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.330 Multi_Vec4f Struct Reference

Data Fields

- int **n**
- struct **SFVec4f** ∗ **p**
- size_t **n**

3.330.1 Detailed Description

Definition at line 1906 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.331 multiTexParams Struct Reference

Data Fields

- int **multitex_mode**
- int **multitex_source**
- int **multitex_function**

3.331.1 Detailed Description

Definition at line 121 of file OpenGL_Utils.h.

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

- src/lib/opengl/OpenGL_Utils.h

3.332 myArgs Struct Reference

Data Fields

- struct **X3D_Node** ∗ **node**
- **ttglobal tg**

3.332.1 Detailed Description

Definition at line 129 of file Component_ProgrammableShaders.c.

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

- src/lib/scenegraph/Component_ProgrammableShaders.c

3.333 MyVertex Struct Reference

Data Fields

- struct **SFVec3f vert**
- struct **SFVec3f norm**
- struct **SFVec2f tc**
- struct **SFColorRGBA col**

3.333.1 Detailed Description

Definition at line 53 of file Component_Geometry3D.c.

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

- src/lib/scenegraph/Component_Geometry3D.c
- src/lib/x3d_parser/Bindable.c

3.334 nameValuePairs Struct Reference

Data Fields

- char * **fieldName**
- char * **fieldValue**
- int **fieldType**

3.334.1 Detailed Description

Definition at line 32 of file X3DParser.h.

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

- src/lib/x3d_parser/X3DParser.h

3.335 navmode Struct Reference

Data Fields

- char * **key**
- int **type**

3.335.1 Detailed Description

Definition at line 485 of file Viewer.c.

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

- src/lib/scenegraph/Viewer.c

3.336 NestedProtoField Struct Reference

Data Fields

- struct **ProtoFieldDecl** * **origField**
- struct **ProtoFieldDecl** * **localField**

3.336.1 Detailed Description

Definition at line 248 of file CProto.h.

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

- src/lib/vrml_parser/CProto.h

3.337 vrml.external.Node Class Reference

Public Member Functions

- String **getType** ()
- **EventIn getEventIn** (String name) throws InvalidEventInException
- **EventOut getEventOut** (String name) throws InvalidEventOutException

Data Fields

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

3.337.1 Detailed Description

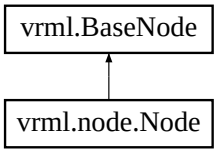
Definition at line 11 of file Node.java.

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

- src/java/vrml/external/Node.java

3.338 vrml.node.Node Class Reference

Inheritance diagram for vrml.node.Node:



Public Member Functions

- **Node** (String id)
- final **Field getEventIn** (String eventInName)
- final **ConstField getEventOut** (String eventOutName)
- final **Field getExposedField** (String exposedFieldName)

3.338.1 Detailed Description

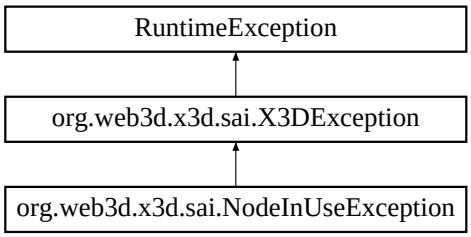
Definition at line 12 of file Node.java.

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

- src/java/vrml/node/Node.java

3.339 org.web3d.x3d.sai.NodeInUseException Class Reference

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



Public Member Functions

- **NodeInUseException** (String msg)

3.339.1 Detailed Description

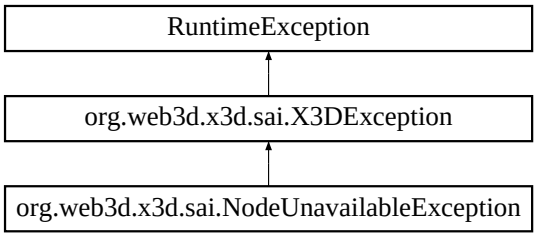
Definition at line 3 of file NodeInUseException.java.

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

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

3.340 org.web3d.x3d.sai.NodeUnavailableException Class Reference

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



Public Member Functions

- **NodeUnavailableException** (String msg)

3.340.1 Detailed Description

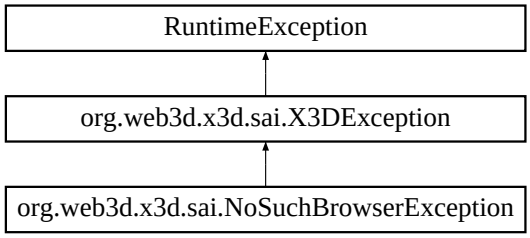
Definition at line 3 of file NodeUnavailableException.java.

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

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

3.341 org.web3d.x3d.sai.NoSuchBrowserException Class Reference

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



Public Member Functions

- **NoSuchBrowserException** (String msg)

3.341.1 Detailed Description

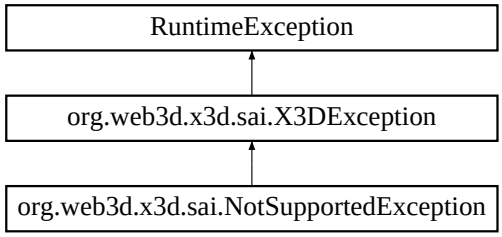
Definition at line 3 of file NoSuchBrowserException.java.

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

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

3.342 org.web3d.x3d.sai.NotSupportedException Class Reference

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



Public Member Functions

- **NotSupportedException** (String msg)

3.342.1 Detailed Description

Definition at line 3 of file NotSupportedException.java.

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

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

3.343 openned_file Struct Reference

Data Fields

- char ∗ **fileFileName**
- int **fileDescriptor**
- int **fileDataSize**
- char ∗ **fileData**
- int **imageHeight**
- int **imageWidth**
- bool **imageAlpha**

3.343.1 Detailed Description

Definition at line 44 of file io_files.h.

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

- src/lib/io_files.h

3.344 orient_XYZA Struct Reference

Data Fields

- GLDOUBLE **x**
- GLDOUBLE **y**
- GLDOUBLE **z**
- GLDOUBLE **a**

3.344.1 Detailed Description

Definition at line 35 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h

3.345 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**

3.345.1 Detailed Description

Definition at line 79 of file Collision.c.

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

- src/lib/scenegraph/Collision.c

3.346 pcommon Struct Reference

Data Fields

- float **myFps**
- int **target_frames_per_second**
- char **myMenuStatus** [MAXSTAT]
- char **messagebar** [MAXSTAT]
- char **window_title** [MAXTITLE]
- int **cursorStyle**
- int **promptForURL**
- int **promptForFile**
- int **sb_hasString**
- char **buffer** [200]
- void * **colorScheme**
- int **colorSchemeChanged**
- int **pin_statusbar**
- int **pin_menubar**
- struct **Vector** * **keyvals**

3.346.1 Detailed Description

Definition at line 55 of file common.c.

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

- src/lib/ui/common.c

3.347 pComponent_EnvironSensor Struct Reference

Data Fields

- int **candoVisibility**

3.347.1 Detailed Description

- can we do a VisibiltySensor? Only if we have OpenGL support for OcclusionCulling */

Definition at line 51 of file Component_EnvironSensor.c.

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

- src/lib/scenegraph/Component_EnvironSensor.c

3.348 pComponent_Geometry3D Struct Reference

Data Fields

- int **junk**
- struct **sCollisionGeometry collisionSphere**
- struct **sCollisionGeometry collisionCylinder**
- struct **sCollisionGeometry collisionCone**

3.348.1 Detailed Description

Definition at line 76 of file Component_Geometry3D.c.

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

- src/lib/scenegraph/Component_Geometry3D.c

3.349 pComponent_Geospatial Struct Reference

Data Fields

- int **geoLodLevel**

3.349.1 Detailed Description

Definition at line 305 of file Component_Geospatial.c.

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

- src/lib/scenegraph/Component_Geospatial.c

3.350 pComponent_HAnim Struct Reference

Data Fields

- void * **HANimSkinCoord**
- void * **HAnimSkinNormal**

3.350.1 Detailed Description

Definition at line 50 of file Component_HAnim.c.

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

- src/lib/scenegraph/Component_HAnim.c

3.351 pComponent_KeyDevice Struct Reference

Data Fields

- struct **Vector** * **keySink**

3.351.1 Detailed Description

Definition at line 273 of file Component_KeyDevice.c.

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

- src/lib/scenegraph/Component_KeyDevice.c

3.352 pComponent_NURBS Struct Reference

Data Fields

- void * **nada**

3.352.1 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

3.353 pComponent_Shape Struct Reference

Data Fields

- struct **matpropstruct appearanceProperties**
- struct **X3D_Node** ∗ **this_textureTransform**
- struct **X3D_TwoSidedMaterial** ∗ **material_twoSided**
- struct **X3D_Material** ∗ **material_oneSided**
- struct **X3D_Node** ∗ **userShaderNode**

3.353.1 Detailed Description

Definition at line 49 of file Component_Shape.c.

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

- src/lib/scenegraph/Component_Shape.c

3.354 pComponent_Sound Struct Reference

Data Fields

- int **soundWarned**
- int **SoundSourceNumber**
- void ∗ **alContext**
- float **AC_LastDuration** [50]

3.354.1 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

3.355 pComponent_Text Struct Reference

Data Fields

- FT_Library **library**
- FT_Face **font_face** [num_fonts]
- int **font_opened** [num_fonts]
- FT_Glyph **glyphs** [MAX_GLYPHS]
- int **cur_glyph**
- int **TextVerbose**
- FT_Outline_Funcs **FW_outline_interface**
- char ∗ **font_directory**
- char **thisfontname** [fp_name_len]
- double **pen_x**
- double **pen_y**
- float **TextZdist**
- double **x_size**
- double **y_size**
- int **myff**
- int **FW_RIA** [500]
- int **FW_RIA_indx**
- struct **X3D_PolyRep** ∗ **FW_rep_**
- int **FW_pointctr**
- int **indx_count**
- int **coordmaxsize**
- int **cindexmaxsize**
- int **contour_started**
- FT_Vector **last_point**
- int **FW_Vertex**
- int **started**

3.355.1 Detailed Description

Definition at line 80 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

3.356 pConsoleMessage Struct Reference

Data Fields

- int **androidFreeSlot**
- char ∗∗ **androidMessageSlot**
- int **androidHaveUnreadMessages**
- char **FWbuffer** [STRING_LENGTH]
- int **maxLineLength**
- int **maxLines**
- int **tabSpaces**
- void(∗ **callback** [2])(char ∗)

3.356.1 Detailed Description

Definition at line 55 of file ConsoleMessage.c.

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

- src/lib/main/ConsoleMessage.c

3.357 pCParse Struct Reference

Data Fields

- int **ijunk**

3.357.1 Detailed Description

Definition at line 51 of file CParse.c.

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

- src/lib/vrml_parser/CParse.c

3.358 pCParseParser Struct Reference

Data Fields

- char **fw_outline** [2000]
- int **foundInputErrors**
- int **useBrotos**

3.358.1 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

3.359 pCProto Struct Reference

Data Fields

- indexT **latest_protoDefNumber**
- indexT **nextFabricatedDef**
- struct **Vector** ∗ **protoDefVec**

3.359.1 Detailed Description

Definition at line 127 of file CProto.c.

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

- src/lib/vrml_parser/CProto.c

3.360 pCRoutes Struct Reference

Data Fields

- struct **FirstStruct** ∗ **ClockEvents**
- int **num_ClockEvents**
- int **size_ClockEvents**
- int **CRoutes_Initiated**
- int **CRoutes_Count**
- int **CRoutes_MAX**
- int **initialEventBeforeRoutesCount**
- int **preRouteTableSize**
- struct **initialRouteStruct** ∗ **preEvents**
- pthread_mutex_t **preRouteLock**
- struct **Vector** ∗ **routesToRegister**
- pthread_mutex_t **insertRouteLock**
- int **thisIntTimeStamp**
- struct **CRStruct** ∗ **CRoutes**
- struct **CRscriptStruct** ∗ **ScriptControl**
- int **JSMaxScript**
- struct **CRjsnameStruct** ∗ **JSparamnames**

3.360.1 Detailed Description

Definition at line 225 of file CRoutes.c.

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

- src/lib/vrml_parser/CRoutes.c

3.361 pCScripts Struct Reference

Data Fields

- int **handleCnt**

3.361.1 Detailed Description

Definition at line 68 of file CScripts.c.

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

- src/lib/world_script/CScripts.c

3.362 pCursorDraw Struct Reference

Data Fields

- GLuint **textureID**
- int **done**

3.362.1 Detailed Description

Definition at line 190 of file CursorDraw.c.

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

- src/lib/ui/CursorDraw.c

3.363 pEAI_C_CommonFunctions Struct Reference

Data Fields

- struct **VRMLParser** ∗ **parser**

3.363.1 Detailed Description

Definition at line 59 of file EAI_C_CommonFunctions.c.

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

- src/lib/input/EAI_C_CommonFunctions.c

3.364 pEAICore Struct Reference

Data Fields

- pthread_mutex_t **eaibufferlock**

3.364.1 Detailed Description

Definition at line 161 of file EAIEventsIn.c.

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

- src/lib/input/EAIEventsIn.c

3.365 pEAIEventsIn Struct Reference

Data Fields

- int **oldCount**
- int **waiting_for_anchor**
- struct **X3D_Anchor EAI_AnchorNode**

3.365.1 Detailed Description

Definition at line 130 of file EAIEventsIn.c.

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

- src/lib/input/EAIEventsIn.c

3.366 pEAIHelpers Struct Reference

Data Fields

- struct **Vector** ∗ **EAINodeIndex**

3.366.1 Detailed Description

Definition at line 98 of file EAIHelpers.c.

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

- src/lib/input/EAIHelpers.c

3.367 pFrustum Struct Reference

Data Fields

- GLuint ∗ **OccQueries**
- GLuint **potentialOccluderCount**
- void ∗∗ **occluderNodePointer**
- GLuint **OccQuerySize**
- GLuint **OccResultsAvailable**

3.367.1 Detailed Description

Definition at line 88 of file Frustum.c.

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

- src/lib/opengl/Frustum.c

3.368 pict Struct Reference

Data Fields

- unsigned int **temp_ref**
- unsigned int **code_type**
- unsigned int **vbv_delay**
- int **full_pel_forw_vector**
- unsigned int **forw_r_size**
- unsigned int **forw_f**
- int **full_pel_back_vector**
- unsigned int **back_r_size**
- unsigned int **back_f**
- char * **extra_info**
- char * **ext_data**
- char * **user_data**

3.368.1 Detailed Description

Definition at line 131 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.369 pict_image Struct Reference

Data Fields

- unsigned char * **luminance**
- unsigned char * **Cr**
- unsigned char * **Cb**
- unsigned char * **display**
- int **locked**
- TimeStamp **show_time**

3.369.1 Detailed Description

Definition at line 105 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.370 pJScript Struct Reference

Data Fields

- int **ijunk**

3.370.1 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

3.371 playbackRecord Struct Reference

Data Fields

- int **frame**
- double **dtime**
- int ∗ **mousetuples**
- int **mouseCount**
- char ∗ **keystrokes**
- int **keyCount**

3.371.1 Detailed Description

Definition at line 136 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

3.372 pLoadTextures Struct Reference

Data Fields

- **s_list_t** ∗ **texture_request_list**
- bool **loader_waiting**
- **s_list_t** ∗ **texture_list**
- int **TextureParsing**

3.372.1 Detailed Description

- is the texture thread up and running yet? ∗/

Definition at line 82 of file LoadTextures.c.

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

- src/lib/opengl/LoadTextures.c

3.373 pMainloop Struct Reference

Data Fields

- int **onScreen**
- int **doEvents**
- char ∗ **PluginFullPath**
- int **num_SensorEvents**
- GLint **viewPort2** [10]
- GLint **viewpointScreenX** [2]
- GLint **viewpointScreenY** [2]
- struct **X3D_Node** ∗ **CursorOverSensitive**
- struct **X3D_Node** ∗ **oldCOS**
- int **NavigationMode**
- int **ButDown** [20][8]
- int **currentCursor**
- int **lastMouseEvent**
- struct **X3D_Node** ∗ **lastPressedOver**
- struct **X3D_Node** ∗ **lastOver**
- int **lastOverButtonPressed**
- int **maxbuffers**
- int **bufferarray** [2]
- double **BrowserStartTime**
- double **BrowserInitTime**
- int **keypress_wait_for_settle**
- char ∗ **keypress_string**
- struct **SensStruct** ∗ **SensorEvents**
- unsigned int **loop_count**
- unsigned int **slowloop_count**
- int **lastDeltax**
- int **lastDeltay**

- int **lastxx**
- int **lastyy**
- int **ntouch**
- int **currentTouch**
- struct **Touch touchlist** [20]
- int **EMULATE_MULTITOUCH**
- FILE ∗ **recordingFile**
- char ∗ **recordingFName**
- int **modeRecord**
- int **modeFixture**
- int **modePlayback**
- int **fwplayOpened**
- char ∗ **nameTest**
- int **frameNum**
- struct **playbackRecord** ∗ **playback**
- int **playbackCount**
- struct **keypressTuple keypressQueue** [50]
- int **keypressQueueCount**
- struct **mouseTuple mouseQueue** [50]
- int **mouseQueueCount**
- FILE ∗ **logfile**
- FILE ∗ **logerr**
- char ∗ **logfname**
- int **logging**
- int **keySensorMode**
- int **draw_initialized**
- int **keywait**
- char **keywaitstring** [25]
- int **fps_sleep_remainder**

3.373.1 Detailed Description

Definition at line 145 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

3.374 point_XYZ Struct Reference

Data Fields

- GLDOUBLE **x**
- GLDOUBLE **y**
- GLDOUBLE **z**

3.374.1 Detailed Description

Definition at line 34 of file Structs.h.

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

- src/lib/vrml_parser/Structs.h

3.375 point_XYZ3 Struct Reference

Data Fields

- struct **point_XYZ p1**
- struct **point_XYZ p2**
- struct **point_XYZ p3**

3.375.1 Detailed Description

Definition at line 65 of file RenderFuncs.c.

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

- src/lib/scenegraph/RenderFuncs.c

3.376 pointer2pointer Struct Reference

Data Fields

- struct **X3D_Node** ∗ **pp**
- struct **X3D_Node** ∗ **pn**

3.376.1 Detailed Description

Definition at line 4948 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

3.377 PointerHash Struct Reference

Data Fields

- struct **Vector** ∗ **data** [POINTER_HASH_SIZE]

3.377.1 Detailed Description

Definition at line 209 of file CProto.h.

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

- src/lib/vrml_parser/CProto.h

3.378 PointerHashEntry Struct Reference

Data Fields

- struct **X3D_Node** ∗ **original**
- struct **X3D_Node** ∗ **copy**

3.378.1 Detailed Description

Definition at line 202 of file CProto.h.

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

- src/lib/vrml_parser/CProto.h

3.379 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]
- MATRIX4 **FW_PickrayView** [MAX_SMALL_MATRIX_STACK]
- int **modelviewTOS**
- int **projectionviewTOS**
- int **textureviewTOS**
- int **whichMode**
- GLDOUBLE ∗ **currentMatrix**
- struct **Vector** ∗ **myShaderTable**
- int **userDefinedShaderCount**
- char ∗ **userDefinedFragmentShader** [MAX_USER_DEFINED_SHADERS]
- char ∗ **userDefinedVertexShader** [MAX_USER_DEFINED_SHADERS]
- bool **usePhongShaders**
- int **maxStackUsed**

3.379.1 Detailed Description

Definition at line 122 of file OpenGL_Utils.c.

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

- src/lib/opengl/OpenGL_Utils.c

3.380 pPluginSocket Struct Reference

Data Fields

- pthread_mutex_t **mylocker**
- fd_set **rfds**
- struct timeval **tv**
- char **return_url** [FILENAME_MAX]

3.380.1 Detailed Description

Definition at line 62 of file PluginSocket.c.

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

- src/lib/plugin/PluginSocket.c

3.381 ppluginUtils Struct Reference

Data Fields

- int **waitingForURLtoLoad**
- **resource_item_t** ∗ **plugin_res**

3.381.1 Detailed Description

Definition at line 70 of file pluginUtils.c.

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

- src/lib/plugin/pluginUtils.c

3.382 pProdCon Struct Reference

Data Fields

- struct **Vector** ∗ **fogNodes**
- struct **Vector** ∗ **backgroundNodes**
- struct **Vector** ∗ **navigationNodes**
- int **_P_LOCK_VAR**
- **s_list_t** ∗ **resource_list_to_parse**
- **s_list_t** ∗ **frontend_list_to_get**
- int **frontend_gets_files**
- struct **PSStruct psp**
- int **inputThreadParsing**
- int **haveParsedCParsed**
- int **frontend_res_count**

3.382.1 Detailed Description

Definition at line 120 of file ProdCon.c.

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

- src/lib/main/ProdCon.c

3.383 PQhandleElem Struct Reference

Data Fields

- PQkey **key**
- PQhandle **node**

3.383.1 Detailed Description

Definition at line 84 of file priorityq-heap.h.

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

- src/libtess/priorityq-heap.h

3.384 PQnode Struct Reference

Data Fields

- PQhandle **handle**

3.384.1 Detailed Description

Definition at line 83 of file priorityq-heap.h.

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

- src/libtess/priorityq-heap.h

3.385 pRasterFont Struct Reference

Data Fields

- struct **X3D_Text myText**
- struct **X3D_FontStyle myFont**
- bool **rf_initialized**
- int **xf_color**
- vec4f_t **xf_colors** [3]

3.385.1 Detailed Description

Definition at line 57 of file RasterFont.c.

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

- src/lib/opengl/RasterFont.c

3.386 pRenderFuncs Struct Reference

Data Fields

- int **profile_entry_count**
- struct **profile_entry profile_entries** [100]
- int **profiling_on**
- float **light_linAtten** [MAX_LIGHT_STACK]
- float **light_constAtten** [MAX_LIGHT_STACK]
- float **light_quadAtten** [MAX_LIGHT_STACK]
- float **light_spotCutoffAngle** [MAX_LIGHT_STACK]
- float **light_spotBeamWidth** [MAX_LIGHT_STACK]
- shaderVec4 **light_amb** [MAX_LIGHT_STACK]
- shaderVec4 **light_dif** [MAX_LIGHT_STACK]
- shaderVec4 **light_pos** [MAX_LIGHT_STACK]
- shaderVec4 **light_spec** [MAX_LIGHT_STACK]
- shaderVec4 **light_spotDir** [MAX_LIGHT_STACK]
- float **light_radius** [MAX_LIGHT_STACK]
- GLint **lightType** [MAX_LIGHT_STACK]
- int **nextFreeLight**
- unsigned int **currentLoop**
- unsigned int **lastLoop**

- unsigned int **sendCount**
- GLint **lightOnOff** [MAX_LIGHT_STACK]
- GLint **lightChanged** [MAX_LIGHT_STACK]
- GLint **lastShader**
- 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 **rayHitHyper**
- struct **trenderstate renderstate**
- int **renderLevel**
- GLint **currentShader**
- **Stack** ∗ **render_geom_stack**
- **Stack** ∗ **sensor_stack**
- **Stack** ∗ **ray_stack**

3.386.1 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

3.387 pRenderTextures Struct Reference

Data Fields

- void ∗ **nada**

3.387.1 Detailed Description

Definition at line 36 of file iglobal.h.

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

- src/lib/iglobal.h

3.388 presources Struct Reference

Data Fields

- struct **Vector** ∗ **resStack**
- **resource_item_t** ∗ **lastBaseResource**

3.388.1 Detailed Description

Definition at line 56 of file resources.c.

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

- src/lib/resources.c

3.389 PriorityQ Struct Reference

Data Fields

- **PQnode** ∗ **nodes**
- **PQhandleElem** ∗ **handles**
- long **size**
- long **max**
- PQhandle **freeList**
- int **initialized**
- int(∗ **leq**)(PQkey key1, PQkey key2)
- PriorityQHeap ∗ **heap**
- PQkey ∗ **keys**
- PQkey ∗∗ **order**
- PQhandle **size**
- PQhandle **max**

3.389.1 Detailed Description

Definition at line 86 of file priorityq-heap.h.

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

- src/libtess/priorityq-heap.h
- src/libtess/priorityq-sort.h
- src/libtess/priorityq.h

3.390 profile_entry Struct Reference

Data Fields

- char ∗ **name**
- double **start**
- double **accum**
- int **hits**

3.390.1 Detailed Description

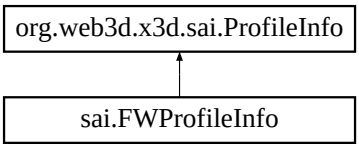
Definition at line 58 of file RenderFuncs.c.

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

- src/lib/scenegraph/RenderFuncs.c

3.391 org.web3d.x3d.sai.ProfileInfo Interface Reference

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



Public Member Functions

- String **getName** ()
- String **getTitle** ()
- **ComponentInfo**[] **getComponents** ()
- String **toX3DString** ()

3.391.1 Detailed Description

Definition at line 3 of file ProfileInfo.java.

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

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

3.392 proftablestruct Struct Reference

Data Fields

- int **profileName**
- const int ∗ **profileTable**
- int **level**

3.392.1 Detailed Description

Definition at line 234 of file capabilitiesHandler.c.

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

- src/lib/x3d_parser/capabilitiesHandler.c

3.393 ProtoDefinition Struct Reference

Data Fields

- indexT **protoDefNumber**
- struct **Vector** ∗ **iface**
- struct **Vector** ∗ **deconstructedProtoBody**
- int **estimatedBodyLen**
- char ∗ **protoName**
- int **isCopy**
- int **isExtern**

3.393.1 Detailed Description

Definition at line 162 of file CProto.h.

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

- src/lib/vrml_parser/CProto.h

3.394 ProtoElementPointer Struct Reference

Data Fields

- char ∗ **stringToken**
- indexT **isNODE**
- indexT **isKEYWORD**
- indexT **terminalSymbol**
- indexT **fabricatedDef**

3.394.1 Detailed Description

Definition at line 47 of file CProto.h.

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

- src/lib/vrml_parser/CProto.h

3.395 ProtoFieldDecl Struct Reference

Data Fields

- indexT **mode**
- indexT **type**
- indexT **name**
- char ∗ **cname**
- char ∗ **fieldString**
- BOOL **alreadySet**
- union **anyVrml defaultVal**
- struct **Vector** ∗ **scriptDests**

3.395.1 Detailed Description

Definition at line 70 of file CProto.h.

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

- src/lib/vrml_parser/CProto.h

3.396 protoInsert Struct Reference

Data Fields

- struct **ProtoDefinition** ∗ **vrmlProtoDef**
- int **xmlProtoDef**

3.396.1 Detailed Description

Definition at line 1678 of file CProto.c.

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

- src/lib/vrml_parser/CProto.c

3.397 PROTOInstanceEntry Struct Reference

Data Fields

- char ∗ **name** [PROTOINSTANCE_MAX_PARAMS]
- char ∗ **value** [PROTOINSTANCE_MAX_PARAMS]
- int **type** [PROTOINSTANCE_MAX_PARAMS]
- char ∗ **defName**
- int **container**
- int **paircount**
- int **uniqueNumber**

3.397.1 Detailed Description

Definition at line 82 of file X3DProtoScript.c.

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

- src/lib/x3d_parser/X3DProtoScript.c

3.398 PROTOnameStruct Struct Reference

Data Fields

- char ∗ **definedProtoName**
- char ∗ **url**
- FILE ∗ **fileDescriptor**
- char ∗ **fileName**
- int **charLen**
- int **fileOpen**
- int **isExternProto**
- struct **Shader_Script** ∗ **fieldDefs**

3.398.1 Detailed Description

Definition at line 94 of file X3DProtoScript.c.

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

- src/lib/x3d_parser/X3DProtoScript.c

3.399 ProtoRoute Struct Reference

Data Fields

- struct **X3D_Node** ∗ **from**
- struct **X3D_Node** ∗ **to**
- uintptr_t **fromOfs**
- uintptr_t **toOfs**
- size_t **len**
- int **dir**

3.399.1 Detailed Description

Definition at line 128 of file CProto.h.

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

- src/lib/vrml_parser/CProto.h

3.400 pSensInterps Struct Reference

Data Fields

- int **stub**

3.400.1 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

3.401 pSnapshot Struct Reference

Data Fields

- int **snapRawCount**
- int **snapGoodCount**
- int **snapGif**
- char ∗ **snapsnapB**
- const char ∗ **default_seqtmp**
- char ∗ **seqtmp**
- int **doSnapshot**
- int **doPrintshot**
- int **savedSnapshot**
- int **modeTesting**

3.401.1 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

3.402 PSStruct Struct Reference

Data Fields

- unsigned **type**
- char ∗ **inp**
- void ∗ **ptr**
- unsigned **ofs**
- int **zeroBind**
- int **bind**
- char ∗ **path**
- int ∗ **comp**
- char ∗ **fieldname**
- int **jparamcount**
- struct **Uni_String** ∗ **sv**

3.402.1 Detailed Description

Definition at line 102 of file ProdCon.c.

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

- src/lib/main/ProdCon.c

3.403 pstatusbar Struct Reference

Data Fields

- int **initDone**
- int **screenWidth**
- int **screenHeight**
- double **screenRatio**

3.403.1 Detailed Description

Definition at line 65 of file statusbar.c.

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

- src/lib/ui/statusbar.c

3.404 pStreamPoly Struct Reference

Data Fields

- int **Sindex**
- int **Tindex**
- GLfloat **minVals** [3]
- GLfloat **Ssize**

3.404.1 Detailed Description

Definition at line 81 of file StreamPoly.c.

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

- src/lib/scenegraph/StreamPoly.c

3.405 pTess Struct Reference

Data Fields

- int **global_IFS_Coords** [TESS_MAX_COORDS]

3.405.1 Detailed Description

Definition at line 68 of file Tess.c.

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

- src/lib/scenegraph/Tess.c

3.406 pTextures Struct Reference

Data Fields

- struct **Vector** ∗ **activeTextureTable**
- **textureTableIndexStruct_s** ∗ **loadThisTexture**
- int **currentlyWorkingOn**
- int **textureInProcess**

3.406.1 Detailed Description

Definition at line 89 of file Textures.c.

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

- src/lib/opengl/Textures.c

3.407 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]
- **X3D_Viewer Viewer**
- 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**

3.407.1 Detailed Description

Definition at line 75 of file Viewer.c.

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

- src/lib/scenegraph/Viewer.c

3.408 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**

3.408.1 Detailed Description

Definition at line 235 of file X3DParser.c.

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

- src/lib/x3d_parser/X3DParser.c

3.409 pX3DProtoScript Struct Reference

Data Fields

- int **currentProtoDeclare**
- int **MAXProtos**
- int **curProDecStackInd**
- int **currentProtoInstance** [PROTOINSTANCE_MAX_LEVELS]
- int **curProtoInsStackInd**
- struct **PROTOInstanceEntry ProtoInstanceTable** [PROTOINSTANCE_MAX_LEVELS]
- struct **PROTOnameStruct** ∗ **PROTONames**
- struct **fieldNodeState fieldNodeParsingStateA** [PROTOINSTANCE_MAX_LEVELS]
- struct **fieldNodeState fieldNodeParsingStateB** [PARENTSTACKSIZE]

3.409.1 Detailed Description

Definition at line 125 of file X3DProtoScript.c.

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

- src/lib/x3d_parser/X3DProtoScript.c

3.410 quaternion Struct Reference

Data Fields

- double **w**
- double **x**
- double **y**
- double **z**

3.410.1 Detailed Description

Definition at line 70 of file quaternion.h.

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

- src/lib/scenegraph/quaternion.h

3.411 rb1 Struct Reference

Data Fields

- int **head**
- int **tail**
- int **noOfElements**
- void ∗ **data**

3.411.1 Detailed Description

Definition at line 8 of file ringbuf.h.

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

- src/lib/scenegraph/ringbuf.h

3.412 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 ∗)

3.412.1 Detailed Description

Definition at line 98 of file resources.h.

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

- src/lib/resources.h

3.413 s_renderer_capabilities_t Struct Reference

Data Fields

- const char ∗ **renderer**
- const char ∗ **version**
- const char ∗ **vendor**
- const char ∗ **extensions**
- float **versionf**
- bool **have_GL_VERSION_1_1**

- bool **have_GL_VERSION_1_2**
- bool **have_GL_VERSION_1_3**
- bool **have_GL_VERSION_1_4**
- bool **have_GL_VERSION_1_5**
- bool **have_GL_VERSION_2_0**
- bool **have_GL_VERSION_2_1**
- bool **have_GL_VERSION_3_0**
- bool **av_multitexture**
- bool **av_npot_texture**
- bool **av_texture_rect**
- bool **av_occlusion_q**
- int **texture_units**
- int **runtime_max_texture_size**
- int **system_max_texture_size**
- float **anisotropicDegree**
- GLboolean **quadBuffer**

3.413.1 Detailed Description

Definition at line 405 of file display.h.

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

- src/lib/display.h

3.414 s_shader_capabilities Struct Reference

Data Fields

- GLint **compiledOK**
- GLuint **myShaderProgram**
- GLint **myMaterialAmbient**
- GLint **myMaterialDiffuse**
- GLint **myMaterialSpecular**
- GLint **myMaterialShininess**
- GLint **myMaterialEmission**
- GLint **myMaterialBackAmbient**
- GLint **myMaterialBackDiffuse**
- GLint **myMaterialBackSpecular**
- GLint **myMaterialBackShininess**
- GLint **myMaterialBackEmission**
- GLint **myPointSize**
- bool **haveLightInShader**
- GLint **lightcount**
- GLint **lightType** [MAX_LIGHTS]
- GLint **lightAmbient** [MAX_LIGHTS]
- GLint **lightDiffuse** [MAX_LIGHTS]
- GLint **lightSpecular** [MAX_LIGHTS]
- GLint **lightPosition** [MAX_LIGHTS]
- GLint **lightSpotDir** [MAX_LIGHTS]
- GLint **lightAtten** [MAX_LIGHTS]

- GLint **lightSpotCutoffAngle** [MAX_LIGHTS]
- GLint **lightSpotBeamWidth** [MAX_LIGHTS]
- GLint **lightRadius** [MAX_LIGHTS]
- GLint **ModelViewMatrix**
- GLint **ProjectionMatrix**
- GLint **NormalMatrix**
- GLint **TextureMatrix**
- GLint **Vertices**
- GLint **Normals**
- GLint **Colours**
- GLint **TexCoords**
- GLint **TextureUnit** [MAX_MULTITEXTURE]
- GLint **TextureMode** [MAX_MULTITEXTURE]
- GLint **textureCount**
- GLint **hatchColour**
- GLint **hatchPercent**
- GLint **hatchScale**
- GLint **filledBool**
- GLint **hatchedBool**
- GLint **algorithm**
- GLint **texCoordGenType**

3.414.1 Detailed Description

Definition at line 328 of file display.h.

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

- src/lib/display.h

3.415 sCollisionGeometry Struct Reference

Data Fields

- struct **point_XYZ** ∗ **pts**
- struct **point_XYZ** ∗ **tpts**
- ctri ∗ **tris**
- int **ntris**
- cquad ∗ **quads**
- int **nquads**
- int **npts**
- double **smin** [3]
- double **smax** [3]

3.415.1 Detailed Description

Definition at line 62 of file Component_Geometry3D.c.

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

- src/lib/scenegraph/Component_Geometry3D.c

3.416 sCollisionInfo Struct Reference

Data Fields

- struct **point_XYZ Offset**
- int **Count**
- double **Maximum2**

3.416.1 Detailed Description

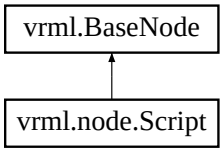
Definition at line 47 of file Collision.h.

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

- src/lib/scenegraph/Collision.h

3.417 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)

3.417.1 Detailed Description

Definition at line 10 of file Script.java.

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

- src/java/vrml/node/Script.java

3.418 ScriptFieldDecl Struct Reference

Data Fields

- struct **FieldDecl** ∗ **fieldDecl**
- char ∗ **ASCIIvalue**
- int **valueChanged**
- union **anyVrml value**
- BOOL **valueSet**
- int **eventInSet**
- struct **Shader_Script** ∗ **script**

3.418.1 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

3.419 ScriptFieldInstanceInfo Struct Reference

Data Fields

- struct **ScriptFieldDecl** ∗ **decl**
- struct **Shader_Script** ∗ **script**

3.419.1 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

3.420 ScriptParamList Struct Reference

Data Fields

- struct **ScriptParamList** ∗ **next**
- indexT **kind**
- indexT **type**
- char ∗ **field**
- union **anyVrml value**

3.420.1 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

3.421 SensStruct Struct Reference

Data Fields

- struct **X3D_Node** ∗ **fromnode**
- struct **X3D_Node** ∗ **datanode**
- void(∗ **interpptr**)(void ∗, int, int, int)

3.421.1 Detailed Description

Definition at line 108 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

3.422 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**

3.422.1 Detailed Description

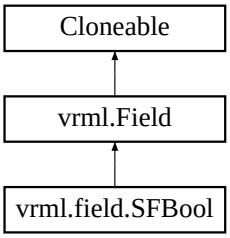
Definition at line 134 of file Collision.h.

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

- src/lib/scenegraph/Collision.h

3.423 vrml.field.SFBool Class Reference

Inheritance diagram for vrml.field.SFBool:



Public Member Functions

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

Additional Inherited Members

3.423.1 Detailed Description

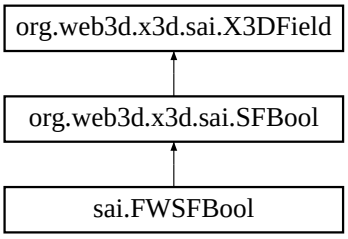
Definition at line 10 of file SFBool.java.

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

- src/java/vrml/field/SFBool.java

3.424 org.web3d.x3d.sai.SFBool Interface Reference

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



Public Member Functions

- boolean **getValue** ()
- void **setValue** (boolean value)

3.424.1 Detailed Description

Definition at line 3 of file SFBool.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFBool.java

3.425 SFColor Struct Reference

Data Fields

- float **c** [3]

3.425.1 Detailed Description

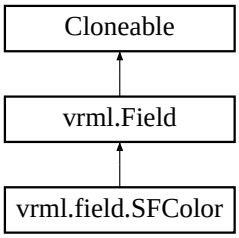
Definition at line 1879 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.426 vrml.field.SFColor Class Reference

Inheritance diagram for vrml.field.SFColor:



Public Member Functions

- **SFColor** (float red, float green, float blue)
- void **getValue** (float[] values)
- float **getRed** ()
- float **getGreen** ()
- float **getBlue** ()
- void **setValue** (float red, float green, float blue)
- void **setValue** (float[] values)
- void **setValue** (**ConstSFColor** sfColor)
- void **setValue** (**SFColor** sfColor)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.426.1 Detailed Description

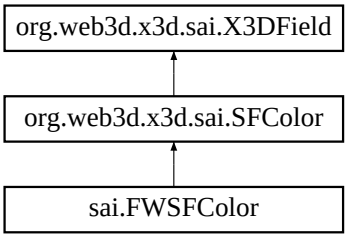
Definition at line 10 of file SFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFColor.java

3.427 org.web3d.x3d.sai.SFColor Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFColor:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.427.1 Detailed Description

Definition at line 3 of file SFColor.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFColor.java

3.428 SFColorRGBA Struct Reference

Data Fields

- float **c** [4]
- float **r** [4]

3.428.1 Detailed Description

Definition at line 1881 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.429 org.web3d.x3d.sai.SFColorRGBA Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFColorRGBA:

Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.429.1 Detailed Description

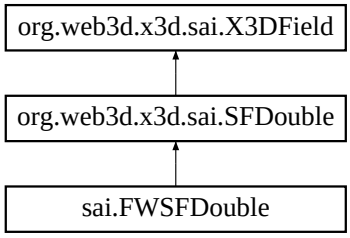
Definition at line 3 of file SFColorRGBA.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFColorRGBA.java

3.430 org.web3d.x3d.sai.SFDouble Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFDouble:



Public Member Functions

- double **getValue** ()
- void **setValue** (double value)

3.430.1 Detailed Description

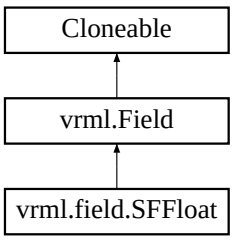
Definition at line 3 of file SFDouble.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFDouble.java

3.431 vrml.field.SFFloat Class Reference

Inheritance diagram for vrml.field.SFFloat:



Public Member Functions

- **SFFloat** (float f)
- float **getValue** ()
- void **setValue** (float f)
- void **setValue** (**ConstSFFloat** sfFloat)
- void **setValue** (**SFFloat** sfFloat)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.431.1 Detailed Description

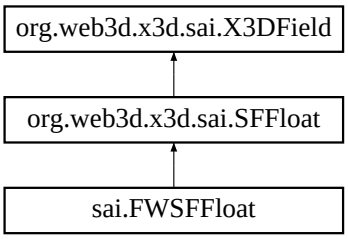
Definition at line 10 of file SFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFFloat.java

3.432 org.web3d.x3d.sai.SFFloat Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFFloat:



Public Member Functions

- float **getValue** ()
- void **setValue** (float value)

3.432.1 Detailed Description

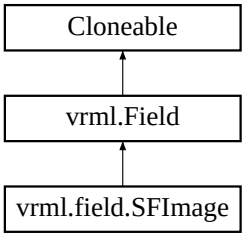
Definition at line 3 of file SFFloat.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFFloat.java

3.433 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

3.433.1 Detailed Description

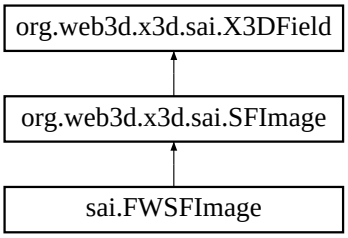
Definition at line 10 of file SFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFImage.java

3.434 org.web3d.x3d.sai.SFImage Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFImage:



Public Member Functions

- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()
- void **getPixels** (int[ ] pixels)
- java.awt.image.WritableRenderedImage **getImage** ()
- void **setValue** (int width, int height, int components, int[ ] pixels)
- void **setImage** (java.awt.image.RenderedImage image)
- void **setSubImage** (java.awt.image.RenderedImage image, int srcWidth, int srcHeight, int srcXOffset, int srcYOffset, int destXOffset, int destYOffset)

3.434.1 Detailed Description

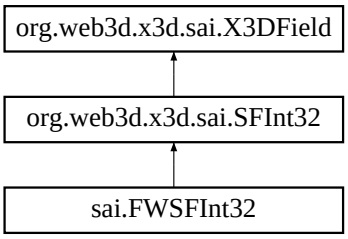
Definition at line 3 of file SFImage.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFImage.java

3.435 org.web3d.x3d.sai.SFInt32 Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFInt32:



Public Member Functions

- int **getValue** ()
- void **setValue** (int value)

3.435.1 Detailed Description

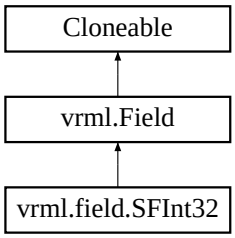
Definition at line 3 of file SFInt32.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFInt32.java

3.436 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

3.436.1 Detailed Description

Definition at line 10 of file SFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFInt32.java

3.437 SFMatrix3d Struct Reference

Data Fields

- double **c** [9]

3.437.1 Detailed Description

Definition at line 1897 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.438 SFMatrix3f Struct Reference

Data Fields

- float **c** [9]

3.438.1 Detailed Description

Definition at line 1895 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.439 SFMatrix4d Struct Reference

Data Fields

- double **c** [16]

3.439.1 Detailed Description

Definition at line 1901 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.440 SFMatrix4f Struct Reference

Data Fields

- float **c** [16]

3.440.1 Detailed Description

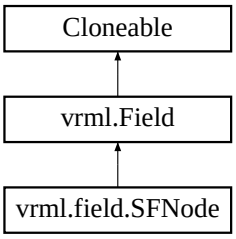
Definition at line 1899 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.441 vrml.field.SFNode Class Reference

Inheritance diagram for vrml.field.SFNode:



Public Member Functions

- **SFNode** (**BaseNode** node)
- **BaseNode getValue** ()
- void **setValue** (**BaseNode** node)
- void **setValue** (**ConstSFNode** sfNode)
- void **setValue** (**SFNode** sfNode)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.441.1 Detailed Description

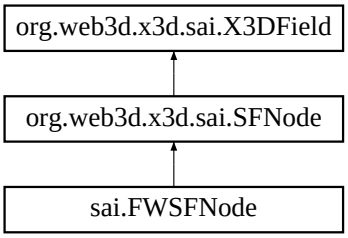
Definition at line 10 of file SFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFNode.java

3.442 org.web3d.x3d.sai.SFNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFNode:



Public Member Functions

- **X3DNode getValue** ()
- void **setValue** (**X3DNode** value) throws InvalidNodeException

3.442.1 Detailed Description

Definition at line 3 of file SFNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFNode.java

3.443 SFRotation Struct Reference

Data Fields

- float **c** [4]
- float **r** [4]

3.443.1 Detailed Description

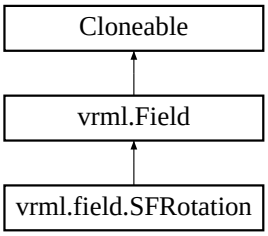
Definition at line 1869 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.444 vrml.field.SFRotation Class Reference

Inheritance diagram for vrml.field.SFRotation:



Public Member Functions

- **SFRotation** (float axisX, float axisY, float axisZ, float angle)
- void **getValue** (float[] values)
- void **setValue** (float axisX, float axisY, float axisZ, float angle)
- void **setValue** (float[] values)
- void **setValue** (**ConstSFRotation** sfRotation)
- void **setValue** (**SFRotation** sfRotation)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.444.1 Detailed Description

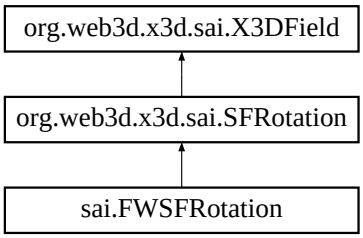
Definition at line 10 of file SFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFRotation.java

3.445 org.web3d.x3d.sai.SFRotation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFRotation:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.445.1 Detailed Description

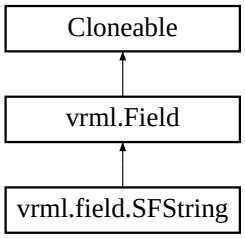
Definition at line 3 of file SFRotation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFRotation.java

3.446 vrml.field.SFString Class Reference

Inheritance diagram for vrml.field.SFString:



Public Member Functions

- **SFString** (String s)
- String **getValue** ()
- void **setValue** (String s)
- void **setValue** (**ConstSFString** sfString)
- void **setValue** (**SFString** sfString)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.446.1 Detailed Description

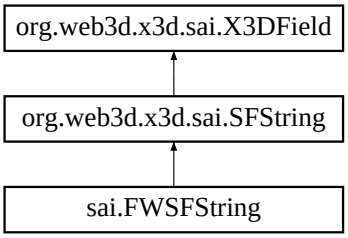
Definition at line 10 of file SFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFString.java

3.447 org.web3d.x3d.sai.SFString Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFString:



Public Member Functions

- String **getValue** ()
- void **setValue** (String value)

3.447.1 Detailed Description

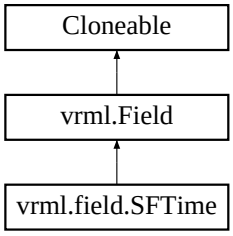
Definition at line 3 of file SFString.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFString.java

3.448 vrml.field.SFTime Class Reference

Inheritance diagram for vrml.field.SFTime:



Public Member Functions

- **SFTime** (double value)
- double **getValue** ()
- void **setValue** (double value)
- void **setValue** (**ConstSFTime** sfTime)
- void **setValue** (**SFTime** sfTime)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.448.1 Detailed Description

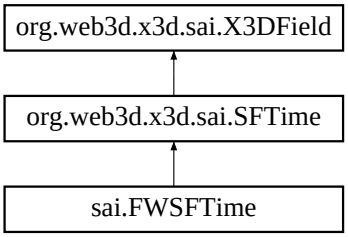
Definition at line 10 of file SFTime.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFTime.java

3.449 org.web3d.x3d.sai.SFTime Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFTime:



Public Member Functions

- double **getValue** ()
- long **getJavaValue** ()
- void **setValue** (double value)
- void **setValue** (long value)

3.449.1 Detailed Description

Definition at line 3 of file SFTime.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFTime.java

3.450 SFVec2d Struct Reference

Data Fields

- double **c** [2]

3.450.1 Detailed Description

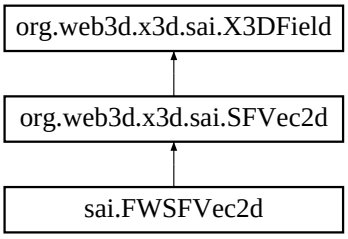
Definition at line 1903 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.451 org.web3d.x3d.sai.SFVec2d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec2d:



Public Member Functions

- void **getValue** (double[] value)
- void **setValue** (double[] value)

3.451.1 Detailed Description

Definition at line 3 of file SFVec2d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec2d.java

3.452 SFVec2f Struct Reference

Data Fields

- float **c** [2]

3.452.1 Detailed Description

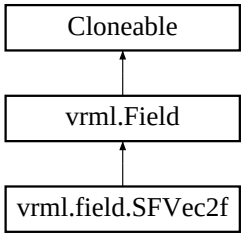
Definition at line 1887 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.453 vrml.field.SFVec2f Class Reference

Inheritance diagram for vrml.field.SFVec2f:



Public Member Functions

- **SFVec2f** (float x, float y)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- void **setValue** (float x, float y)
- void **setValue** (float[] values)
- void **setValue** (**ConstSFVec2f** sfVec2f)
- void **setValue** (**SFVec2f** sfVec2f)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.453.1 Detailed Description

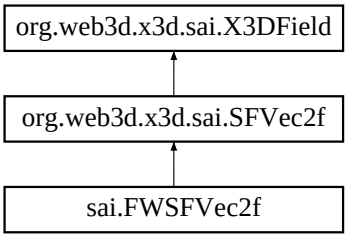
Definition at line 10 of file SFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFVec2f.java

3.454 org.web3d.x3d.sai.SFVec2f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec2f:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.454.1 Detailed Description

Definition at line 3 of file SFVec2f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec2f.java

3.455 SFVec3d Struct Reference

Data Fields

- double **c** [3]

3.455.1 Detailed Description

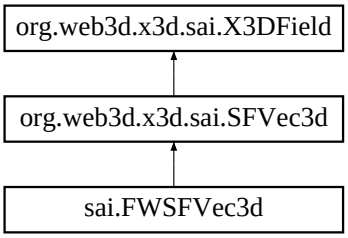
Definition at line 1891 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.456 org.web3d.x3d.sai.SFVec3d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec3d:



Public Member Functions

- void **getValue** (double[] value)
- void **setValue** (double[] value)

3.456.1 Detailed Description

Definition at line 3 of file SFVec3d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec3d.java

3.457 SFVec3f Struct Reference

Data Fields

- float **c** [3]

3.457.1 Detailed Description

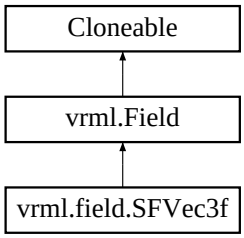
Definition at line 1871 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.458 vrml.field.SFVec3f Class Reference

Inheritance diagram for vrml.field.SFVec3f:



Public Member Functions

- **SFVec3f** (float x, float y, float z)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- float **getZ** ()
- void **setValue** (float x, float y, float z)
- void **setValue** (float[] values)
- void **setValue** (**ConstSFVec3f** sfVec3f)
- void **setValue** (**SFVec3f** sfVec3f)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.458.1 Detailed Description

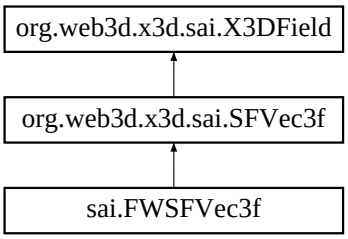
Definition at line 10 of file SFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFVec3f.java

3.459 org.web3d.x3d.sai.SFVec3f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec3f:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.459.1 Detailed Description

Definition at line 3 of file SFVec3f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec3f.java

3.460 SFVec4d Struct Reference

Data Fields

- double **c** [4]

3.460.1 Detailed Description

Definition at line 1907 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.461 SFVec4f Struct Reference

Data Fields

- float **c** [4]

3.461.1 Detailed Description

Definition at line 1905 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.462 Shader_Script Struct Reference

Data Fields

- struct **X3D_Node** ∗ **ShaderScriptNode**
- int **num**
- BOOL **loaded**
- struct **Vector** ∗ **fields**

3.462.1 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

3.463 shaderTableEntry Struct Reference

Data Fields

- unsigned int **whichOne**
- **s_shader_capabilities_t** ∗ **myCapabilities**

3.463.1 Detailed Description

Definition at line 88 of file OpenGL_Utils.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/OpenGL_Utils.c

3.464 slice Struct Reference

Data Fields

- unsigned int **vert_pos**
- unsigned int **quant_scale**
- char ∗ **extra_info**

3.464.1 Detailed Description

Definition at line 150 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.465 sNaviInfo Struct Reference

Data Fields

- double **width**
- double **height**
- double **step**

3.465.1 Detailed Description

Definition at line 87 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.466 SNDFILE Struct Reference

Data Fields

- int **type**
- FILE * **fd**
- char **data** [MAXBUFSIZE]
- int **dataptr**
- int **wavdataoffset**
- float **pitch**
- int **bytes_remaining**
- int **ampl**
- int **balance**
- **fmtChnk FormatChunk**
- **datChnk DataChunk**

3.466.1 Detailed Description

Definition at line 75 of file soundheader.h.

The documentation for this struct was generated from the following file:

- src/sound/soundheader.h

3.467 stripState Struct Reference

Data Fields

- int **type**
- struct **Vector pv**
- struct **Vector nv**

3.467.1 Detailed Description

Definition at line 324 of file Component_NURBS.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_NURBS.c

3.468 iiglobal::tBindable Struct Reference

Data Fields

- struct **sNaviInfo naviinfo**
- struct **Vector** * **background_stack**
- struct **Vector** * **viewpoint_stack**
- struct **Vector** * **navigation_stack**
- struct **Vector** * **fog_stack**
- void * **prv**

3.468.1 Detailed Description

Definition at line 391 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.469 iiglobal::tcollision Struct Reference

Data Fields

- void * **prv**

3.469.1 Detailed Description

Definition at line 254 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.470 iiglobal::tcommon Struct Reference

Data Fields

- void * **prv**

3.470.1 Detailed Description

Definition at line 409 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.471 iiglobal::tComponent_EnvironSensor Struct Reference

Data Fields

- void * **prv**

3.471.1 Detailed Description

Definition at line 257 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.472 iiglobal::tComponent_Geometry3D Struct Reference

Data Fields

- void * **prv**

3.472.1 Detailed Description

Definition at line 260 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.473 iiglobal::tComponent_Geospatial Struct Reference

Data Fields

- void * **prv**

3.473.1 Detailed Description

Definition at line 263 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.474 iiglobal::tComponent_HAnim Struct Reference

Data Fields

- void * **prv**

3.474.1 Detailed Description

Definition at line 266 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.475 iiglobal::tComponent_KeyDevice Struct Reference

Data Fields

- void * **prv**

3.475.1 Detailed Description

Definition at line 272 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.476 iiglobal::tComponent_NURBS Struct Reference

Data Fields

- void * **prv**

3.476.1 Detailed Description

Definition at line 269 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.477 iiglobal::tComponent_Shape Struct Reference

Data Fields

- void * **prv**

3.477.1 Detailed Description

Definition at line 291 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.478 iiglobal::tComponent_Sound Struct Reference

Data Fields

- int **sound_from_audioclip**
- int **SoundEngineStarted**
- void * **prv**

3.478.1 Detailed Description

Definition at line 294 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.479 iiglobal::tComponent_Text Struct Reference

Data Fields

- void * **prv**

3.479.1 Detailed Description

Definition at line 300 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.480 iiglobal::tComponent_VRML1 Struct Reference

Data Fields

- void * **prv**

3.480.1 Detailed Description

Definition at line 303 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.481 iiglobal::tConsoleMessage Struct Reference

Data Fields

- int **consMsgCount**
- int **Console_writeToHud**
- void * **prv**

3.481.1 Detailed Description

Definition at line 146 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.482 iiglobal::tCParse Struct Reference

Data Fields

- void * **globalParser**
- void * **prv**

3.482.1 Detailed Description

Definition at line 349 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.483 iiglobal::tCParseParser Struct Reference

Data Fields

- void * **prv**

3.483.1 Detailed Description

Definition at line 353 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.484 iiglobal::tCProto Struct Reference

Data Fields

- void * **prv**

3.484.1 Detailed Description

Definition at line 356 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.485 iiglobal::tCRoutes Struct Reference

Data Fields

- int **CRoutesExtra**
- void * **JSSFpointer**
- int * **scr_act**
- int **max_script_found**
- int **max_script_found_and_initialized**
- int **jsnameindex**
- int **MAXJSparamNames**
- void * **prv**

3.485.1 Detailed Description

Definition at line 359 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.486 iiglobal::tCScripts Struct Reference

Data Fields

- void * **prv**

3.486.1 Detailed Description

Definition at line 372 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.487 iiglobal::tCursorDraw Struct Reference

Data Fields

- void * **prv**

3.487.1 Detailed Description

Definition at line 412 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.488 iiglobal::tdisplay Struct Reference

Data Fields

- **freewrl_params_t params**
- GLenum **_global_gl_err**
- bool **display_initialized**
- int **view_height**
- int **view_width**
- int **screenWidth**
- int **screenHeight**
- double **screenRatio**
- char * **window_title**
- int **mouse_x**
- int **mouse_y**
- int **show_mouse**
- int **shutterGlasses**
- int **quadbuff_stereo_mode**
- **s_renderer_capabilities_t rdr_caps**
- float **myFps**
- char **myMenuStatus** [MAXSTAT]
- void * **prv**

3.488.1 Detailed Description

Definition at line 44 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.489 iiglobal::tEAI_C_CommonFunctions Struct Reference

Data Fields

- int **eaiverbose**
- void ∗ **prv**

3.489.1 Detailed Description

Definition at line 122 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.490 iiglobal::tEAICore Struct Reference

Data Fields

- char ∗ **EAIbuffer**
- int **EAIbufcount**
- int **EAIbufpos**
- int **EAIbufsize**
- char **EAIListenerData** [8192]
- void ∗ **prv**

3.490.1 Detailed Description

Definition at line 134 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.491 iiglobal::tEAIEventsIn Struct Reference

Data Fields

- void ∗ **prv**

3.491.1 Detailed Description

Definition at line 126 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.492 iiglobal::tEAIHelpers Struct Reference

Data Fields

- char ∗ **outBuffer**
- int **outBufferLen**
- void ∗ **prv**

3.492.1 Detailed Description

Definition at line 129 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.493 textureTableIndexStruct Struct Reference

Data Fields

- struct **X3D_Node** ∗ **scenegraphNode**
- int **nodeType**
- int **status**
- int **hasAlpha**
- GLuint **OpenGLTexture**
- int **frames**
- char ∗ **filename**
- int **x**
- int **y**
- unsigned char ∗ **texdata**
- GLint **Src**
- GLint **Trc**
- int **textureNumber**

3.493.1 Detailed Description

Definition at line 37 of file Textures.h.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Textures.h

3.494 textureVertexInfo Struct Reference

Data Fields

- GLfloat * **pre_canned_textureCoords**
- GLint **TC_size**
- GLenum **TC_type**
- GLsizei **TC_stride**
- GLvoid * **TC_pointer**

3.494.1 Detailed Description

Definition at line 62 of file Textures.h.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Textures.h

3.495 iiglobal::tFrustum Struct Reference

Data Fields

- int **OccFailed**
- void * **prv**

3.495.1 Detailed Description

Definition at line 206 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.496 iiglobal::tinternalc Struct Reference

Data Fields

- bool **global_strictParsing**
- bool **global_plugin_print**
- bool **global_occlusion_disable**
- unsigned **user_request_texture_size**
- bool **global_print_opengl_errors**
- bool **global_trace_threads**
- void * **prv**

3.496.1 Detailed Description

Definition at line 73 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.497 iiglobal::tJScript Struct Reference

Data Fields

- void * **JSglobal_return_val**
- void * **prv**

3.497.1 Detailed Description

Definition at line 375 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.498 iiglobal::tjsUtils Struct Reference

Data Fields

- void * **prv**

3.498.1 Detailed Description

Definition at line 379 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.499 iiglobal::tjsVRMLBrowser Struct Reference

Data Fields

- void * **JSCreate_global_return_val**
- void * **prv**

3.499.1 Detailed Description

Definition at line 382 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.500 iiglobal::tjsVRMLClasses Struct Reference

Data Fields

- void * **prv**

3.500.1 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

3.501 iiglobal::tLoadTextures Struct Reference

Data Fields

- void * **prv**

3.501.1 Detailed Description

Definition at line 210 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.502 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 **trisThisLoop**
- int **clipPlane**
- int **SHIFT**
- int **CTRL**
- int **currentX** [20]
- int **currentY** [20]
- void ∗ **prv**
- char ∗ **tmpFileLocation**
- char ∗ **url**
- char ∗ **scene_name**
- char ∗ **scene_suff**
- int **scene_profile**
- int ∗ **scene_components**
- char ∗ **replaceWorldRequest**
- void ∗ **replaceWorldRequestMulti**

3.502.1 Detailed Description

Definition at line 151 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.503 iiglobal::tOpenGL_Utils Struct Reference

Data Fields

- int **displayDepth**
- int **cc_changed**
- void ∗ **prv**

3.503.1 Detailed Description

Definition at line 215 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.504 Touch Struct Reference

Data Fields

- int **button**
- bool **isDown**
- int **mev**
- int **ID**
- float **angle**
- int **x**
- int **y**

3.504.1 Detailed Description

Definition at line 113 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

3.505 iiglobal::tPluginSocket Struct Reference

Data Fields

- void * **prv**

3.505.1 Detailed Description

Definition at line 248 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.506 iiglobal::tpluginUtils Struct Reference

Data Fields

- void ∗ **prv**

3.506.1 Detailed Description

Definition at line 251 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.507 iiglobal::tProdCon Struct Reference

Data Fields

- struct **Vector** ∗ **viewpointNodes**
- int **currboundvpno**
- struct **X3D_Node** ∗ **setViewpointBindInRender**
- struct **X3D_Node** ∗ **setFogBindInRender**
- struct **X3D_Node** ∗ **setBackgroundBindInRender**
- struct **X3D_Node** ∗ **setNavigationBindInRender**
- void ∗ **savedParser**
- void ∗ **prv**

3.507.1 Detailed Description

Definition at line 176 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.508 iiglobal::tRenderFuncs Struct Reference

Data Fields

- int **BrowserAction**
- double **hitPointDist**
- struct **SFColor** hyp_save_posn hyp_save_norm **ray_save_posn**
- void ∗ **hypersensitive**
- int **hyperhit**
- struct **point_XYZ hp**
- void ∗ **prv**
- void ∗ **rayHit**
- void ∗ **rayHitHyper**
- struct **point_XYZ** t_r1 t_r2 **t_r3**
- int **usingAffinePickmatrix**
- int **lightingOn**
- int **have_transparency**
- int **last_texture_type**
- GLuint **boundTextureStack** [10]
- int **textureStackTop**

3.508.1 Detailed Description

Definition at line 306 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.509 trenderstate Struct Reference

Data Fields

- int **render_sensitive**
- int **render_vp**
- int **render_light**
- int **render_proximity**
- int **render_other**
- int **verbose**
- int **render_blend**
- int **render_geom**
- int **render_collision**

3.509.1 Detailed Description

Definition at line 759 of file headers.h.

The documentation for this struct was generated from the following file:

- src/lib/main/headers.h

3.510 iiglobal::tRenderTextures Struct Reference

Data Fields

- struct **multiTexParams textureParameterStack** [MAX_MULTITEXTURE]
- void ∗ **prv**

3.510.1 Detailed Description

Definition at line 236 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.511 iiglobal::tresources Struct Reference

Data Fields

- **resource_item_t** ∗ **root_res**
- void ∗ **prv**

3.511.1 Detailed Description

Definition at line 85 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.512 iiglobal::tSensInterps Struct Reference

Data Fields

- void ∗ **prv**

3.512.1 Detailed Description

Definition at line 143 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.513 iiglobal::tSnapshot Struct Reference

Data Fields

- bool **doSnapshot**
- bool **doPrintshot**
- int **snapGoodCount**
- void ∗ **prv**

3.513.1 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

3.514 iiglobal::tstatusbar Struct Reference

Data Fields

- void ∗ **prv**

3.514.1 Detailed Description

Definition at line 346 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.515 iiglobal::tStreamPoly Struct Reference

Data Fields

- void ∗ **prv**

3.515.1 Detailed Description

Definition at line 334 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.516 iiglobal::tTess Struct Reference

Data Fields

- int ∗ **global_IFS_Coords**
- int **global_IFS_Coord_count**
- **GLUtriangulatorObj** ∗ **global_tessobj**
- void ∗ **prv**

3.516.1 Detailed Description

Definition at line 337 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.517 iiglobal::tTextures Struct Reference

Data Fields

- GLuint * **global_tcin**
- int **global_tcin_count**
- void * **global_tcin_lastParent**
- GLuint **defaultBlankTexture**
- void * **prv**

3.517.1 Detailed Description

Definition at line 240 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.518 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**
- int **MainLoopQuit**
- int **flushing**
- void * **prv**

3.518.1 Detailed Description

Definition at line 89 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.519 iiglobal::tViewer Struct Reference

Data Fields

- void ∗ **prv**

3.519.1 Detailed Description

Definition at line 343 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.520 iiglobal::tX3DParser Struct Reference

Data Fields

- int **parentIndex**
- struct **X3D_Node** ∗ **parentStack** [PARENTSTACKSIZE]
- char ∗ **CDATA_Text**
- int **CDATA_Text_curlen**
- void ∗ **prv**

3.520.1 Detailed Description

Definition at line 399 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.521 iiglobal::tX3DProtoScript Struct Reference

Data Fields

- void ∗ **prv**

3.521.1 Detailed Description

Definition at line 406 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.522 un1 Union Reference

Data Fields

- int **i**
- float **f**
- void ∗ **p**

3.522.1 Detailed Description

Definition at line 2 of file ringbuf.h.

The documentation for this union was generated from the following file:

- src/lib/scenegraph/ringbuf.h

3.523 Uni_String Struct Reference

Data Fields

- int **len**
- char ∗ **strptr**
- int **touched**
- size_t **len**

3.523.1 Detailed Description

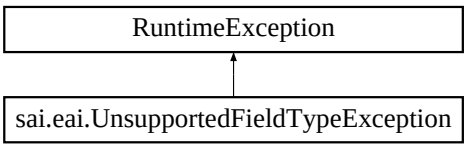
Definition at line 51 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.524 sai.eai.UnsupportedFieldTypeException Class Reference

Inheritance diagram for sai.eai.UnsupportedFieldTypeException:



Public Member Functions

- **UnsupportedFieldTypeException** (String str)

3.524.1 Detailed Description

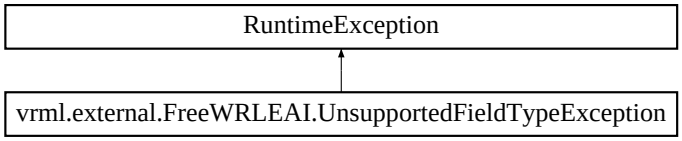
Definition at line 19 of file UnsupportedFieldTypeException.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/UnsupportedFieldTypeException.java

3.525 vrml.external.FreeWRLEAI.UnsupportedFieldTypeException Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.UnsupportedFieldTypeException:



Public Member Functions

- **UnsupportedFieldTypeException** (String str)

3.525.1 Detailed Description

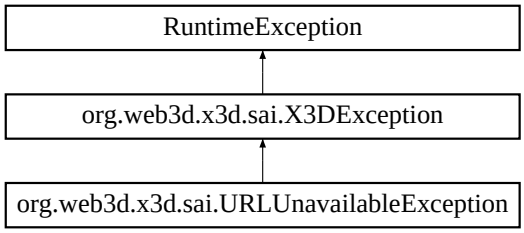
Definition at line 19 of file UnsupportedFieldTypeException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/UnsupportedFieldTypeException.java

3.526 org.web3d.x3d.sai.URLUnavailableException Class Reference

Inheritance diagram for org.web3d.x3d.sai.URLUnavailableException:



Public Member Functions

- **URLUnavailableException** (String msg)

3.526.1 Detailed Description

Definition at line 3 of file URLUnavailableException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/URLUnavailableException.java

3.527 Vector Struct Reference

Data Fields

- int **n**
- int **allocn**
- void * **data**

3.527.1 Detailed Description

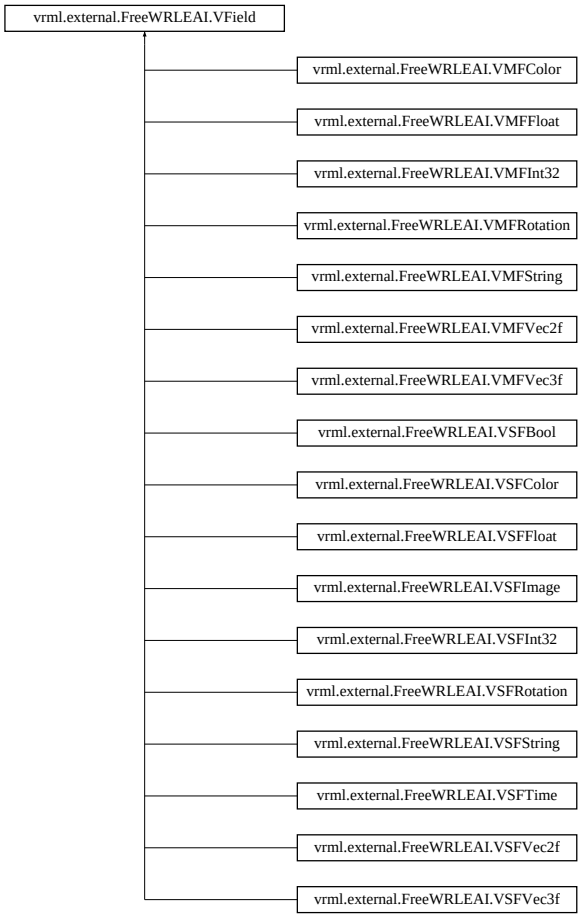
Definition at line 36 of file Vector.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Vector.h

3.528 vrml.external.FreeWRLEAI.VField Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VField:



Public Member Functions

- byte **getType** ()
- abstract void **write** (DataOutputStream out) throws IOException

Static Public Attributes

- static final byte **NOTHING** = -1
- static final byte **SFBOOL** = 0
- static final byte **SFCOLOR** = 1
- static final byte **SFFLOAT** = 2
- static final byte **SFIMAGE** = 3
- static final byte **SFINT32** = 4
- static final byte **SFNODE** = 5
- static final byte **SFROTATION** = 6
- static final byte **SFSTRING** = 7
- static final byte **SFTIME** = 8
- static final byte **SFVEC2F** = 9
- static final byte **SFVEC3F** = 10
- static final byte **MFCOLOR** = 11
- static final byte **MFFLOAT** = 12
- static final byte **MFINT32** = 13
- static final byte **MFNODE** = 14
- static final byte **MFROTATION** = 15
- static final byte **MFSTRING** = 16
- static final byte **MFVEC2F** = 17
- static final byte **MFVEC3F** = 18

3.528.1 Detailed Description

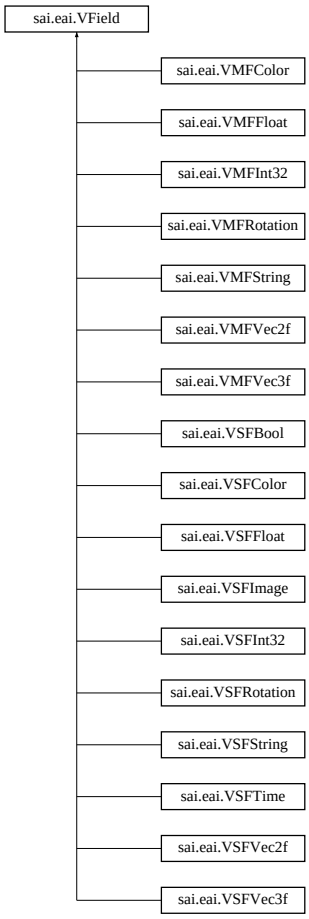
Definition at line 24 of file VField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VField.java

3.529 sai.eai.VField Class Reference

Inheritance diagram for sai.eai.VField:



Public Member Functions

- byte **getType** ()
- abstract void **write** (DataOutputStream out) throws IOException

Static Public Attributes

- static final byte **NOTHING** = -1
- static final byte **SFBOOL** = 0
- static final byte **SFCOLOR** = 1
- static final byte **SFFLOAT** = 2
- static final byte **SFIMAGE** = 3
- static final byte **SFINT32** = 4
- static final byte **SFNODE** = 5
- static final byte **SFROTATION** = 6
- static final byte **SFSTRING** = 7
- static final byte **SFTIME** = 8
- static final byte **SFVEC2F** = 9
- static final byte **SFVEC3F** = 10
- static final byte **MFCOLOR** = 11
- static final byte **MFFLOAT** = 12
- static final byte **MFINT32** = 13
- static final byte **MFNODE** = 14
- static final byte **MFROTATION** = 15
- static final byte **MFSTRING** = 16
- static final byte **MFVEC2F** = 17
- static final byte **MFVEC3F** = 18

3.529.1 Detailed Description

Definition at line 24 of file VField.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VField.java

3.530 vid_stream Struct Reference

Data Fields

- unsigned int **h_size**
- unsigned int **v_size**
- unsigned int **mb_height**
- unsigned int **mb_width**
- unsigned char **aspect_ratio**
- unsigned char **picture_rate**
- unsigned int **bit_rate**
- unsigned int **vbv_buffer_size**
- int **const_param_flag**
- unsigned char **intra_quant_matrix** [8][8]
- unsigned char **non_intra_quant_matrix** [8][8]
- char ∗ **ext_data**
- char ∗ **user_data**
- **GoP group**
- **Pict picture**
- **Slice slice**

- **Macroblock mblock**
- **Block block**
- int **state**
- int **bit_offset**
- unsigned int ∗ **buffer**
- int **buf_length**
- unsigned int ∗ **buf_start**
- int **max_buf_length**
- int **film_has_ended**
- int **sys_layer**
- unsigned int **num_left**
- unsigned int **leftover_bytes**
- int **EOF_flag**
- FILE ∗ **input**
- long **seekValue**
- int **swap**
- int **Parse_done**
- int **gAudioStreamID**
- int **gVideoStreamID**
- int **gReservedStreamID**
- int **right_for**
- int **down_for**
- int **right_half_for**
- int **down_half_for**
- unsigned int **curBits**
- int **matched_depth**
- char ∗ **filename**
- int **ditherType**
- char ∗ **ditherFlags**
- int **totNumFrames**
- double **realTimeStart**
- **PictImage** ∗ **past**
- **PictImage** ∗ **future**
- **PictImage** ∗ **current**
- **PictImage** ∗ **ring** [RING_BUF_SIZE]
- int **ppm_width**
- int **ppm_height**
- int **ppm_modulus**

3.530.1 Detailed Description

Definition at line 191 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.531 viewer Struct Reference

Data Fields

- struct **point_XYZ Pos**
- struct **point_XYZ AntiPos**
- struct **point_XYZ currentPosInModel**
- **Quaternion Quat**
- **Quaternion AntiQuat**
- **Quaternion bindTimeQuat**
- int **headlight**
- int **collision**
- double **speed**
- double **Dist**
- int **isStereo**
- int **iside**
- int **sidebyside**
- int **updown**
- int **shutterGlasses**
- int **haveQuadbuffer**
- int **anaglyph**
- int **dominantEye**
- double **stereoParameter**
- double **eyehalf**
- double **eyehalfangle**
- double **screendist**
- double **eyedist**
- int **iprog** [2]
- unsigned int **buffer**
- int **oktypes** [16]
- **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 **backgroundPlane**
- GLDOUBLE **fieldofview**
- GLDOUBLE **fovZoom**
- int **wasBound**

3.531.1 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

3.532 viewer_examine Struct Reference

Data Fields

- struct **point_XYZ Origin**
- **Quaternion OQuat**
- **Quaternion SQuat**
- double **ODist**
- double **SY**

3.532.1 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

3.533 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**

3.533.1 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

3.534 viewer_inplane Struct Reference

Data Fields

- double **x**
- double **y**
- double **xx**
- double **yy**
- int **on**
- int **ibut**

3.534.1 Detailed Description

Definition at line 167 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.535 viewer_walk Struct Reference

Data Fields

- double **SX**
- double **SY**
- double **XD**
- double **YD**
- double **ZD**
- double **RD**

3.535.1 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

3.536 viewer_ypz Struct Reference

Data Fields

- double **ypz0** [3]
- double **ypz** [3]
- float **x**
- float **y**

3.536.1 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

3.537 sai.eai.VIP Class Reference

Static Public Member Functions

- static String **fieldName** (short value)

Static Public Attributes

- static final short **QUIT** = -1
- static final short **MESSAGE** = -2
- static final short **ADD_OBJECT** = -3
- static final short **REMOVE_OBJECT** = -4
- static final short **PRIVATE_MESSAGE** = -5
- static final short **CREATE_OBJECT** = -6
- static final short **USER_INFO** = -7
- static final short **SELF_INFO** = -8
- static final short **SSRC** = -9
- static final short **TRANSFERREQUEST** = -10
- static final short **TRANSFERACCEPT** = -11
- static final short **TRANSFERREJECT** = -12
- static final short **TRANSFERREQUESTADD** = -13
- static final short **FILEREQUEST** = -14
- static final short **FRQRESPONSE** = -15
- static final short **POSITION** = 0
- static final short **ORIENTATION** = 1
- static final short **SCALE** = 2
- static final short **NAME** = 3
- static final short **OWNER** = 4
- static final short **PARENT** = 5
- static final short **CHILDREN** = 6
- static final short **DROPPED** = 7
- static final short **NUM_FIELDS** = 4
- static final short **MAX_GESTURES** = 10
- static final short **MAX_CHILDREN** = 50

3.537.1 Detailed Description

Definition at line 19 of file VIP.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VIP.java

3.538 vrml.external.FreeWRLEAI.VIP Class Reference

Static Public Member Functions

- static String **fieldName** (short value)

Static Public Attributes

- static final short **QUIT** = -1
- static final short **MESSAGE** = -2
- static final short **ADD_OBJECT** = -3
- static final short **REMOVE_OBJECT** = -4
- static final short **PRIVATE_MESSAGE** = -5
- static final short **CREATE_OBJECT** = -6
- static final short **USER_INFO** = -7
- static final short **SELF_INFO** = -8
- static final short **SSRC** = -9
- static final short **TRANSFERREQUEST** = -10
- static final short **TRANSFERACCEPT** = -11
- static final short **TRANSFERREJECT** = -12
- static final short **TRANSFERREQUESTADD** = -13
- static final short **FILEREQUEST** = -14
- static final short **FRQRESPONSE** = -15
- static final short **POSITION** = 0
- static final short **ORIENTATION** = 1
- static final short **SCALE** = 2
- static final short **NAME** = 3
- static final short **OWNER** = 4
- static final short **PARENT** = 5
- static final short **CHILDREN** = 6
- static final short **DROPPED** = 7
- static final short **NUM_FIELDS** = 4
- static final short **MAX_GESTURES** = 10
- static final short **MAX_CHILDREN** = 50

3.538.1 Detailed Description

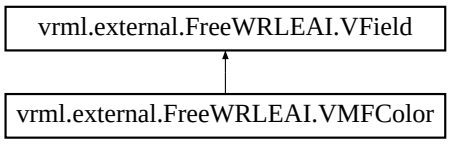
Definition at line 19 of file VIP.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VIP.java

3.539 vrml.external.FreeWRLEAI.VMFColor Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFColor:



Public Member Functions

- **VMFColor** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.539.1 Detailed Description

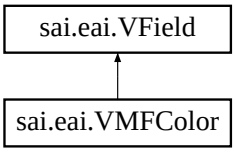
Definition at line 21 of file VMFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFColor.java

3.540 sai.eai.VMFColor Class Reference

Inheritance diagram for sai.eai.VMFColor:



Public Member Functions

- **VMFColor** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.540.1 Detailed Description

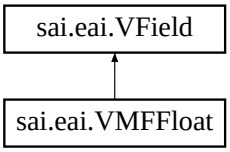
Definition at line 21 of file VMFColor.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFColor.java

3.541 sai.eai.VMFFloat Class Reference

Inheritance diagram for sai.eai.VMFFloat:



Public Member Functions

- **VMFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.541.1 Detailed Description

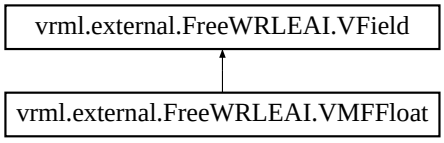
Definition at line 21 of file VMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFFloat.java

3.542 vrml.external.FreeWRLEAI.VMFFloat Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFFloat:



Public Member Functions

- **VMFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.542.1 Detailed Description

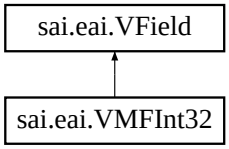
Definition at line 21 of file VMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFFloat.java

3.543 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

3.543.1 Detailed Description

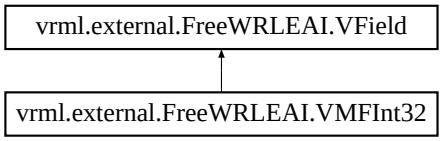
Definition at line 21 of file VMFInt32.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFInt32.java

3.544 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

3.544.1 Detailed Description

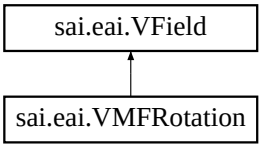
Definition at line 21 of file VMFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFInt32.java

3.545 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

3.545.1 Detailed Description

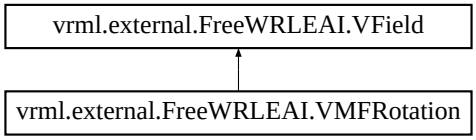
Definition at line 21 of file VMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFRotation.java

3.546 vrml.external.FreeWRLEAI.VMFRotation Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFRotation:



Public Member Functions

- **VMFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.546.1 Detailed Description

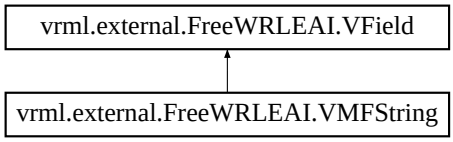
Definition at line 21 of file VMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFRotation.java

3.547 vrml.external.FreeWRLEAI.VMFString Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFString:



Public Member Functions

- **VMFString** (DataInputStream in) throws IOException
- **VMFString** (String[ ] strings)
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- String[ ] **getValue** ()
- String **get1Value** (int pos)
- String **toString** ()

Additional Inherited Members

3.547.1 Detailed Description

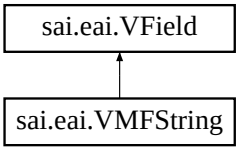
Definition at line 21 of file VMFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFString.java

3.548 sai.eai.VMFString Class Reference

Inheritance diagram for sai.eai.VMFString:



Public Member Functions

- **VMFString** (DataInputStream in) throws IOException
- **VMFString** (String[ ] strings)
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- String[ ] **getValue** ()
- String **get1Value** (int pos)
- String **toString** ()

Additional Inherited Members

3.548.1 Detailed Description

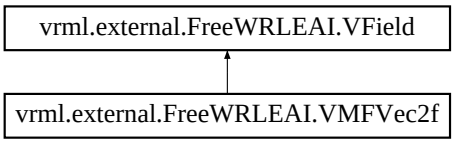
Definition at line 21 of file VMFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFString.java

3.549 vrml.external.FreeWRLEAI.VMFVec2f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFVec2f:



Public Member Functions

- **VMFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.549.1 Detailed Description

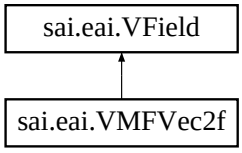
Definition at line 21 of file VMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFVec2f.java

3.550 sai.eai.VMFVec2f Class Reference

Inheritance diagram for sai.eai.VMFVec2f:



Public Member Functions

- **VMFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.550.1 Detailed Description

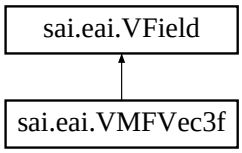
Definition at line 21 of file VMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFVec2f.java

3.551 sai.eai.VMFVec3f Class Reference

Inheritance diagram for sai.eai.VMFVec3f:



Public Member Functions

- **VMFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.551.1 Detailed Description

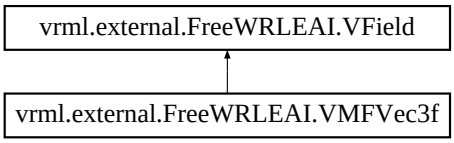
Definition at line 21 of file VMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFVec3f.java

3.552 vrml.external.FreeWRLEAI.VMFVec3f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFVec3f:



Public Member Functions

- **VMFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.552.1 Detailed Description

Definition at line 21 of file VMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFVec3f.java

3.553 void3 Struct Reference

Data Fields

- void ∗ **one**
- void ∗ **two**
- void ∗ **three**

3.553.1 Detailed Description

Definition at line 665 of file headers.h.

The documentation for this struct was generated from the following file:

- src/lib/main/headers.h

3.554 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**

3.554.1 Detailed Description

Definition at line 50 of file CParseLexer.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseLexer.h

3.555 sai.eai.VRMLObject Class Reference

Public Member Functions

- **VRMLObject** (int id, String URL, **VRMLObjectObserver** observer)
- String[ ] **getFieldNames** ()
- **VField getField** (short field)
- void **setName** (String name)
- void **setField** (short field, **VField** value)
- String **toString** ()
- void **load** ()

Data Fields

- int **id**
- String **URL**
- **VRMLObject next**
- String[ ] **gestures**
- boolean **loaded** = false

Protected Member Functions

- void **doSetField** (short field, **VField** value)

Protected Attributes

- String **name**
- String[ ] **fieldNames**
- **VRMLObjectObserver observer**
- **VField**[ ] **fields**

3.555.1 Detailed Description

Definition at line 23 of file VRMLObject.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VRMLObject.java

3.556 vrml.external.FreeWRLEAI.VRMLObject Class Reference

Public Member Functions

- **VRMLObject** (int id, String URL, **VRMLObjectObserver** observer)
- String[ ] **getFieldNames** ()
- **VField getField** (short field)
- void **setName** (String name)
- void **setField** (short field, **VField** value)
- String **toString** ()
- void **load** ()

Data Fields

- int **id**
- String **URL**
- **VRMLObject next**
- String[ ] **gestures**
- boolean **loaded** = false

Protected Member Functions

- void **doSetField** (short field, **VField** value)

Protected Attributes

- String **name**
- String[ ] **fieldNames**
- **VRMLObjectObserver observer**
- **VField**[ ] **fields**

3.556.1 Detailed Description

Definition at line 23 of file VRMLObject.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VRMLObject.java

3.557 sai.eai.VRMLObjectObserver Interface Reference

Public Member Functions

- void **onClicked** (**VRMLObject** obj)
- void **onLoaded** (**VRMLObject** obj)

3.557.1 Detailed Description

Definition at line 19 of file VRMLObjectObserver.java.

The documentation for this interface was generated from the following file:

- src/java/sai/eai/VRMLObjectObserver.java

3.558 vrml.external.FreeWRLEAI.VRMLObjectObserver Interface Reference

Public Member Functions

- void **onClicked** (**VRMLObject** obj)
- void **onLoaded** (**VRMLObject** obj)

3.558.1 Detailed Description

Definition at line 19 of file VRMLObjectObserver.java.

The documentation for this interface was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VRMLObjectObserver.java

3.559 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**

3.559.1 Detailed Description

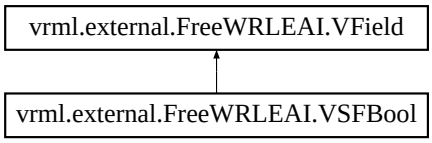
Definition at line 66 of file CParseParser.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseParser.h

3.560 vrml.external.FreeWRLEAI.VSFBool Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFBool:



Public Member Functions

- **VSFBool** (boolean value)
- **VSFBool** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- boolean **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.560.1 Detailed Description

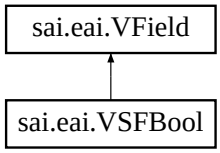
Definition at line 21 of file VSFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFBool.java

3.561 sai.eai.VSFBool Class Reference

Inheritance diagram for sai.eai.VSFBool:



Public Member Functions

- **VSFBool** (boolean value)
- **VSFBool** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- boolean **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.561.1 Detailed Description

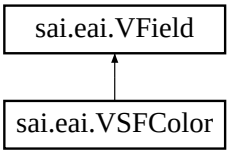
Definition at line 21 of file VSFBool.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFBool.java

3.562 sai.eai.VSFColor Class Reference

Inheritance diagram for sai.eai.VSFColor:



Public Member Functions

- **VSFColor** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.562.1 Detailed Description

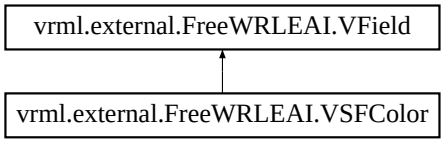
Definition at line 21 of file VSFColor.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFColor.java

3.563 vrml.external.FreeWRLEAI.VSFColor Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFColor:



Public Member Functions

- **VSFColor** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.563.1 Detailed Description

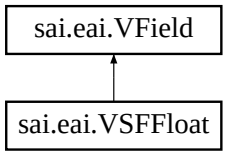
Definition at line 21 of file VSFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFColor.java

3.564 sai.eai.VSFFloat Class Reference

Inheritance diagram for sai.eai.VSFFloat:



Public Member Functions

- **VSFFloat** (float value) throws IOException
- **VSFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.564.1 Detailed Description

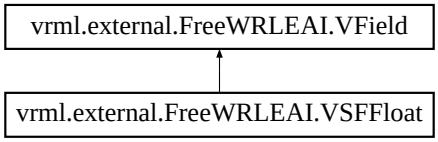
Definition at line 20 of file VSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFFloat.java

3.565 vrml.external.FreeWRLEAI.VSFFloat Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFFloat:



Public Member Functions

- **VSFFloat** (float value) throws IOException
- **VSFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.565.1 Detailed Description

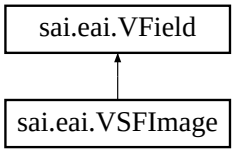
Definition at line 20 of file VSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFFloat.java

3.566 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

3.566.1 Detailed Description

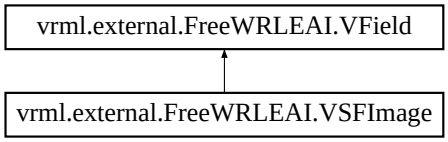
Definition at line 21 of file VSFImage.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFImage.java

3.567 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

3.567.1 Detailed Description

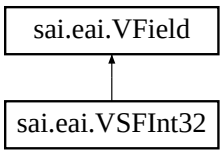
Definition at line 21 of file VSFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFImage.java

3.568 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

3.568.1 Detailed Description

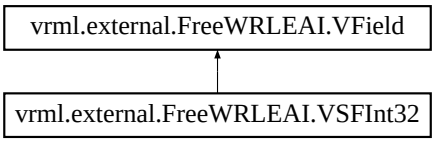
Definition at line 21 of file VSFInt32.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFInt32.java

3.569 vrml.external.FreeWRLEAI.VSFInt32 Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFInt32:



Public Member Functions

- **VSFInt32** (DataInputStream in) throws IOException
- **VSFInt32** (int v)
- void **write** (DataOutputStream out) throws IOException
- int **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.569.1 Detailed Description

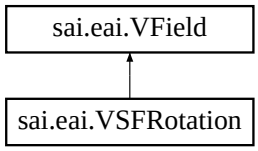
Definition at line 21 of file VSFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFInt32.java

3.570 sai.eai.VSFRotation Class Reference

Inheritance diagram for sai.eai.VSFRotation:



Public Member Functions

- **VSFRotation** (float axisX, float axisY, float axisZ, float angle)
- **VSFRotation** (float[ ] values)
- **VSFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[ ] **getValue** ()
- double **getAngle** ()

Additional Inherited Members

3.570.1 Detailed Description

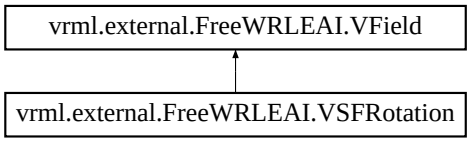
Definition at line 20 of file VSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFRotation.java

3.571 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

3.571.1 Detailed Description

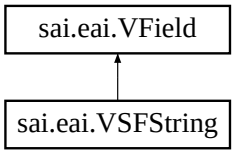
Definition at line 20 of file VSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFRotation.java

3.572 sai.eai.VSFString Class Reference

Inheritance diagram for sai.eai.VSFString:



Public Member Functions

- **VSFString** (String s)
- **VSFString** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- String **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.572.1 Detailed Description

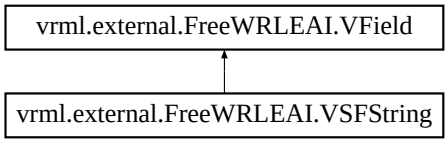
Definition at line 21 of file VSFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFString.java

3.573 vrml.external.FreeWRLEAI.VSFString Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFString:



Public Member Functions

- **VSFString** (String s)
- **VSFString** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- String **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.573.1 Detailed Description

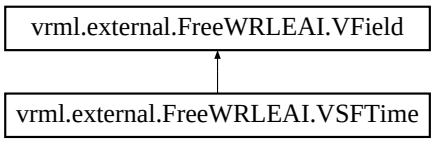
Definition at line 21 of file VSFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFString.java

3.574 vrml.external.FreeWRLEAI.VSFTime Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFTime:



Public Member Functions

- **VSFTime** (double time)
- **VSFTime** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- double **getValue** ()

Additional Inherited Members

3.574.1 Detailed Description

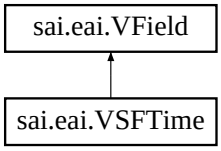
Definition at line 21 of file VSFTime.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFTime.java

3.575 sai.eai.VSFTime Class Reference

Inheritance diagram for sai.eai.VSFTime:



Public Member Functions

- **VSFTime** (double time)
- **VSFTime** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- double **getValue** ()

Additional Inherited Members

3.575.1 Detailed Description

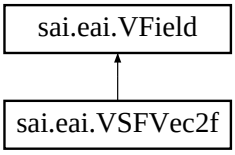
Definition at line 21 of file VSFTime.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFTime.java

3.576 sai.eai.VSFVec2f Class Reference

Inheritance diagram for sai.eai.VSFVec2f:



Public Member Functions

- **VSFVec2f** (float x, float y, float z)
- **VSFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.576.1 Detailed Description

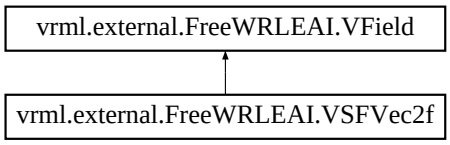
Definition at line 21 of file VSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFVec2f.java

3.577 vrml.external.FreeWRLEAI.VSFVec2f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFVec2f:



Public Member Functions

- **VSFVec2f** (float x, float y, float z)
- **VSFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.577.1 Detailed Description

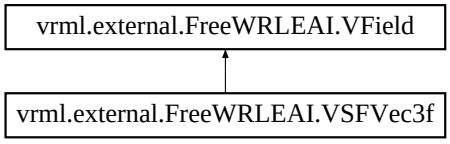
Definition at line 21 of file VSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFVec2f.java

3.578 vrml.external.FreeWRLEAI.VSFVec3f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFVec3f:



Public Member Functions

- **VSFVec3f** (float x, float y, float z)
- **VSFVec3f** (float[ ] values)
- **VSFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[ ] **getValue** ()
- **VSFVec3f plus** (**VSFVec3f** v)
- **VSFVec3f minus** (**VSFVec3f** v)
- **VSFVec3f times** (float s)
- double **getDistance** (**VSFVec3f** v)
- double **getAngle** (**VSFVec3f** v)

Additional Inherited Members

3.578.1 Detailed Description

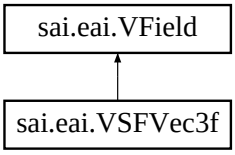
Definition at line 19 of file VSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFVec3f.java

3.579 sai.eai.VSFVec3f Class Reference

Inheritance diagram for sai.eai.VSFVec3f:



Public Member Functions

- **VSFVec3f** (float x, float y, float z)
- **VSFVec3f** (float[ ] values)
- **VSFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[ ] **getValue** ()
- **VSFVec3f plus** (**VSFVec3f** v)
- **VSFVec3f minus** (**VSFVec3f** v)
- **VSFVec3f times** (float s)
- double **getDistance** (**VSFVec3f** v)
- double **getAngle** (**VSFVec3f** v)

Additional Inherited Members

3.579.1 Detailed Description

Definition at line 19 of file VSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFVec3f.java

3.580 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- 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**

3.580.1 Detailed Description

Definition at line 2016 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.581 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **fillProperties**
- struct **X3D_Node** ∗ **lineProperties**
- struct **X3D_Node** ∗ **material**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Node shaders**
- struct **X3D_Node** ∗ **texture**
- struct **X3D_Node** ∗ **textureTransform**

3.581.1 Detailed Description

Definition at line 2043 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.582 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- float **endAngle**
- float **radius**
- float **startAngle**
- struct **Multi_Vec2f __points**
- int **__numPoints**

3.582.1 Detailed Description

Definition at line 2067 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.583 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**
- 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**

3.583.1 Detailed Description

Definition at line 2090 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.584 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**
- 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**
- void ∗ **__localFileName**
- double **__inittime**

3.584.1 Detailed Description

Definition at line 2115 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.585 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**
- 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**
- 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**

3.585.1 Detailed Description

Definition at line 2151 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.586 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **SFVec3f axisOfRotation**
- struct **Multi_Node children**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **X3D_Node** ∗ **metadata**
- double **_rotationAngle**

3.586.1 Detailed Description

Definition at line 2195 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.587 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_boolean**
- int **inputFalse**
- int **inputNegate**
- int **inputTrue**
- struct **X3D_Node** ∗ **metadata**

3.587.1 Detailed Description

Definition at line 2220 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.588 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**
- 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**

3.588.1 Detailed Description

Definition at line 2242 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.589 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_boolean**
- int **toggle**
- struct **X3D_Node** ∗ **metadata**

3.589.1 Detailed Description

Definition at line 2266 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.590 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**
- struct **X3D_Node** ∗ **_executionContext**
- double **set_triggerTime**
- int **triggerTrue**
- struct **X3D_Node** ∗ **metadata**

3.590.1 Detailed Description

Definition at line 2286 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.591 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f size**
- int **solid**
- struct **Multi_Vec3f __points**

3.591.1 Detailed Description

Definition at line 2306 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.592 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **Multi_Node _sortedChildren**

3.592.1 Detailed Description

Definition at line 2327 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.593 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **X3D_Node** ∗ **shape**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**

3.593.1 Detailed Description

Definition at line 2352 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.594 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Multi_Bool visible**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**

3.594.1 Detailed Description

Definition at line 2374 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.595 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- 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**

3.595.1 Detailed Description

Definition at line 2399 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.596 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- float **radius**
- struct **Multi_Vec2f __points**
- int **__numPoints**

3.596.1 Detailed Description

Definition at line 2435 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.597 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **enabled**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec4f plane**

3.597.1 Detailed Description

Definition at line 2456 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.598 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- 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**

3.598.1 Detailed Description

Definition at line 2476 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.599 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Color color**
- struct **X3D_Node** ∗ **metadata**

3.599.1 Detailed Description

Definition at line 2504 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.600 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**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Color keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **SFColor value_changed**

3.600.1 Detailed Description

Definition at line 2523 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.601 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_ColorRGBA color**
- struct **X3D_Node** ∗ **metadata**

3.601.1 Detailed Description

Definition at line 2545 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.602 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**
- 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**

3.602.1 Detailed Description

Definition at line 2564 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.603 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**
- 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**

3.603.1 Detailed Description

Definition at line 2589 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.604 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**
- 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**

3.604.1 Detailed Description

Definition at line 2617 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.605 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**

3.605.1 Detailed Description

Definition at line 2645 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.606 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2d controlPoint**

3.606.1 Detailed Description

Definition at line 2666 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.607 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec3f point**
- struct **X3D_Node** ∗ **metadata**

3.607.1 Detailed Description

Definition at line 2685 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.608 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec3d point**

3.608.1 Detailed Description

Definition at line 2704 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.609 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**
- 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**

3.609.1 Detailed Description

Definition at line 2723 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.610 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**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Vec2f keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2f value_changed**

3.610.1 Detailed Description

Definition at line 2749 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.611 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**
- 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**

3.611.1 Detailed Description

Definition at line 2771 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.612 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**
- 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**

3.612.1 Detailed Description

Definition at line 2799 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.613 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**
- 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**

3.613.1 Detailed Description

Definition at line 2886 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.614 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**

- 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**

3.614.1 Detailed Description

Definition at line 2835 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.615 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**
- 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**

3.615.1 Detailed Description

Definition at line 2860 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.616 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**
- 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**

3.616.1 Detailed Description

Definition at line 2913 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.617 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**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Vec2f easeInEaseOut**
- struct **Multi_Float key**
- struct **X3D_Node** ∗ **metadata**
- float **modifiedFraction_changed**

3.617.1 Detailed Description

Definition at line 2938 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.618 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**
- 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**

3.618.1 Detailed Description

Definition at line 2960 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.619 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- 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**

3.619.1 Detailed Description

Definition at line 2995 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.620 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**
- 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**

3.620.1 Detailed Description

Definition at line 3101 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.621 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **filled**
- struct **SFColor hatchColor**
- int **hatched**
- int **hatchStyle**
- struct **X3D_Node** ∗ **metadata**
- int **_enabled**
- struct **SFVec2f _hatchScale**

3.621.1 Detailed Description

Definition at line 3133 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.622 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Float value**
- struct **Uni_String** ∗ **name**
- int **numComponents**
- struct **X3D_Node** ∗ **metadata**

3.622.1 Detailed Description

Definition at line 3157 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.623 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_bind**
- struct **SFColor color**
- struct **Uni_String** ∗ **fogType**
- float **visibilityRange**
- double **bindTime**
- int **isBound**
- struct **X3D_Node** ∗ **metadata**

3.623.1 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

3.624 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Float depth**
- struct **X3D_Node** ∗ **metadata**

3.624.1 Detailed Description

Definition at line 3202 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.625 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**
- 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**

3.625.1 Detailed Description

Definition at line 3221 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.626 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **update**
- int **size**
- struct **X3D_Node** ∗ **textureProperties**
- int **__textureTableIndex**

3.626.1 Detailed Description

Definition at line 3248 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.627 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**
- 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**

3.627.1 Detailed Description

Definition at line 3270 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.628 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**
- 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**

3.628.1 Detailed Description

Definition at line 3293 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.629 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- 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**

3.629.1 Detailed Description

Definition at line 3374 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.630 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**
- 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**

3.630.1 Detailed Description

Definition at line 3331 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.631 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node data**
- struct **Multi_String summary**
- struct **Multi_String url**
- struct **X3D_Node** ∗ **metadata**

3.631.1 Detailed Description

Definition at line 3406 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.632 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**
- 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**

3.632.1 Detailed Description

Definition at line 3427 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.633 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**
- 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**

3.633.1 Detailed Description

Definition at line 3453 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.634 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**
- 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**

3.634.1 Detailed Description

Definition at line 3482 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.635 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**
- 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**

3.635.1 Detailed Description

Definition at line 3521 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.636 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- 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**

3.636.1 Detailed Description

Definition at line 3555 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.637 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_bind**
- struct **SFRotation set_orientation**
- struct **SFVec3d set_position**
- struct **Uni_String** ∗ **description**
- float **fieldOfView**
- int **headlight**
- int **jump**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String navType**
- double **bindTime**
- int **isBound**
- struct **X3D_Node** ∗ **geoOrigin**
- struct **Multi_String geoSystem**
- struct **SFRotation orientation**
- struct **SFVec3d position**
- 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**

3.637.1 Detailed Description

Definition at line 3596 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.638 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **FreeWRL__protoDef**
- struct **Multi_Node FreeWRL_PROTOInterfaceNodes**
- struct **Multi_Node _sortedChildren**

3.638.1 Detailed Description

Definition at line 3637 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.639 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 coordIndex**
- struct **Multi_Vec3f displacements**
- struct **Uni_String** ∗ **name**
- float **weight**
- struct **X3D_Node** ∗ **metadata**

3.639.1 Detailed Description

Definition at line 3663 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.640 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**
- 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 **SFVec3f translation**
- struct **Uni_String** ∗ **version**
- struct **Multi_Node viewpoints**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- struct **X3D_Node** ∗ **metadata**

3.640.1 Detailed Description

Definition at line 3685 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.641 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- 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**

3.641.1 Detailed Description

Definition at line 3721 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.642 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- 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**

3.642.1 Detailed Description

Definition at line 3762 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.643 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- 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**

3.643.1 Detailed Description

Definition at line 3791 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.644 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String url**
- struct **X3D_Node** ∗ **textureProperties**
- int **__textureTableIndex**
- void ∗ **_parentResource**
- struct **Multi_Node __subTextures**
- int **__regenSubTextures**

3.644.1 Detailed Description

Definition at line 3825 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.645 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String url**
- int **repeatS**
- int **repeatT**
- struct **X3D_Node** ∗ **textureProperties**
- int **__textureTableIndex**
- void ∗ **_parentResource**

3.645.1 Detailed Description

Definition at line 3849 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.646 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**
- 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**

3.646.1 Detailed Description

Definition at line 3873 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.647 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**
- 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**

3.647.1 Detailed Description

Definition at line 3911 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.648 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**
- 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**

3.648.1 Detailed Description

Definition at line 3944 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.649 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**
- 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**

3.649.1 Detailed Description

Definition at line 3975 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.650 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**
- 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**

3.650.1 Detailed Description

Definition at line 4006 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.651 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**
- 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**

3.651.1 Detailed Description

Definition at line 4037 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.652 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**
- 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**
- 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**

3.652.1 Detailed Description

Definition at line 4068 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.653 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**
- 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**

3.653.1 Detailed Description

Definition at line 4116 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.654 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_boolean**
- int **integerKey**
- int **triggerValue**
- struct **X3D_Node** ∗ **metadata**

3.654.1 Detailed Description

Definition at line 4140 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.655 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**
- 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**

3.655.1 Detailed Description

Definition at line 4161 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.656 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **applied**
- int **linetype**
- float **linewidthScaleFactor**
- struct **X3D_Node** ∗ **metadata**

3.656.1 Detailed Description

Definition at line 4219 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.657 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**
- 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**

3.657.1 Detailed Description

Definition at line 4240 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.658 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**
- 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**

3.658.1 Detailed Description

Definition at line 4273 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.659 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**
- 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**

3.659.1 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

3.660 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFColor color**
- int **enabled**
- struct **Uni_String** ∗ **fogType**
- float **visibilityRange**
- struct **X3D_Node** ∗ **metadata**

3.660.1 Detailed Description

Definition at line 4328 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.661 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- 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**

3.661.1 Detailed Description

Definition at line 4189 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.662 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**
- 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**

3.662.1 Detailed Description

Definition at line 4350 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.663 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Matrix3f value**
- struct **Uni_String** ∗ **name**
- struct **X3D_Node** ∗ **metadata**

3.663.1 Detailed Description

Definition at line 4375 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.664 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Matrix4f value**
- struct **Uni_String** ∗ **name**

3.664.1 Detailed Description

Definition at line 4395 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.665 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Uni_String** ∗ **reference**
- struct **Multi_Double value**

3.665.1 Detailed Description

Definition at line 4415 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.666 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Uni_String** ∗ **reference**
- struct **Multi_Float value**

3.666.1 Detailed Description

Definition at line 4436 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.667 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Uni_String** ∗ **reference**
- struct **Multi_Int32 value**

3.667.1 Detailed Description

Definition at line 4457 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.668 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Bool value**
- struct **Multi_Bool valueChanged**
- struct **Multi_Bool setValue**
- double **tickTime**

3.668.1 Detailed Description

Definition at line 4478 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.669 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Color value**
- struct **Multi_Color valueChanged**
- struct **Multi_Color setValue**
- double **tickTime**

3.669.1 Detailed Description

Definition at line 4499 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.670 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_ColorRGBA value**
- struct **Multi_ColorRGBA valueChanged**
- struct **Multi_ColorRGBA setValue**
- double **tickTime**

3.670.1 Detailed Description

Definition at line 4520 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.671 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Double value**
- struct **Multi_Double valueChanged**
- struct **Multi_Double setValue**
- double **tickTime**

3.671.1 Detailed Description

Definition at line 4541 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.672 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Float value**
- struct **Multi_Float valueChanged**
- struct **Multi_Float setValue**
- double **tickTime**

3.672.1 Detailed Description

Definition at line 4562 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.673 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 value**
- struct **Multi_Int32 valueChanged**
- struct **Multi_Int32 setValue**
- double **tickTime**

3.673.1 Detailed Description

Definition at line 4583 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.674 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Matrix3d value**
- struct **Multi_Matrix3d valueChanged**
- struct **Multi_Matrix3d setValue**
- double **tickTime**

3.674.1 Detailed Description

Definition at line 4604 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.675 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Matrix3f value**
- struct **Multi_Matrix3f valueChanged**
- struct **Multi_Matrix3f setValue**
- double **tickTime**

3.675.1 Detailed Description

Definition at line 4625 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.676 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Matrix4d value**
- struct **Multi_Matrix4d valueChanged**
- struct **Multi_Matrix4d setValue**
- double **tickTime**

3.676.1 Detailed Description

Definition at line 4646 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.677 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Matrix4f value**
- struct **Multi_Matrix4f valueChanged**
- struct **Multi_Matrix4f setValue**
- double **tickTime**

3.677.1 Detailed Description

Definition at line 4667 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.678 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node value**
- struct **Multi_Node valueChanged**
- struct **Multi_Node setValue**
- double **tickTime**

3.678.1 Detailed Description

Definition at line 4688 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.679 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Rotation value**
- struct **Multi_Rotation valueChanged**
- struct **Multi_Rotation setValue**
- double **tickTime**

3.679.1 Detailed Description

Definition at line 4709 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.680 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_String value**
- struct **Multi_String valueChanged**
- struct **Multi_String setValue**
- double **tickTime**

3.680.1 Detailed Description

Definition at line 4730 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.681 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Time value**
- struct **Multi_Time valueChanged**
- struct **Multi_Time setValue**
- double **tickTime**

3.681.1 Detailed Description

Definition at line 4751 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.682 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec2d value**
- struct **Multi_Vec2d valueChanged**
- struct **Multi_Vec2d setValue**
- double **tickTime**

3.682.1 Detailed Description

Definition at line 4772 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.683 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec2f value**
- struct **Multi_Vec2f valueChanged**
- struct **Multi_Vec2f setValue**
- double **tickTime**

3.683.1 Detailed Description

Definition at line 4793 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.684 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec3d value**
- struct **Multi_Vec3d valueChanged**
- struct **Multi_Vec3d setValue**
- double **tickTime**

3.684.1 Detailed Description

Definition at line 4814 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.685 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec3f value**
- struct **Multi_Vec3f valueChanged**
- struct **Multi_Vec3f setValue**
- double **tickTime**

3.685.1 Detailed Description

Definition at line 4835 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.686 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec4d value**
- struct **Multi_Vec4d valueChanged**
- struct **Multi_Vec4d setValue**
- double **tickTime**

3.686.1 Detailed Description

Definition at line 4856 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.687 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Vec4f value**
- struct **Multi_Vec4f valueChanged**
- struct **Multi_Vec4f setValue**
- double **tickTime**

3.687.1 Detailed Description

Definition at line 4877 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.688 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Uni_String** ∗ **reference**
- struct **Multi_Node value**

3.688.1 Detailed Description

Definition at line 5339 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.689 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **value**
- int **valueChanged**
- int **setValue**
- double **tickTime**

3.689.1 Detailed Description

Definition at line 4898 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.690 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFColor value**
- struct **SFColor valueChanged**
- struct **SFColor setValue**
- double **tickTime**

3.690.1 Detailed Description

Definition at line 4919 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.691 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFColorRGBA value**
- struct **SFColorRGBA valueChanged**
- struct **SFColorRGBA setValue**
- double **tickTime**

3.691.1 Detailed Description

Definition at line 4940 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.692 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**
- struct **X3D_Node** ∗ **_executionContext**
- double **value**
- double **valueChanged**
- double **setValue**
- double **tickTime**

3.692.1 Detailed Description

Definition at line 4961 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.693 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**
- struct **X3D_Node** ∗ **_executionContext**
- float **value**
- float **valueChanged**
- float **setValue**
- double **tickTime**

3.693.1 Detailed Description

Definition at line 4982 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.694 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 value**
- struct **Multi_Int32 valueChanged**
- struct **Multi_Int32 setValue**
- double **tickTime**

3.694.1 Detailed Description

Definition at line 5003 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.695 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **value**
- int **valueChanged**
- int **setValue**
- double **tickTime**

3.695.1 Detailed Description

Definition at line 5024 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.696 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFMatrix3d value**
- struct **SFMatrix3d valueChanged**
- struct **SFMatrix3d setValue**
- double **tickTime**

3.696.1 Detailed Description

Definition at line 5045 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.697 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFMatrix3f value**
- struct **SFMatrix3f valueChanged**
- struct **SFMatrix3f setValue**
- double **tickTime**

3.697.1 Detailed Description

Definition at line 5066 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.698 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFMatrix4d value**
- struct **SFMatrix4d valueChanged**
- struct **SFMatrix4d setValue**
- double **tickTime**

3.698.1 Detailed Description

Definition at line 5087 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.699 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFMatrix4f value**
- struct **SFMatrix4f valueChanged**
- struct **SFMatrix4f setValue**
- double **tickTime**

3.699.1 Detailed Description

Definition at line 5108 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.700 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **value**
- struct **X3D_Node** ∗ **valueChanged**
- struct **X3D_Node** ∗ **setValue**
- double **tickTime**

3.700.1 Detailed Description

Definition at line 5129 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.701 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFRotation value**
- struct **SFRotation valueChanged**
- struct **SFRotation setValue**
- double **tickTime**

3.701.1 Detailed Description

Definition at line 5150 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.702 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Uni_String** ∗ **value**
- struct **Uni_String** ∗ **valueChanged**
- struct **Uni_String** ∗ **setValue**
- double **tickTime**

3.702.1 Detailed Description

Definition at line 5171 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.703 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**
- struct **X3D_Node** ∗ **_executionContext**
- double **value**
- double **valueChanged**
- double **setValue**
- double **tickTime**

3.703.1 Detailed Description

Definition at line 5192 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.704 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec2d value**
- struct **SFVec2d valueChanged**
- struct **SFVec2d setValue**
- double **tickTime**

3.704.1 Detailed Description

Definition at line 5213 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.705 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec2f value**
- struct **SFVec2f valueChanged**
- struct **SFVec2f setValue**
- double **tickTime**

3.705.1 Detailed Description

Definition at line 5234 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.706 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3d value**
- struct **SFVec3d valueChanged**
- struct **SFVec3d setValue**
- double **tickTime**

3.706.1 Detailed Description

Definition at line 5255 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.707 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec3f value**
- struct **SFVec3f valueChanged**
- struct **SFVec3f setValue**
- double **tickTime**

3.707.1 Detailed Description

Definition at line 5276 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.708 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec4d value**
- struct **SFVec4d valueChanged**
- struct **SFVec4d setValue**
- double **tickTime**

3.708.1 Detailed Description

Definition at line 5297 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.709 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec4f value**
- struct **SFVec4f valueChanged**
- struct **SFVec4f setValue**
- double **tickTime**

3.709.1 Detailed Description

Definition at line 5318 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.710 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **name**
- struct **Uni_String** ∗ **reference**
- struct **Multi_String value**

3.710.1 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

3.711 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Uni_String** ∗ **description**
- int **loop**
- struct **X3D_Node** ∗ **metadata**
- double **resumeTime**
- double **pauseTime**
- float **speed**
- double **startTime**
- double **stopTime**
- struct **Multi_String url**
- double **duration_changed**
- double **elapsedTime**
- int **isActive**
- double **isPaused**
- int **repeatS**
- int **repeatT**
- struct **X3D_Node** ∗ **textureProperties**
- int **__textureTableIndex**
- void ∗ **_parentResource**

3.711.1 Detailed Description

Definition at line 5381 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.712 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**
- 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**

3.712.1 Detailed Description

Definition at line 5416 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.713 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Node texCoord**

3.713.1 Detailed Description

Definition at line 5441 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.714 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Node textureTransform**

3.714.1 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

3.715 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_bind**
- struct **Multi_Float avatarSize**
- int **headlight**
- float **speed**
- struct **Multi_String type**
- float **visibilityLimit**
- int **isBound**
- struct **Multi_String transitionType**
- double **bindTime**
- struct **X3D_Node** ∗ **metadata**
- double **transitionTime**
- int **transitionComplete**

3.715.1 Detailed Description

Definition at line 5479 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.716 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**
- struct **X3D_Node** ∗ **_executionContext**

3.716.1 Detailed Description

Definition at line 1920 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.717 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec3f vector**

3.717.1 Detailed Description

Definition at line 5508 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.718 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**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Vec3f keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec3f value_changed**

3.718.1 Detailed Description

Definition at line 5527 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.719 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **controlPoint**
- struct **Multi_Double weight**
- struct **Multi_Double knot**
- int **order**
- int **tessellation**
- struct **Multi_Vec3f __points**
- int **__numPoints**

3.719.1 Detailed Description

Definition at line 5549 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.720 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2d controlPoint**
- struct **Multi_Double weight**
- struct **Multi_Double knot**
- int **order**
- int **tessellation**

3.720.1 Detailed Description

Definition at line 5574 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.721 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**
- 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**

3.721.1 Detailed Description

Definition at line 5597 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.722 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**
- 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**

3.722.1 Detailed Description

Definition at line 5621 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.723 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**
- 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**

3.723.1 Detailed Description

Definition at line 5653 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.724 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**
- 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**

3.724.1 Detailed Description

Definition at line 5677 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.725 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**
- 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**

3.725.1 Detailed Description

Definition at line 5701 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.726 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **crossSectionCurve**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **trajectoryCurve**
- int **ccw**
- int **solid**

3.726.1 Detailed Description

Definition at line 5730 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.727 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **X3D_Node** ∗ **profileCurve**
- struct **X3D_Node** ∗ **trajectoryCurve**
- int **ccw**
- int **solid**

3.727.1 Detailed Description

Definition at line 5752 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.728 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**
- 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**

3.728.1 Detailed Description

Definition at line 5774 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.729 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**
- 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**

3.729.1 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

3.730 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**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Rotation keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation value_changed**

3.730.1 Detailed Description

Definition at line 5875 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.731 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_bind**
- struct **SFVec3f centerOfRotation**
- struct **Uni_String** ∗ **description**
- struct **Multi_Float fieldOfView**
- int **jump**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation orientation**
- struct **SFVec3f position**
- int **retainUserOffsets**
- double **bindTime**
- int **isBound**

3.731.1 Detailed Description

Definition at line 5897 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.732 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**
- 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**

3.732.1 Detailed Description

Definition at line 5835 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.733 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**
- 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**

3.733.1 Detailed Description

Definition at line 5925 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.734 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_String objectType**
- int **pickable**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **FreeWRL__protoDef**
- struct **Multi_Node FreeWRL_PROTOInterfaceNodes**

3.734.1 Detailed Description

Definition at line 5953 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.735 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Int32 image**
- struct **X3D_Node** ∗ **metadata**
- int **repeatS**
- int **repeatT**
- struct **X3D_Node** ∗ **textureProperties**
- void ∗ **_parentResource**
- int **__textureTableIndex**

3.735.1 Detailed Description

Definition at line 5980 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.736 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**
- 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**

3.736.1 Detailed Description

Definition at line 6004 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.737 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**
- 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**

3.737.1 Detailed Description

Definition at line 6037 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.738 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**
- 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 **Multi_Vec3f pickedPoint**
- struct **Uni_String** ∗ **set_intersectionType**
- struct **Uni_String** ∗ **intersectionType**
- struct **Uni_String** ∗ **set_sortOrder**
- struct **Uni_String** ∗ **sortOrder**
- int **_oldisActive**
- struct **Multi_Node _oldpickTarget**
- struct **Multi_Node _oldpickedGeometry**
- struct **Multi_Vec3f _oldpickedPoint**
- struct **SFVec3f _bboxCenter**
- struct **SFVec3f _bboxSize**

3.738.1 Detailed Description

Definition at line 6066 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.739 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**
- 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**

3.739.1 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

3.740 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2f lineSegments**

3.740.1 Detailed Description

Definition at line 6127 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.741 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2f point**

3.741.1 Detailed Description

Definition at line 6146 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.742 X3D_PolyRep Struct Reference

Data Fields

- int **irep_change**
- int **ccw**
- int **ntri**
- int **streamed**
- GLuint * **cindex**
- GLuint * **colindex**
- GLuint * **norindex**
- GLuint * **tcindex**
- float * **actualCoord**
- float * **color**
- float * **normal**
- float * **GeneratedTexCoords**
- int **tcoordtype**
- int **texgentype**
- GLfloat **minVals** [3]
- GLfloat **maxVals** [3]
- GLfloat **transparency**
- int **isRGBAcolorNode**
- GLuint **VBO_buffers** [VBO_COUNT]

3.742.1 Detailed Description

Definition at line 61 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.743 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**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Vec3f keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f value_changed**

3.743.1 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

3.744 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**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Vec2f keyValue**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec2f value_changed**

3.744.1 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

3.745 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**
- 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**

3.745.1 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

3.746 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**
- 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**
- 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**

3.746.1 Detailed Description

Definition at line 6236 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.747 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**
- 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**

3.747.1 Detailed Description

Definition at line 6284 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.748 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**
- 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**

3.748.1 Detailed Description

Definition at line 6315 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.749 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**
- 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**

3.749.1 Detailed Description

Definition at line 6344 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.750 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec2f size**
- int **solid**
- struct **Multi_Vec3f __points**
- int **__numPoints**

3.750.1 Detailed Description

Definition at line 6390 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.751 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**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Float keyValue**
- struct **X3D_Node** ∗ **metadata**
- float **value_changed**

3.751.1 Detailed Description

Definition at line 6412 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.752 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_String url**
- int **directOutput**
- int **mustEvaluate**
- struct **X3D_Node** ∗ **metadata**
- void ∗ **__scriptObj**
- void ∗ **_parentResource**

3.752.1 Detailed Description

Definition at line 6434 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.753 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**
- 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**

3.753.1 Detailed Description

Definition at line 6457 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.754 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**
- 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**

3.754.1 Detailed Description

Definition at line 6481 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.755 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **appearance**
- struct **X3D_Node** ∗ **geometry**
- struct **X3D_Node** ∗ **metadata**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **__visible**
- int **__occludeCheckCount**
- int **__Samples**
- int **_shaderTableEntry**

3.755.1 Detailed Description

Definition at line 6505 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.756 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**
- 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**

3.756.1 Detailed Description

Definition at line 6531 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.757 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**
- 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**

3.757.1 Detailed Description

Definition at line 6577 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.758 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- float **radius**
- int **solid**
- struct **Multi_Vec3f __points**
- int **_sideVBO**
- int **__SphereIndxVBO**

3.758.1 Detailed Description

Definition at line 6608 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.759 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**
- 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**

3.759.1 Detailed Description

Definition at line 6631 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.760 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**
- 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**

3.760.1 Detailed Description

Definition at line 6663 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.761 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**
- 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**

3.761.1 Detailed Description

Definition at line 6688 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.762 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**
- 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**

3.762.1 Detailed Description

Definition at line 6713 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.763 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**
- 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**

3.763.1 Detailed Description

Definition at line 6738 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.764 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**
- struct **X3D_Node** ∗ **_executionContext**
- float **set_fraction**
- struct **Multi_Float key**
- struct **Multi_Rotation keyValue**
- struct **X3D_Node** ∗ **metadata**
- int **normalizeVelocity**
- struct **SFRotation value_changed**

3.764.1 Detailed Description

Definition at line 6771 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.765 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Node children**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **__transparency**
- int **__solid**
- struct **Multi_Node _sortedChildren**

3.765.1 Detailed Description

Definition at line 6794 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.766 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**
- 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**

3.766.1 Detailed Description

Definition at line 6818 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.767 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- struct **Multi_Node choice**
- struct **Multi_Node children**
- struct **X3D_Node** ∗ **metadata**
- int **whichChoice**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **__isX3D**

3.767.1 Detailed Description

Definition at line 6843 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.768 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**
- 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 **__rendersub**

3.768.1 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

3.769 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**
- 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**
- 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**

3.769.1 Detailed Description

Definition at line 6896 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.770 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2f point**

3.770.1 Detailed Description

Definition at line 6933 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.771 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Uni_String** ∗ **mode**
- struct **Multi_Float parameter**

3.771.1 Detailed Description

Definition at line 6952 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.772 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**
- 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**

3.772.1 Detailed Description

Definition at line 6972 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.773 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **SFVec2f center**
- struct **X3D_Node** ∗ **metadata**
- float **rotation**
- struct **SFVec2f scale**
- struct **SFVec2f translation**

3.773.1 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

3.774 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**
- 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**

3.774.1 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

3.775 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_boolean**
- double **triggerTime**
- struct **X3D_Node** ∗ **metadata**

3.775.1 Detailed Description

Definition at line 7057 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.776 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**
- 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**

3.776.1 Detailed Description

Definition at line 7077 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.777 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_Node addChildren**
- struct **Multi_Node removeChildren**
- 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**

3.777.1 Detailed Description

Definition at line 7107 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.778 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**
- 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**

3.778.1 Detailed Description

Definition at line 7142 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.779 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**
- 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**

3.779.1 Detailed Description

Definition at line 7204 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.780 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**
- 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**

3.780.1 Detailed Description

Definition at line 7234 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.781 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **X3D_Node** ∗ **metadata**
- struct **Multi_Vec2f vertices**
- int **solid**
- struct **Multi_Vec2f __texCoords**

3.781.1 Detailed Description

Definition at line 7263 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.782 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**
- 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**

3.782.1 Detailed Description

Definition at line 7284 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.783 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**
- 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**

3.783.1 Detailed Description

Definition at line 7314 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.784 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**
- struct **X3D_Node** ∗ **_executionContext**
- int **set_bind**
- struct **SFVec3f centerOfRotation**
- struct **Uni_String** ∗ **description**
- float **fieldOfView**
- int **jump**
- struct **X3D_Node** ∗ **metadata**
- struct **SFRotation orientation**
- struct **SFVec3f position**
- int **retainUserOffsets**
- double **bindTime**
- int **isBound**

3.784.1 Detailed Description

Definition at line 7347 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.785 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**
- 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**

3.785.1 Detailed Description

Definition at line 7375 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.786 X3D_Virt Struct Reference

Data Fields

- void(∗ **prep**)(void ∗)
- void(∗ **rend**)(void ∗)
- void(∗ **children**)(void ∗)
- void(∗ **fin**)(void ∗)
- void(∗ **rendray**)(void ∗)
- void(∗ **mkpolyrep**)(void ∗)
- void(∗ **proximity**)(void ∗)
- void(∗ **other**)(void ∗)
- void(∗ **collision**)(void ∗)
- void(∗ **compile**)(void ∗, void ∗, void ∗, void ∗, void ∗)

3.786.1 Detailed Description

Definition at line 37 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.787 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**
- 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**

3.787.1 Detailed Description

Definition at line 7400 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.788 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**
- struct **X3D_Node** ∗ **_executionContext**
- struct **Multi_String info**
- struct **Uni_String** ∗ **title**
- struct **X3D_Node** ∗ **metadata**

3.788.1 Detailed Description

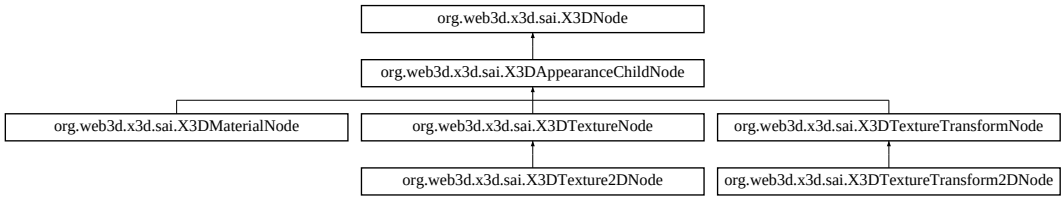
Definition at line 7429 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.789 org.web3d.x3d.sai.X3DAppearanceChildNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAppearanceChildNode:



Additional Inherited Members

3.789.1 Detailed Description

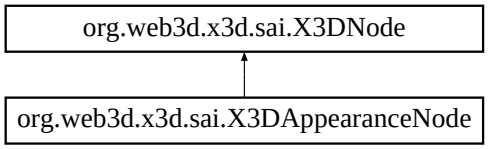
Definition at line 3 of file X3DAppearanceChildNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAppearanceChildNode.java

3.790 org.web3d.x3d.sai.X3DAppearanceNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAppearanceNode:



Additional Inherited Members

3.790.1 Detailed Description

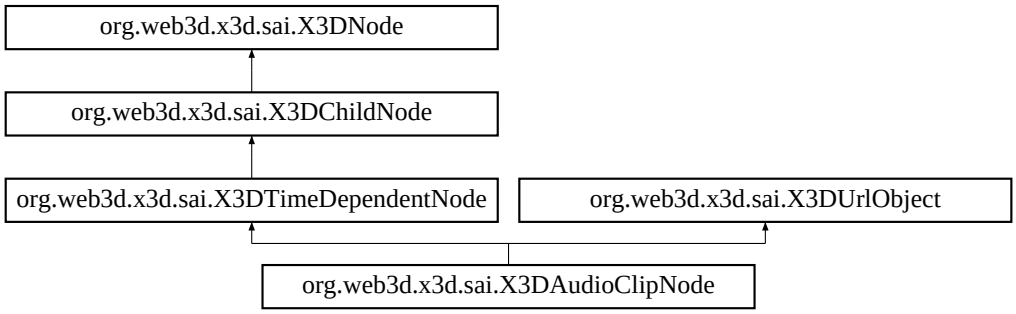
Definition at line 3 of file X3DAppearanceNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAppearanceNode.java

3.791 org.web3d.x3d.sai.X3DAudioClipNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAudioClipNode:



Public Member Functions

- String **getDescription** ()
- void **setDescription** ()
- float **getPitch** ()
- void **setPitch** (float pitch) throws InvalidFieldValueException
- double **getDuration** ()
- void **setDuration** (double time)

3.791.1 Detailed Description

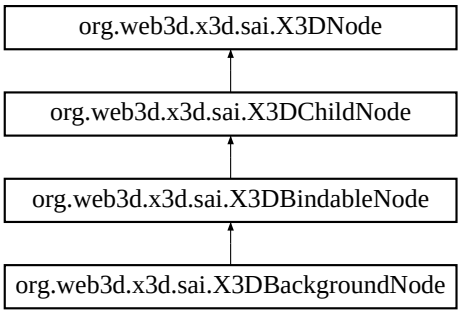
Definition at line 3 of file X3DAudioClipNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAudioClipNode.java

3.792 org.web3d.x3d.sai.X3DBackgroundNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBackgroundNode:



Public Member Functions

- int **getNumSkyAngle** ()
- void **getSkyAngle** (float[ ] angles)
- void **setSkyAngle** (float[ ] angles)
- int **getNumGroundAngle** ()
- void **getGroundAngle** (float[ ] angle)
- void **setGroundAngle** (float[ ] angle)
- int **getNumSkyColor** ()
- void **getSkyColor** (float[ ] colors)
- void **setSkyColor** (float[ ] colors)
- int **getNumGroundColor** ()
- void **getGroundColor** (float[ ] color)
- void **setGroundColor** (float[ ] color)

3.792.1 Detailed Description

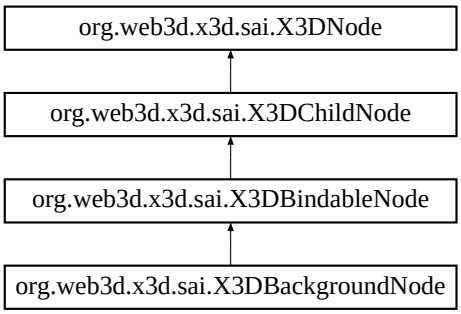
Definition at line 3 of file X3DBackgroundNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBackgroundNode.java

3.793 org.web3d.x3d.sai.X3DBindableNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBindableNode:



Public Member Functions

- void **setBind** (boolean enable)
- boolean **isBound** ()
- double **getBindTime** ()

3.793.1 Detailed Description

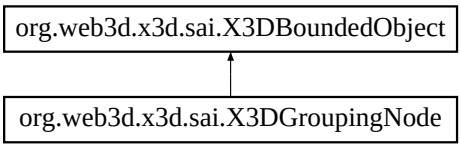
Definition at line 3 of file X3DBindableNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBindableNode.java

3.794 org.web3d.x3d.sai.X3DBoundedObject Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBoundedObject:



3.794.1 Detailed Description

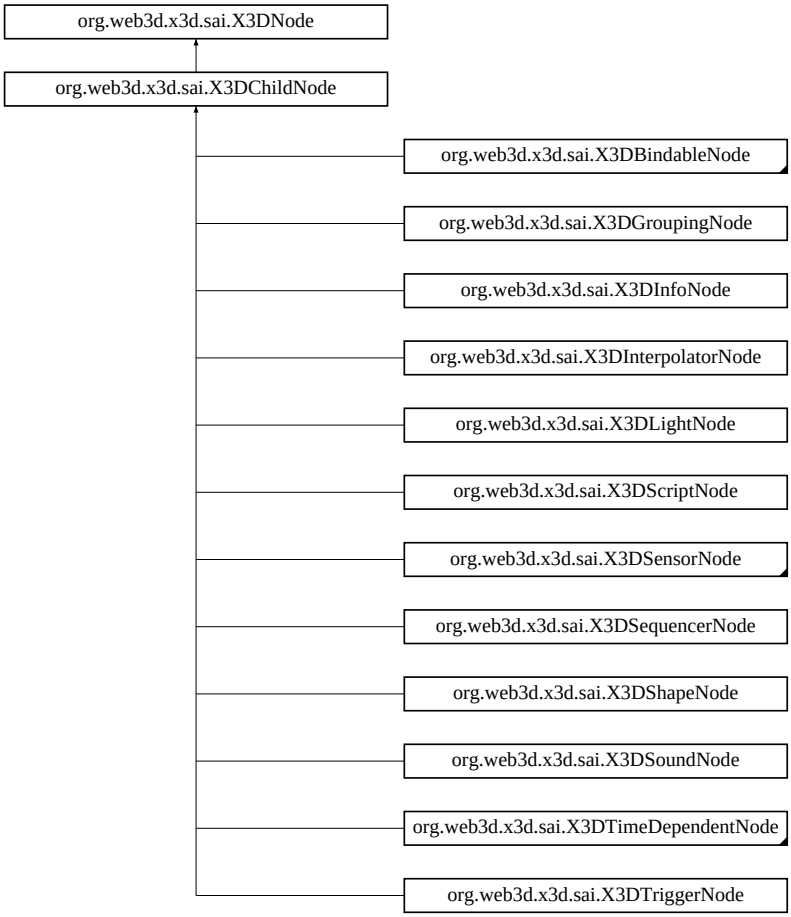
Definition at line 3 of file X3DBoundedObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBoundedObject.java

3.795 org.web3d.x3d.sai.X3DChildNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DChildNode:



Additional Inherited Members

3.795.1 Detailed Description

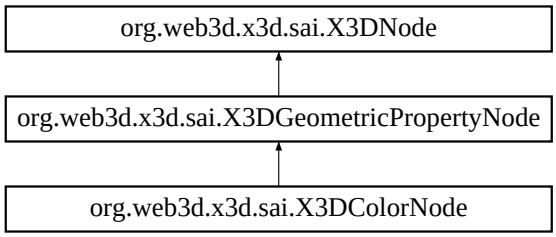
Definition at line 3 of file X3DChildNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DChildNode.java

3.796 org.web3d.x3d.sai.X3DColorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DColorNode:



Public Member Functions

- int **getNumColors** ()
- int **getNumComponents** ()
- void **setColor** (float[ ] colors)
- void **getColor** (float[ ] color)

3.796.1 Detailed Description

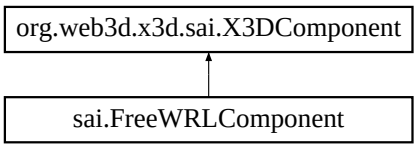
Definition at line 3 of file X3DColorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DColorNode.java

3.797 org.web3d.x3d.sai.X3DComponent Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DComponent:



Public Member Functions

- **ExternalBrowser getBrowser** ()
- Object **getImplementation** ()
- void **shutdown** ()

3.797.1 Detailed Description

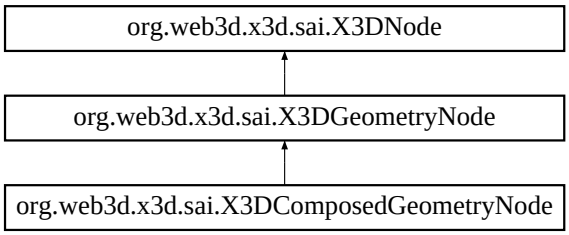
Definition at line 3 of file X3DComponent.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DComponent.java

3.798 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)

3.798.1 Detailed Description

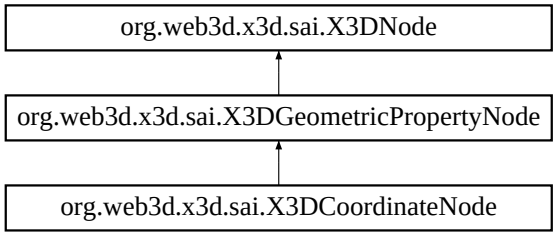
Definition at line 3 of file X3DComposedGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DComposedGeometryNode.java

3.799 org.web3d.x3d.sai.X3DCoordinateNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DCoordinateNode:



Public Member Functions

- int **getNumCoordinates** ()
- void **setPoint** (float[ ] points)
- void **getPoint** (float[ ] points)

3.799.1 Detailed Description

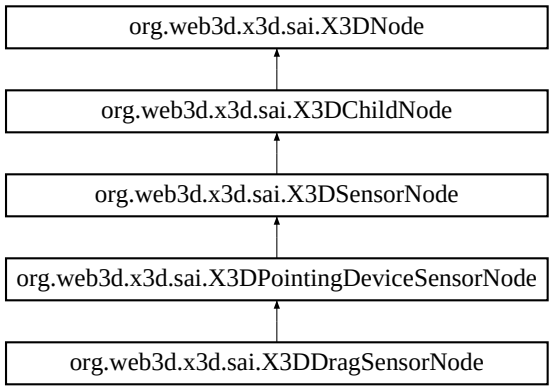
Definition at line 3 of file X3DCoordinateNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DCoordinateNode.java

3.800 org.web3d.x3d.sai.X3DDragSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DDragSensorNode:



Public Member Functions

- void **setAutoOffset** (boolean newAutoOffset)
- boolean **getAutoOffset** ()
- void **getTrackPoint** (float[ ] points)

3.800.1 Detailed Description

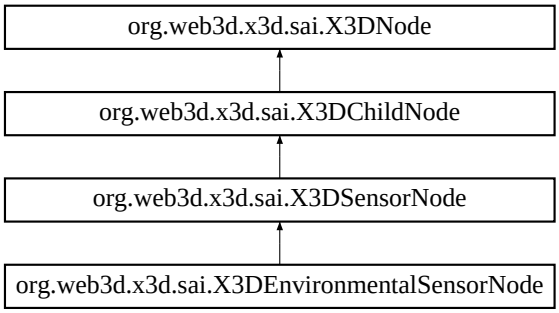
Definition at line 3 of file X3DDragSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DDragSensorNode.java

3.801 org.web3d.x3d.sai.X3DEnvironmentalSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DEnvironmentalSensorNode:



Public Member Functions

- double **getEnterTime** ()
- double **getExitTime** ()
- void **getCenter** (float[ ] pos)
- void **setCenter** (float[ ] pos)
- void **getSize** (float[ ] size)
- void **setSize** (float[ ] size)

3.801.1 Detailed Description

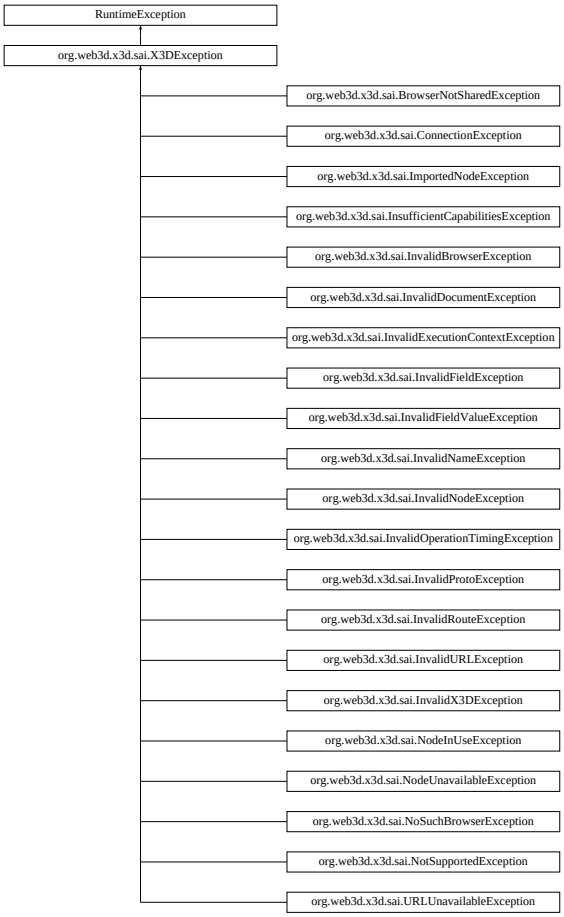
Definition at line 3 of file X3DEnvironmentalSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DEnvironmentalSensorNode.java

3.802 org.web3d.x3d.sai.X3DException Class Reference

Inheritance diagram for org.web3d.x3d.sai.X3DException:



Public Member Functions

- **X3DException** (String msg)

3.802.1 Detailed Description

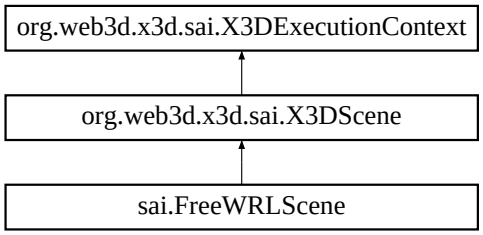
Definition at line 3 of file X3DException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DException.java

3.803 org.web3d.x3d.sai.X3DExecutionContext Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DExecutionContext:



Public Member Functions

- String **getSpecificationVersion** () throws InvalidExecutionContextException
- int **getEncoding** () throws InvalidExecutionContextException
- **ProfileInfo getProfile** () throws InvalidExecutionContextException
- **ComponentInfo**[ ] **getComponents** () throws InvalidExecutionContextException
- String **getWorldURL** () throws InvalidExecutionContextException
- **X3DNode getNamedNode** (String nodeName) throws InvalidExecutionContextException, Node↩ UnavailableException, InvalidNameException
- **X3DNode getImportedNode** (String nodeName) throws InvalidExecutionContextException, Node↩ UnavailableException, InvalidNameException
- **X3DNode createNode** (String nodeName) throws InvalidExecutionContextException, InvalidNameException
- **X3DProtoInstance createProto** (String protoName) throws InvalidExecutionContextException, Invalid↩ NameException
- void **updateNamedNode** (String nodeName, **X3DNode** nodeRef) throws InvalidExecutionContextException, InvalidNameException, ImportedNodeException
- void **updateImportedNode** (String nodeName, String importedName, **X3DNode** nodeRef) throws Invalid↩ ExecutionContextException, InvalidNameException, ImportedNodeException
- void **removeNamedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↩ Exception
- void **removeImportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↩ Exception
- **X3DProtoDeclaration getProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidNameException
- void **updateProtoDeclaration** (String protoName, **X3DProtoDeclaration** newDeclaration) throws Invalid↩ ExecutionContextException, InvalidNameException
- void **removeProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidName↩ Exception
- **X3DExternProtoDeclaration getExternProtoDeclaration** (String protoName) throws InvalidExecution↩ ContextException, InvalidNameException, URLUnavailableException
- void **updateExternProtoDeclaration** (String protoName, **X3DExternProtoDeclaration** newDeclaration) throws InvalidExecutionContextException
- void **removeExternProtoDeclaration** (String protoName) throws InvalidExecutionContextException
- **X3DNode**[ ] **getRootNodes** () throws InvalidExecutionContextException
- **X3DRoute**[ ] **getRoutes** () throws InvalidExecutionContextException
- **X3DRoute addRoute** (**X3DNode** startNode, String starttName, **X3DNode** endNode, String endEvent) throws InvalidExecutionContextException, InvalidNodeException, InvalidFieldException
- void **removeRoute** (**X3DRoute** route) throws InvalidExecutionContextException

3.803.1 Detailed Description

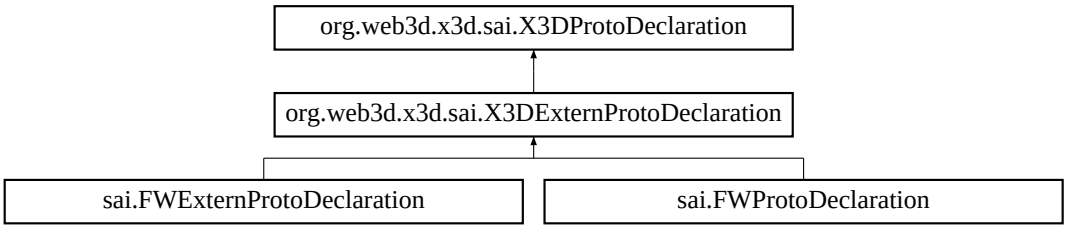
Definition at line 3 of file X3DExecutionContext.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DExecutionContext.java

3.804 org.web3d.x3d.sai.X3DExternProtoDeclaration Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DExternProtoDeclaration:



Public Member Functions

- int **getLoadState** () throws InvalidOperationTimingException, InvalidProtoException
- void **loadNow** () throws InvalidOperationTimingException, InvalidProtoException

3.804.1 Detailed Description

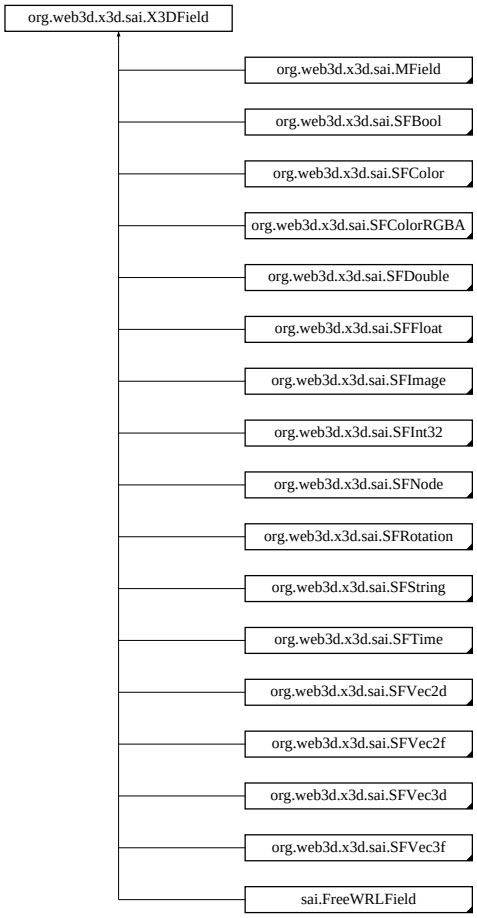
Definition at line 3 of file X3DExternProtoDeclaration.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DExternProtoDeclaration.java

3.805 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** ()

3.805.1 Detailed Description

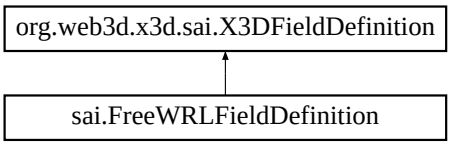
Definition at line 3 of file X3DField.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DField.java

3.806 org.web3d.x3d.sai.X3DFieldDefinition Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldDefinition:



Public Member Functions

- String **getName** ()
- int **getAccessType** ()
- int **getFieldType** ()
- String **getFieldTypeString** ()

3.806.1 Detailed Description

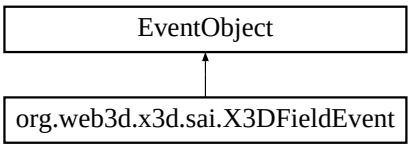
Definition at line 3 of file X3DFieldDefinition.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldDefinition.java

3.807 org.web3d.x3d.sai.X3DFieldEvent Class Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldEvent:



Public Member Functions

- **X3DFieldEvent** (Object src, double t, Object d)
- double **getTime** ()
- Object **getData** ()

3.807.1 Detailed Description

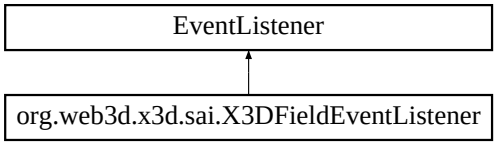
Definition at line 4 of file X3DFieldEvent.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldEvent.java

3.808 org.web3d.x3d.sai.X3DFieldEventListener Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldEventListener:



Public Member Functions

- void **readableFieldChanged** (**X3DFieldEvent** evt)

3.808.1 Detailed Description

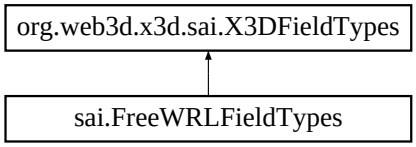
Definition at line 3 of file X3DFieldEventListener.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldEventListener.java

3.809 org.web3d.x3d.sai.X3DFieldTypes Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldTypes:



Data Fields

- int **INPUT_ONLY** = 1
- int **INITIALIZE_ONLY** = 2
- int **INPUT_OUTPUT** = 3
- int **OUTPUT_ONLY** = 4
- int **SFBOOL** = 1
- int **MFBOOL** = 2
- int **SFCOLOR** = 21
- int **MFCOLOR** = 22
- int **SFCOLORRGBA** = 23
- int **MFCOLORRGBA** = 24
- int **SFDOUBLE** = 7
- int **MFDOUBLE** = 8
- int **SFFLOAT** = 5

- int **MFFLOAT** = 6
- int **SFIMAGE** = 25
- int **MFIMAGE** = 26
- int **SFINT32** = 3
- int **MFINT32** = 4
- int **SFNODE** = 11
- int **MFNODE** = 12
- int **SFROTATION** = 19
- int **MFROTATION** = 20
- int **SFSTRING** = 27
- int **MFSTRING** = 28
- int **SFTIME** = 9
- int **MFTIME** = 10
- int **SFVEC2F** = 13
- int **MFVEC2F** = 14
- int **SFVEC3F** = 15
- int **MFVEC3F** = 16
- int **SFVEC3D** = 17
- int **MFVEC3D** = 18
- int **SFVEC2D** = 29
- int **MFVEC2D** = 30

3.809.1 Detailed Description

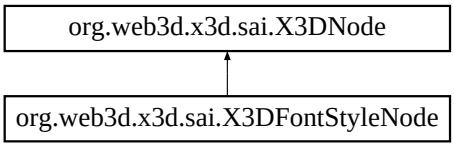
Definition at line 3 of file X3DFieldTypes.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldTypes.java

3.810 org.web3d.x3d.sai.X3DFontStyleNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFontStyleNode:



Public Member Functions

- Font **getFont** ()
- int **getHorizontalJustification** ()
- int **getVerticalJustification** ()
- float **getSpacing** ()
- float **getSize** ()
- boolean **isTopToBottom** ()
- boolean **isLeftToRight** ()

Data Fields

- int **PLAIN_STYLE** = java.awt.Font.PLAIN
- int **ITALIC_STYLE** = java.awt.Font.ITALIC
- int **BOLD_STYLE** = java.awt.Font.BOLD
- int **BOLDITALIC_STYLE** = java.awt.Font.BOLD + java.awt.Font.ITALIC
- int **BEGIN_JUSTIFY** = 1
- int **END_JUSTIFY** = 2
- int **MIDDLE_JUSTIFY** = 3
- int **FIRST_JUSTIFY** = 4

3.810.1 Detailed Description

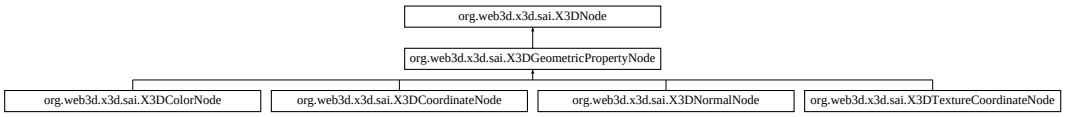
Definition at line 4 of file X3DFontStyleNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFontStyleNode.java

3.811 org.web3d.x3d.sai.X3DGeometricPropertyNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGeometricPropertyNode:



Additional Inherited Members

3.811.1 Detailed Description

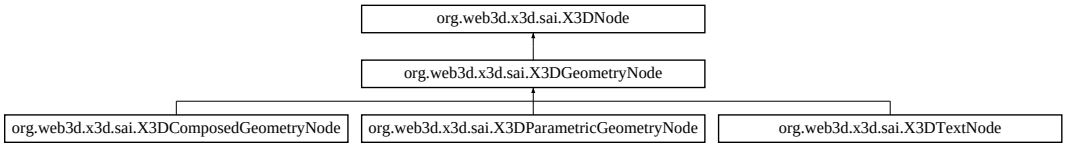
Definition at line 3 of file X3DGeometricPropertyNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGeometricPropertyNode.java

3.812 org.web3d.x3d.sai.X3DGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGeometryNode:



Additional Inherited Members

3.812.1 Detailed Description

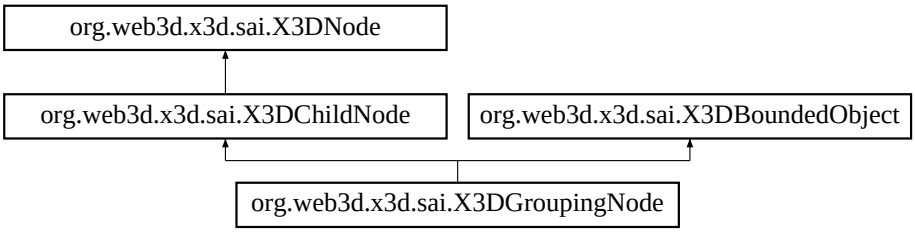
Definition at line 3 of file X3DGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGeometryNode.java

3.813 org.web3d.x3d.sai.X3DGroupingNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGroupingNode:



Public Member Functions

- void **getChildren** (**X3DNode**[ ] nodes)
- void **setChildren** (**X3DNode**[ ] kids) throws InvalidNodeException
- void **addChildren** (**X3DNode**[ ] added) throws InvalidNodeException
- void **removeChildren** (**X3DNode**[ ] removed) throws InvalidNodeException
- void **removeChild** (**X3DNode** removed) throws InvalidNodeException
- int **getNumChildren** ()

3.813.1 Detailed Description

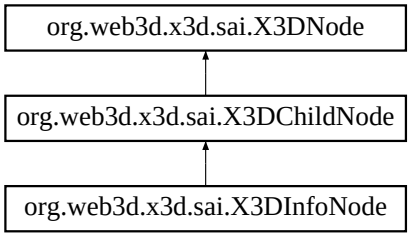
Definition at line 3 of file X3DGroupingNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGroupingNode.java

3.814 org.web3d.x3d.sai.X3DInfoNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DInfoNode:



Additional Inherited Members

3.814.1 Detailed Description

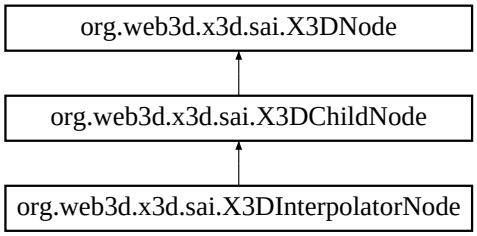
Definition at line 3 of file X3DInfoNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DInfoNode.java

3.815 org.web3d.x3d.sai.X3DInterpolatorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DInterpolatorNode:



Public Member Functions

- void **setFraction** (float value)
- int **getNumKeys** ()
- void **setKey** (float[ ] keys)
- void **getKey** (float[ ] keys)

3.815.1 Detailed Description

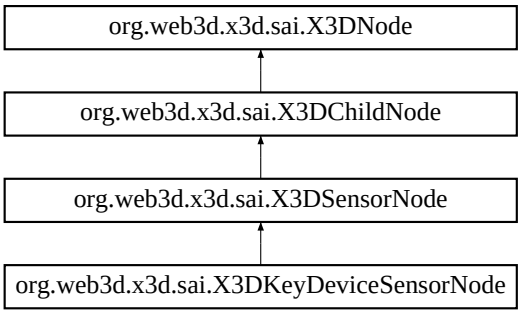
Definition at line 3 of file X3DInterpolatorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DInterpolatorNode.java

3.816 org.web3d.x3d.sai.X3DKeyDeviceSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DKeyDeviceSensorNode:



Additional Inherited Members

3.816.1 Detailed Description

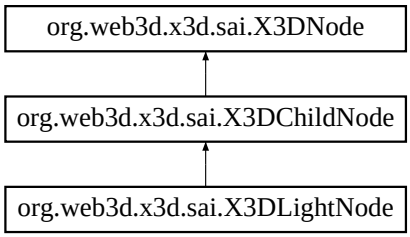
Definition at line 3 of file X3DKeyDeviceSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DKeyDeviceSensorNode.java

3.817 org.web3d.x3d.sai.X3DLightNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DLightNode:



Public Member Functions

- boolean **getOn** ()
- void **setOn** (boolean state)
- float **getAmbientIntensity** ()
- void **setAmbientIntensity** (float intensity) throws InvalidFieldValueException
- void **getColor** (float[ ] color)
- void **setColor** (float[ ] color) throws InvalidFieldValueException
- void **getIntensity** ()
- void **setIntensity** (float newIntensity) throws InvalidFieldValueException

3.817.1 Detailed Description

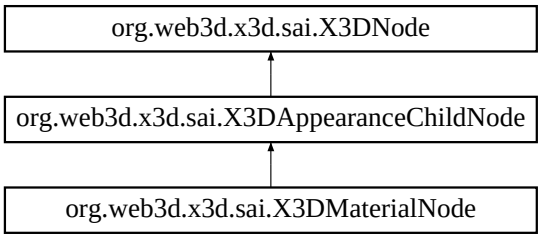
Definition at line 3 of file X3DLightNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DLightNode.java

3.818 org.web3d.x3d.sai.X3DMaterialNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DMaterialNode:



Additional Inherited Members

3.818.1 Detailed Description

Definition at line 3 of file X3DMaterialNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DMaterialNode.java

3.819 org.web3d.x3d.sai.X3DMetadataObject Interface Reference

Public Member Functions

- void **setStandard** (String std)
- String **getStandard** ()
- void **setName** (String name)
- String **getName** ()

3.819.1 Detailed Description

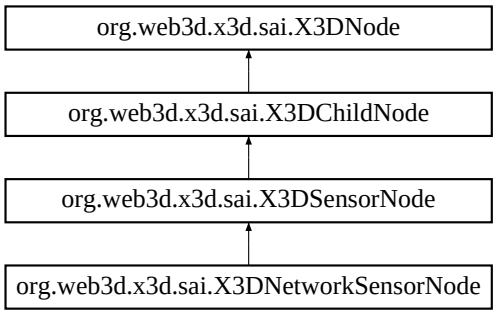
Definition at line 3 of file X3DMetadataObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DMetadataObject.java

3.820 org.web3d.x3d.sai.X3DNetworkSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNetworkSensorNode:



Additional Inherited Members

3.820.1 Detailed Description

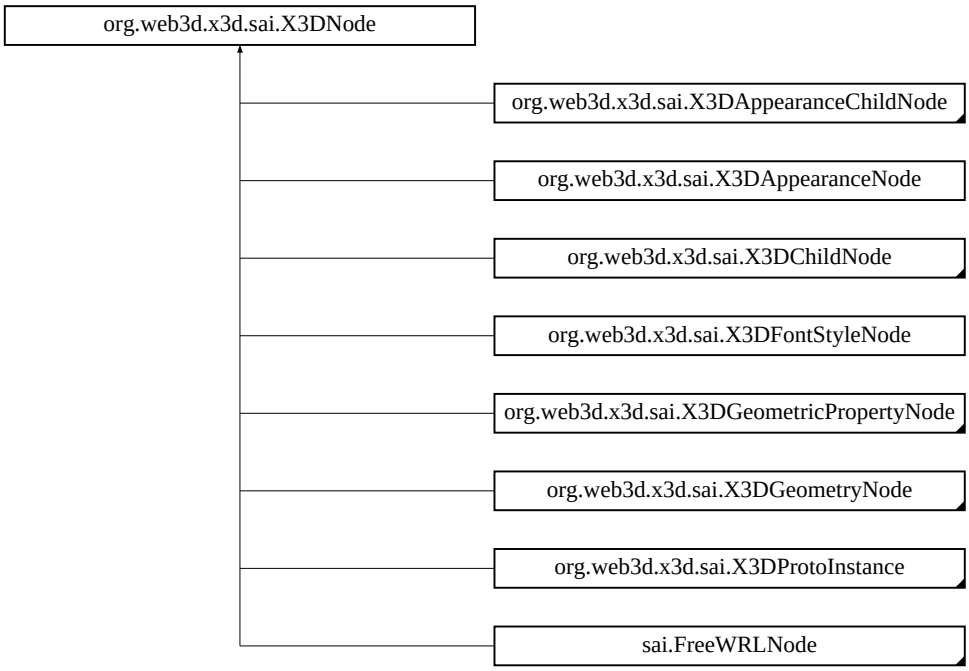
Definition at line 3 of file X3DNetworkSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNetworkSensorNode.java

3.821 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** ()

3.821.1 Detailed Description

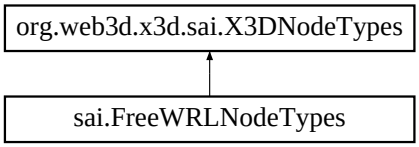
Definition at line 3 of file X3DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNode.java

3.822 org.web3d.x3d.sai.X3DNodeTypes Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNodeTypes:



Data Fields

- int **X3DBoundedObject** = 1
- int **X3DBounded2DObject** = 2
- int **X3DURLObject** = 3
- int **X3DAppearanceNode** = 10
- int **X3DAppearanceChildNode** = 11
- int **X3DMaterialNode** = 12
- int **X3DTextureNode** = 13
- int **X3DTexture2DNode** = 14
- int **X3DTexture3DNode** = 15
- int **X3DTextureTransformNode** = 16
- int **X3DTextureTransform2DNode** = 17
- int **X3DGeometryNode** = 18
- int **X3DTextNode** = 19
- int **X3DParametricGeometryNode** = 20
- int **X3DGeometricPropertyNode** = 21
- int **X3DColorNode** = 22
- int **X3DCoordinateNode** = 23
- int **X3DNormalNode** = 24

- int **X3DTextureCoordinateNode** = 25
- int **X3DFontStyleNode** = 26
- int **X3DProtoInstance** = 27
- int **X3DChildNode** = 28
- int **X3DBindableNode** = 29
- int **X3DBackgroundNode** = 30
- int **X3DGroupingNode** = 31
- int **X3DShapeNode** = 32
- int **X3DInterpolatorNode** = 33
- int **X3DLightNode** = 34
- int **X3DScriptNode** = 35
- int **X3DSensorNode** = 36
- int **X3DEnvironmentalSensorNode** = 37
- int **X3DKeyDeviceSensorNode** = 38
- int **X3DNetworkSensorNode** = 39
- int **X3DPointingDeviceSensorNode** = 40
- int **X3DDragSensorNode** = 41
- int **X3DTouchSensorNode** = 42
- int **X3DSequencerNode** = 43
- int **X3DTimeDependentNode** = 44
- int **X3DSoundSourceNode** = 45
- int **X3DTriggerNode** = 46
- int **X3DInfoNode** = 47

3.822.1 Detailed Description

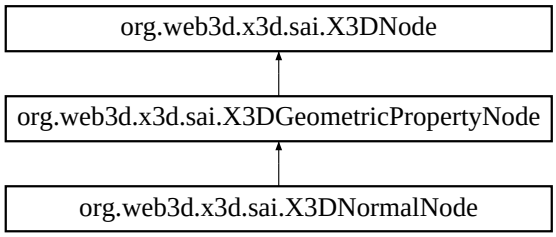
Definition at line 3 of file X3DNodeTypes.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNodeTypes.java

3.823 org.web3d.x3d.sai.X3DNormalNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNormalNode:



Public Member Functions

- int **getNumNormals** ()
- void **setVector** (float[ ] value)
- void **getVector** (float[ ] value)

3.823.1 Detailed Description

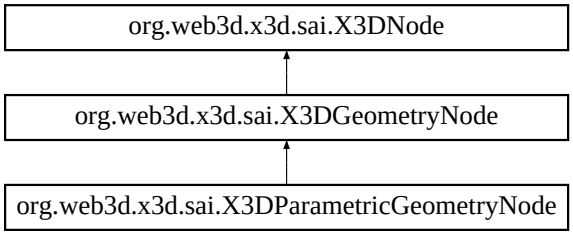
Definition at line 3 of file X3DNormalNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNormalNode.java

3.824 org.web3d.x3d.sai.X3DParametricGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DParametricGeometryNode:



Additional Inherited Members

3.824.1 Detailed Description

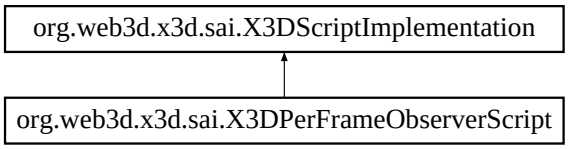
Definition at line 3 of file X3DParametricGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DParametricGeometryNode.java

3.825 org.web3d.x3d.sai.X3DPerFrameObserverScript Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DPerFrameObserverScript:



Public Member Functions

- void **prepareEvents** ()

3.825.1 Detailed Description

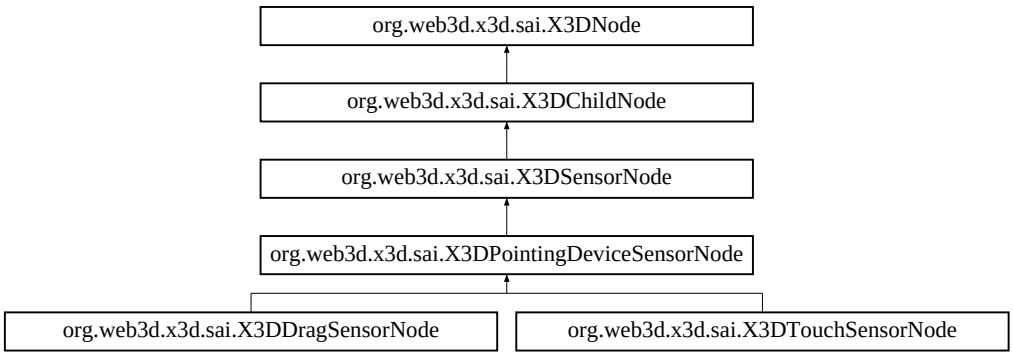
Definition at line 3 of file X3DPerFrameObserverScript.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DPerFrameObserverScript.java

3.826 org.web3d.x3d.sai.X3DPointingDeviceSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DPointingDeviceSensorNode:



Additional Inherited Members

3.826.1 Detailed Description

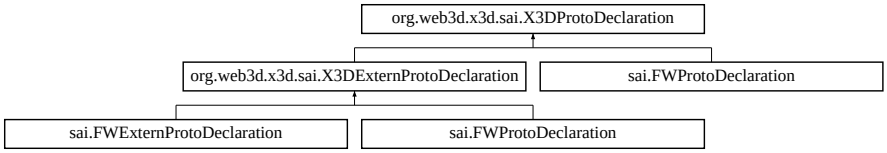
Definition at line 3 of file X3DPointingDeviceSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DPointingDeviceSensorNode.java

3.827 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** ()

3.827.1 Detailed Description

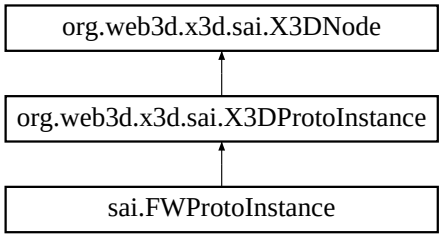
Definition at line 3 of file X3DProtoDeclaration.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DProtoDeclaration.java

3.828 org.web3d.x3d.sai.X3DProtoInstance Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DProtoInstance:



Public Member Functions

- int[ ] **getImplementationTypes** ()

3.828.1 Detailed Description

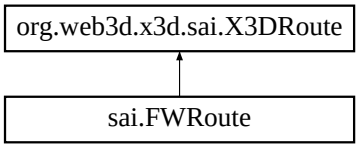
Definition at line 3 of file X3DProtoInstance.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DProtoInstance.java

3.829 org.web3d.x3d.sai.X3DRoute Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DRoute:



Public Member Functions

- **X3DNode getSourceNode** () throws InvalidOperationTimingException, InvalidRouteException
- String **getSourceField** () throws InvalidOperationTimingException, InvalidRouteException
- **X3DNode getDestinationNode** () throws InvalidOperationTimingException, InvalidRouteException
- String **getDestinationField** () throws InvalidOperationTimingException, InvalidRouteException
- void **dispose** () throws InvalidOperationTimingException

3.829.1 Detailed Description

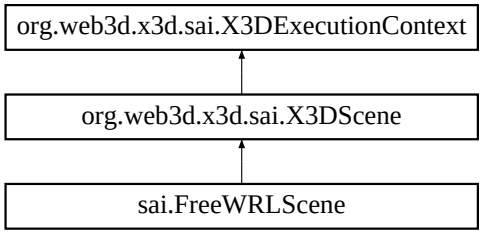
Definition at line 3 of file X3DRoute.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DRoute.java

3.830 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** ()

3.830.1 Detailed Description

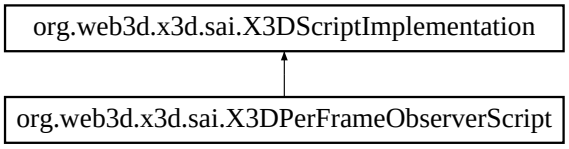
Definition at line 3 of file X3DScene.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScene.java

3.831 org.web3d.x3d.sai.X3DScriptImplementation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScriptImplementation:



Public Member Functions

- void **setBrowser** (**Browser** browser)
- void **setFields** (**X3DScriptNode** externalView, java.util.Map fields)
- void **initialize** ()
- void **eventsProcessed** ()
- void **shutdown** ()

3.831.1 Detailed Description

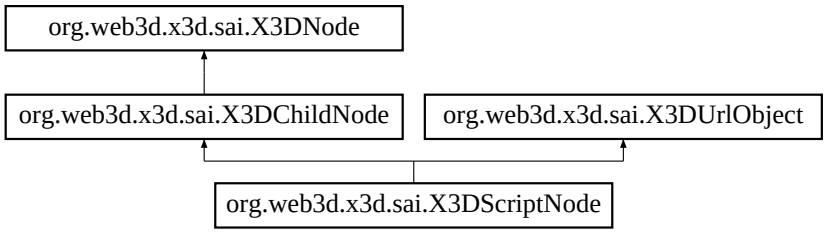
Definition at line 3 of file X3DScriptImplementation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScriptImplementation.java

3.832 org.web3d.x3d.sai.X3DScriptNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScriptNode:



Additional Inherited Members

3.832.1 Detailed Description

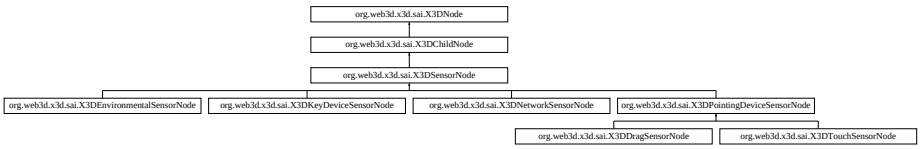
Definition at line 3 of file X3DScriptNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScriptNode.java

3.833 org.web3d.x3d.sai.X3DSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSensorNode:



Public Member Functions

- void **setEnabled** (boolean state)
- boolean **getEnabled** ()
- boolean **getIsActive** ()

3.833.1 Detailed Description

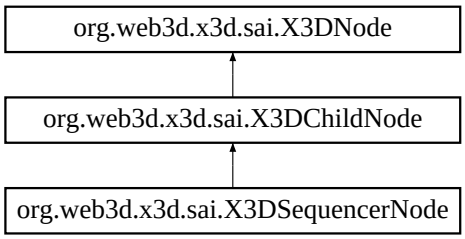
Definition at line 3 of file X3DSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSensorNode.java

3.834 org.web3d.x3d.sai.X3DSequencerNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSequencerNode:



Public Member Functions

- void **setFraction** (float fraction)
- int **getNumKey** ()
- void **getKey** (float[ ] keys)
- void **setKey** (float[ ] keys)
- int **getNumKeyValue** ()

3.834.1 Detailed Description

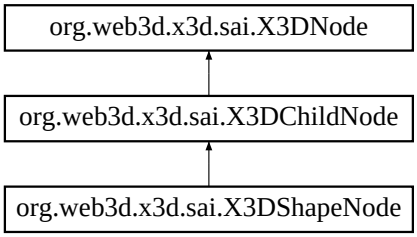
Definition at line 3 of file X3DSequencerNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSequencerNode.java

3.835 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)

3.835.1 Detailed Description

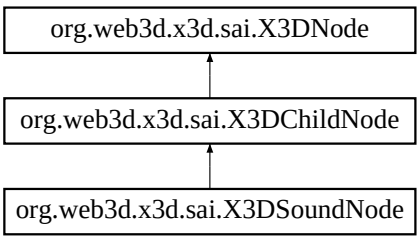
Definition at line 3 of file X3DShapeNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DShapeNode.java

3.836 org.web3d.x3d.sai.X3DSoundNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSoundNode:



Additional Inherited Members

3.836.1 Detailed Description

Definition at line 3 of file X3DSoundNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSoundNode.java

3.837 org.web3d.x3d.sai.X3DSoundSourceNode Interface Reference

Public Member Functions

- float **getPitch** ()
- void **setPitch** (float pitch) throws InvalidFieldValueException
- void **setDescription** (String text)
- String **getDescription** (String text)

3.837.1 Detailed Description

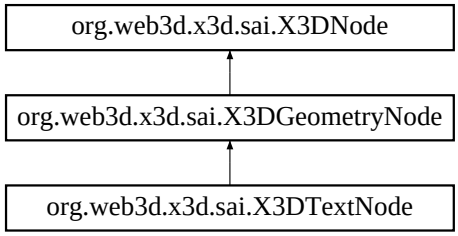
Definition at line 3 of file X3DSoundSourceNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSoundSourceNode.java

3.838 org.web3d.x3d.sai.X3DTextNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextNode:



Public Member Functions

- void **setFontStyle** (**X3DFontStyleNode** fs)
- void **setFontStyle** (**X3DProtoInstance** fs)
- **X3DNode getFontStyle** ()
- int **getNumText** ()
- void **setText** (String[ ] text)
- void **getText** (String[ ] text)

3.838.1 Detailed Description

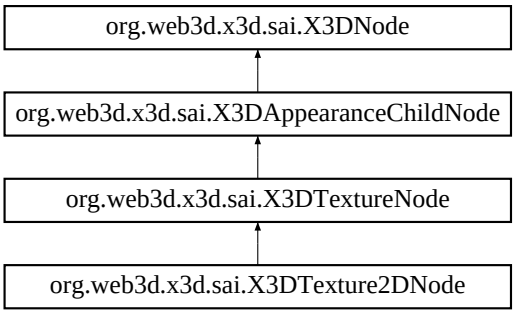
Definition at line 3 of file X3DTextNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextNode.java

3.839 org.web3d.x3d.sai.X3DTexture2DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTexture2DNode:



Public Member Functions

- void **setRepeatS** (boolean state)
- boolean **getRepeatS** ()
- void **setRepeatT** (boolean state)
- boolean **getRepeatT** ()

3.839.1 Detailed Description

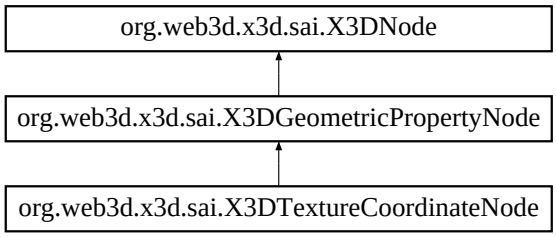
Definition at line 3 of file X3DTexture2DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTexture2DNode.java

3.840 org.web3d.x3d.sai.X3DTextureCoordinateNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureCoordinateNode:



Public Member Functions

- int **getNumCoordinates** ()
- int **getNumComponents** ()
- void **setPoint** (float[ ] points)
- void **getPoint** (float[ ] points)

3.840.1 Detailed Description

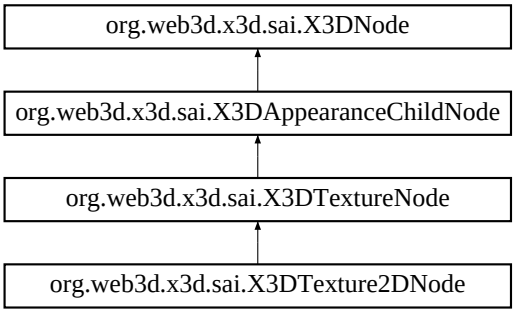
Definition at line 3 of file X3DTextureCoordinateNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureCoordinateNode.java

3.841 org.web3d.x3d.sai.X3DTextureNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureNode:



Additional Inherited Members

3.841.1 Detailed Description

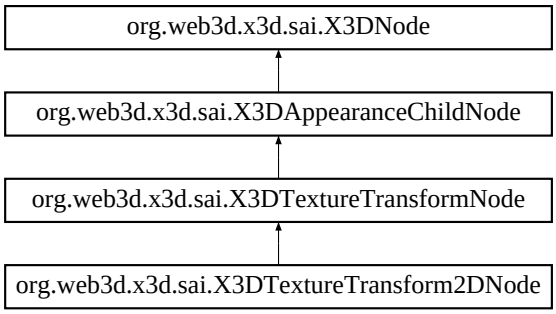
Definition at line 3 of file X3DTextureNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureNode.java

3.842 org.web3d.x3d.sai.X3DTextureTransform2DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureTransform2DNode:



Public Member Functions

- void **getCenter** (float[ ] position)
- void **setCenter** (float[ ] position)
- float **getRotation** ()
- void **setRotation** (float angle)
- void **getScale** (float[ ] scale)
- void **setScale** (float[ ] scale)
- void **getTranslation** (float[ ] trans)
- void **setTranslation** (float[ ] trans)

3.842.1 Detailed Description

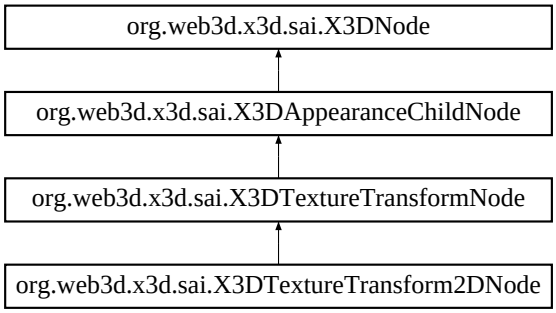
Definition at line 3 of file X3DTextureTransform2DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureTransform2DNode.java

3.843 org.web3d.x3d.sai.X3DTextureTransformNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureTransformNode:



Additional Inherited Members

3.843.1 Detailed Description

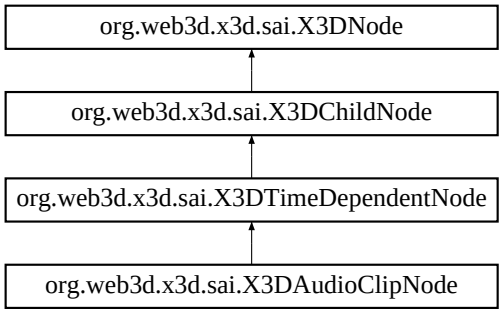
Definition at line 3 of file X3DTextureTransformNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureTransformNode.java

3.844 org.web3d.x3d.sai.X3DTimeDependentNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTimeDependentNode:



Public Member Functions

- boolean **getIsActive** ()
- boolean **getIsPaused** ()
- double **getElapsedTime** ()
- void **setNumLoops** (float count)
- float **getNumLoops** ()
- void **setLoop** (boolean loop)
- boolean **getLoop** ()
- void **setStartTime** (double time)
- double **getStartTime** ()
- void **setStopTime** (double time)
- double **getStopTime** ()
- void **setPauseTime** (double time)
- double **getPauseTime** ()
- void **setUnPauseTime** (double time)
- double **getUnPauseTime** ()

3.844.1 Detailed Description

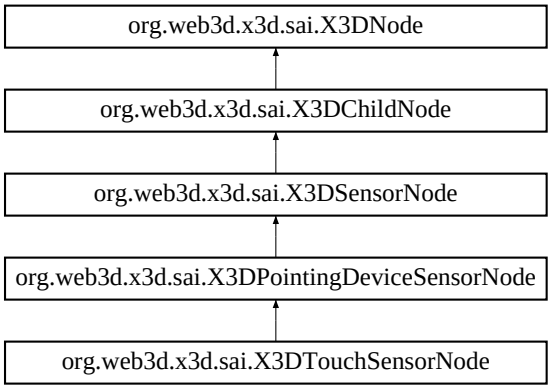
Definition at line 3 of file X3DTimeDependentNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTimeDependentNode.java

3.845 org.web3d.x3d.sai.X3DTouchSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTouchSensorNode:



Public Member Functions

- boolean **getIsOver** ()
- double **getEnterTime** ()
- double **getTouchTime** ()

3.845.1 Detailed Description

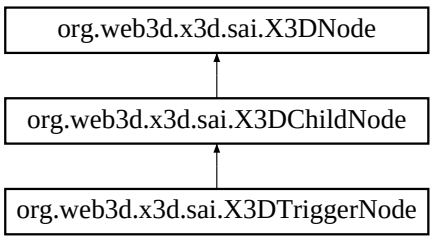
Definition at line 3 of file X3DTouchSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTouchSensorNode.java

3.846 org.web3d.x3d.sai.X3DTriggerNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTriggerNode:



Additional Inherited Members

3.846.1 Detailed Description

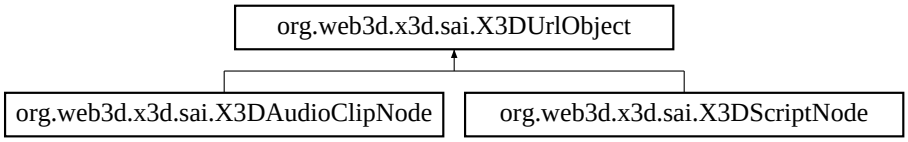
Definition at line 3 of file X3DTriggerNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTriggerNode.java

3.847 org.web3d.x3d.sai.X3DUrlObject Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DUrlObject:



Public Member Functions

- int **getNumUrls** ()
- void **geturl** (String[] urls)
- void **setUrl** (String[] urls)

3.847.1 Detailed Description

Definition at line 3 of file X3DUrlObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DUrlObject.java

3.848 xml_user_data Struct Reference

Data Fields

- **Stack** ∗ **context**
- **Stack** ∗ **nodes**
- **Stack** ∗ **atts**
- **Stack** ∗ **modes**
- **Stack** ∗ **fields**

3.848.1 Detailed Description

Definition at line 67 of file X3DParser.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/X3DParser.c

3.849 XY Struct Reference

Data Fields

- int **x**
- int **y**

3.849.1 Detailed Description

Definition at line 210 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/CursorDraw.c

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