

FreeWRL/FreeX3D

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Contents

1	Hierarchical Index	1
1.1	Class Hierarchy	1
2	Data Structure Index	17
2.1	Data Structures	17
3	Data Structure Documentation	33
3.1	_BrowserNative Struct Reference	33
3.1.1	Detailed Description	33
3.2	_cd_list_t Struct Reference	33
3.2.1	Detailed Description	33
3.3	_CRnodeStruct Struct Reference	33
3.3.1	Detailed Description	34
3.4	_FW_PluginInstance Struct Reference	34
3.4.1	Detailed Description	34
3.5	_intX3D_MFBool Struct Reference	34
3.5.1	Detailed Description	34
3.6	_intX3D_MFColor Struct Reference	35
3.6.1	Detailed Description	35
3.7	_intX3D_MFColorRGBA Struct Reference	35
3.7.1	Detailed Description	35
3.8	_intX3D_MFFloat Struct Reference	35
3.8.1	Detailed Description	35
3.9	_intX3D_MFImage Struct Reference	36
3.9.1	Detailed Description	36
3.10	_intX3D_MFInt32 Struct Reference	36
3.10.1	Detailed Description	36
3.11	_intX3D_MFNode Struct Reference	36
3.11.1	Detailed Description	36
3.12	_intX3D_MFRotation Struct Reference	37
3.12.1	Detailed Description	37
3.13	_intX3D_MFString Struct Reference	37

3.13.1 Detailed Description	37
3.14 _intX3D_MFTime Struct Reference	37
3.14.1 Detailed Description	37
3.15 _intX3D_MFVec2d Struct Reference	38
3.15.1 Detailed Description	38
3.16 _intX3D_MFVec2f Struct Reference	38
3.16.1 Detailed Description	38
3.17 _intX3D_MFVec3d Struct Reference	38
3.17.1 Detailed Description	38
3.18 _intX3D_MFVec3f Struct Reference	39
3.18.1 Detailed Description	39
3.19 _intX3D_SFBool Struct Reference	39
3.19.1 Detailed Description	39
3.20 _intX3D_SFColor Struct Reference	39
3.20.1 Detailed Description	39
3.21 _intX3D_SFColorRGBA Struct Reference	39
3.21.1 Detailed Description	40
3.22 _intX3D_SFFloat Struct Reference	40
3.22.1 Detailed Description	40
3.23 _intX3D_SFImage Struct Reference	40
3.23.1 Detailed Description	40
3.24 _intX3D_SFInt32 Struct Reference	40
3.24.1 Detailed Description	40
3.25 _intX3D_SFNode Struct Reference	41
3.25.1 Detailed Description	41
3.26 _intX3D_SFRotation Struct Reference	41
3.26.1 Detailed Description	41
3.27 _intX3D_SFString Struct Reference	41
3.27.1 Detailed Description	41
3.28 _intX3D_SFTime Struct Reference	41
3.28.1 Detailed Description	42
3.29 _intX3D_SFVec2d Struct Reference	42
3.29.1 Detailed Description	42
3.30 _intX3D_SFVec2f Struct Reference	42
3.30.1 Detailed Description	42
3.31 _intX3D_SFVec3d Struct Reference	42
3.31.1 Detailed Description	42
3.32 _intX3D_SFVec3f Struct Reference	43
3.32.1 Detailed Description	43
3.33 _intX3DEventIn Struct Reference	43

3.33.1 Detailed Description	43
3.34 <code>_s_list_t</code> Struct Reference	43
3.34.1 Detailed Description	43
3.35 <code>_SFColorNative</code> Struct Reference	44
3.35.1 Detailed Description	44
3.36 <code>_SFColorRGBANative</code> Struct Reference	44
3.36.1 Detailed Description	44
3.37 <code>_SFImageNative</code> Struct Reference	44
3.37.1 Detailed Description	44
3.38 <code>_SFNodeNative</code> Struct Reference	44
3.38.1 Detailed Description	45
3.39 <code>_SFRotationNative</code> Struct Reference	45
3.39.1 Detailed Description	45
3.40 <code>_SFVec2fNative</code> Struct Reference	45
3.40.1 Detailed Description	45
3.41 <code>_SFVec3dNative</code> Struct Reference	45
3.41.1 Detailed Description	45
3.42 <code>_SFVec3fNative</code> Struct Reference	46
3.42.1 Detailed Description	46
3.43 <code>_SFVec4dNative</code> Struct Reference	46
3.43.1 Detailed Description	46
3.44 <code>_SFVec4fNative</code> Struct Reference	46
3.44.1 Detailed Description	46
3.45 <code>_urlRequest</code> Struct Reference	46
3.45.1 Detailed Description	47
3.46 <code>_X3DNode</code> Union Reference	47
3.46.1 Detailed Description	47
3.47 <code>ActiveRegion</code> Struct Reference	48
3.47.1 Detailed Description	48
3.48 <code>anyVrml</code> Union Reference	48
3.48.1 Detailed Description	48
3.49 <code>vrml.BaseNode</code> Class Reference	48
3.49.1 Detailed Description	49
3.50 <code>block</code> Struct Reference	49
3.50.1 Detailed Description	49
3.51 <code>brotoDefpair</code> Struct Reference	49
3.51.1 Detailed Description	49
3.52 <code>brotoIS</code> Struct Reference	49
3.52.1 Detailed Description	50
3.53 <code>brotoRoute</code> Struct Reference	50

3.53.1 Detailed Description	50
3.54 org.web3d.x3d.sai.Browser Interface Reference	50
3.54.1 Detailed Description	51
3.55 vrml.Browser Class Reference	51
3.55.1 Detailed Description	51
3.56 vrml.external.Browser Class Reference	52
3.56.1 Detailed Description	53
3.57 org.web3d.x3d.sai.BrowserEvent Class Reference	53
3.57.1 Detailed Description	54
3.58 sai.BrowserFactory Class Reference	54
3.58.1 Detailed Description	54
3.59 org.web3d.x3d.sai.BrowserFactoryImpl Interface Reference	54
3.59.1 Detailed Description	54
3.60 vrml.external.BrowserGlobals Class Reference	55
3.60.1 Detailed Description	55
3.61 sai.BrowserGlobals Class Reference	55
3.61.1 Detailed Description	55
3.62 org.web3d.x3d.sai.BrowserInterface Interface Reference	55
3.62.1 Detailed Description	56
3.63 vrml.external.BrowserInterface Interface Reference	56
3.63.1 Detailed Description	56
3.64 org.web3d.x3d.sai.BrowserListener Interface Reference	56
3.64.1 Detailed Description	57
3.65 org.web3d.x3d.sai.BrowserNotSharedException Class Reference	57
3.65.1 Detailed Description	57
3.66 CachedVertex Struct Reference	57
3.66.1 Detailed Description	57
3.67 cbDataExactName Struct Reference	57
3.67.1 Detailed Description	58
3.68 cbDataRootNameAndRouteDir Struct Reference	58
3.68.1 Detailed Description	58
3.69 coded_block_pattern_entry Struct Reference	58
3.69.1 Detailed Description	58
3.70 org.web3d.x3d.sai.ComponentInfo Interface Reference	59
3.70.1 Detailed Description	59
3.71 org.web3d.x3d.sai.ConnectionException Class Reference	59
3.71.1 Detailed Description	59
3.72 vrml.ConstField Class Reference	60
3.72.1 Detailed Description	60
3.73 vrml.field.ConstMFColor Class Reference	60

3.73.1 Detailed Description	61
3.74 vrml.field.ConstMFFloat Class Reference	61
3.74.1 Detailed Description	62
3.75 vrml.ConstMField Class Reference	62
3.75.1 Detailed Description	63
3.76 vrml.field.ConstMFInt32 Class Reference	63
3.76.1 Detailed Description	63
3.77 vrml.field.ConstMFNode Class Reference	64
3.77.1 Detailed Description	64
3.78 vrml.field.ConstMFRotation Class Reference	64
3.78.1 Detailed Description	65
3.79 vrml.field.ConstMFString Class Reference	65
3.79.1 Detailed Description	66
3.80 vrml.field.ConstMFTime Class Reference	66
3.80.1 Detailed Description	66
3.81 vrml.field.ConstMFVec2f Class Reference	67
3.81.1 Detailed Description	67
3.82 vrml.field.ConstMFVec3f Class Reference	67
3.82.1 Detailed Description	68
3.83 vrml.field.ConstSFBool Class Reference	68
3.83.1 Detailed Description	69
3.84 vrml.field.ConstSFColor Class Reference	69
3.84.1 Detailed Description	69
3.85 vrml.field.ConstSFFloat Class Reference	70
3.85.1 Detailed Description	70
3.86 vrml.field.ConstSFImage Class Reference	70
3.86.1 Detailed Description	71
3.87 vrml.field.ConstSFInt32 Class Reference	71
3.87.1 Detailed Description	71
3.88 vrml.field.ConstSFNode Class Reference	72
3.88.1 Detailed Description	72
3.89 vrml.field.ConstSFRotation Class Reference	72
3.89.1 Detailed Description	73
3.90 vrml.field.ConstSFString Class Reference	73
3.90.1 Detailed Description	73
3.91 vrml.field.ConstSFTime Class Reference	73
3.91.1 Detailed Description	74
3.92 vrml.field.ConstSFVec2f Class Reference	74
3.92.1 Detailed Description	75
3.93 vrml.field.ConstSFVec3f Class Reference	75

3.93.1 Detailed Description	75
3.94 CR_RegStruct Struct Reference	75
3.94.1 Detailed Description	76
3.95 CRjsnameStruct Struct Reference	76
3.95.1 Detailed Description	76
3.96 CRscriptStruct Struct Reference	76
3.96.1 Detailed Description	76
3.97 CRStruct Struct Reference	77
3.97.1 Detailed Description	77
3.98 currayhit Struct Reference	77
3.98.1 Detailed Description	77
3.99 datChnk Struct Reference	77
3.99.1 Detailed Description	77
3.100dct_dc_size_entry Struct Reference	78
3.100.1 Detailed Description	78
3.101DDS_header Union Reference	78
3.101.1 Detailed Description	78
3.102DdsLoadInfo Struct Reference	79
3.102.1 Detailed Description	79
3.103Dict Struct Reference	79
3.103.1 Detailed Description	79
3.104DictNode Struct Reference	79
3.104.1 Detailed Description	80
3.105EAI_ListenerStruct Struct Reference	80
3.105.1 Detailed Description	80
3.106vrml.external.FreeWRLEAI.EAIAsyncMessage Class Reference	80
3.106.1 Detailed Description	80
3.107sai.eai.EAIAsyncMessage Class Reference	80
3.107.1 Detailed Description	81
3.108vrml.external.FreeWRLEAI.EAIAsyncQueue Class Reference	81
3.108.1 Detailed Description	81
3.109sai.eai.EAIAsyncQueue Class Reference	81
3.109.1 Detailed Description	81
3.110vrml.external.FreeWRLEAI.EAIAsyncThread Class Reference	81
3.110.1 Detailed Description	82
3.111sai.eai.EAIAsyncThread Class Reference	82
3.111.1 Detailed Description	82
3.112sai.eai.EAIinThread Class Reference	82
3.112.1 Detailed Description	83
3.113vrml.external.FreeWRLEAI.EAIinThread Class Reference	83

3.113.1 Detailed Description	83
3.114sai.eai.EAImessage Class Reference	83
3.114.1 Detailed Description	83
3.115vrml.external.FreeWRLEAI.EAImessage Class Reference	84
3.115.1 Detailed Description	84
3.116EAINodeIndexStruct Struct Reference	84
3.116.1 Detailed Description	84
3.117EAINodeParams Struct Reference	84
3.117.1 Detailed Description	85
3.118sai.eai.EAloutQueue Class Reference	85
3.118.1 Detailed Description	85
3.119vrml.external.FreeWRLEAI.EAloutQueue Class Reference	85
3.119.1 Detailed Description	85
3.120sai.eai.EAloutThread Class Reference	85
3.120.1 Detailed Description	86
3.121vrml.external.FreeWRLEAI.EAloutThread Class Reference	86
3.121.1 Detailed Description	86
3.122ECMAValueStruct Struct Reference	86
3.122.1 Detailed Description	87
3.123EdgePair Struct Reference	87
3.123.1 Detailed Description	87
3.124vrml.Event Class Reference	87
3.124.1 Detailed Description	87
3.125vrml.external.field.EventIn Class Reference	88
3.125.1 Detailed Description	88
3.126vrml.external.field.EventInMFColor Class Reference	89
3.126.1 Detailed Description	89
3.127vrml.external.field.EventInMFFloat Class Reference	89
3.127.1 Detailed Description	89
3.128vrml.external.field.EventInMFInt32 Class Reference	90
3.128.1 Detailed Description	90
3.129vrml.external.field.EventInMFNode Class Reference	90
3.129.1 Detailed Description	90
3.130vrml.external.field.EventInMFRotation Class Reference	91
3.130.1 Detailed Description	91
3.131vrml.external.field.EventInMFString Class Reference	91
3.131.1 Detailed Description	91
3.132vrml.external.field.EventInMFVec2f Class Reference	92
3.132.1 Detailed Description	92
3.133vrml.external.field.EventInMFVec3f Class Reference	92

3.133.1 Detailed Description	92
3.134vrml.external.field.EventInSFBool Class Reference	93
3.134.1 Detailed Description	93
3.135vrml.external.field.EventInSFColor Class Reference	93
3.135.1 Detailed Description	93
3.136vrml.external.field.EventInSFFloat Class Reference	94
3.136.1 Detailed Description	94
3.137vrml.external.field.EventInSFImage Class Reference	94
3.137.1 Detailed Description	94
3.138vrml.external.field.EventInSFInt32 Class Reference	95
3.138.1 Detailed Description	95
3.139vrml.external.field.EventInSFNode Class Reference	95
3.139.1 Detailed Description	95
3.140vrml.external.field.EventInSFRotation Class Reference	96
3.140.1 Detailed Description	96
3.141vrml.external.field.EventInSFString Class Reference	96
3.141.1 Detailed Description	96
3.142vrml.external.field.EventInSFTime Class Reference	97
3.142.1 Detailed Description	97
3.143vrml.external.field.EventInSFVec2f Class Reference	97
3.143.1 Detailed Description	97
3.144vrml.external.field.EventInSFVec3f Class Reference	98
3.144.1 Detailed Description	98
3.145vrml.external.field.EventOut Class Reference	98
3.145.1 Detailed Description	99
3.146vrml.external.field.EventOutMFColor Class Reference	100
3.146.1 Detailed Description	100
3.147vrml.external.field.EventOutMFFloat Class Reference	100
3.147.1 Detailed Description	100
3.148vrml.external.field.EventOutMField Class Reference	101
3.148.1 Detailed Description	101
3.149vrml.external.field.EventOutMFInt32 Class Reference	101
3.149.1 Detailed Description	102
3.150vrml.external.field.EventOutMFNode Class Reference	102
3.150.1 Detailed Description	102
3.151vrml.external.field.EventOutMFRotation Class Reference	103
3.151.1 Detailed Description	103
3.152vrml.external.field.EventOutMFString Class Reference	103
3.152.1 Detailed Description	103
3.153vrml.external.field.EventOutMFVec2f Class Reference	104

3.153.1 Detailed Description	104
3.154vrml.external.field.EventOutMFVec3f Class Reference	104
3.154.1 Detailed Description	105
3.155vrml.external.field.EventOutObserver Interface Reference	105
3.155.1 Detailed Description	105
3.156vrml.external.field.EventOutSFBool Class Reference	105
3.156.1 Detailed Description	105
3.157vrml.external.field.EventOutSFColor Class Reference	106
3.157.1 Detailed Description	106
3.158vrml.external.field.EventOutSFFloat Class Reference	106
3.158.1 Detailed Description	106
3.159vrml.external.field.EventOutSFImage Class Reference	107
3.159.1 Detailed Description	107
3.160vrml.external.field.EventOutSFInt32 Class Reference	107
3.160.1 Detailed Description	107
3.161vrml.external.field.EventOutSFNode Class Reference	108
3.161.1 Detailed Description	108
3.162vrml.external.field.EventOutSFRotation Class Reference	108
3.162.1 Detailed Description	108
3.163vrml.external.field.EventOutSFString Class Reference	109
3.163.1 Detailed Description	109
3.164vrml.external.field.EventOutSFTime Class Reference	109
3.164.1 Detailed Description	109
3.165vrml.external.field.EventOutSFVec2f Class Reference	110
3.165.1 Detailed Description	110
3.166vrml.external.field.EventOutSFVec3f Class Reference	110
3.166.1 Detailed Description	110
3.167org.web3d.x3d.sai.ExternalBrowser Interface Reference	111
3.167.1 Detailed Description	111
3.168FaceCount Struct Reference	111
3.168.1 Detailed Description	111
3.169vrml.Field Class Reference	111
3.169.1 Detailed Description	112
3.170FieldDecl Struct Reference	112
3.170.1 Detailed Description	113
3.171fieldNodeState Struct Reference	113
3.171.1 Detailed Description	113
3.172vrml.external.field.FieldTypes Class Reference	113
3.172.1 Detailed Description	114
3.173FirstStruct Struct Reference	114

3.173.1 Detailed Description	114
3.174fmtChnk Struct Reference	114
3.174.1 Detailed Description	114
3.175freewrl_params Struct Reference	115
3.175.1 Detailed Description	115
3.176sai.FreeWRLBrowser Class Reference	115
3.176.1 Detailed Description	117
3.177sai.FreeWRLBrowserInfo Class Reference	117
3.177.1 Detailed Description	117
3.178sai.FreeWRLComponent Class Reference	117
3.178.1 Detailed Description	118
3.179sai.FreeWRLField Class Reference	118
3.179.1 Detailed Description	119
3.180sai.FreeWRLFieldDefinition Class Reference	119
3.180.1 Detailed Description	120
3.181sai.FreeWRLFieldTypes Class Reference	120
3.181.1 Detailed Description	121
3.182sai.FreeWRLMField Class Reference	121
3.182.1 Detailed Description	122
3.183sai.FreeWRLNode Class Reference	122
3.183.1 Detailed Description	122
3.184sai.FreeWRLNodeTypes Class Reference	123
3.184.1 Detailed Description	123
3.185sai.FreeWRLRendererInfo Class Reference	123
3.185.1 Detailed Description	124
3.186sai.FreeWRLScene Class Reference	124
3.186.1 Detailed Description	125
3.187fw_MaterialParameters Struct Reference	125
3.187.1 Detailed Description	125
3.188FWBITMAPFILEHEADER Struct Reference	126
3.188.1 Detailed Description	126
3.189FWBITMAPINFO Struct Reference	126
3.189.1 Detailed Description	126
3.190FWBITMAPINFOHEADER Struct Reference	126
3.190.1 Detailed Description	127
3.191sai.FWComponentInfo Class Reference	127
3.191.1 Detailed Description	127
3.192vrml.FWCreateField Class Reference	127
3.192.1 Detailed Description	127
3.193sai.FWExternProtoDeclaration Class Reference	128

3.193.1 Detailed Description	128
3.194vrml.FWHelper Class Reference	128
3.194.1 Detailed Description	128
3.195vrml.FWJavaScript Class Reference	129
3.195.1 Detailed Description	129
3.196vrml.FWJavaScriptBinding Class Reference	129
3.196.1 Detailed Description	129
3.197vrml.FWJavaScriptClassLoader Class Reference	129
3.197.1 Detailed Description	130
3.197.2 Constructor & Destructor Documentation	130
3.197.2.1 FWJavaScriptClassLoader	130
3.198sai.FWMFColor Class Reference	130
3.198.1 Detailed Description	131
3.199sai.FWMFColorRGBA Class Reference	131
3.199.1 Detailed Description	131
3.200sai.FWMFDouble Class Reference	132
3.200.1 Detailed Description	132
3.201sai.FWMFFloat Class Reference	132
3.201.1 Detailed Description	133
3.202sai.FWMFInt32 Class Reference	133
3.202.1 Detailed Description	133
3.203sai.FWMFNode Class Reference	134
3.203.1 Detailed Description	134
3.204sai.FWMFRotation Class Reference	134
3.204.1 Detailed Description	135
3.205sai.FWMFString Class Reference	135
3.205.1 Detailed Description	135
3.206sai.FWMFVec2d Class Reference	136
3.206.1 Detailed Description	136
3.207sai.FWMFVec2f Class Reference	136
3.207.1 Detailed Description	137
3.208sai.FWMFVec3d Class Reference	137
3.208.1 Detailed Description	138
3.209sai.FWMFVec3f Class Reference	138
3.209.1 Detailed Description	138
3.210sai.FWProfileInfo Class Reference	138
3.210.1 Detailed Description	139
3.211sai.FWProfInfo Class Reference	139
3.211.1 Detailed Description	139
3.212sai.FWProtoDeclaration Class Reference	139

3.212.1 Detailed Description	140
3.213sai.FWProtoInstance Class Reference	140
3.213.1 Detailed Description	140
3.214FWRGBQUAD Struct Reference	141
3.214.1 Detailed Description	141
3.215sai.FWRoute Class Reference	141
3.215.1 Detailed Description	141
3.216sai.FWSFBool Class Reference	141
3.216.1 Detailed Description	142
3.217sai.FWSFColor Class Reference	142
3.217.1 Detailed Description	142
3.218sai.FWSFColorRGBA Class Reference	143
3.218.1 Detailed Description	143
3.219sai.FWSFDouble Class Reference	143
3.219.1 Detailed Description	143
3.220sai.FWSFFloat Class Reference	144
3.220.1 Detailed Description	144
3.221sai.FWSFImage Class Reference	144
3.221.1 Detailed Description	145
3.222sai.FWSFInt32 Class Reference	145
3.222.1 Detailed Description	145
3.223sai.FWSFNode Class Reference	145
3.223.1 Detailed Description	146
3.224sai.FWSFRotation Class Reference	146
3.224.1 Detailed Description	146
3.225sai.FWSFString Class Reference	147
3.225.1 Detailed Description	147
3.226sai.FWSFTime Class Reference	147
3.226.1 Detailed Description	148
3.227sai.FWSFVec2d Class Reference	148
3.227.1 Detailed Description	148
3.228sai.FWSFVec2f Class Reference	148
3.228.1 Detailed Description	149
3.229sai.FWSFVec3d Class Reference	149
3.229.1 Detailed Description	149
3.230sai.FWSFVec3f Class Reference	149
3.230.1 Detailed Description	150
3.231FWSNDMSG Struct Reference	150
3.231.1 Detailed Description	150
3.232FXYS Struct Reference	150

3.232.1 Detailed Description	151
3.233GLUface Struct Reference	151
3.233.1 Detailed Description	151
3.234GLUhalfEdge Struct Reference	151
3.234.1 Detailed Description	151
3.235GLUmesh Struct Reference	152
3.235.1 Detailed Description	152
3.236GLUtesselator Struct Reference	152
3.236.1 Detailed Description	153
3.237GLUvertex Struct Reference	153
3.237.1 Detailed Description	153
3.238GoP Struct Reference	153
3.238.1 Detailed Description	154
3.239vrml.external.IBrowser Interface Reference	154
3.239.1 Detailed Description	155
3.240iiglobal Struct Reference	155
3.240.1 Detailed Description	157
3.241org.web3d.x3d.sai.ImportedException Class Reference	157
3.241.1 Detailed Description	157
3.242initialRouteStruct Struct Reference	157
3.242.1 Detailed Description	158
3.243org.web3d.x3d.sai.InsufficientCapabilitiesException Class Reference	158
3.243.1 Detailed Description	158
3.244org.web3d.x3d.sai.InvalidBrowserException Class Reference	158
3.244.1 Detailed Description	159
3.245org.web3d.x3d.sai.InvalidDocumentException Class Reference	159
3.245.1 Detailed Description	159
3.246vrml.external.exception.InvalidEventInException Class Reference	159
3.246.1 Detailed Description	160
3.246.2 Constructor & Destructor Documentation	160
3.246.2.1 InvalidEventInException	160
3.247vrml.InvalidEventInException Class Reference	160
3.247.1 Detailed Description	160
3.248vrml.InvalidEventOutException Class Reference	160
3.248.1 Detailed Description	161
3.249vrml.external.exception.InvalidEventOutException Class Reference	161
3.249.1 Detailed Description	161
3.250org.web3d.x3d.sai.InvalidExecutionContextException Class Reference	161
3.250.1 Detailed Description	162
3.251vrml.InvalidExposedFieldException Class Reference	162

3.251.1 Detailed Description	162
3.252vrml.InvalidFieldChangeException Class Reference	162
3.252.1 Detailed Description	162
3.253vrml.InvalidFieldException Class Reference	163
3.253.1 Detailed Description	163
3.254org.web3d.x3d.sai.InvalidFieldException Class Reference	163
3.254.1 Detailed Description	163
3.255org.web3d.x3d.sai.InvalidFieldValueException Class Reference	163
3.255.1 Detailed Description	164
3.256org.web3d.x3d.sai.InvalidNameException Class Reference	164
3.256.1 Detailed Description	164
3.257org.web3d.x3d.sai.InvalidNodeException Class Reference	164
3.257.1 Detailed Description	165
3.258vrml.external.exception.InvalidNodeException Class Reference	165
3.258.1 Detailed Description	165
3.258.2 Constructor & Destructor Documentation	165
3.258.2.1 InvalidNodeException	165
3.259org.web3d.x3d.sai.InvalidOperationTimingException Class Reference	166
3.259.1 Detailed Description	166
3.260org.web3d.x3d.sai.InvalidProtoException Class Reference	166
3.260.1 Detailed Description	167
3.261org.web3d.x3d.sai.InvalidRouteException Class Reference	167
3.261.1 Detailed Description	167
3.262vrml.InvalidRouteException Class Reference	167
3.262.1 Detailed Description	167
3.263org.web3d.x3d.sai.InvalidURLException Class Reference	168
3.263.1 Detailed Description	168
3.264vrml.external.exception.InvalidVrmlException Class Reference	168
3.264.1 Detailed Description	168
3.264.2 Constructor & Destructor Documentation	169
3.264.2.1 InvalidVrmlException	169
3.265vrml.InvalidVRMLSyntaxException Class Reference	169
3.265.1 Detailed Description	169
3.266org.web3d.x3d.sai.InvalidX3DException Class Reference	169
3.266.1 Detailed Description	170
3.267vrml.InvalidX3DSyntaxException Class Reference	170
3.267.1 Detailed Description	170
3.268key Struct Reference	170
3.268.1 Detailed Description	170
3.269keypressTuple Struct Reference	171

3.269.1 Detailed Description	171
3.270macroblock Struct Reference	171
3.270.1 Detailed Description	171
3.271matpropstruct Struct Reference	171
3.271.1 Detailed Description	172
3.272org.web3d.x3d.sai.Matrix Interface Reference	172
3.272.1 Detailed Description	172
3.273org.web3d.x3d.sai.Matrix3 Class Reference	172
3.273.1 Detailed Description	173
3.274org.web3d.x3d.sai.Matrix4 Class Reference	173
3.274.1 Detailed Description	174
3.275mb_addr_inc_entry Struct Reference	174
3.275.1 Detailed Description	174
3.276mb_type_entry Struct Reference	174
3.276.1 Detailed Description	174
3.277org.web3d.x3d.sai.MFBool Interface Reference	174
3.277.1 Detailed Description	175
3.278vrml.field.MFColor Class Reference	175
3.278.1 Detailed Description	176
3.279org.web3d.x3d.sai.MFColor Interface Reference	176
3.279.1 Detailed Description	176
3.280org.web3d.x3d.sai.MFColorRGBA Interface Reference	177
3.280.1 Detailed Description	177
3.281org.web3d.x3d.sai.MFDouble Interface Reference	177
3.281.1 Detailed Description	178
3.282vrml.field.MFFloat Class Reference	178
3.282.1 Detailed Description	179
3.283org.web3d.x3d.sai.MFFloat Interface Reference	179
3.283.1 Detailed Description	179
3.284org.web3d.x3d.sai.MField Interface Reference	179
3.284.1 Detailed Description	180
3.285vrml.MField Class Reference	180
3.285.1 Detailed Description	181
3.286org.web3d.x3d.sai.MFImage Interface Reference	182
3.286.1 Detailed Description	182
3.287org.web3d.x3d.sai.MFInt32 Interface Reference	182
3.287.1 Detailed Description	183
3.288vrml.field.MFInt32 Class Reference	183
3.288.1 Detailed Description	184
3.289org.web3d.x3d.sai.MFNode Interface Reference	184

3.289.1 Detailed Description	184
3.290vrml.field.MFNode Class Reference	184
3.290.1 Detailed Description	185
3.291org.web3d.x3d.sai.MFRotation Interface Reference	185
3.291.1 Detailed Description	186
3.292vrml.field.MFRotation Class Reference	186
3.292.1 Detailed Description	187
3.293org.web3d.x3d.sai.MFString Interface Reference	187
3.293.1 Detailed Description	188
3.294vrml.field.MFString Class Reference	188
3.294.1 Detailed Description	188
3.295org.web3d.x3d.sai.MFTime Interface Reference	189
3.295.1 Detailed Description	189
3.296vrml.field.MFTime Class Reference	189
3.296.1 Detailed Description	190
3.297org.web3d.x3d.sai.MFVec2d Interface Reference	190
3.297.1 Detailed Description	191
3.298org.web3d.x3d.sai.MFVec2f Interface Reference	191
3.298.1 Detailed Description	191
3.299vrml.field.MFVec2f Class Reference	191
3.299.1 Detailed Description	192
3.300org.web3d.x3d.sai.MFVec3d Interface Reference	192
3.300.1 Detailed Description	193
3.301vrml.field.MFVec3f Class Reference	193
3.301.1 Detailed Description	194
3.302org.web3d.x3d.sai.MFVec3f Interface Reference	194
3.302.1 Detailed Description	195
3.303motion_vectors_entry Struct Reference	195
3.303.1 Detailed Description	195
3.304mouseTuple Struct Reference	195
3.304.1 Detailed Description	195
3.305Multi_Bool Struct Reference	195
3.305.1 Detailed Description	196
3.306Multi_Color Struct Reference	196
3.306.1 Detailed Description	196
3.307Multi_ColorRGBA Struct Reference	196
3.307.1 Detailed Description	196
3.308Multi_Double Struct Reference	196
3.308.1 Detailed Description	197
3.309Multi_Float Struct Reference	197

3.309.1 Detailed Description	197
3.310Multi_Int32 Struct Reference	197
3.310.1 Detailed Description	197
3.311Multi_Matrix3d Struct Reference	197
3.311.1 Detailed Description	198
3.312Multi_Matrix3f Struct Reference	198
3.312.1 Detailed Description	198
3.313Multi_Matrix4d Struct Reference	198
3.313.1 Detailed Description	198
3.314Multi_Matrix4f Struct Reference	198
3.314.1 Detailed Description	199
3.315Multi_Node Struct Reference	199
3.315.1 Detailed Description	199
3.316Multi_Rotation Struct Reference	199
3.316.1 Detailed Description	199
3.317Multi_String Struct Reference	199
3.317.1 Detailed Description	200
3.318Multi_Time Struct Reference	200
3.318.1 Detailed Description	200
3.319Multi_Vec2d Struct Reference	200
3.319.1 Detailed Description	200
3.320Multi_Vec2f Struct Reference	200
3.320.1 Detailed Description	201
3.321Multi_Vec3d Struct Reference	201
3.321.1 Detailed Description	201
3.322Multi_Vec3f Struct Reference	201
3.322.1 Detailed Description	201
3.323Multi_Vec4d Struct Reference	201
3.323.1 Detailed Description	202
3.324Multi_Vec4f Struct Reference	202
3.324.1 Detailed Description	202
3.325multiTexParams Struct Reference	202
3.325.1 Detailed Description	202
3.326myArgs Struct Reference	202
3.326.1 Detailed Description	203
3.327MyVertex Struct Reference	203
3.327.1 Detailed Description	203
3.328nameValuePairs Struct Reference	203
3.328.1 Detailed Description	203
3.329NestedProtoField Struct Reference	203

3.329.1 Detailed Description	204
3.330vrml.external.Node Class Reference	204
3.330.1 Detailed Description	204
3.331vrml.node.Node Class Reference	204
3.331.1 Detailed Description	205
3.332org.web3d.x3d.sai.NodeInUseException Class Reference	205
3.332.1 Detailed Description	205
3.333org.web3d.x3d.sai.NodeUnavailableException Class Reference	205
3.333.1 Detailed Description	206
3.334org.web3d.x3d.sai.NoSuchBrowserException Class Reference	206
3.334.1 Detailed Description	206
3.335org.web3d.x3d.sai.NotSupportedException Class Reference	206
3.335.1 Detailed Description	207
3.336opened_file Struct Reference	207
3.336.1 Detailed Description	207
3.337orient_XYZA Struct Reference	207
3.337.1 Detailed Description	207
3.338pcollision Struct Reference	207
3.338.1 Detailed Description	208
3.339pcommon Struct Reference	208
3.339.1 Detailed Description	208
3.340pComponent_EnviroSensor Struct Reference	208
3.340.1 Detailed Description	209
3.341pComponent_Geometry3D Struct Reference	209
3.341.1 Detailed Description	209
3.342pComponent_Geospatial Struct Reference	209
3.342.1 Detailed Description	209
3.343pComponent_HAnim Struct Reference	209
3.343.1 Detailed Description	209
3.344pComponent_KeyDevice Struct Reference	210
3.344.1 Detailed Description	210
3.345pComponent_Shape Struct Reference	210
3.345.1 Detailed Description	210
3.346pComponent_Sound Struct Reference	210
3.346.1 Detailed Description	210
3.347pComponent_Text Struct Reference	211
3.347.1 Detailed Description	211
3.348pConsoleMessage Struct Reference	211
3.348.1 Detailed Description	212
3.349pCParse Struct Reference	212

3.349.1 Detailed Description	212
3.350pCParseParser Struct Reference	212
3.350.1 Detailed Description	212
3.351pCProto Struct Reference	212
3.351.1 Detailed Description	212
3.352pCRoutes Struct Reference	213
3.352.1 Detailed Description	213
3.353pCScripts Struct Reference	213
3.353.1 Detailed Description	213
3.354pCursorDraw Struct Reference	213
3.354.1 Detailed Description	214
3.355pEAI_C_CommonFunctions Struct Reference	214
3.355.1 Detailed Description	214
3.356pEAICore Struct Reference	214
3.356.1 Detailed Description	214
3.357pEAIEventsIn Struct Reference	214
3.357.1 Detailed Description	214
3.358pEAIHelpers Struct Reference	215
3.358.1 Detailed Description	215
3.359pFrustum Struct Reference	215
3.359.1 Detailed Description	215
3.360pict Struct Reference	215
3.360.1 Detailed Description	216
3.361pict_image Struct Reference	216
3.361.1 Detailed Description	216
3.362pio_http Struct Reference	216
3.362.1 Detailed Description	216
3.363pJScript Struct Reference	216
3.363.1 Detailed Description	217
3.364playbackRecord Struct Reference	217
3.364.1 Detailed Description	217
3.365pLoadTextures Struct Reference	217
3.365.1 Detailed Description	217
3.366pMainloop Struct Reference	217
3.366.1 Detailed Description	218
3.367point_XYZ Struct Reference	219
3.367.1 Detailed Description	219
3.368pointer2pointer Struct Reference	219
3.368.1 Detailed Description	219
3.369PointerHash Struct Reference	219

3.369.1 Detailed Description	219
3.370PointerHashEntry Struct Reference	219
3.370.1 Detailed Description	220
3.371pOpenGL_Utils Struct Reference	220
3.371.1 Detailed Description	220
3.372pPluginSocket Struct Reference	220
3.372.1 Detailed Description	221
3.373ppluginUtils Struct Reference	221
3.373.1 Detailed Description	221
3.374pProdCon Struct Reference	221
3.374.1 Detailed Description	221
3.375PQhandleElem Struct Reference	221
3.375.1 Detailed Description	222
3.376PQnode Struct Reference	222
3.376.1 Detailed Description	222
3.377pRasterFont Struct Reference	222
3.377.1 Detailed Description	222
3.378pRenderFuncs Struct Reference	222
3.378.1 Detailed Description	223
3.379pRenderTextures Struct Reference	223
3.379.1 Detailed Description	223
3.380PriorityQ Struct Reference	224
3.380.1 Detailed Description	224
3.381profile_entry Struct Reference	224
3.381.1 Detailed Description	224
3.382org.web3d.x3d.sai.ProfileInfo Interface Reference	224
3.382.1 Detailed Description	225
3.383proffablestruct Struct Reference	225
3.383.1 Detailed Description	225
3.384ProtoDefinition Struct Reference	225
3.384.1 Detailed Description	225
3.385ProtoElementPointer Struct Reference	226
3.385.1 Detailed Description	226
3.386ProtoFieldDecl Struct Reference	226
3.386.1 Detailed Description	226
3.387protoInsert Struct Reference	226
3.387.1 Detailed Description	226
3.388PROTOInstanceEntry Struct Reference	227
3.388.1 Detailed Description	227
3.389PROTOnameStruct Struct Reference	227

3.389.1 Detailed Description	227
3.390ProtoRoute Struct Reference	227
3.390.1 Detailed Description	228
3.391pSensInterps Struct Reference	228
3.391.1 Detailed Description	228
3.392pSnapshot Struct Reference	228
3.392.1 Detailed Description	228
3.393PSStruct Struct Reference	229
3.393.1 Detailed Description	229
3.394pstatusbar Struct Reference	229
3.394.1 Detailed Description	229
3.395pStreamPoly Struct Reference	229
3.395.1 Detailed Description	230
3.396pTess Struct Reference	230
3.396.1 Detailed Description	230
3.397pTextures Struct Reference	230
3.397.1 Detailed Description	230
3.398pViewer Struct Reference	230
3.398.1 Detailed Description	231
3.399pX3DParser Struct Reference	231
3.399.1 Detailed Description	231
3.400pX3DProtoScript Struct Reference	232
3.400.1 Detailed Description	232
3.401quaternion Struct Reference	232
3.401.1 Detailed Description	232
3.402rb1 Struct Reference	232
3.402.1 Detailed Description	233
3.403resource_item Struct Reference	233
3.403.1 Detailed Description	233
3.404s_renderer_capabilities_t Struct Reference	233
3.404.1 Detailed Description	234
3.405s_shader_capabilities Struct Reference	234
3.405.1 Detailed Description	235
3.406sCollisionGeometry Struct Reference	235
3.406.1 Detailed Description	235
3.407sCollisionInfo Struct Reference	236
3.407.1 Detailed Description	236
3.408vrml.node.Script Class Reference	236
3.408.1 Detailed Description	236
3.409ScriptFieldDecl Struct Reference	237

3.409.1 Detailed Description	237
3.410ScriptFieldInstanceInfo Struct Reference	237
3.410.1 Detailed Description	237
3.411ScriptParamList Struct Reference	237
3.411.1 Detailed Description	237
3.412SensStruct Struct Reference	238
3.412.1 Detailed Description	238
3.413sFallInfo Struct Reference	238
3.413.1 Detailed Description	238
3.414vrml.field.SFBool Class Reference	239
3.414.1 Detailed Description	239
3.415org.web3d.x3d.sai.SFBool Interface Reference	239
3.415.1 Detailed Description	240
3.416SFColor Struct Reference	240
3.416.1 Detailed Description	240
3.417vrml.field.SFColor Class Reference	240
3.417.1 Detailed Description	241
3.418org.web3d.x3d.sai.SFColor Interface Reference	241
3.418.1 Detailed Description	241
3.419SFColorRGBA Struct Reference	241
3.419.1 Detailed Description	241
3.420org.web3d.x3d.sai.SFColorRGBA Interface Reference	242
3.420.1 Detailed Description	242
3.421org.web3d.x3d.sai.SFDouble Interface Reference	242
3.421.1 Detailed Description	242
3.422vrml.field.SFFloat Class Reference	243
3.422.1 Detailed Description	243
3.423org.web3d.x3d.sai.SFFloat Interface Reference	243
3.423.1 Detailed Description	244
3.424vrml.field.SFImage Class Reference	244
3.424.1 Detailed Description	244
3.425org.web3d.x3d.sai.SFImage Interface Reference	244
3.425.1 Detailed Description	245
3.426vrml.field.SFInt32 Class Reference	245
3.426.1 Detailed Description	246
3.427org.web3d.x3d.sai.SFInt32 Interface Reference	246
3.427.1 Detailed Description	246
3.428SFMatrix3d Struct Reference	246
3.428.1 Detailed Description	246
3.429SFMatrix3f Struct Reference	247

3.429.1 Detailed Description	247
3.430SFMatrix4d Struct Reference	247
3.430.1 Detailed Description	247
3.431SFMatrix4f Struct Reference	247
3.431.1 Detailed Description	247
3.432vrml.field.SFNode Class Reference	247
3.432.1 Detailed Description	248
3.433org.web3d.x3d.sai.SFNode Interface Reference	248
3.433.1 Detailed Description	248
3.434SFRotation Struct Reference	249
3.434.1 Detailed Description	249
3.435vrml.field.SFRotation Class Reference	249
3.435.1 Detailed Description	249
3.436org.web3d.x3d.sai.SFRotation Interface Reference	250
3.436.1 Detailed Description	250
3.437vrml.field.SFString Class Reference	250
3.437.1 Detailed Description	251
3.438org.web3d.x3d.sai.SFString Interface Reference	251
3.438.1 Detailed Description	251
3.439vrml.field.SFTime Class Reference	251
3.439.1 Detailed Description	252
3.440org.web3d.x3d.sai.SFTime Interface Reference	252
3.440.1 Detailed Description	252
3.441SFVec2d Struct Reference	252
3.441.1 Detailed Description	253
3.442org.web3d.x3d.sai.SFVec2d Interface Reference	253
3.442.1 Detailed Description	253
3.443SFVec2f Struct Reference	253
3.443.1 Detailed Description	253
3.444vrml.field.SFVec2f Class Reference	254
3.444.1 Detailed Description	254
3.445org.web3d.x3d.sai.SFVec2f Interface Reference	254
3.445.1 Detailed Description	255
3.446SFVec3d Struct Reference	255
3.446.1 Detailed Description	255
3.447org.web3d.x3d.sai.SFVec3d Interface Reference	255
3.447.1 Detailed Description	255
3.448SFVec3f Struct Reference	256
3.448.1 Detailed Description	256
3.449vrml.field.SFVec3f Class Reference	256

3.449.1 Detailed Description	256
3.450org.web3d.x3d.sai.SFVec3f Interface Reference	257
3.450.1 Detailed Description	257
3.451SFVec4d Struct Reference	257
3.451.1 Detailed Description	257
3.452SFVec4f Struct Reference	257
3.452.1 Detailed Description	257
3.453Shader_Script Struct Reference	258
3.453.1 Detailed Description	258
3.454shaderTableEntry Struct Reference	258
3.454.1 Detailed Description	258
3.455slice Struct Reference	258
3.455.1 Detailed Description	258
3.456sNavInfo Struct Reference	259
3.456.1 Detailed Description	259
3.457SNDFILE Struct Reference	259
3.457.1 Detailed Description	259
3.458iiglobal::tBindable Struct Reference	259
3.458.1 Detailed Description	260
3.459iiglobal::tcollision Struct Reference	260
3.459.1 Detailed Description	260
3.460iiglobal::tcommon Struct Reference	260
3.460.1 Detailed Description	260
3.461iiglobal::tComponent_EnvironSensor Struct Reference	260
3.461.1 Detailed Description	260
3.462iiglobal::tComponent_Geometry3D Struct Reference	261
3.462.1 Detailed Description	261
3.463iiglobal::tComponent_Geospatial Struct Reference	261
3.463.1 Detailed Description	261
3.464iiglobal::tComponent_HAnim Struct Reference	261
3.464.1 Detailed Description	261
3.465iiglobal::tComponent_KeyDevice Struct Reference	261
3.465.1 Detailed Description	262
3.466iiglobal::tComponent_Shape Struct Reference	262
3.466.1 Detailed Description	262
3.467iiglobal::tComponent_Sound Struct Reference	262
3.467.1 Detailed Description	262
3.468iiglobal::tComponent_Text Struct Reference	262
3.468.1 Detailed Description	262
3.469iiglobal::tComponent_VRML1 Struct Reference	263

3.469.1 Detailed Description	263
3.470iiglobal::tConsoleMessage Struct Reference	263
3.470.1 Detailed Description	263
3.471iiglobal::tCParse Struct Reference	263
3.471.1 Detailed Description	263
3.472iiglobal::tCParseParser Struct Reference	263
3.472.1 Detailed Description	264
3.473iiglobal::tCProto Struct Reference	264
3.473.1 Detailed Description	264
3.474iiglobal::tCRoutes Struct Reference	264
3.474.1 Detailed Description	264
3.475iiglobal::tCScripts Struct Reference	264
3.475.1 Detailed Description	265
3.476iiglobal::tCursorDraw Struct Reference	265
3.476.1 Detailed Description	265
3.477iiglobal::tdisplay Struct Reference	265
3.477.1 Detailed Description	265
3.478iiglobal::tEAI_C_CommonFunctions Struct Reference	266
3.478.1 Detailed Description	266
3.479iiglobal::tEAICore Struct Reference	266
3.479.1 Detailed Description	266
3.480iiglobal::tEAIEventsIn Struct Reference	266
3.480.1 Detailed Description	266
3.481iiglobal::tEAHelpers Struct Reference	267
3.481.1 Detailed Description	267
3.482textureTableIndexStruct Struct Reference	267
3.482.1 Detailed Description	267
3.483textureVertexInfo Struct Reference	267
3.483.1 Detailed Description	268
3.484iiglobal::tFrustum Struct Reference	268
3.484.1 Detailed Description	268
3.485iiglobal::tinternalc Struct Reference	268
3.485.1 Detailed Description	268
3.486iiglobal::tio_http Struct Reference	268
3.486.1 Detailed Description	269
3.487iiglobal::tJScript Struct Reference	269
3.487.1 Detailed Description	269
3.488iiglobal::tjsUtils Struct Reference	269
3.488.1 Detailed Description	269
3.489iiglobal::tjsVRMLBrowser Struct Reference	269

3.489.1 Detailed Description	269
3.490iiglobal::tjsVRMLClasses Struct Reference	270
3.490.1 Detailed Description	270
3.491iiglobal::tLoadTextures Struct Reference	270
3.491.1 Detailed Description	270
3.492iiglobal::tMainloop Struct Reference	270
3.492.1 Detailed Description	271
3.493iiglobal::tOpenGL_Utils Struct Reference	271
3.493.1 Detailed Description	271
3.494Touch Struct Reference	271
3.494.1 Detailed Description	271
3.495iiglobal::tPluginSocket Struct Reference	271
3.495.1 Detailed Description	272
3.496iiglobal::tpluginUtils Struct Reference	272
3.496.1 Detailed Description	272
3.497iiglobal::tProdCon Struct Reference	272
3.497.1 Detailed Description	272
3.498iiglobal::tRasterFont Struct Reference	272
3.498.1 Detailed Description	273
3.499iiglobal::tRenderFuncs Struct Reference	273
3.499.1 Detailed Description	273
3.500trenderstate Struct Reference	273
3.500.1 Detailed Description	274
3.501iiglobal::tRenderTextures Struct Reference	274
3.501.1 Detailed Description	274
3.502iiglobal::tresources Struct Reference	274
3.502.1 Detailed Description	274
3.503iiglobal::tSensInterps Struct Reference	274
3.503.1 Detailed Description	274
3.504iiglobal::tSnapshot Struct Reference	275
3.504.1 Detailed Description	275
3.505iiglobal::tstatusbar Struct Reference	275
3.505.1 Detailed Description	275
3.506iiglobal::tStreamPoly Struct Reference	275
3.506.1 Detailed Description	275
3.507iiglobal::tTess Struct Reference	275
3.507.1 Detailed Description	276
3.508iiglobal::tTextures Struct Reference	276
3.508.1 Detailed Description	276
3.509iiglobal::tthreads Struct Reference	276

3.509.1 Detailed Description	277
3.510iiglobal::tViewer Struct Reference	277
3.510.1 Detailed Description	277
3.511iiglobal::tX3DParser Struct Reference	277
3.511.1 Detailed Description	277
3.512iiglobal::tX3DProtoScript Struct Reference	277
3.512.1 Detailed Description	277
3.513un1 Union Reference	278
3.513.1 Detailed Description	278
3.514Uni_String Struct Reference	278
3.514.1 Detailed Description	278
3.515sai.eai.UnsupportedFieldTypeException Class Reference	278
3.515.1 Detailed Description	279
3.516vrml.external.FreeWRLEAI.UnsupportedFieldTypeException Class Reference	279
3.516.1 Detailed Description	279
3.517org.web3d.x3d.sai.URLUnavailableException Class Reference	279
3.517.1 Detailed Description	279
3.518Vector Struct Reference	280
3.518.1 Detailed Description	280
3.519vrml.external.FreeWRLEAI.VField Class Reference	280
3.519.1 Detailed Description	281
3.520sai.eai.VField Class Reference	281
3.520.1 Detailed Description	283
3.521vid_stream Struct Reference	283
3.521.1 Detailed Description	284
3.522viewer Struct Reference	284
3.522.1 Detailed Description	285
3.523viewer_examine Struct Reference	285
3.523.1 Detailed Description	286
3.524viewer_fly Struct Reference	286
3.524.1 Detailed Description	286
3.525viewer_inplane Struct Reference	286
3.525.1 Detailed Description	286
3.526viewer_walk Struct Reference	286
3.526.1 Detailed Description	287
3.527viewer_ypz Struct Reference	287
3.527.1 Detailed Description	287
3.528sai.eai.VIP Class Reference	287
3.528.1 Detailed Description	288
3.529vrml.external.FreeWRLEAI.VIP Class Reference	288

3.529.1 Detailed Description	289
3.530sai.eai.VMFColor Class Reference	289
3.530.1 Detailed Description	289
3.531vrml.external.FreeWRLEAI.VMFColor Class Reference	289
3.531.1 Detailed Description	290
3.532sai.eai.VMFFloat Class Reference	290
3.532.1 Detailed Description	290
3.533vrml.external.FreeWRLEAI.VMFFloat Class Reference	290
3.533.1 Detailed Description	291
3.534vrml.external.FreeWRLEAI.VMFInt32 Class Reference	291
3.534.1 Detailed Description	291
3.535sai.eai.VMFInt32 Class Reference	291
3.535.1 Detailed Description	292
3.536sai.eai.VMFRotation Class Reference	292
3.536.1 Detailed Description	292
3.537vrml.external.FreeWRLEAI.VMFRotation Class Reference	292
3.537.1 Detailed Description	293
3.538sai.eai.VMFString Class Reference	293
3.538.1 Detailed Description	293
3.539vrml.external.FreeWRLEAI.VMFString Class Reference	293
3.539.1 Detailed Description	294
3.540sai.eai.VMFVec2f Class Reference	294
3.540.1 Detailed Description	294
3.541vrml.external.FreeWRLEAI.VMFVec2f Class Reference	294
3.541.1 Detailed Description	295
3.542sai.eai.VMFVec3f Class Reference	295
3.542.1 Detailed Description	295
3.543vrml.external.FreeWRLEAI.VMFVec3f Class Reference	296
3.543.1 Detailed Description	296
3.544VRMLLexer Struct Reference	296
3.544.1 Detailed Description	296
3.545sai.eai.VRMLObject Class Reference	297
3.545.1 Detailed Description	297
3.546vrml.external.FreeWRLEAI.VRMLObject Class Reference	297
3.546.1 Detailed Description	298
3.547vrml.external.FreeWRLEAI.VRMLObjectObserver Interface Reference	298
3.547.1 Detailed Description	298
3.548sai.eai.VRMLObjectObserver Interface Reference	298
3.548.1 Detailed Description	299
3.549VRMLParser Struct Reference	299

3.549.1 Detailed Description	299
3.550sai.eai.VSFBool Class Reference	299
3.550.1 Detailed Description	300
3.551vrml.external.FreeWRLEAI.VSFBool Class Reference	300
3.551.1 Detailed Description	300
3.552sai.eai.VSFColor Class Reference	300
3.552.1 Detailed Description	301
3.553vrml.external.FreeWRLEAI.VSFColor Class Reference	301
3.553.1 Detailed Description	301
3.554sai.eai.VSFFloat Class Reference	301
3.554.1 Detailed Description	302
3.555vrml.external.FreeWRLEAI.VSFFloat Class Reference	302
3.555.1 Detailed Description	302
3.556vrml.external.FreeWRLEAI.VSFImage Class Reference	302
3.556.1 Detailed Description	303
3.557sai.eai.VSFImage Class Reference	303
3.557.1 Detailed Description	303
3.558vrml.external.FreeWRLEAI.VSFInt32 Class Reference	304
3.558.1 Detailed Description	304
3.559sai.eai.VSFInt32 Class Reference	304
3.559.1 Detailed Description	304
3.560vrml.external.FreeWRLEAI.VSFRotation Class Reference	305
3.560.1 Detailed Description	305
3.561sai.eai.VSFRotation Class Reference	305
3.561.1 Detailed Description	306
3.562vrml.external.FreeWRLEAI.VSFString Class Reference	306
3.562.1 Detailed Description	306
3.563sai.eai.VSFString Class Reference	306
3.563.1 Detailed Description	307
3.564vrml.external.FreeWRLEAI.VSFTime Class Reference	307
3.564.1 Detailed Description	307
3.565sai.eai.VSFTime Class Reference	308
3.565.1 Detailed Description	308
3.566vrml.external.FreeWRLEAI.VSFVec2f Class Reference	308
3.566.1 Detailed Description	308
3.567sai.eai.VSFVec2f Class Reference	309
3.567.1 Detailed Description	309
3.568vrml.external.FreeWRLEAI.VSFVec3f Class Reference	309
3.568.1 Detailed Description	310
3.569sai.eai.VSFVec3f Class Reference	310

3.569.1 Detailed Description	310
3.570X3D_Anchor Struct Reference	311
3.570.1 Detailed Description	311
3.571X3D_Appearance Struct Reference	311
3.571.1 Detailed Description	312
3.572X3D_Arc2D Struct Reference	312
3.572.1 Detailed Description	312
3.573X3D_ArcClose2D Struct Reference	312
3.573.1 Detailed Description	313
3.574X3D_AudioClip Struct Reference	313
3.574.1 Detailed Description	314
3.575X3D_Background Struct Reference	314
3.575.1 Detailed Description	315
3.576X3D_Billboard Struct Reference	315
3.576.1 Detailed Description	315
3.577X3D_BooleanFilter Struct Reference	316
3.577.1 Detailed Description	316
3.578X3D_BooleanSequencer Struct Reference	316
3.578.1 Detailed Description	317
3.579X3D_BooleanToggle Struct Reference	317
3.579.1 Detailed Description	317
3.580X3D_BooleanTrigger Struct Reference	317
3.580.1 Detailed Description	318
3.581X3D_Box Struct Reference	318
3.581.1 Detailed Description	318
3.582X3D_CADAssembly Struct Reference	318
3.582.1 Detailed Description	319
3.583X3D_CADFace Struct Reference	319
3.583.1 Detailed Description	319
3.584X3D_CADLayer Struct Reference	320
3.584.1 Detailed Description	320
3.585X3D_CADPart Struct Reference	320
3.585.1 Detailed Description	321
3.586X3D_Circle2D Struct Reference	321
3.586.1 Detailed Description	321
3.587X3D_ClipPlane Struct Reference	322
3.587.1 Detailed Description	322
3.588X3D_Collision Struct Reference	322
3.588.1 Detailed Description	323
3.589X3D_Color Struct Reference	323

3.589.1 Detailed Description	323
3.590X3D_ColorInterpolator Struct Reference	323
3.590.1 Detailed Description	324
3.591X3D_ColorRGBA Struct Reference	324
3.591.1 Detailed Description	324
3.592X3D_ComposedCubeMapTexture Struct Reference	324
3.592.1 Detailed Description	325
3.593X3D_ComposedShader Struct Reference	325
3.593.1 Detailed Description	325
3.594X3D_Cone Struct Reference	326
3.594.1 Detailed Description	326
3.595X3D_Contour2D Struct Reference	326
3.595.1 Detailed Description	327
3.596X3D_ContourPolyLine2D Struct Reference	327
3.596.1 Detailed Description	327
3.597X3D_Coordinate Struct Reference	327
3.597.1 Detailed Description	328
3.598X3D_CoordinateDouble Struct Reference	328
3.598.1 Detailed Description	328
3.599X3D_CoordinateInterpolator Struct Reference	328
3.599.1 Detailed Description	329
3.600X3D_CoordinateInterpolator2D Struct Reference	329
3.600.1 Detailed Description	329
3.601X3D_Cylinder Struct Reference	329
3.601.1 Detailed Description	330
3.602X3D_CylinderSensor Struct Reference	330
3.602.1 Detailed Description	331
3.603X3D_DirectionalLight Struct Reference	331
3.603.1 Detailed Description	331
3.604X3D_DISEntityManager Struct Reference	332
3.604.1 Detailed Description	332
3.605X3D_DISEntityTypeMapping Struct Reference	332
3.605.1 Detailed Description	333
3.606X3D_Disk2D Struct Reference	333
3.606.1 Detailed Description	333
3.607X3D_EaseInEaseOut Struct Reference	334
3.607.1 Detailed Description	334
3.608X3D_ElevationGrid Struct Reference	334
3.608.1 Detailed Description	335
3.609X3D_EspduTransform Struct Reference	335

3.609.1 Detailed Description	337
3.610X3D_Extrusion Struct Reference	337
3.610.1 Detailed Description	338
3.611X3D_FillProperties Struct Reference	338
3.611.1 Detailed Description	338
3.612X3D_FloatVertexAttribute Struct Reference	338
3.612.1 Detailed Description	339
3.613X3D_Fog Struct Reference	339
3.613.1 Detailed Description	339
3.614X3D_FogCoordinate Struct Reference	340
3.614.1 Detailed Description	340
3.615X3D_FontStyle Struct Reference	340
3.615.1 Detailed Description	341
3.616X3D_GeneratedCubeMapTexture Struct Reference	341
3.616.1 Detailed Description	341
3.617X3D_GeoCoordinate Struct Reference	341
3.617.1 Detailed Description	342
3.618X3D_GeoElevationGrid Struct Reference	342
3.618.1 Detailed Description	343
3.619X3D_GeoLocation Struct Reference	343
3.619.1 Detailed Description	343
3.620X3D_GeoLOD Struct Reference	344
3.620.1 Detailed Description	344
3.621X3D_GeoMetadata Struct Reference	345
3.621.1 Detailed Description	345
3.622X3D_GeoOrigin Struct Reference	345
3.622.1 Detailed Description	346
3.623X3D_GeoPositionInterpolator Struct Reference	346
3.623.1 Detailed Description	346
3.624X3D_GeoProximitySensor Struct Reference	346
3.624.1 Detailed Description	347
3.625X3D_GeoTouchSensor Struct Reference	347
3.625.1 Detailed Description	348
3.626X3D_GeoTransform Struct Reference	348
3.626.1 Detailed Description	349
3.627X3D_GeoViewpoint Struct Reference	349
3.627.1 Detailed Description	350
3.628X3D_Group Struct Reference	350
3.628.1 Detailed Description	350
3.629X3D_HAnimDisplacer Struct Reference	351

3.629.1 Detailed Description	351
3.630X3D_HAnimHumanoid Struct Reference	351
3.630.1 Detailed Description	352
3.631X3D_HAnimJoint Struct Reference	352
3.631.1 Detailed Description	353
3.632X3D_HAnimSegment Struct Reference	353
3.632.1 Detailed Description	353
3.633X3D_HAnimSite Struct Reference	354
3.633.1 Detailed Description	354
3.634X3D_ImageCubeMapTexture Struct Reference	354
3.634.1 Detailed Description	355
3.635X3D_ImageTexture Struct Reference	355
3.635.1 Detailed Description	355
3.636X3D_IndexedFaceSet Struct Reference	356
3.636.1 Detailed Description	356
3.637X3D_IndexedLineSet Struct Reference	356
3.637.1 Detailed Description	357
3.638X3D_IndexedQuadSet Struct Reference	357
3.638.1 Detailed Description	358
3.639X3D_IndexedTriangleFanSet Struct Reference	358
3.639.1 Detailed Description	359
3.640X3D_IndexedTriangleSet Struct Reference	359
3.640.1 Detailed Description	359
3.641X3D_IndexedTriangleStripSet Struct Reference	359
3.641.1 Detailed Description	360
3.642X3D_Inline Struct Reference	360
3.642.1 Detailed Description	361
3.643X3D_IntegerSequencer Struct Reference	361
3.643.1 Detailed Description	361
3.644X3D_IntegerTrigger Struct Reference	361
3.644.1 Detailed Description	362
3.645X3D_KeySensor Struct Reference	362
3.645.1 Detailed Description	363
3.646X3D_LineProperties Struct Reference	363
3.646.1 Detailed Description	363
3.647X3D_LineSensor Struct Reference	363
3.647.1 Detailed Description	364
3.648X3D_LineSet Struct Reference	364
3.648.1 Detailed Description	365
3.649X3D_LoadSensor Struct Reference	365

3.649.1 Detailed Description	365
3.650X3D_LocalFog Struct Reference	365
3.650.1 Detailed Description	366
3.651X3D_LOD Struct Reference	366
3.651.1 Detailed Description	367
3.652X3D_Material Struct Reference	367
3.652.1 Detailed Description	367
3.653X3D_Matrix3VertexAttribute Struct Reference	367
3.653.1 Detailed Description	368
3.654X3D_Matrix4VertexAttribute Struct Reference	368
3.654.1 Detailed Description	368
3.655X3D_MetadataDouble Struct Reference	368
3.655.1 Detailed Description	369
3.656X3D_MetadataFloat Struct Reference	369
3.656.1 Detailed Description	369
3.657X3D_MetadataInteger Struct Reference	370
3.657.1 Detailed Description	370
3.658X3D_MetadataMFBool Struct Reference	370
3.658.1 Detailed Description	371
3.659X3D_MetadataMFColor Struct Reference	371
3.659.1 Detailed Description	371
3.660X3D_MetadataMFColorRGBA Struct Reference	371
3.660.1 Detailed Description	372
3.661X3D_MetadataMFDouble Struct Reference	372
3.661.1 Detailed Description	372
3.662X3D_MetadataMFFloat Struct Reference	372
3.662.1 Detailed Description	373
3.663X3D_MetadataMFInt32 Struct Reference	373
3.663.1 Detailed Description	373
3.664X3D_MetadataMFMatrix3d Struct Reference	374
3.664.1 Detailed Description	374
3.665X3D_MetadataMFMatrix3f Struct Reference	374
3.665.1 Detailed Description	375
3.666X3D_MetadataMFMatrix4d Struct Reference	375
3.666.1 Detailed Description	375
3.667X3D_MetadataMFMatrix4f Struct Reference	375
3.667.1 Detailed Description	376
3.668X3D_MetadataMFNode Struct Reference	376
3.668.1 Detailed Description	376
3.669X3D_MetadataMFRotation Struct Reference	376

3.669.1 Detailed Description	377
3.670X3D_MetadataMFString Struct Reference	377
3.670.1 Detailed Description	377
3.671X3D_MetadataMFTime Struct Reference	378
3.671.1 Detailed Description	378
3.672X3D_MetadataMFVec2d Struct Reference	378
3.672.1 Detailed Description	379
3.673X3D_MetadataMFVec2f Struct Reference	379
3.673.1 Detailed Description	379
3.674X3D_MetadataMFVec3d Struct Reference	379
3.674.1 Detailed Description	380
3.675X3D_MetadataMFVec3f Struct Reference	380
3.675.1 Detailed Description	380
3.676X3D_MetadataMFVec4d Struct Reference	380
3.676.1 Detailed Description	381
3.677X3D_MetadataMFVec4f Struct Reference	381
3.677.1 Detailed Description	381
3.678X3D_MetadataSet Struct Reference	382
3.678.1 Detailed Description	382
3.679X3D_MetadataSFBool Struct Reference	382
3.679.1 Detailed Description	383
3.680X3D_MetadataSFCOLOR Struct Reference	383
3.680.1 Detailed Description	383
3.681X3D_MetadataSFCOLORRGBA Struct Reference	383
3.681.1 Detailed Description	384
3.682X3D_MetadataSFDouble Struct Reference	384
3.682.1 Detailed Description	384
3.683X3D_MetadataSFFloat Struct Reference	384
3.683.1 Detailed Description	385
3.684X3D_MetadataSFImage Struct Reference	385
3.684.1 Detailed Description	385
3.685X3D_MetadataSFInt32 Struct Reference	386
3.685.1 Detailed Description	386
3.686X3D_MetadataSFMatrix3d Struct Reference	386
3.686.1 Detailed Description	387
3.687X3D_MetadataSFMatrix3f Struct Reference	387
3.687.1 Detailed Description	387
3.688X3D_MetadataSFMatrix4d Struct Reference	387
3.688.1 Detailed Description	388
3.689X3D_MetadataSFMatrix4f Struct Reference	388

3.689.1 Detailed Description	388
3.690X3D_MetadataSFNode Struct Reference	388
3.690.1 Detailed Description	389
3.691X3D_MetadataSFRotation Struct Reference	389
3.691.1 Detailed Description	389
3.692X3D_MetadataSFString Struct Reference	390
3.692.1 Detailed Description	390
3.693X3D_MetadataSFTime Struct Reference	390
3.693.1 Detailed Description	391
3.694X3D_MetadataSFVec2d Struct Reference	391
3.694.1 Detailed Description	391
3.695X3D_MetadataSFVec2f Struct Reference	391
3.695.1 Detailed Description	392
3.696X3D_MetadataSFVec3d Struct Reference	392
3.696.1 Detailed Description	392
3.697X3D_MetadataSFVec3f Struct Reference	392
3.697.1 Detailed Description	393
3.698X3D_MetadataSFVec4d Struct Reference	393
3.698.1 Detailed Description	393
3.699X3D_MetadataSFVec4f Struct Reference	394
3.699.1 Detailed Description	394
3.700X3D_MetadataString Struct Reference	394
3.700.1 Detailed Description	395
3.701X3D_MovieTexture Struct Reference	395
3.701.1 Detailed Description	395
3.702X3D_MultiTexture Struct Reference	396
3.702.1 Detailed Description	396
3.703X3D_MultiTextureCoordinate Struct Reference	396
3.703.1 Detailed Description	397
3.704X3D_MultiTextureTransform Struct Reference	397
3.704.1 Detailed Description	397
3.705X3D_NavigationInfo Struct Reference	397
3.705.1 Detailed Description	398
3.706X3D_Node Struct Reference	398
3.706.1 Detailed Description	398
3.707X3D_Normal Struct Reference	398
3.707.1 Detailed Description	399
3.708X3D_NormalInterpolator Struct Reference	399
3.708.1 Detailed Description	399
3.709X3D_NurbsCurve Struct Reference	400

3.709.1 Detailed Description	400
3.710X3D_NurbsCurve2D Struct Reference	400
3.710.1 Detailed Description	401
3.711X3D_NurbsOrientationInterpolator Struct Reference	401
3.711.1 Detailed Description	401
3.712X3D_NurbsPatchSurface Struct Reference	401
3.712.1 Detailed Description	402
3.713X3D_NurbsPositionInterpolator Struct Reference	402
3.713.1 Detailed Description	403
3.714X3D_NurbsSet Struct Reference	403
3.714.1 Detailed Description	403
3.715X3D_NurbsSurfaceInterpolator Struct Reference	403
3.715.1 Detailed Description	404
3.716X3D_NurbsSweptSurface Struct Reference	404
3.716.1 Detailed Description	404
3.717X3D_NurbsSwungSurface Struct Reference	405
3.717.1 Detailed Description	405
3.718X3D_NurbsTextureCoordinate Struct Reference	405
3.718.1 Detailed Description	406
3.719X3D_NurbsTrimmedSurface Struct Reference	406
3.719.1 Detailed Description	406
3.720X3D_OrientationInterpolator Struct Reference	407
3.720.1 Detailed Description	407
3.721X3D_OrthoViewpoint Struct Reference	407
3.721.1 Detailed Description	408
3.722X3D_OSC_Sensor Struct Reference	408
3.722.1 Detailed Description	409
3.723X3D_PackagedShader Struct Reference	409
3.723.1 Detailed Description	409
3.724X3D_PickableGroup Struct Reference	409
3.724.1 Detailed Description	410
3.725X3D_PixelTexture Struct Reference	410
3.725.1 Detailed Description	411
3.726X3D_PlaneSensor Struct Reference	411
3.726.1 Detailed Description	411
3.727X3D_PointLight Struct Reference	412
3.727.1 Detailed Description	412
3.728X3D_PointPickSensor Struct Reference	412
3.728.1 Detailed Description	413
3.729X3D_PointSet Struct Reference	413

3.729.1 Detailed Description	414
3.730X3D_Polyline2D Struct Reference	414
3.730.1 Detailed Description	414
3.731X3D_Polypoint2D Struct Reference	414
3.731.1 Detailed Description	415
3.732X3D_PolyRep Struct Reference	415
3.732.1 Detailed Description	415
3.733X3D_PositionInterpolator Struct Reference	415
3.733.1 Detailed Description	416
3.734X3D_PositionInterpolator2D Struct Reference	416
3.734.1 Detailed Description	416
3.735X3D_ProgramShader Struct Reference	417
3.735.1 Detailed Description	417
3.736X3D_Proto Struct Reference	417
3.736.1 Detailed Description	418
3.737X3D_ProximitySensor Struct Reference	418
3.737.1 Detailed Description	419
3.738X3D_QuadSet Struct Reference	419
3.738.1 Detailed Description	419
3.739X3D_ReceiverPdu Struct Reference	419
3.739.1 Detailed Description	420
3.740X3D_Rectangle2D Struct Reference	420
3.740.1 Detailed Description	421
3.741X3D_ScalarInterpolator Struct Reference	421
3.741.1 Detailed Description	421
3.742X3D_Script Struct Reference	422
3.742.1 Detailed Description	422
3.743X3D_ShaderPart Struct Reference	422
3.743.1 Detailed Description	423
3.744X3D_ShaderProgram Struct Reference	423
3.744.1 Detailed Description	423
3.745X3D_Shape Struct Reference	423
3.745.1 Detailed Description	424
3.746X3D_SignalPdu Struct Reference	424
3.746.1 Detailed Description	425
3.747X3D_Sound Struct Reference	425
3.747.1 Detailed Description	425
3.748X3D_Sphere Struct Reference	426
3.748.1 Detailed Description	426
3.749X3D_SphereSensor Struct Reference	426

3.749.1 Detailed Description	427
3.750X3D_SplinePositionInterpolator Struct Reference	427
3.750.1 Detailed Description	427
3.751X3D_SplinePositionInterpolator2D Struct Reference	428
3.751.1 Detailed Description	428
3.752X3D_SplineScalarInterpolator Struct Reference	428
3.752.1 Detailed Description	429
3.753X3D_SpotLight Struct Reference	429
3.753.1 Detailed Description	429
3.754X3D_SquadOrientationInterpolator Struct Reference	430
3.754.1 Detailed Description	430
3.755X3D_StaticGroup Struct Reference	430
3.755.1 Detailed Description	431
3.756X3D_StringSensor Struct Reference	431
3.756.1 Detailed Description	431
3.757X3D_Switch Struct Reference	431
3.757.1 Detailed Description	432
3.758X3D_Text Struct Reference	432
3.758.1 Detailed Description	432
3.759X3D_TextureBackground Struct Reference	433
3.759.1 Detailed Description	433
3.760X3D_TextureCoordinate Struct Reference	433
3.760.1 Detailed Description	434
3.761X3D_TextureCoordinateGenerator Struct Reference	434
3.761.1 Detailed Description	434
3.762X3D_TextureProperties Struct Reference	435
3.762.1 Detailed Description	435
3.763X3D_TextureTransform Struct Reference	435
3.763.1 Detailed Description	436
3.764X3D_TimeSensor Struct Reference	436
3.764.1 Detailed Description	436
3.765X3D_TimeTrigger Struct Reference	437
3.765.1 Detailed Description	437
3.766X3D_TouchSensor Struct Reference	437
3.766.1 Detailed Description	438
3.767X3D_Transform Struct Reference	438
3.767.1 Detailed Description	438
3.768X3D_TransmitterPdu Struct Reference	439
3.768.1 Detailed Description	440
3.769X3D_TriangleFanSet Struct Reference	440

3.769.1 Detailed Description	440
3.770X3D_TriangleSet Struct Reference	441
3.770.1 Detailed Description	441
3.771X3D_TriangleSet2D Struct Reference	441
3.771.1 Detailed Description	442
3.772X3D_TriangleStripSet Struct Reference	442
3.772.1 Detailed Description	442
3.773X3D_TwoSidedMaterial Struct Reference	443
3.773.1 Detailed Description	443
3.774X3D_Viewpoint Struct Reference	443
3.774.1 Detailed Description	444
3.775X3D_ViewpointGroup Struct Reference	444
3.775.1 Detailed Description	444
3.776X3D_Virt Struct Reference	445
3.776.1 Detailed Description	445
3.777X3D_VisibilitySensor Struct Reference	445
3.777.1 Detailed Description	446
3.778X3D_WorldInfo Struct Reference	446
3.778.1 Detailed Description	446
3.779org.web3d.x3d.sai.X3DAppearanceChildNode Interface Reference	446
3.779.1 Detailed Description	446
3.780org.web3d.x3d.sai.X3DAppearanceNode Interface Reference	447
3.780.1 Detailed Description	447
3.781org.web3d.x3d.sai.X3DAudioClipNode Interface Reference	447
3.781.1 Detailed Description	448
3.782org.web3d.x3d.sai.X3DBackgroundNode Interface Reference	448
3.782.1 Detailed Description	448
3.783org.web3d.x3d.sai.X3DBindableNode Interface Reference	448
3.783.1 Detailed Description	449
3.784org.web3d.x3d.sai.X3DBoundedObject Interface Reference	449
3.784.1 Detailed Description	449
3.785org.web3d.x3d.sai.X3DChildNode Interface Reference	449
3.785.1 Detailed Description	450
3.786org.web3d.x3d.sai.X3DColorNode Interface Reference	450
3.786.1 Detailed Description	451
3.787org.web3d.x3d.sai.X3DComponent Interface Reference	451
3.787.1 Detailed Description	451
3.788org.web3d.x3d.sai.X3DComposedGeometryNode Interface Reference	451
3.788.1 Detailed Description	452
3.789org.web3d.x3d.sai.X3DCoordinateNode Interface Reference	452

3.789.1 Detailed Description	453
3.790org.web3d.x3d.sai.X3DDragSensorNode Interface Reference	453
3.790.1 Detailed Description	453
3.791org.web3d.x3d.sai.X3DEnvironmentalSensorNode Interface Reference	453
3.791.1 Detailed Description	454
3.792org.web3d.x3d.sai.X3DException Class Reference	454
3.792.1 Detailed Description	455
3.793org.web3d.x3d.sai.X3DExecutionContext Interface Reference	455
3.793.1 Detailed Description	456
3.794org.web3d.x3d.sai.X3DExternProtoDeclaration Interface Reference	456
3.794.1 Detailed Description	456
3.795org.web3d.x3d.sai.X3DField Interface Reference	456
3.795.1 Detailed Description	457
3.796org.web3d.x3d.sai.X3DFieldDefinition Interface Reference	457
3.796.1 Detailed Description	458
3.797org.web3d.x3d.sai.X3DFieldEvent Class Reference	458
3.797.1 Detailed Description	458
3.798org.web3d.x3d.sai.X3DFieldEventListener Interface Reference	458
3.798.1 Detailed Description	459
3.799org.web3d.x3d.sai.X3DFieldTypes Interface Reference	459
3.799.1 Detailed Description	460
3.800org.web3d.x3d.sai.X3DFontStyleNode Interface Reference	460
3.800.1 Detailed Description	461
3.801org.web3d.x3d.sai.X3DGeometricPropertyNode Interface Reference	461
3.801.1 Detailed Description	461
3.802org.web3d.x3d.sai.X3DGeometryNode Interface Reference	461
3.802.1 Detailed Description	461
3.803org.web3d.x3d.sai.X3DGroupingNode Interface Reference	461
3.803.1 Detailed Description	462
3.804org.web3d.x3d.sai.X3DInfoNode Interface Reference	462
3.804.1 Detailed Description	462
3.805org.web3d.x3d.sai.X3DInterpolatorNode Interface Reference	462
3.805.1 Detailed Description	463
3.806org.web3d.x3d.sai.X3DKeyDeviceSensorNode Interface Reference	463
3.806.1 Detailed Description	463
3.807org.web3d.x3d.sai.X3DLightNode Interface Reference	463
3.807.1 Detailed Description	464
3.808org.web3d.x3d.sai.X3DMaterialNode Interface Reference	464
3.808.1 Detailed Description	464
3.809org.web3d.x3d.sai.X3DMetadataObject Interface Reference	465

3.809.1 Detailed Description	465
3.810org.web3d.x3d.sai.X3DNetworkSensorNode Interface Reference	465
3.810.1 Detailed Description	465
3.811org.web3d.x3d.sai.X3DNode Interface Reference	465
3.811.1 Detailed Description	466
3.812org.web3d.x3d.sai.X3DNodeTypes Interface Reference	466
3.812.1 Detailed Description	467
3.813org.web3d.x3d.sai.X3DNormalNode Interface Reference	468
3.813.1 Detailed Description	468
3.814org.web3d.x3d.sai.X3DParametricGeometryNode Interface Reference	468
3.814.1 Detailed Description	468
3.815org.web3d.x3d.sai.X3DPerFrameObserverScript Interface Reference	468
3.815.1 Detailed Description	469
3.816org.web3d.x3d.sai.X3DPointingDeviceSensorNode Interface Reference	469
3.816.1 Detailed Description	469
3.817org.web3d.x3d.sai.X3DProtoDeclaration Interface Reference	469
3.817.1 Detailed Description	470
3.818org.web3d.x3d.sai.X3DProtoInstance Interface Reference	470
3.818.1 Detailed Description	470
3.819org.web3d.x3d.sai.X3DRoute Interface Reference	470
3.819.1 Detailed Description	471
3.820org.web3d.x3d.sai.X3DScene Interface Reference	471
3.820.1 Detailed Description	472
3.821org.web3d.x3d.sai.X3DScriptImplementation Interface Reference	472
3.821.1 Detailed Description	472
3.822org.web3d.x3d.sai.X3DScriptNode Interface Reference	472
3.822.1 Detailed Description	472
3.823org.web3d.x3d.sai.X3DSensorNode Interface Reference	473
3.823.1 Detailed Description	473
3.824org.web3d.x3d.sai.X3DSequencerNode Interface Reference	473
3.824.1 Detailed Description	474
3.825org.web3d.x3d.sai.X3DShapeNode Interface Reference	474
3.825.1 Detailed Description	474
3.826org.web3d.x3d.sai.X3DSoundNode Interface Reference	474
3.826.1 Detailed Description	475
3.827org.web3d.x3d.sai.X3DSoundSourceNode Interface Reference	475
3.827.1 Detailed Description	475
3.828org.web3d.x3d.sai.X3DTextNode Interface Reference	475
3.828.1 Detailed Description	476
3.829org.web3d.x3d.sai.X3DTexture2DNode Interface Reference	476

3.829.1 Detailed Description	476
3.830org.web3d.x3d.sai.X3DTextureCoordinateNode Interface Reference	476
3.830.1 Detailed Description	477
3.831org.web3d.x3d.sai.X3DTextureNode Interface Reference	477
3.831.1 Detailed Description	477
3.832org.web3d.x3d.sai.X3DTextureTransform2DNode Interface Reference	477
3.832.1 Detailed Description	478
3.833org.web3d.x3d.sai.X3DTextureTransformNode Interface Reference	478
3.833.1 Detailed Description	478
3.834org.web3d.x3d.sai.X3DTimeDependentNode Interface Reference	478
3.834.1 Detailed Description	479
3.835org.web3d.x3d.sai.X3DTouchSensorNode Interface Reference	479
3.835.1 Detailed Description	480
3.836org.web3d.x3d.sai.X3DTriggerNode Interface Reference	480
3.836.1 Detailed Description	480
3.837org.web3d.x3d.sai.X3DUrlObject Interface Reference	480
3.837.1 Detailed Description	481
3.838XY Struct Reference	481
3.838.1 Detailed Description	481
Index	482

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

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

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

_SFRotationNative	45
_SFVec2fNative	45
_SFVec3dNative	45
_SFVec3fNative	46
_SFVec4dNative	46
_SFVec4fNative	46
_urlRequest	46
_X3DNode	47
ActiveRegion	48
anyVrml	48
vrml.BaseNode	48
vrml.node.Node	204
vrml.node.Script	236
block	49
brotoDefpair	49
brotoIS	49
brotoRoute	50
org.web3d.x3d.sai.Browser	50
org.web3d.x3d.sai.ExternalBrowser	111
sai.FreeWRLBrowser	115
vrml.Browser	51
sai.BrowserFactory	54
org.web3d.x3d.sai.BrowserFactoryImpl	54
vrml.external.BrowserGlobals	55
sai.BrowserGlobals	55
org.web3d.x3d.sai.BrowserInterface	55
sai.FreeWRLBrowser	115
vrml.external.BrowserInterface	56
vrml.external.Browser	52
CachedVertex	57
cbDataExactName	57
cbDataRootNameAndRouteDir	58
Cloneable	
vrml.Event	87
vrml.Field	111
vrml.ConstField	60
vrml.ConstMField	62
vrml.field.ConstMFColor	60
vrml.field.ConstMFFloat	61
vrml.field.ConstMFInt32	63
vrml.field.ConstMFNode	64
vrml.field.ConstMFRotation	64
vrml.field.ConstMFString	65
vrml.field.ConstMFTime	66
vrml.field.ConstMFVec2f	67
vrml.field.ConstMFVec3f	67
vrml.field.ConstSFBool	68
vrml.field.ConstSFColor	69
vrml.field.ConstSFFloat	70
vrml.field.ConstSFImage	70
vrml.field.ConstSFInt32	71
vrml.field.ConstSFNode	72
vrml.field.ConstSFRotation	72
vrml.field.ConstSFString	73
vrml.field.ConstSFTime	73
vrml.field.ConstSFVec2f	74
vrml.field.ConstSFVec3f	75

vrml.field.SFBool	239
vrml.field.SFColor	240
vrml.field.SFFloat	243
vrml.field.SFImage	244
vrml.field.SFInt32	245
vrml.field.SFNode	247
vrml.field.SFRotation	249
vrml.field.SFString	250
vrml.field.SFTime	251
vrml.field.SFVec2f	254
vrml.field.SFVec3f	256
vrml.MField	180
vrml.field.MFColor	175
vrml.field.MFFloat	178
vrml.field.MFInt32	183
vrml.field.MFNode	184
vrml.field.MFRotation	186
vrml.field.MFString	188
vrml.field.MFTime	189
vrml.field.MFVec2f	191
vrml.field.MFVec3f	193
coded_block_pattern_entry	58
org.web3d.x3d.sai.ComponentInfo	59
sai.FWComponentInfo	127
CR_RegStruct	75
CRjsnameStruct	76
CRscriptStruct	76
CRStruct	77
currayhit	77
datChnk	77
dct_dc_size_entry	78
DDS_header	78
DdsLoadInfo	79
Dict	79
DictNode	79
EAI_ListenerStruct	80
vrml.external.FreeWRLEAI.EAIAsyncMessage	80
sai.eai.EAIAsyncMessage	80
vrml.external.FreeWRLEAI.EAIAsyncQueue	81
sai.eai.EAIAsyncQueue	81
sai.eai.EAIMessage	83
vrml.external.FreeWRLEAI.EAIMessage	84
EAINodeIndexStruct	84
EAINodeParams	84
sai.eai.EAIoutQueue	85
vrml.external.FreeWRLEAI.EAIoutQueue	85
ECMAValueStruct	86
EdgePair	87
vrml.external.field.EventIn	88
vrml.external.field.EventInMFColor	89
vrml.external.field.EventInMFFloat	89
vrml.external.field.EventInMFInt32	90
vrml.external.field.EventInMFNode	90
vrml.external.field.EventInMFRotation	91
vrml.external.field.EventInMFString	91
vrml.external.field.EventInMFVec2f	92
vrml.external.field.EventInMFVec3f	92
vrml.external.field.EventInSFBool	93

vrml.external.field.EventInSFColor	93
vrml.external.field.EventInSFFloat	94
vrml.external.field.EventInSFImage	94
vrml.external.field.EventInSFInt32	95
vrml.external.field.EventInSFNode	95
vrml.external.field.EventInSFRotation	96
vrml.external.field.EventInSFString	96
vrml.external.field.EventInSFTime	97
vrml.external.field.EventInSFVec2f	97
vrml.external.field.EventInSFVec3f	98
EventListener	
org.web3d.x3d.sai.BrowserListener	56
EventListener	
org.web3d.x3d.sai.X3DFieldEventListener	458
EventObject	
org.web3d.x3d.sai.BrowserEvent	53
org.web3d.x3d.sai.X3DFieldEvent	458
vrml.external.field.EventOut	98
vrml.external.field.EventOutMField	101
vrml.external.field.EventOutMFColor	100
vrml.external.field.EventOutMFFloat	100
vrml.external.field.EventOutMFInt32	101
vrml.external.field.EventOutMFNode	102
vrml.external.field.EventOutMFRotation	103
vrml.external.field.EventOutMFString	103
vrml.external.field.EventOutMFVec2f	104
vrml.external.field.EventOutMFVec3f	104
vrml.external.field.EventOutSFBool	105
vrml.external.field.EventOutSFColor	106
vrml.external.field.EventOutSFFloat	106
vrml.external.field.EventOutSFImage	107
vrml.external.field.EventOutSFInt32	107
vrml.external.field.EventOutSFNode	108
vrml.external.field.EventOutSFRotation	108
vrml.external.field.EventOutSFString	109
vrml.external.field.EventOutSFTime	109
vrml.external.field.EventOutSFVec2f	110
vrml.external.field.EventOutSFVec3f	110
vrml.external.field.EventOutObserver	105
Exception	
vrml.InvalidVRMLSyntaxException	169
vrml.InvalidX3DSyntaxException	170
FaceCount	111
FieldDecl	112
fieldNodeState	113
vrml.external.field.FieldTypes	113
FirstStruct	114
fmtChnk	114
freewrl_params	115
sai.FreeWRLBrowserInfo	117
sai.FreeWRLRendererInfo	123
fw_MaterialParameters	125
FWBITMAPFILEHEADER	126
FWBITMAPINFO	126
FWBITMAPINFOHEADER	126
vrml.FWCreateField	127
vrml.FWHelper	128
vrml.FWJavaScript	129

vrml.FWJavaScriptBinding	129
sai.FWProfInfo	139
FWRGBQUAD	141
FWSNDMSG	150
FXV	150
GLUface	151
GLUhalfEdge	151
GLUmesh	152
GLUtesselator	152
GLUvertex	153
GoP	153
vrml.external.IBrowser	154
vrml.external.Browser	52
iiGlobal	155
IllegalArgumentException	
vrml.InvalidEventInException	160
vrml.InvalidEventOutException	160
vrml.InvalidExposedFieldException	162
vrml.InvalidFieldChangeException	162
vrml.InvalidFieldException	163
vrml.InvalidRouteException	167
initialRouteStruct	157
key	170
keypressTuple	171
macroblock	171
matpropstruct	171
org.web3d.x3d.sai.Matrix	172
org.web3d.x3d.sai.Matrix3	172
org.web3d.x3d.sai.Matrix4	173
mb_addr_inc_entry	174
mb_type_entry	174
motion_vectors_entry	195
mouseTuple	195
Multi_Bool	195
Multi_Color	196
Multi_ColorRGBA	196
Multi_Double	196
Multi_Float	197
Multi_Int32	197
Multi_Matrix3d	197
Multi_Matrix3f	198
Multi_Matrix4d	198
Multi_Matrix4f	198
Multi_Node	199
Multi_Rotation	199
Multi_String	199
Multi_Time	200
Multi_Vec2d	200
Multi_Vec2f	200
Multi_Vec3d	201
Multi_Vec3f	201
Multi_Vec4d	201
Multi_Vec4f	202
multiTexParams	202
myArgs	202
MyVertex	203
nameValuePairs	203
NestedProtoField	203

vrml.external.Node	204
opened_file	207
orient_XYZA	207
pcollision	207
pcommon	208
pComponent_EnvironSensor	208
pComponent_Geometry3D	209
pComponent_Geospatial	209
pComponent_HAnim	209
pComponent_KeyDevice	210
pComponent_Shape	210
pComponent_Sound	210
pComponent_Text	211
pConsoleMessage	211
pCParse	212
pCParseParser	212
pCProto	212
pCRoutes	213
pCScripts	213
pCursorDraw	213
pEAI_C_CommonFunctions	214
pEAICore	214
pEAIEventsIn	214
pEAHelpers	215
pFrustum	215
pict	215
pict_image	216
pio_http	216
pJScript	216
playbackRecord	217
pLoadTextures	217
pMainloop	217
point_XYZ	219
pointer2pointer	219
PointerHash	219
PointerHashEntry	219
pOpenGL_Utills	220
pPluginSocket	220
ppluginUtills	221
pProdCon	221
PQhandleElem	221
PQnode	222
pRasterFont	222
pRenderFuncs	222
pRenderTextures	223
PriorityQ	224
profile_entry	224
org.web3d.x3d.sai.ProfileInfo	224
sai.FWPProfileInfo	138
proftablestruct	225
ProtoDefinition	225
ProtoElementPointer	226
ProtoFieldDecl	226
protoInsert	226
PROTOInstanceEntry	227
PROTOnameStruct	227
ProtoRoute	227
pSensInterps	228

pSnapshot	228
PSStruct	229
pStatusBar	229
pStreamPoly	229
pTess	230
pTextures	230
pViewer	230
pX3DParser	231
pX3DProtoScript	232
quaternion	232
rb1	232
resource_item	233
Runnable	
sai.eai.EAInThread	82
vrml.external.FreeWRLEAI.EAInThread	83
RuntimeException	
org.web3d.x3d.sai.X3DException	454
org.web3d.x3d.sai.BrowserNotSharedException	57
org.web3d.x3d.sai.ConnectionException	59
org.web3d.x3d.sai.ImportedNodeException	157
org.web3d.x3d.sai.InsufficientCapabilitiesException	158
org.web3d.x3d.sai.InvalidBrowserException	158
org.web3d.x3d.sai.InvalidDocumentException	159
org.web3d.x3d.sai.InvalidExecutionContextException	161
org.web3d.x3d.sai.InvalidFieldException	163
org.web3d.x3d.sai.InvalidFieldValueException	163
org.web3d.x3d.sai.InvalidNameException	164
org.web3d.x3d.sai.InvalidNodeException	164
org.web3d.x3d.sai.InvalidOperationTimingException	166
org.web3d.x3d.sai.InvalidProtoException	166
org.web3d.x3d.sai.InvalidRouteException	167
org.web3d.x3d.sai.InvalidURLException	168
org.web3d.x3d.sai.InvalidX3DException	169
org.web3d.x3d.sai.NodeInUseException	205
org.web3d.x3d.sai.NodeUnavailableException	205
org.web3d.x3d.sai.NoSuchBrowserException	206
org.web3d.x3d.sai.NotSupportedException	206
org.web3d.x3d.sai.URLUnavailableException	279
sai.eai.UnsupportedFieldTypeException	278
vrml.external.exception.InvalidEventInException	159
vrml.external.exception.InvalidEventOutException	161
vrml.external.exception.InvalidNodeException	165
vrml.external.exception.InvalidVrmlException	168
vrml.external.FreeWRLEAI.UnsupportedFieldTypeException	279
s_renderer_capabilities_t	233
s_shader_capabilities	234
sCollisionGeometry	235
sCollisionInfo	236
ScriptFieldDecl	237
ScriptFieldInstanceInfo	237
ScriptParamList	237
SecureClassLoader	
vrml.FWJavaScriptClassLoader	129
SensStruct	238
sFallInfo	238
SFColor	240
SFColorRGBA	241
SFMatrix3d	246

SFMatrix3f	247
SFMatrix4d	247
SFMatrix4f	247
SFRotation	249
SFVec2d	252
SFVec2f	253
SFVec3d	255
SFVec3f	256
SFVec4d	257
SFVec4f	257
Shader_Script	258
shaderTableEntry	258
slice	258
sNavInfo	259
SNDFILE	259
iiglobal::tBindable	259
iiglobal::tcollision	260
iiglobal::tcommon	260
iiglobal::tComponent_EnvironSensor	260
iiglobal::tComponent_Geometry3D	261
iiglobal::tComponent_Geospatial	261
iiglobal::tComponent_HAnim	261
iiglobal::tComponent_KeyDevice	261
iiglobal::tComponent_Shape	262
iiglobal::tComponent_Sound	262
iiglobal::tComponent_Text	262
iiglobal::tComponent_VRML1	263
iiglobal::tConsoleMessage	263
iiglobal::tCParse	263
iiglobal::tCParseParser	263
iiglobal::tCProto	264
iiglobal::tCRoutes	264
iiglobal::tCScripts	264
iiglobal::tCursorDraw	265
iiglobal::tdisplay	265
iiglobal::tEAI_C_CommonFunctions	266
iiglobal::tEAICore	266
iiglobal::tEAIEventsIn	266
iiglobal::tEAHelpers	267
textureTableIndexStruct	267
textureVertexInfo	267
iiglobal::tFrustum	268
Thread	
sai.eai.EAIAsyncThread	82
sai.eai.EAIOutThread	85
vrml.external.FreeWRLEAI.EAIAsyncThread	81
vrml.external.FreeWRLEAI.EAIOutThread	86
iiglobal::tinternalc	268
iiglobal::tio_http	268
iiglobal::tJScript	269
iiglobal::tjsUtils	269
iiglobal::tjsVRMLBrowser	269
iiglobal::tjsVRMLClasses	270
iiglobal::tLoadTextures	270
iiglobal::tMainloop	270
iiglobal::tOpenGL_Utils	271
Touch	271
iiglobal::tPluginSocket	271

iiglobal::tpluginUtils	272
iiglobal::tProdCon	272
iiglobal::tRasterFont	272
iiglobal::tRenderFuncs	273
trenderstate	273
iiglobal::tRenderTextures	274
iiglobal::tresources	274
iiglobal::tSensInterps	274
iiglobal::tSnapshot	275
iiglobal::tstatusbar	275
iiglobal::tStreamPoly	275
iiglobal::tTess	275
iiglobal::tTextures	276
iiglobal::tthreads	276
iiglobal::tViewer	277
iiglobal::tX3DParser	277
iiglobal::tX3DProtoScript	277
un1	278
Uni_String	278
Vector	280
vrml.external.FreeWRLEAI.VField	280
vrml.external.FreeWRLEAI.VMFCOLOR	289
vrml.external.FreeWRLEAI.VMFFloat	290
vrml.external.FreeWRLEAI.VMFInt32	291
vrml.external.FreeWRLEAI.VMFRotation	292
vrml.external.FreeWRLEAI.VMFString	293
vrml.external.FreeWRLEAI.VMFVec2f	294
vrml.external.FreeWRLEAI.VMFVec3f	296
vrml.external.FreeWRLEAI.VSFBool	300
vrml.external.FreeWRLEAI.VSFColor	301
vrml.external.FreeWRLEAI.VSFFloat	302
vrml.external.FreeWRLEAI.VSFImage	302
vrml.external.FreeWRLEAI.VSFInt32	304
vrml.external.FreeWRLEAI.VSFRotation	305
vrml.external.FreeWRLEAI.VSFString	306
vrml.external.FreeWRLEAI.VSFTime	307
vrml.external.FreeWRLEAI.VSFVec2f	308
vrml.external.FreeWRLEAI.VSFVec3f	309
sai.eai.VField	281
sai.eai.VMFCOLOR	289
sai.eai.VMFFloat	290
sai.eai.VMFInt32	291
sai.eai.VMFRotation	292
sai.eai.VMFString	293
sai.eai.VMFVec2f	294
sai.eai.VMFVec3f	295
sai.eai.VSFBool	299
sai.eai.VSFColor	300
sai.eai.VSFFloat	301
sai.eai.VSFImage	303
sai.eai.VSFInt32	304
sai.eai.VSFRotation	305
sai.eai.VSFString	306
sai.eai.VSFTime	308
sai.eai.VSFVec2f	309
sai.eai.VSFVec3f	310
vid_stream	283
viewer	284

viewer_examine	285
viewer_fly	286
viewer_inplane	286
viewer_walk	286
viewer_ypz	287
sai.eai.VIP	287
vrml.external.FreeWRLEAI.VIP	288
VRMLLexer	296
sai.eai.VRMLObject	297
vrml.external.FreeWRLEAI.VRMLObject	297
vrml.external.FreeWRLEAI.VRMLObjectObserver	298
sai.eai.VRMLObjectObserver	298
VRMLParser	299
X3D_Anchor	311
X3D_Appearance	311
X3D_Arc2D	312
X3D_ArcClose2D	312
X3D_AudioClip	313
X3D_Background	314
X3D_Billboard	315
X3D_BooleanFilter	316
X3D_BooleanSequencer	316
X3D_BooleanToggle	317
X3D_BooleanTrigger	317
X3D_Box	318
X3D_CADAssembly	318
X3D_CADFace	319
X3D_CADLayer	320
X3D_CADPart	320
X3D_Circle2D	321
X3D_ClipPlane	322
X3D_Collision	322
X3D_Color	323
X3D_ColorInterpolator	323
X3D_ColorRGBA	324
X3D_ComposedCubeMapTexture	324
X3D_ComposedShader	325
X3D_Cone	326
X3D_Contour2D	326
X3D_ContourPolyLine2D	327
X3D_Coordinate	327
X3D_CoordinateDouble	328
X3D_CoordinateInterpolator	328
X3D_CoordinateInterpolator2D	329
X3D_Cylinder	329
X3D_CylinderSensor	330
X3D_DirectionalLight	331
X3D_DISEntityManager	332
X3D_DISEntityTypeMapping	332
X3D_Disk2D	333
X3D_EaseInEaseOut	334
X3D_ElevationGrid	334
X3D_EspduTransform	335
X3D_Extrusion	337
X3D_FillProperties	338
X3D_FloatVertexAttribute	338
X3D_Fog	339
X3D_FogCoordinate	340

X3D_FontStyle	340
X3D_GeneratedCubeMapTexture	341
X3D_GeoCoordinate	341
X3D_GeoElevationGrid	342
X3D_GeoLocation	343
X3D_GeoLOD	344
X3D_GeoMetadata	345
X3D_GeoOrigin	345
X3D_GeoPositionInterpolator	346
X3D_GeoProximitySensor	346
X3D_GeoTouchSensor	347
X3D_GeoTransform	348
X3D_GeoViewpoint	349
X3D_Group	350
X3D_HAnimDisplacer	351
X3D_HAnimHumanoid	351
X3D_HAnimJoint	352
X3D_HAnimSegment	353
X3D_HAnimSite	354
X3D_ImageCubeMapTexture	354
X3D_ImageTexture	355
X3D_IndexedFaceSet	356
X3D_IndexedLineSet	356
X3D_IndexedQuadSet	357
X3D_IndexedTriangleFanSet	358
X3D_IndexedTriangleSet	359
X3D_IndexedTriangleStripSet	359
X3D_Inline	360
X3D_IntegerSequencer	361
X3D_IntegerTrigger	361
X3D_KeySensor	362
X3D_LineProperties	363
X3D_LineSensor	363
X3D_LineSet	364
X3D_LoadSensor	365
X3D_LocalFog	365
X3D_LOD	366
X3D_Material	367
X3D_Matrix3VertexAttribute	367
X3D_Matrix4VertexAttribute	368
X3D_MetadataDouble	368
X3D_MetadataFloat	369
X3D_MetadataInteger	370
X3D_MetadataMFBool	370
X3D_MetadataMFColor	371
X3D_MetadataMFColorRGBA	371
X3D_MetadataMFDouble	372
X3D_MetadataMFFloat	372
X3D_MetadataMFInt32	373
X3D_MetadataMFMatrix3d	374
X3D_MetadataMFMatrix3f	374
X3D_MetadataMFMatrix4d	375
X3D_MetadataMFMatrix4f	375
X3D_MetadataMFNode	376
X3D_MetadataMFRotation	376
X3D_MetadataMFString	377
X3D_MetadataMFTime	378
X3D_MetadataMFVec2d	378

X3D_MetadataMFVec2f	379
X3D_MetadataMFVec3d	379
X3D_MetadataMFVec3f	380
X3D_MetadataMFVec4d	380
X3D_MetadataMFVec4f	381
X3D_MetadataSet	382
X3D_MetadataSFBool	382
X3D_MetadataSFColor	383
X3D_MetadataSFColorRGBA	383
X3D_MetadataSFDouble	384
X3D_MetadataSFFloat	384
X3D_MetadataSFImage	385
X3D_MetadataSFInt32	386
X3D_MetadataSFMatrix3d	386
X3D_MetadataSFMatrix3f	387
X3D_MetadataSFMatrix4d	387
X3D_MetadataSFMatrix4f	388
X3D_MetadataSFNode	388
X3D_MetadataSFRotation	389
X3D_MetadataSFString	390
X3D_MetadataSFTime	390
X3D_MetadataSFVec2d	391
X3D_MetadataSFVec2f	391
X3D_MetadataSFVec3d	392
X3D_MetadataSFVec3f	392
X3D_MetadataSFVec4d	393
X3D_MetadataSFVec4f	394
X3D_MetadataString	394
X3D_MovieTexture	395
X3D_MultiTexture	396
X3D_MultiTextureCoordinate	396
X3D_MultiTextureTransform	397
X3D_NavigationInfo	397
X3D_Node	398
X3D_Normal	398
X3D_NormalInterpolator	399
X3D_NurbsCurve	400
X3D_NurbsCurve2D	400
X3D_NurbsOrientationInterpolator	401
X3D_NurbsPatchSurface	401
X3D_NurbsPositionInterpolator	402
X3D_NurbsSet	403
X3D_NurbsSurfaceInterpolator	403
X3D_NurbsSweptSurface	404
X3D_NurbsSwungSurface	405
X3D_NurbsTextureCoordinate	405
X3D_NurbsTrimmedSurface	406
X3D_OrientationInterpolator	407
X3D_OrthoViewpoint	407
X3D_OSC_Sensor	408
X3D_PackagedShader	409
X3D_PickableGroup	409
X3D_PixelTexture	410
X3D_PlaneSensor	411
X3D_PointLight	412
X3D_PointPickSensor	412
X3D_PointSet	413
X3D_Polyline2D	414

X3D_Polypoint2D	414
X3D_PolyRep	415
X3D_PositionInterpolator	415
X3D_PositionInterpolator2D	416
X3D_ProgramShader	417
X3D_Proto	417
X3D_ProximitySensor	418
X3D_QuadSet	419
X3D_ReceiverPdu	419
X3D_Rectangle2D	420
X3D_ScalarInterpolator	421
X3D_Script	422
X3D_ShaderPart	422
X3D_ShaderProgram	423
X3D_Shape	423
X3D_SignalPdu	424
X3D_Sound	425
X3D_Sphere	426
X3D_SphereSensor	426
X3D_SplinePositionInterpolator	427
X3D_SplinePositionInterpolator2D	428
X3D_SplineScalarInterpolator	428
X3D_SpotLight	429
X3D_SquadOrientationInterpolator	430
X3D_StaticGroup	430
X3D_StringSensor	431
X3D_Switch	431
X3D_Text	432
X3D_TextureBackground	433
X3D_TextureCoordinate	433
X3D_TextureCoordinateGenerator	434
X3D_TextureProperties	435
X3D_TextureTransform	435
X3D_TimeSensor	436
X3D_TimeTrigger	437
X3D_TouchSensor	437
X3D_Transform	438
X3D_TransmitterPdu	439
X3D_TriangleFanSet	440
X3D_TriangleSet	441
X3D_TriangleSet2D	441
X3D_TriangleStripSet	442
X3D_TwoSidedMaterial	443
X3D_Viewpoint	443
X3D_ViewpointGroup	444
X3D_Virt	445
X3D_VisibilitySensor	445
X3D_WorldInfo	446
org.web3d.x3d.sai.X3DBoundedObject	449
org.web3d.x3d.sai.X3DGroupingNode	461
org.web3d.x3d.sai.X3DComponent	451
sai.FreeWRLComponent	117
org.web3d.x3d.sai.X3DExecutionContext	455
org.web3d.x3d.sai.X3DScene	471
sai.FreeWRLScene	124
org.web3d.x3d.sai.X3DField	456
org.web3d.x3d.sai.MField	179

org.web3d.x3d.sai.MFBool	174
org.web3d.x3d.sai.MFColor	176
sai.FWMFColor	130
org.web3d.x3d.sai.MFColorRGBA	177
sai.FWMFColorRGBA	131
org.web3d.x3d.sai.MFDouble	177
sai.FWMFDouble	132
org.web3d.x3d.sai.MFFloat	179
sai.FWMFFloat	132
org.web3d.x3d.sai.MFImage	182
org.web3d.x3d.sai.MFInt32	182
sai.FWMFInt32	133
org.web3d.x3d.sai.MFNode	184
sai.FWMFNode	134
org.web3d.x3d.sai.MFRotation	185
sai.FWMFRotation	134
org.web3d.x3d.sai.MFString	187
sai.FWMFString	135
org.web3d.x3d.sai.MFTime	189
org.web3d.x3d.sai.MFVec2d	190
sai.FWMFVec2d	136
org.web3d.x3d.sai.MFVec2f	191
sai.FWMFVec2f	136
org.web3d.x3d.sai.MFVec3d	192
sai.FWMFVec3d	137
org.web3d.x3d.sai.MFVec3f	194
sai.FWMFVec3f	138
sai.FreeWRLMField	121
sai.FWMFColor	130
sai.FWMFColorRGBA	131
sai.FWMFDouble	132
sai.FWMFFloat	132
sai.FWMFInt32	133
sai.FWMFNode	134
sai.FWMFRotation	134
sai.FWMFString	135
sai.FWMFVec2d	136
sai.FWMFVec2f	136
sai.FWMFVec3d	137
sai.FWMFVec3f	138
org.web3d.x3d.sai.SFBool	239
sai.FWSFBool	141
org.web3d.x3d.sai.SFColor	241
sai.FWSFColor	142
org.web3d.x3d.sai.SFColorRGBA	242
sai.FWSFColorRGBA	143
org.web3d.x3d.sai.SFDouble	242
sai.FWSFDouble	143
org.web3d.x3d.sai.SFFloat	243
sai.FWSFFloat	144
org.web3d.x3d.sai.SFImage	244
sai.FWSFImage	144
org.web3d.x3d.sai.SFInt32	246
sai.FWSFInt32	145
org.web3d.x3d.sai.SFNode	248
sai.FWSFNode	145

org.web3d.x3d.sai.SFRotation	250
sai.FWSFRotation	146
org.web3d.x3d.sai.SFString	251
sai.FWSFString	147
org.web3d.x3d.sai.SFTime	252
sai.FWSFTime	147
org.web3d.x3d.sai.SFVec2d	253
sai.FWSFVec2d	148
org.web3d.x3d.sai.SFVec2f	254
sai.FWSFVec2f	148
org.web3d.x3d.sai.SFVec3d	255
sai.FWSFVec3d	149
org.web3d.x3d.sai.SFVec3f	257
sai.FWSFVec3f	149
sai.FreeWRLField	118
sai.FreeWRLMField	121
sai.FWSFBool	141
sai.FWSFColor	142
sai.FWSFColorRGBA	143
sai.FWSFDouble	143
sai.FWSFFloat	144
sai.FWSFImage	144
sai.FWSFInt32	145
sai.FWSFNode	145
sai.FWSFRotation	146
sai.FWSFString	147
sai.FWSFTime	147
sai.FWSFVec2d	148
sai.FWSFVec2f	148
sai.FWSFVec3d	149
sai.FWSFVec3f	149
org.web3d.x3d.sai.X3DFieldDefinition	457
sai.FreeWRLFieldDefinition	119
org.web3d.x3d.sai.X3DFieldTypes	459
sai.FreeWRLFieldTypes	120
org.web3d.x3d.sai.X3DMetadataObject	465
org.web3d.x3d.sai.X3DNode	465
org.web3d.x3d.sai.X3DAppearanceChildNode	446
org.web3d.x3d.sai.X3DMaterialNode	464
org.web3d.x3d.sai.X3DTextureNode	477
org.web3d.x3d.sai.X3DTexture2DNode	476
org.web3d.x3d.sai.X3DTextureTransformNode	478
org.web3d.x3d.sai.X3DTextureTransform2DNode	477
org.web3d.x3d.sai.X3DAppearanceNode	447
org.web3d.x3d.sai.X3DChildNode	449
org.web3d.x3d.sai.X3DBindableNode	448
org.web3d.x3d.sai.X3DBackgroundNode	448
org.web3d.x3d.sai.X3DGroupingNode	461
org.web3d.x3d.sai.X3DInfoNode	462
org.web3d.x3d.sai.X3DInterpolatorNode	462
org.web3d.x3d.sai.X3DLightNode	463
org.web3d.x3d.sai.X3DScriptNode	472
org.web3d.x3d.sai.X3DSensorNode	473
org.web3d.x3d.sai.X3DEnvironmentalSensorNode	453
org.web3d.x3d.sai.X3DKeyDeviceSensorNode	463
org.web3d.x3d.sai.X3DNetworkSensorNode	465

org.web3d.x3d.sai.X3DPointingDeviceSensorNode	469
org.web3d.x3d.sai.X3DDragSensorNode	453
org.web3d.x3d.sai.X3DTouchSensorNode	479
org.web3d.x3d.sai.X3DSequencerNode	473
org.web3d.x3d.sai.X3DShapeNode	474
org.web3d.x3d.sai.X3DSoundNode	474
org.web3d.x3d.sai.X3DTimeDependentNode	478
org.web3d.x3d.sai.X3DAudioClipNode	447
org.web3d.x3d.sai.X3DTriggerNode	480
org.web3d.x3d.sai.X3DFontStyleNode	460
org.web3d.x3d.sai.X3DGeometricPropertyNode	461
org.web3d.x3d.sai.X3DColorNode	450
org.web3d.x3d.sai.X3DCoordinateNode	452
org.web3d.x3d.sai.X3DNormalNode	468
org.web3d.x3d.sai.X3DTextureCoordinateNode	476
org.web3d.x3d.sai.X3DGeometryNode	461
org.web3d.x3d.sai.X3DComposedGeometryNode	451
org.web3d.x3d.sai.X3DParametricGeometryNode	468
org.web3d.x3d.sai.X3DTextNode	475
org.web3d.x3d.sai.X3DProtoInstance	470
sai.FWProtoInstance	140
sai.FreeWRLNode	122
sai.FWProtoInstance	140
org.web3d.x3d.sai.X3DNodeTypes	466
sai.FreeWRLNodeTypes	123
org.web3d.x3d.sai.X3DProtoDeclaration	469
org.web3d.x3d.sai.X3DExternProtoDeclaration	456
sai.FWExternProtoDeclaration	128
sai.FWProtoDeclaration	139
sai.FWProtoDeclaration	139
org.web3d.x3d.sai.X3DRoute	470
sai.FWRoute	141
org.web3d.x3d.sai.X3DScriptImplementation	472
org.web3d.x3d.sai.X3DPerFrameObserverScript	468
org.web3d.x3d.sai.X3DSoundSourceNode	475
org.web3d.x3d.sai.X3DUrlObject	480
org.web3d.x3d.sai.X3DAudioClipNode	447
org.web3d.x3d.sai.X3DScriptNode	472
XY	481

Chapter 2

Data Structure Index

2.1 Data Structures

Here are the data structures with brief descriptions:

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

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

CRStruct	77
currayhit	77
datChnk	77
dct_dc_size_entry	78
DDS_header	78
DdsLoadInfo	79
Dict	79
DictNode	79
EAI_ListenerStruct	80
vrml.external.FreeWRLEAI.EAIAsyncMessage	80
sai.eai.EAIAsyncMessage	80
vrml.external.FreeWRLEAI.EAIAsyncQueue	81
sai.eai.EAIAsyncQueue	81
vrml.external.FreeWRLEAI.EAIAsyncThread	81
sai.eai.EAIAsyncThread	82
sai.eai.EAIinThread	82
vrml.external.FreeWRLEAI.EAIinThread	83
sai.eai.EAIMessage	83
vrml.external.FreeWRLEAI.EAIMessage	84
EAINodeIndexStruct	84
EAINodeParams	84
sai.eai.EAIoutQueue	85
vrml.external.FreeWRLEAI.EAIoutQueue	85
sai.eai.EAIoutThread	85
vrml.external.FreeWRLEAI.EAIoutThread	86
ECMAValueStruct	86
EdgePair	87
vrml.Event	87
vrml.external.field.EventIn	88
vrml.external.field.EventInMFColor	89
vrml.external.field.EventInMFFloat	89
vrml.external.field.EventInMFInt32	90
vrml.external.field.EventInMFNode	90
vrml.external.field.EventInMFRotation	91
vrml.external.field.EventInMFString	91
vrml.external.field.EventInMFVec2f	92
vrml.external.field.EventInMFVec3f	92
vrml.external.field.EventInSFBool	93
vrml.external.field.EventInSFColor	93
vrml.external.field.EventInSFFloat	94
vrml.external.field.EventInSFImage	94
vrml.external.field.EventInSFInt32	95
vrml.external.field.EventInSFNode	95
vrml.external.field.EventInSFRotation	96
vrml.external.field.EventInSFString	96
vrml.external.field.EventInSFTime	97
vrml.external.field.EventInSFVec2f	97
vrml.external.field.EventInSFVec3f	98
vrml.external.field.EventOut	98
vrml.external.field.EventOutMFColor	100
vrml.external.field.EventOutMFFloat	100
vrml.external.field.EventOutMField	101
vrml.external.field.EventOutMFInt32	101
vrml.external.field.EventOutMFNode	102
vrml.external.field.EventOutMFRotation	103
vrml.external.field.EventOutMFString	103
vrml.external.field.EventOutMFVec2f	104
vrml.external.field.EventOutMFVec3f	104

vrml.external.field.EventOutObserver	105
vrml.external.field.EventOutSFBool	105
vrml.external.field.EventOutSFColor	106
vrml.external.field.EventOutSFFloat	106
vrml.external.field.EventOutSFImage	107
vrml.external.field.EventOutSFInt32	107
vrml.external.field.EventOutSFNode	108
vrml.external.field.EventOutSFRotation	108
vrml.external.field.EventOutSFString	109
vrml.external.field.EventOutSFTime	109
vrml.external.field.EventOutSFVec2f	110
vrml.external.field.EventOutSFVec3f	110
org.web3d.x3d.sai.ExternalBrowser	111
FaceCount	111
vrml.Field	111
FieldDecl	112
fieldNodeState	113
vrml.external.field.FieldTypes	113
FirstStruct	114
fmtChnk	114
freewrl_params	
Initialization	115
sai.FreeWRLBrowser	115
sai.FreeWRLBrowserInfo	117
sai.FreeWRLComponent	117
sai.FreeWRLField	118
sai.FreeWRLFieldDefinition	119
sai.FreeWRLFieldTypes	120
sai.FreeWRLMField	121
sai.FreeWRLNode	122
sai.FreeWRLNodeTypes	123
sai.FreeWRLRendererInfo	123
sai.FreeWRLScene	124
fw_MaterialParameters	125
FWBITMAPFILEHEADER	126
FWBITMAPINFO	126
FWBITMAPINFOHEADER	126
sai.FWComponentInfo	127
vrml.FWCreateField	127
sai.FWExternProtoDeclaration	128
vrml.FWHelper	128
vrml.FWJavaScript	129
vrml.FWJavaScriptBinding	129
vrml.FWJavaScriptClassLoader	129
sai.FWMFColor	130
sai.FWMFColorRGBA	131
sai.FWMFDouble	132
sai.FWMFFloat	132
sai.FWMFInt32	133
sai.FWMFNode	134
sai.FWMFRotation	134
sai.FWMFString	135
sai.FWMFVec2d	136
sai.FWMFVec2f	136
sai.FWMFVec3d	137
sai.FWMFVec3f	138
sai.FWProfileInfo	138
sai.FWProfInfo	139

sai.FWProtoDeclaration	139
sai.FWProtoInstance	140
FWRGBQUAD	141
sai.FWRoute	141
sai.FWSFBool	141
sai.FWSFColor	142
sai.FWSFColorRGBA	143
sai.FWSFDouble	143
sai.FWSFFloat	144
sai.FWSFImage	144
sai.FWSFInt32	145
sai.FWSFNode	145
sai.FWSFRotation	146
sai.FWSFString	147
sai.FWSFTime	147
sai.FWSFVec2d	148
sai.FWSFVec2f	148
sai.FWSFVec3d	149
sai.FWSFVec3f	149
FWSNDMSG	150
FXV	150
GLUface	151
GLUhalfEdge	151
GLUmesh	152
GLUtesselator	152
GLUvertex	153
GoP	153
vrml.external.IBrowser	154
iiglobal	155
org.web3d.x3d.sai.ImportedException	157
initialRouteStruct	157
org.web3d.x3d.sai.InsufficientCapabilitiesException	158
org.web3d.x3d.sai.InvalidBrowserException	158
org.web3d.x3d.sai.InvalidDocumentException	159
vrml.external.exception.InvalidEventInException	159
vrml.InvalidEventInException	160
vrml.InvalidEventOutException	160
vrml.external.exception.InvalidEventOutException	161
org.web3d.x3d.sai.InvalidExecutionContextException	161
vrml.InvalidExposedFieldException	162
vrml.InvalidFieldChangeException	162
vrml.InvalidFieldException	163
org.web3d.x3d.sai.InvalidFieldException	163
org.web3d.x3d.sai.InvalidFieldValueException	163
org.web3d.x3d.sai.InvalidNameException	164
org.web3d.x3d.sai.InvalidNodeException	164
vrml.external.exception.InvalidNodeException	165
org.web3d.x3d.sai.InvalidOperationTimingException	166
org.web3d.x3d.sai.InvalidProtoException	166
org.web3d.x3d.sai.InvalidRouteException	167
vrml.InvalidRouteException	167
org.web3d.x3d.sai.InvalidURLException	168
vrml.external.exception.InvalidVrmlException	168
vrml.InvalidVRMLSyntaxException	169
org.web3d.x3d.sai.InvalidX3DException	169
vrml.InvalidX3DSyntaxException	170
key	170
keypressTuple	171

macroblock	171
matpropstruct	171
org.web3d.x3d.sai.Matrix	172
org.web3d.x3d.sai.Matrix3	172
org.web3d.x3d.sai.Matrix4	173
mb_addr_inc_entry	174
mb_type_entry	174
org.web3d.x3d.sai.MFBool	174
vrml.field.MFColor	175
org.web3d.x3d.sai.MFColor	176
org.web3d.x3d.sai.MFColorRGBA	177
org.web3d.x3d.sai.MFDouble	177
vrml.field.MFFloat	178
org.web3d.x3d.sai.MFFloat	179
org.web3d.x3d.sai.MField	179
vrml.MField	180
org.web3d.x3d.sai.MFImage	182
org.web3d.x3d.sai.MFInt32	182
vrml.field.MFInt32	183
org.web3d.x3d.sai.MFNode	184
vrml.field.MFNode	184
org.web3d.x3d.sai.MFRotation	185
vrml.field.MFRotation	186
org.web3d.x3d.sai.MFString	187
vrml.field.MFString	188
org.web3d.x3d.sai.MFTime	189
vrml.field.MFTime	189
org.web3d.x3d.sai.MFVec2d	190
org.web3d.x3d.sai.MFVec2f	191
vrml.field.MFVec2f	191
org.web3d.x3d.sai.MFVec3d	192
vrml.field.MFVec3f	193
org.web3d.x3d.sai.MFVec3f	194
motion_vectors_entry	195
mouseTuple	195
Multi_Bool	195
Multi_Color	196
Multi_ColorRGBA	196
Multi_Double	196
Multi_Float	197
Multi_Int32	197
Multi_Matrix3d	197
Multi_Matrix3f	198
Multi_Matrix4d	198
Multi_Matrix4f	198
Multi_Node	199
Multi_Rotation	199
Multi_String	199
Multi_Time	200
Multi_Vec2d	200
Multi_Vec2f	200
Multi_Vec3d	201
Multi_Vec3f	201
Multi_Vec4d	201
Multi_Vec4f	202
multiTexParams	202
myArgs	202
MyVertex	203

nameValuePairs	203
NestedProtoField	203
vrml.external.Node	204
vrml.node.Node	204
org.web3d.x3d.sai.NodeInUseException	205
org.web3d.x3d.sai.NodeUnavailableException	205
org.web3d.x3d.sai.NoSuchBrowserException	206
org.web3d.x3d.sai.NotSupportedException	206
opened_file	207
orient_XYZA	207
pcollision	207
pcommon	208
pComponent_EnvironSensor	208
pComponent_Geometry3D	209
pComponent_Geospatial	209
pComponent_HAnim	209
pComponent_KeyDevice	210
pComponent_Shape	210
pComponent_Sound	210
pComponent_Text	211
pConsoleMessage	211
pCParse	212
pCParseParser	212
pCProto	212
pCRoutes	213
pCScripts	213
pCursorDraw	213
pEAI_C_CommonFunctions	214
pEAICore	214
pEAIEventsIn	214
pEAHelpers	215
pFrustum	215
pict	215
pict_image	216
pio_http	216
pJScript	216
playbackRecord	217
pLoadTextures	217
pMainloop	217
point_XYZ	219
pointer2pointer	219
PointerHash	219
PointerHashEntry	219
pOpenGL_Utils	220
pPluginSocket	220
ppluginUtils	221
pProdCon	221
PQhandleElem	221
PQnode	222
pRasterFont	222
pRenderFuncs	222
pRenderTextures	223
PriorityQ	224
profile_entry	224
org.web3d.x3d.sai.ProfileInfo	224
proftablestruct	225
ProtoDefinition	225
ProtoElementPointer	226

ProtoFieldDecl	226
protoInsert	226
PROTOInstanceEntry	227
PROTOnameStruct	227
ProtoRoute	227
pSensInterps	228
pSnapshot	228
PSStruct	229
pstatusbar	229
pStreamPoly	229
pTess	230
pTextures	230
pViewer	230
pX3DParser	231
pX3DProtoScript	232
quaternion	232
rb1	232
resource_item	233
s_renderer_capabilities_t	233
s_shader_capabilities	234
sCollisionGeometry	235
sCollisionInfo	236
vrml.node.Script	236
ScriptFieldDecl	237
ScriptFieldInstanceInfo	237
ScriptParamList	237
SensStruct	238
sFallInfo	238
vrml.field.SFBool	239
org.web3d.x3d.sai.SFBool	239
SFColor	240
vrml.field.SFColor	240
org.web3d.x3d.sai.SFColor	241
SFColorRGBA	241
org.web3d.x3d.sai.SFColorRGBA	242
org.web3d.x3d.sai.SFDouble	242
vrml.field.SFFloat	243
org.web3d.x3d.sai.SFFloat	243
vrml.field.SFImage	244
org.web3d.x3d.sai.SFImage	244
vrml.field.SFInt32	245
org.web3d.x3d.sai.SFInt32	246
SFMatrix3d	246
SFMatrix3f	247
SFMatrix4d	247
SFMatrix4f	247
vrml.field.SFNode	247
org.web3d.x3d.sai.SFNode	248
SFRotation	249
vrml.field.SFRotation	249
org.web3d.x3d.sai.SFRotation	250
vrml.field.SFString	250
org.web3d.x3d.sai.SFString	251
vrml.field.SFTime	251
org.web3d.x3d.sai.SFTime	252
SFVec2d	252
org.web3d.x3d.sai.SFVec2d	253
SFVec2f	253

vrml.field.SFVec2f	254
org.web3d.x3d.sai.SFVec2f	254
SFVec3d	255
org.web3d.x3d.sai.SFVec3d	255
SFVec3f	256
vrml.field.SFVec3f	256
org.web3d.x3d.sai.SFVec3f	257
SFVec4d	257
SFVec4f	257
Shader_Script	258
shaderTableEntry	258
slice	258
sNavilInfo	259
SNDFILE	259
iiglobal::tBindable	259
iiglobal::tcollision	260
iiglobal::tcommon	260
iiglobal::tComponent_EnvironSensor	260
iiglobal::tComponent_Geometry3D	261
iiglobal::tComponent_Geospatial	261
iiglobal::tComponent_HAnim	261
iiglobal::tComponent_KeyDevice	261
iiglobal::tComponent_Shape	262
iiglobal::tComponent_Sound	262
iiglobal::tComponent_Text	262
iiglobal::tComponent_VRML1	263
iiglobal::tConsoleMessage	263
iiglobal::tCParse	263
iiglobal::tCParseParser	263
iiglobal::tCProto	264
iiglobal::tCRoutes	264
iiglobal::tCScripts	264
iiglobal::tCursorDraw	265
iiglobal::tdisplay	265
iiglobal::tEAI_C_CommonFunctions	266
iiglobal::tEAICore	266
iiglobal::tEAIEventsIn	266
iiglobal::tEAHelpers	267
textureTableIndexStruct	267
textureVertexInfo	267
iiglobal::tFrustum	268
iiglobal::tinternalc	268
iiglobal::tio_http	268
iiglobal::tJScript	269
iiglobal::tjsUtils	269
iiglobal::tjsVRMLBrowser	269
iiglobal::tjsVRMLClasses	270
iiglobal::tLoadTextures	270
iiglobal::tMainloop	270
iiglobal::tOpenGL_Utils	271
Touch	271
iiglobal::tPluginSocket	271
iiglobal::tpluginUtils	272
iiglobal::tProdCon	272
iiglobal::tRasterFont	272
iiglobal::tRenderFuncs	273
trenderstate	273
iiglobal::tRenderTextures	274

iiglobal::tresources	274
iiglobal::tSensInterps	274
iiglobal::tSnapshot	275
iiglobal::tstatusbar	275
iiglobal::tStreamPoly	275
iiglobal::tTess	275
iiglobal::tTextures	276
iiglobal::tthreads	276
iiglobal::tViewer	277
iiglobal::tX3DParser	277
iiglobal::tX3DProtoScript	277
un1	278
Uni_String	278
sai.eai.UnsupportedFieldTypeException	278
vrml.external.FreeWRLEAI.UnsupportedFieldTypeException	279
org.web3d.x3d.sai.URLUnavailableException	279
Vector	280
vrml.external.FreeWRLEAI.VField	280
sai.eai.VField	281
vid_stream	283
viewer	284
viewer_examine	285
viewer_fly	286
viewer_inplane	286
viewer_walk	286
viewer_ypz	287
sai.eai.VIP	287
vrml.external.FreeWRLEAI.VIP	288
sai.eai.VMFCColor	289
vrml.external.FreeWRLEAI.VMFCColor	289
sai.eai.VMFFloat	290
vrml.external.FreeWRLEAI.VMFFloat	290
vrml.external.FreeWRLEAI.VMFInt32	291
sai.eai.VMFInt32	291
sai.eai.VMFRotation	292
vrml.external.FreeWRLEAI.VMFRotation	292
sai.eai.VMFString	293
vrml.external.FreeWRLEAI.VMFString	293
sai.eai.VMFVec2f	294
vrml.external.FreeWRLEAI.VMFVec2f	294
sai.eai.VMFVec3f	295
vrml.external.FreeWRLEAI.VMFVec3f	296
VRMLLexer	296
sai.eai.VRMLObject	297
vrml.external.FreeWRLEAI.VRMLObject	297
vrml.external.FreeWRLEAI.VRMLObjectObserver	298
sai.eai.VRMLObjectObserver	298
VRMLParser	299
sai.eai.VSFBool	299
vrml.external.FreeWRLEAI.VSFBool	300
sai.eai.VSFColor	300
vrml.external.FreeWRLEAI.VSFColor	301
sai.eai.VSFFloat	301
vrml.external.FreeWRLEAI.VSFFloat	302
vrml.external.FreeWRLEAI.VSFImage	302
sai.eai.VSFImage	303
vrml.external.FreeWRLEAI.VSFInt32	304
sai.eai.VSFInt32	304

vrml.external.FreeWRLEAI.VSFRotation	305
sai.eai.VSFRotation	305
vrml.external.FreeWRLEAI.VSFString	306
sai.eai.VSFString	306
vrml.external.FreeWRLEAI.VSFTime	307
sai.eai.VSFTime	308
vrml.external.FreeWRLEAI.VSFVec2f	308
sai.eai.VSFVec2f	309
vrml.external.FreeWRLEAI.VSFVec3f	309
sai.eai.VSFVec3f	310
X3D_Anchor	311
X3D_Appearance	311
X3D_Arc2D	312
X3D_ArcClose2D	312
X3D_AudioClip	313
X3D_Background	314
X3D_Billboard	315
X3D_BooleanFilter	316
X3D_BooleanSequencer	316
X3D_BooleanToggle	317
X3D_BooleanTrigger	317
X3D_Box	318
X3D_CADAssembly	318
X3D_CADFace	319
X3D_CADLayer	320
X3D_CADPart	320
X3D_Circle2D	321
X3D_ClipPlane	322
X3D_Collision	322
X3D_Color	323
X3D_ColorInterpolator	323
X3D_ColorRGBA	324
X3D_ComposedCubeMapTexture	324
X3D_ComposedShader	325
X3D_Cone	326
X3D_Contour2D	326
X3D_ContourPolyLine2D	327
X3D_Coordinate	327
X3D_CoordinateDouble	328
X3D_CoordinateInterpolator	328
X3D_CoordinateInterpolator2D	329
X3D_Cylinder	329
X3D_CylinderSensor	330
X3D_DirectionalLight	331
X3D_DISEntityManager	332
X3D_DISEntityTypeMapping	332
X3D_Disk2D	333
X3D_EaseInEaseOut	334
X3D_ElevationGrid	334
X3D_EspduTransform	335
X3D_Extrusion	337
X3D_FillProperties	338
X3D_FloatVertexAttribute	338
X3D_Fog	339
X3D_FogCoordinate	340
X3D_FontStyle	340
X3D_GeneratedCubeMapTexture	341
X3D_GeoCoordinate	341

X3D_GeoElevationGrid	342
X3D_GeoLocation	343
X3D_GeoLOD	344
X3D_GeoMetadata	345
X3D_GeoOrigin	345
X3D_GeoPositionInterpolator	346
X3D_GeoProximitySensor	346
X3D_GeoTouchSensor	347
X3D_GeoTransform	348
X3D_GeoViewpoint	349
X3D_Group	350
X3D_HAnimDisplacer	351
X3D_HAnimHumanoid	351
X3D_HAnimJoint	352
X3D_HAnimSegment	353
X3D_HAnimSite	354
X3D_ImageCubeMapTexture	354
X3D_ImageTexture	355
X3D_IndexedFaceSet	356
X3D_IndexedLineSet	356
X3D_IndexedQuadSet	357
X3D_IndexedTriangleFanSet	358
X3D_IndexedTriangleSet	359
X3D_IndexedTriangleStripSet	359
X3D_Inline	360
X3D_IntegerSequencer	361
X3D_IntegerTrigger	361
X3D_KeySensor	362
X3D_LineProperties	363
X3D_LineSensor	363
X3D_LineSet	364
X3D_LoadSensor	365
X3D_LocalFog	365
X3D_LOD	366
X3D_Material	367
X3D_Matrix3VertexAttribute	367
X3D_Matrix4VertexAttribute	368
X3D_MetadataDouble	368
X3D_MetadataFloat	369
X3D_MetadataInteger	370
X3D_MetadataMFBool	370
X3D_MetadataMFColor	371
X3D_MetadataMFColorRGBA	371
X3D_MetadataMFDouble	372
X3D_MetadataMFFloat	372
X3D_MetadataMFInt32	373
X3D_MetadataMFMatrix3d	374
X3D_MetadataMFMatrix3f	374
X3D_MetadataMFMatrix4d	375
X3D_MetadataMFMatrix4f	375
X3D_MetadataMFNode	376
X3D_MetadataMFRotation	376
X3D_MetadataMFString	377
X3D_MetadataMFTime	378
X3D_MetadataMFVec2d	378
X3D_MetadataMFVec2f	379
X3D_MetadataMFVec3d	379
X3D_MetadataMFVec3f	380

X3D_MetadataMFVec4d	380
X3D_MetadataMFVec4f	381
X3D_MetadataSet	382
X3D_MetadataSFBool	382
X3D_MetadataSFColor	383
X3D_MetadataSFColorRGBA	383
X3D_MetadataSFDouble	384
X3D_MetadataSFFloat	384
X3D_MetadataSFImage	385
X3D_MetadataSFInt32	386
X3D_MetadataSFMatrix3d	386
X3D_MetadataSFMatrix3f	387
X3D_MetadataSFMatrix4d	387
X3D_MetadataSFMatrix4f	388
X3D_MetadataSFNode	388
X3D_MetadataSFRotation	389
X3D_MetadataSFString	390
X3D_MetadataSFTime	390
X3D_MetadataSFVec2d	391
X3D_MetadataSFVec2f	391
X3D_MetadataSFVec3d	392
X3D_MetadataSFVec3f	392
X3D_MetadataSFVec4d	393
X3D_MetadataSFVec4f	394
X3D_MetadataString	394
X3D_MovieTexture	395
X3D_MultiTexture	396
X3D_MultiTextureCoordinate	396
X3D_MultiTextureTransform	397
X3D_NavigationInfo	397
X3D_Node	398
X3D_Normal	398
X3D_NormalInterpolator	399
X3D_NurbsCurve	400
X3D_NurbsCurve2D	400
X3D_NurbsOrientationInterpolator	401
X3D_NurbsPatchSurface	401
X3D_NurbsPositionInterpolator	402
X3D_NurbsSet	403
X3D_NurbsSurfaceInterpolator	403
X3D_NurbsSweptSurface	404
X3D_NurbsSwungSurface	405
X3D_NurbsTextureCoordinate	405
X3D_NurbsTrimmedSurface	406
X3D_OrientationInterpolator	407
X3D_OrthoViewpoint	407
X3D_OSC_Sensor	408
X3D_PackagedShader	409
X3D_PickableGroup	409
X3D_PixelTexture	410
X3D_PlaneSensor	411
X3D_PointLight	412
X3D_PointPickSensor	412
X3D_PointSet	413
X3D_Polyline2D	414
X3D_Polypoint2D	414
X3D_PolyRep	415
X3D_PositionInterpolator	415

X3D_PositionInterpolator2D	416
X3D_ProgramShader	417
X3D_Proto	417
X3D_ProximitySensor	418
X3D_QuadSet	419
X3D_ReceiverPdu	419
X3D_Rectangle2D	420
X3D_ScalarInterpolator	421
X3D_Script	422
X3D_ShaderPart	422
X3D_ShaderProgram	423
X3D_Shape	423
X3D_SignalPdu	424
X3D_Sound	425
X3D_Sphere	426
X3D_SphereSensor	426
X3D_SplinePositionInterpolator	427
X3D_SplinePositionInterpolator2D	428
X3D_SplineScalarInterpolator	428
X3D_SpotLight	429
X3D_SquadOrientationInterpolator	430
X3D_StaticGroup	430
X3D_StringSensor	431
X3D_Switch	431
X3D_Text	432
X3D_TextureBackground	433
X3D_TextureCoordinate	433
X3D_TextureCoordinateGenerator	434
X3D_TextureProperties	435
X3D_TextureTransform	435
X3D_TimeSensor	436
X3D_TimeTrigger	437
X3D_TouchSensor	437
X3D_Transform	438
X3D_TransmitterPdu	439
X3D_TriangleFanSet	440
X3D_TriangleSet	441
X3D_TriangleSet2D	441
X3D_TriangleStripSet	442
X3D_TwoSidedMaterial	443
X3D_Viewpoint	443
X3D_ViewpointGroup	444
X3D_Virt	445
X3D_VisibilitySensor	445
X3D_WorldInfo	446
org.web3d.x3d.sai.X3DAppearanceChildNode	446
org.web3d.x3d.sai.X3DAppearanceNode	447
org.web3d.x3d.sai.X3DAudioClipNode	447
org.web3d.x3d.sai.X3DBackgroundNode	448
org.web3d.x3d.sai.X3DBindableNode	448
org.web3d.x3d.sai.X3DBoundedObject	449
org.web3d.x3d.sai.X3DChildNode	449
org.web3d.x3d.sai.X3DColorNode	450
org.web3d.x3d.sai.X3DComponent	451
org.web3d.x3d.sai.X3DComposedGeometryNode	451
org.web3d.x3d.sai.X3DCoordinateNode	452
org.web3d.x3d.sai.X3DDragSensorNode	453
org.web3d.x3d.sai.X3DEnvironmentalSensorNode	453

org.web3d.x3d.sai.X3DException	454
org.web3d.x3d.sai.X3DExecutionContext	455
org.web3d.x3d.sai.X3DExternProtoDeclaration	456
org.web3d.x3d.sai.X3DField	456
org.web3d.x3d.sai.X3DFieldDefinition	457
org.web3d.x3d.sai.X3DFieldEvent	458
org.web3d.x3d.sai.X3DFieldEventListener	458
org.web3d.x3d.sai.X3DFieldTypes	459
org.web3d.x3d.sai.X3DFontStyleNode	460
org.web3d.x3d.sai.X3DGeometricPropertyNode	461
org.web3d.x3d.sai.X3DGeometryNode	461
org.web3d.x3d.sai.X3DGroupingNode	461
org.web3d.x3d.sai.X3DInfoNode	462
org.web3d.x3d.sai.X3DInterpolatorNode	462
org.web3d.x3d.sai.X3DKeyDeviceSensorNode	463
org.web3d.x3d.sai.X3DLightNode	463
org.web3d.x3d.sai.X3DMaterialNode	464
org.web3d.x3d.sai.X3DMetadataObject	465
org.web3d.x3d.sai.X3DNetworkSensorNode	465
org.web3d.x3d.sai.X3DNode	465
org.web3d.x3d.sai.X3DNodeTypes	466
org.web3d.x3d.sai.X3DNormalNode	468
org.web3d.x3d.sai.X3DParametricGeometryNode	468
org.web3d.x3d.sai.X3DPerFrameObserverScript	468
org.web3d.x3d.sai.X3DPointingDeviceSensorNode	469
org.web3d.x3d.sai.X3DProtoDeclaration	469
org.web3d.x3d.sai.X3DProtoInstance	470
org.web3d.x3d.sai.X3DRoute	470
org.web3d.x3d.sai.X3DScene	471
org.web3d.x3d.sai.X3DScriptImplementation	472
org.web3d.x3d.sai.X3DScriptNode	472
org.web3d.x3d.sai.X3DSensorNode	473
org.web3d.x3d.sai.X3DSequencerNode	473
org.web3d.x3d.sai.X3DShapeNode	474
org.web3d.x3d.sai.X3DSoundNode	474
org.web3d.x3d.sai.X3DSoundSourceNode	475
org.web3d.x3d.sai.X3DTextNode	475
org.web3d.x3d.sai.X3DTexture2DNode	476
org.web3d.x3d.sai.X3DTextureCoordinateNode	476
org.web3d.x3d.sai.X3DTextureNode	477
org.web3d.x3d.sai.X3DTextureTransform2DNode	477
org.web3d.x3d.sai.X3DTextureTransformNode	478
org.web3d.x3d.sai.X3DTimeDependentNode	478
org.web3d.x3d.sai.X3DTouchSensorNode	479
org.web3d.x3d.sai.X3DTriggerNode	480
org.web3d.x3d.sai.X3DUriObject	480
XY	481

Chapter 3

Data Structure Documentation

3.1 `_BrowserNative` Struct Reference

Data Fields

- int **dummyEntry**

3.1.1 Detailed Description

Definition at line 39 of file `jsNative.h`.

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

- `src/lib/world_script/jsNative.h`

3.2 `_cd_list_t` Struct Reference

Data Fields

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

3.2.1 Detailed Description

Definition at line 80 of file `list.h`.

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

- `src/lib/list.h`

3.3 `_CRnodeStruct` Struct Reference

Data Fields

- struct `X3D_Node` * **routeToNode**
- int **offset**

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

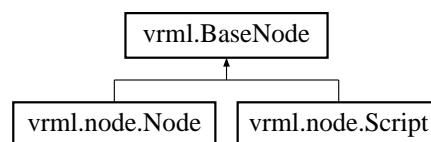
Definition at line 55 of file CParseGeneral.h.

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 4279 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

3.52 brotoIS Struct Reference

Data Fields

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

3.52.1 Detailed Description

Definition at line 4425 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

3.53 brotoRoute Struct Reference

Data Fields

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

3.53.1 Detailed Description

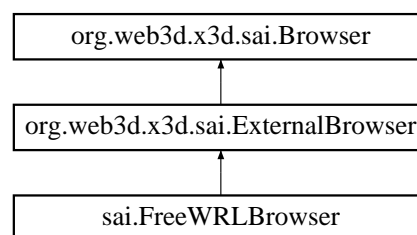
Definition at line 4052 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

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

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



Public Member Functions

- **X3DScene importDocument** (Node element) throws InvalidBrowserException, InvalidDocumentException, NotSupportedException, ConnectionException
- String **getName** () throws InvalidBrowserException, ConnectionException
- String **getVersion** () throws InvalidBrowserException, ConnectionException
- **ProfileInfo getProfile** (String name) throws InvalidBrowserException, NotSupportedException, ConnectionException
- **ProfileInfo[] getSupportedProfiles** () throws InvalidBrowserException, ConnectionException
- **ComponentInfo[] getSupportedComponents** () throws InvalidBrowserException, ConnectionException
- **ComponentInfo getComponent** (String name, int level) throws InvalidBrowserException, NotSupportedException, ConnectionException
- **X3DExecutionContext getExecutionContext** () throws InvalidBrowserException, ConnectionException

- **X3DScene** **createScene** (**ProfileInfo** profile, **ComponentInfo** components) throws **InvalidBrowserException**, **ConnectionException**
- float **getCurrentSpeed** () throws **InvalidBrowserException**, **ConnectionException**
- float **getCurrentFrameRate** () throws **InvalidBrowserException**, **ConnectionException**
- void **replaceWorld** (**X3DScene** scene) throws **InvalidBrowserException**, **ConnectionException**
- void **loadURL** (String[] url, Map parameters) throws **InvalidBrowserException**, **InvalidURLException**, **ConnectionException**
- String **getDescription** () throws **InvalidBrowserException**, **ConnectionException**
- void **setDescription** (String desc) throws **InvalidBrowserException**, **ConnectionException**
- **X3DScene** **createX3DFromString** (String scene) throws **InvalidBrowserException**, **InvalidX3DException**, **NotSupportedException**, **ConnectionException**
- **X3DScene** **createX3DFromStream** (java.io.InputStream is) throws **InvalidBrowserException**, **InvalidX3DException**, **NotSupportedException**, **java.io.IOException**, **ConnectionException**
- **X3DScene** **createX3DFromURL** (String[] url) throws **InvalidBrowserException**, **InvalidX3DException**, **ConnectionException**, **java.io.IOException**
- java.util.Map **getRenderingProperties** () throws **InvalidBrowserException**, **ConnectionException**
- java.util.Map **getBrowserProperties** () throws **InvalidBrowserException**, **ConnectionException**
- void **nextViewpoint** () throws **InvalidBrowserException**, **ConnectionException**
- void **previousViewpoint** () throws **InvalidBrowserException**, **ConnectionException**
- void **firstViewpoint** () throws **InvalidBrowserException**, **ConnectionException**
- void **lastViewpoint** () throws **InvalidBrowserException**, **ConnectionException**
- void **print** (Object obj) throws **InvalidBrowserException**, **ConnectionException**
- void **println** (Object obj) throws **InvalidBrowserException**, **ConnectionException**
- void **dispose** ()

3.54.1 Detailed Description

Definition at line 5 of file Browser.java.

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

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

3.55 vrml.Browser Class Reference

Public Member Functions

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

3.55.1 Detailed Description

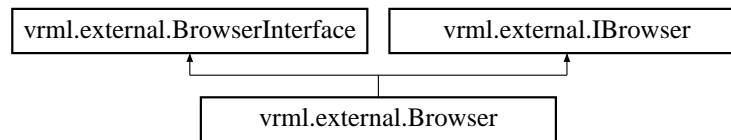
Definition at line 4 of file Browser.java.

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

- src/java/vrml/Browser.java

3.56 vrml.external.Browser Class Reference

Inheritance diagram for vrml.external.Browser:



Public Member Functions

- int **get_Browser_EVtype** (int event)
- **EventOutObserver** **get_Browser_EVObserver** (int eventno)
- void **Browser_RL_Async_send** (String 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 IllegalArgument↵Exception
- void **deleteRoute** (**Node** fromNode, String fromEventOut, **Node** toNode, String toEventIn) throws IllegalArgument↵Exception
- void **beginUpdate** ()
- void **endUpdate** ()
- void **initialize** ()
- void **shutdown** ()
- **Node** **getNode** (String getName) throws InvalidNodeException
- void **close** ()

Static Public Member Functions

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

Static Protected Member Functions

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

3.56.1 Detailed Description

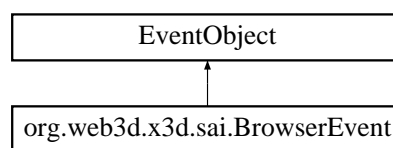
Definition at line 27 of file Browser.java.

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

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

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

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



Public Member Functions

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

Static Public Attributes

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

3.57.1 Detailed Description

Definition at line 5 of file BrowserEvent.java.

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

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

3.58 sai.BrowserFactory Class Reference

Static Public Member Functions

- static void **setBrowserFactoryImpl** (**BrowserFactoryImpl** fac) throws `IllegalArgumentException`, `X3DException`, `SecurityException`
- static **X3DComponent** **createX3DComponent** (Map params) throws `NotSupportedException`
- static **ExternalBrowser** **getBrowser** (Applet applet) throws `NotSupportedException`, `NoSuchBrowserException`
- static **ExternalBrowser** **getBrowser** (Applet applet, String frameName, int index) throws `NotSupportedException`, `NoSuchBrowserException`
- static **ExternalBrowser** **getBrowser** (InetAddress address, int port) throws `NotSupportedException`, `NoSuchBrowserException`, `UnknownHostException`, `ConnectionException`

3.58.1 Detailed Description

Definition at line 8 of file BrowserFactory.java.

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

- src/java/sai/BrowserFactory.java

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

Inherited by `sai.FreeWRLFactory`.

Public Member Functions

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

3.59.1 Detailed Description

Definition at line 8 of file BrowserFactoryImpl.java.

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

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

3.60 vrml.external.BrowserGlobals Class Reference

Static Public Attributes

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

3.60.1 Detailed Description

Definition at line 4 of file BrowserGlobals.java.

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

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

3.61 sai.BrowserGlobals Class Reference

Static Public Attributes

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

3.61.1 Detailed Description

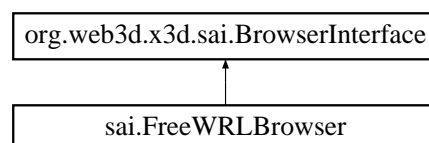
Definition at line 7 of file BrowserGlobals.java.

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

- src/java/sai/BrowserGlobals.java

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

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



Public Member Functions

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

3.62.1 Detailed Description

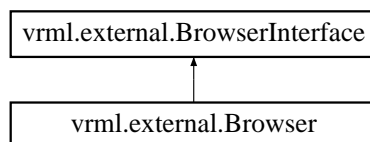
Definition at line 6 of file BrowserInterface.java.

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

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

3.63 vrml.external.BrowserInterface Interface Reference

Inheritance diagram for vrml.external.BrowserInterface:



Public Member Functions

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

3.63.1 Detailed Description

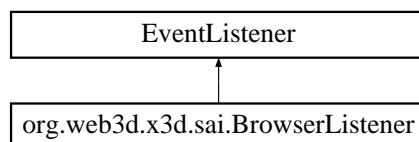
Definition at line 8 of file BrowserInterface.java.

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

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

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

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



Public Member Functions

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

3.64.1 Detailed Description

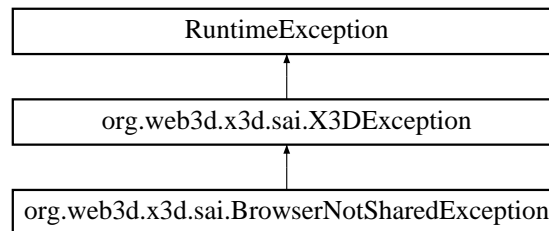
Definition at line 6 of file BrowserListener.java.

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

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

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

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



Public Member Functions

- **BrowserNotSharedException** (String msg)

3.65.1 Detailed Description

Definition at line 3 of file BrowserNotSharedException.java.

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

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

3.66 CachedVertex Struct Reference

Data Fields

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

3.66.1 Detailed Description

Definition at line 54 of file tess.h.

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

- src/libtess/tess.h

3.67 cbDataExactName Struct Reference

Data Fields

- char * **fname**

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

3.67.1 Detailed Description

Definition at line 5293 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

3.68 cbDataRootNameAndRouteDir Struct Reference

Data Fields

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

3.68.1 Detailed Description

Definition at line 5334 of file CParseParser.c.

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

- src/lib/vrml_parser/CParseParser.c

3.69 coded_block_pattern_entry Struct Reference

Data Fields

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

3.69.1 Detailed Description

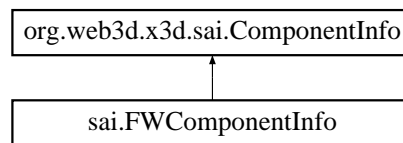
Definition at line 770 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

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

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



Public Member Functions

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

3.70.1 Detailed Description

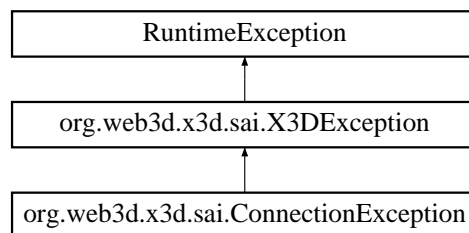
Definition at line 3 of file ComponentInfo.java.

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

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

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

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



Public Member Functions

- **ConnectionException** (String msg)

3.71.1 Detailed Description

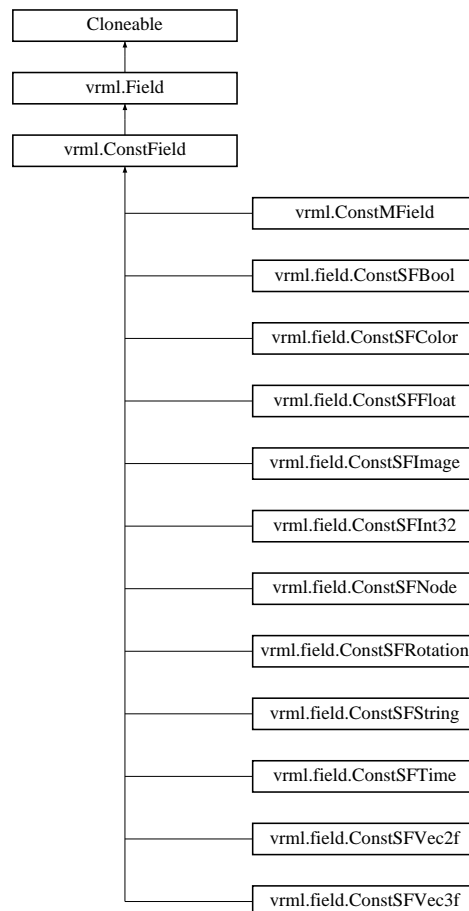
Definition at line 3 of file ConnectionException.java.

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

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

3.72 vrml.ConstField Class Reference

Inheritance diagram for vrml.ConstField:



Additional Inherited Members

3.72.1 Detailed Description

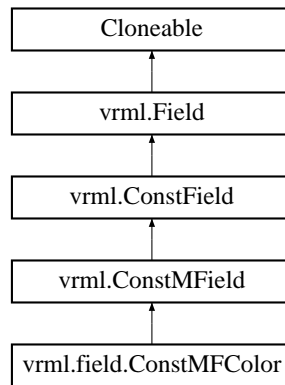
Definition at line 3 of file ConstField.java.

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

- src/java/vrml/ConstField.java

3.73 vrml.field.ConstMFColor Class Reference

Inheritance diagram for vrml.field.ConstMFColor:



Public Member Functions

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

Additional Inherited Members

3.73.1 Detailed Description

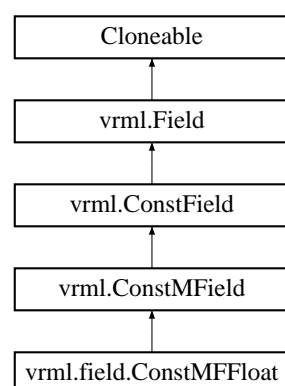
Definition at line 10 of file `ConstMFCOLOR.java`.

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

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

3.74 vrml.field.ConstMFFloat Class Reference

Inheritance diagram for `vrml.field.ConstMFFloat`:



Public Member Functions

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

Additional Inherited Members

3.74.1 Detailed Description

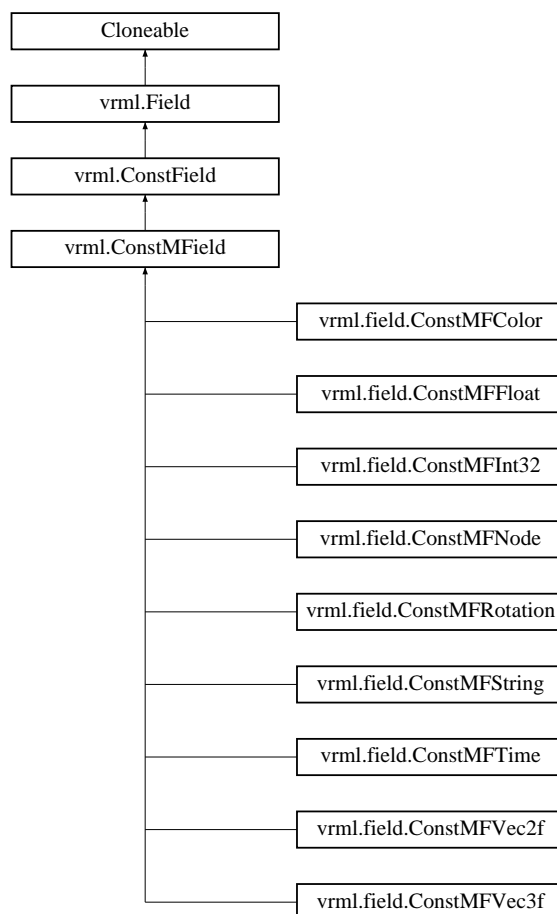
Definition at line 10 of file ConstMFFloat.java.

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

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

3.75 vrml.ConstMField Class Reference

Inheritance diagram for vrml.ConstMField:



Public Member Functions

- int **getSize** ()

Data Fields

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

Protected Member Functions

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

3.75.1 Detailed Description

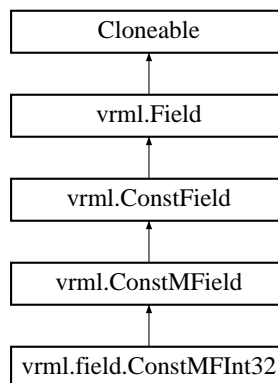
Definition at line 4 of file ConstMField.java.

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

- src/java/vrml/ConstMField.java

3.76 vrml.field.ConstMFlnt32 Class Reference

Inheritance diagram for vrml.field.ConstMFlnt32:



Public Member Functions

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

Additional Inherited Members

3.76.1 Detailed Description

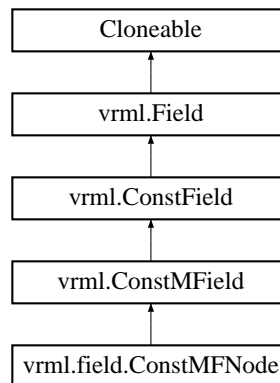
Definition at line 10 of file ConstMFlnt32.java.

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

- `src/java/vrml/field/ConstMField32.java`

3.77 `vrml.field.ConstMFNode` Class Reference

Inheritance diagram for `vrml.field.ConstMFNode`:



Public Member Functions

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

Additional Inherited Members

3.77.1 Detailed Description

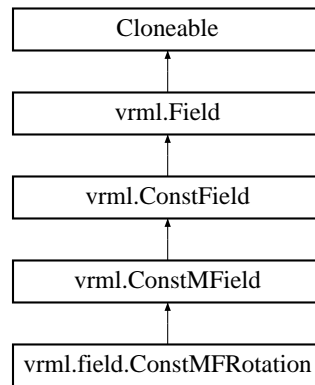
Definition at line 10 of file `ConstMFNode.java`.

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

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

3.78 `vrml.field.ConstMFRotation` Class Reference

Inheritance diagram for `vrml.field.ConstMFRotation`:



Public Member Functions

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

Additional Inherited Members

3.78.1 Detailed Description

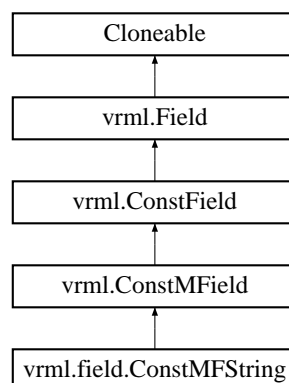
Definition at line 10 of file `ConstMFRotation.java`.

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

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

3.79 vrml.field.ConstMFString Class Reference

Inheritance diagram for `vrml.field.ConstMFString`:



Public Member Functions

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

Additional Inherited Members

3.79.1 Detailed Description

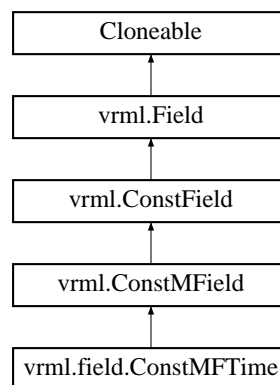
Definition at line 10 of file ConstMFString.java.

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

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

3.80 vrml.field.ConstMFTIME Class Reference

Inheritance diagram for vrml.field.ConstMFTIME:



Public Member Functions

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

Additional Inherited Members

3.80.1 Detailed Description

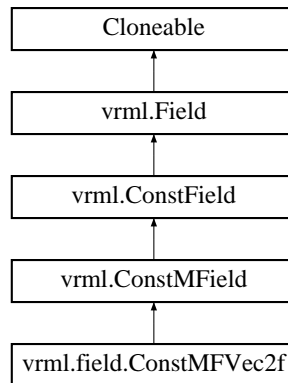
Definition at line 10 of file ConstMFTIME.java.

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

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

3.81 vrml.field.ConstMFVec2f Class Reference

Inheritance diagram for vrml.field.ConstMFVec2f:



Public Member Functions

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

Additional Inherited Members

3.81.1 Detailed Description

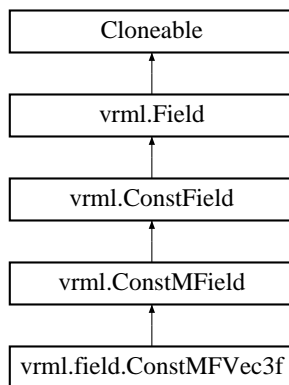
Definition at line 10 of file `ConstMFVec2f.java`.

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

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

3.82 vrml.field.ConstMFVec3f Class Reference

Inheritance diagram for vrml.field.ConstMFVec3f:



Public Member Functions

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

Additional Inherited Members

3.82.1 Detailed Description

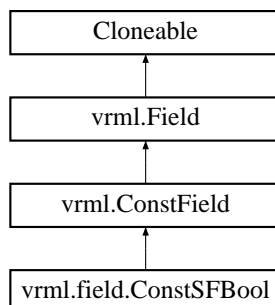
Definition at line 10 of file ConstMFVec3f.java.

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

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

3.83 vrml.field.ConstSFBool Class Reference

Inheritance diagram for vrml.field.ConstSFBool:



Public Member Functions

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

Additional Inherited Members

3.83.1 Detailed Description

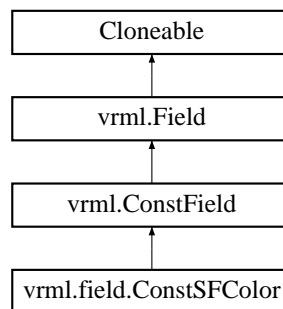
Definition at line 10 of file ConstSFBool.java.

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

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

3.84 vrml.field.ConstSFColor Class Reference

Inheritance diagram for vrml.field.ConstSFColor:



Public Member Functions

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

Additional Inherited Members

3.84.1 Detailed Description

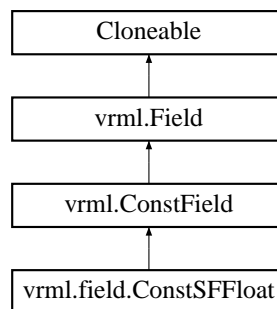
Definition at line 10 of file ConstSFColor.java.

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

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

3.85 vrml.field.ConstSFFloat Class Reference

Inheritance diagram for vrml.field.ConstSFFloat:



Public Member Functions

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

Additional Inherited Members

3.85.1 Detailed Description

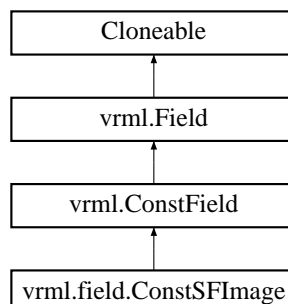
Definition at line 10 of file `ConstSFFloat.java`.

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

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

3.86 vrml.field.ConstSFImage Class Reference

Inheritance diagram for vrml.field.ConstSFImage:



Public Member Functions

- **ConstSFImage** (int width, int height, int components, byte[] pixels)
- int **getWidth** ()

- int **getHeight** ()
- int **getComponents** ()
- byte[] **getPixels** ()
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.86.1 Detailed Description

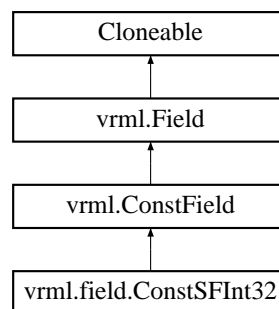
Definition at line 10 of file ConstSFImage.java.

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

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

3.87 vrml.field.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

3.87.1 Detailed Description

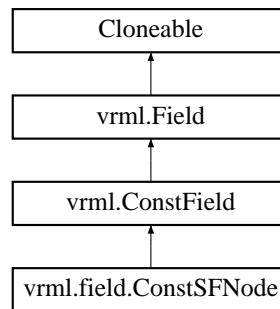
Definition at line 10 of file ConstSfInt32.java.

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

- src/java/vrml/field/ConstSfInt32.java

3.88 vrml.field.ConstSFNode Class Reference

Inheritance diagram for vrml.field.ConstSFNode:



Public Member Functions

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

Additional Inherited Members

3.88.1 Detailed Description

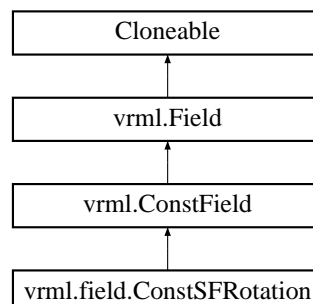
Definition at line 10 of file ConstSFNode.java.

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

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

3.89 vrml.field.ConstSFRotation Class Reference

Inheritance diagram for vrml.field.ConstSFRotation:



Public Member Functions

- **ConstSFRotation** (float axisX, float axisY, float axisZ, float angle)
- void **getValue** (float[] values)

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

Additional Inherited Members

3.89.1 Detailed Description

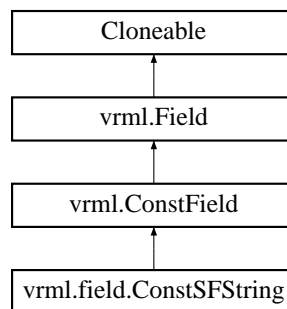
Definition at line 10 of file ConstSFRotation.java.

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

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

3.90 vrml.field.ConstSFString Class Reference

Inheritance diagram for vrml.field.ConstSFString:



Public Member Functions

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

Additional Inherited Members

3.90.1 Detailed Description

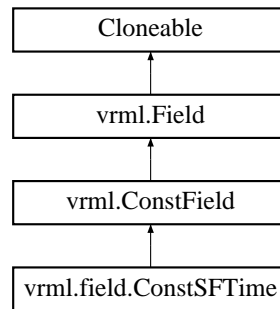
Definition at line 10 of file ConstSFString.java.

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

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

3.91 vrml.field.ConstSFTime Class Reference

Inheritance diagram for vrml.field.ConstSFTime:



Public Member Functions

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

Additional Inherited Members

3.91.1 Detailed Description

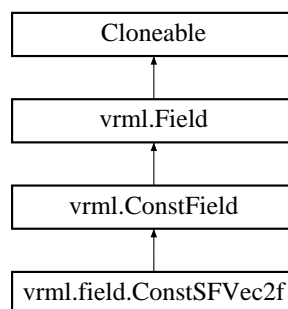
Definition at line 10 of file ConstSFTTime.java.

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

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

3.92 vrml.field.ConstSFVec2f Class Reference

Inheritance diagram for vrml.field.ConstSFVec2f:



Public Member Functions

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

Additional Inherited Members

3.92.1 Detailed Description

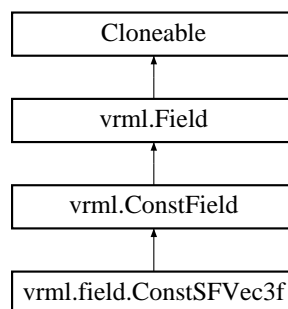
Definition at line 10 of file ConstSFVec2f.java.

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

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

3.93 vrml.field.ConstSFVec3f Class Reference

Inheritance diagram for vrml.field.ConstSFVec3f:



Public Member Functions

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

Additional Inherited Members

3.93.1 Detailed Description

Definition at line 10 of file ConstSFVec3f.java.

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

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

3.94 CR_RegStruct Struct Reference

Data Fields

- int **adrem**
- struct **X3D_Node** * **from**

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

3.94.1 Detailed Description

Definition at line 337 of file CRoutes.c.

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

- src/lib/vrml_parser/CRoutes.c

3.95 CRjsnameStruct Struct Reference

Data Fields

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

3.95.1 Detailed Description

Definition at line 40 of file CScripts.h.

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

- src/lib/world_script/CScripts.h

3.96 CRscriptStruct Struct Reference

Data Fields

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

3.96.1 Detailed Description

Definition at line 181 of file CScripts.h.

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

- src/lib/world_script/CScripts.h

3.97 CRStruct Struct Reference

Data Fields

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

3.97.1 Detailed Description

Definition at line 44 of file CRoutes.h.

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

- src/lib/vrml_parser/CRoutes.h

3.98 currayhit Struct Reference

Data Fields

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

3.98.1 Detailed Description

Definition at line 39 of file RenderFuncs.h.

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

- src/lib/scenegraph/RenderFuncs.h

3.99 datChnk Struct Reference

Data Fields

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

3.99.1 Detailed Description

Definition at line 65 of file soundheader.h.

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

- src/sound/soundheader.h

3.100 `dct_dc_size_entry` Struct Reference

Data Fields

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

3.100.1 Detailed Description

Definition at line 797 of file `mpeg.h`.

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

- `src/lib/scenegraph/mpeg.h`

3.101 `DDS_header` Union Reference

Data Fields

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

3.101.1 Detailed Description

Definition at line 149 of file `Component_CubeMapTexturing.h`.

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

- src/lib/scenegraph/Component_CubeMapTexturing.h

3.102 DdsLoadInfo Struct Reference

Data Fields

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

3.102.1 Detailed Description

Definition at line 128 of file Component_CubeMapTexturing.c.

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

- src/lib/scenegraph/Component_CubeMapTexturing.c

3.103 Dict Struct Reference

Data Fields

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

3.103.1 Detailed Description

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

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

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

3.104 DictNode Struct Reference

Data Fields

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

3.104.1 Detailed Description

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

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

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

3.105 EAI_ListenerStruct Struct Reference

Data Fields

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

3.105.1 Detailed Description

Definition at line 11 of file EAI_C_Advise.c.

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

- src/libeai/EAI_C_Advise.c

3.106 vrml.external.FreeWRLEAI.EAIAsyncMessage Class Reference

Data Fields

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

3.106.1 Detailed Description

Definition at line 20 of file EAIAsyncMessage.java.

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

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

3.107 sai.eai.EAIAsyncMessage Class Reference

Data Fields

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

3.107.1 Detailed Description

Definition at line 20 of file EAIAsyncMessage.java.

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

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

3.108 vrml.external.FreeWRLEAI.EAIAsyncQueue Class Reference

Public Member Functions

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

3.108.1 Detailed Description

Definition at line 20 of file EAIAsyncQueue.java.

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

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

3.109 sai.eai.EAIAsyncQueue Class Reference

Public Member Functions

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

3.109.1 Detailed Description

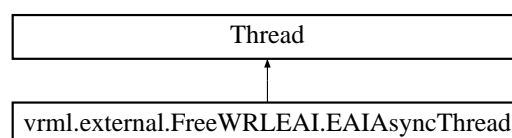
Definition at line 20 of file EAIAsyncQueue.java.

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

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

3.110 vrml.external.FreeWRLEAI.EAIAsyncThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAIAsyncThread:



Public Member Functions

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

3.110.1 Detailed Description

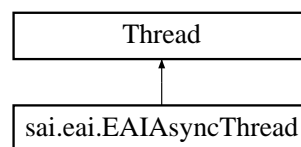
Definition at line 34 of file EAIAsyncThread.java.

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

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

3.111 sai.eai.EAIAsyncThread Class Reference

Inheritance diagram for sai.eai.EAIAsyncThread:



Public Member Functions

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

3.111.1 Detailed Description

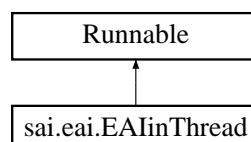
Definition at line 36 of file EAIAsyncThread.java.

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

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

3.112 sai.eai.EAlinThread Class Reference

Inheritance diagram for sai.eai.EAlinThread:



Public Member Functions

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

3.112.1 Detailed Description

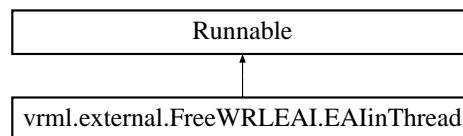
Definition at line 12 of file EAlinThread.java.

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

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

3.113 vrml.external.FreeWRLEAI.EAlinThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAlinThread:



Public Member Functions

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

3.113.1 Detailed Description

Definition at line 13 of file EAlinThread.java.

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

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

3.114 sai.eai.EAIMessage Class Reference

Public Member Functions

- **EAIMessage** (String thismsg)

Data Fields

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

3.114.1 Detailed Description

Definition at line 20 of file EAIMessage.java.

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

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

3.115 vrml.external.FreeWRLEAI.EAIMessage Class Reference

Public Member Functions

- **EAIMessage** (String thismsg)

Data Fields

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

3.115.1 Detailed Description

Definition at line 20 of file EAIMessage.java.

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

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

3.116 EAINodeIndexStruct Struct Reference

Data Fields

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

3.116.1 Detailed Description

Definition at line 148 of file EAIHelpers.c.

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

- src/lib/input/EAIHelpers.c

3.117 EAINodeParams Struct Reference

Data Fields

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

3.117.1 Detailed Description

Definition at line 139 of file EAIHelpers.c.

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

- src/lib/input/EAIHelpers.c

3.118 sai.eai.EAloutQueue Class Reference

Public Member Functions

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

3.118.1 Detailed Description

Definition at line 21 of file EAloutQueue.java.

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

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

3.119 vrml.external.FreeWRLEAI.EAloutQueue Class Reference

Public Member Functions

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

3.119.1 Detailed Description

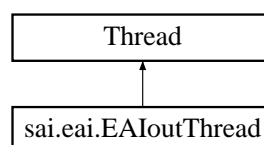
Definition at line 21 of file EAloutQueue.java.

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

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

3.120 sai.eai.EAloutThread Class Reference

Inheritance diagram for sai.eai.EAloutThread:



Public Member Functions

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

3.120.1 Detailed Description

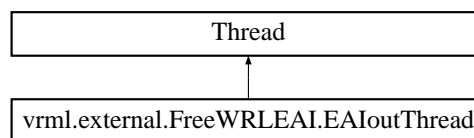
Definition at line 33 of file EAloutThread.java.

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

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

3.121 vrml.external.FreeWRLEAI.EAloutThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAloutThread:



Public Member Functions

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

3.121.1 Detailed Description

Definition at line 33 of file EAloutThread.java.

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

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

3.122 ECMAValueStruct Struct Reference

Data Fields

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

3.122.1 Detailed Description

Definition at line 57 of file jsUtils.h.

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

- src/lib/world_script/jsUtils.h

3.123 EdgePair Struct Reference

Data Fields

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

3.123.1 Detailed Description

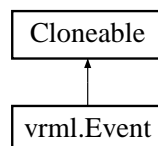
Definition at line 59 of file mesh.c.

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

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

3.124 vrml.Event Class Reference

Inheritance diagram for vrml.Event:



Public Member Functions

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

3.124.1 Detailed Description

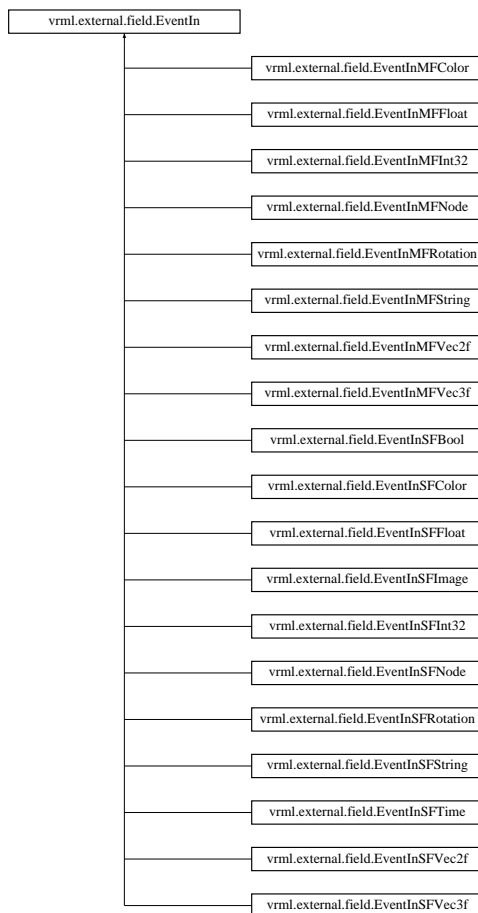
Definition at line 4 of file Event.java.

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

- src/java/vrml/Event.java

3.125 vrml.external.field.EventIn Class Reference

Inheritance diagram for vrml.external.field.EventIn:



Public Member Functions

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

Data Fields

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

3.125.1 Detailed Description

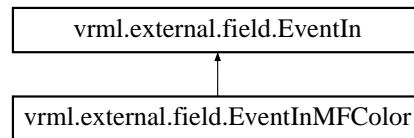
Definition at line 5 of file EventIn.java.

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

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

3.126 vrml.external.field.EventInMFColor Class Reference

Inheritance diagram for vrml.external.field.EventInMFColor:



Public Member Functions

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

Additional Inherited Members

3.126.1 Detailed Description

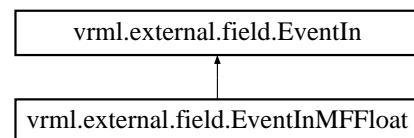
Definition at line 6 of file EventInMFColor.java.

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

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

3.127 vrml.external.field.EventInMFFloat Class Reference

Inheritance diagram for vrml.external.field.EventInMFFloat:



Public Member Functions

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

Additional Inherited Members

3.127.1 Detailed Description

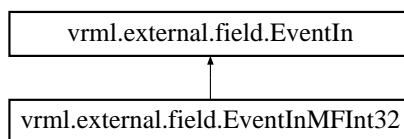
Definition at line 6 of file EventInMFFloat.java.

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

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

3.128 vrml.external.field.EventInMFINt32 Class Reference

Inheritance diagram for vrml.external.field.EventInMFINt32:



Public Member Functions

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

Additional Inherited Members

3.128.1 Detailed Description

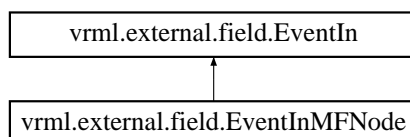
Definition at line 6 of file `EventInMFINt32.java`.

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

- `src/java/vrml/external/field/EventInMFINt32.java`

3.129 vrml.external.field.EventInMFNode Class Reference

Inheritance diagram for vrml.external.field.EventInMFNode:



Public Member Functions

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

Additional Inherited Members

3.129.1 Detailed Description

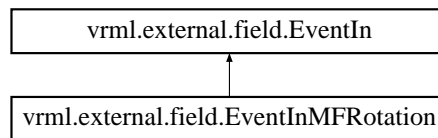
Definition at line 6 of file `EventInMFNode.java`.

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

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

3.130 vrml.external.field.EventInMFRotation Class Reference

Inheritance diagram for vrml.external.field.EventInMFRotation:



Public Member Functions

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

Additional Inherited Members

3.130.1 Detailed Description

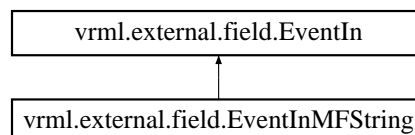
Definition at line 6 of file `EventInMFRotation.java`.

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

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

3.131 vrml.external.field.EventInMFString Class Reference

Inheritance diagram for vrml.external.field.EventInMFString:



Public Member Functions

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

Additional Inherited Members

3.131.1 Detailed Description

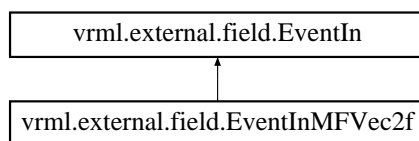
Definition at line 5 of file `EventInMFString.java`.

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

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

3.132 vrml.external.field.EventInMFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventInMFVec2f:



Public Member Functions

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

Additional Inherited Members

3.132.1 Detailed Description

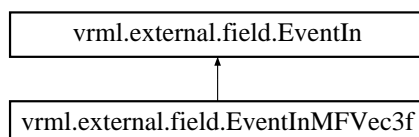
Definition at line 6 of file `EventInMFVec2f.java`.

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

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

3.133 vrml.external.field.EventInMFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventInMFVec3f:



Public Member Functions

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

Additional Inherited Members

3.133.1 Detailed Description

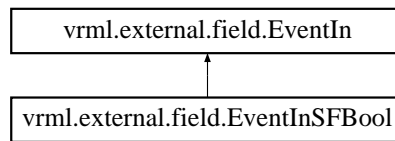
Definition at line 6 of file `EventInMFVec3f.java`.

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

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

3.134 vrml.external.field.EventInSFBool Class Reference

Inheritance diagram for vrml.external.field.EventInSFBool:



Public Member Functions

- void **setValue** (boolean value)

Additional Inherited Members

3.134.1 Detailed Description

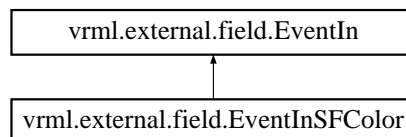
Definition at line 5 of file EventInSFBool.java.

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

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

3.135 vrml.external.field.EventInSFColor Class Reference

Inheritance diagram for vrml.external.field.EventInSFColor:



Public Member Functions

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

Additional Inherited Members

3.135.1 Detailed Description

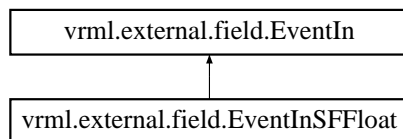
Definition at line 5 of file EventInSFColor.java.

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

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

3.136 vrml.external.field.EventInSFFloat Class Reference

Inheritance diagram for vrml.external.field.EventInSFFloat:



Public Member Functions

- void **setValue** (float value)

Additional Inherited Members

3.136.1 Detailed Description

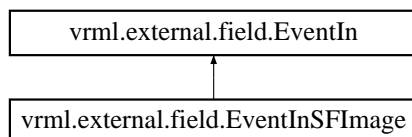
Definition at line 5 of file EventInSFFloat.java.

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

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

3.137 vrml.external.field.EventInSFImage Class Reference

Inheritance diagram for vrml.external.field.EventInSFImage:



Public Member Functions

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

Additional Inherited Members

3.137.1 Detailed Description

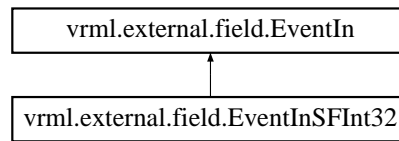
Definition at line 7 of file EventInSFImage.java.

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

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

3.138 vrml.external.field.EventInSFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventInSFInt32:



Public Member Functions

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

Additional Inherited Members

3.138.1 Detailed Description

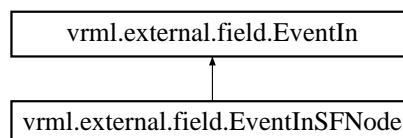
Definition at line 6 of file EventInSFInt32.java.

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

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

3.139 vrml.external.field.EventInSFNode Class Reference

Inheritance diagram for vrml.external.field.EventInSFNode:



Public Member Functions

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

Additional Inherited Members

3.139.1 Detailed Description

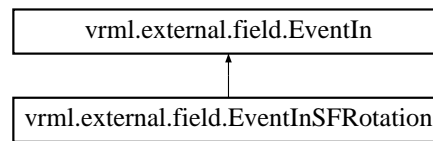
Definition at line 6 of file EventInSFNode.java.

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

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

3.140 vrml.external.field.EventInSFRotation Class Reference

Inheritance diagram for vrml.external.field.EventInSFRotation:



Public Member Functions

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

Additional Inherited Members

3.140.1 Detailed Description

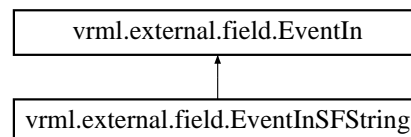
Definition at line 5 of file EventInSFRotation.java.

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

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

3.141 vrml.external.field.EventInSFString Class Reference

Inheritance diagram for vrml.external.field.EventInSFString:



Public Member Functions

- void **setValue** (String value)

Additional Inherited Members

3.141.1 Detailed Description

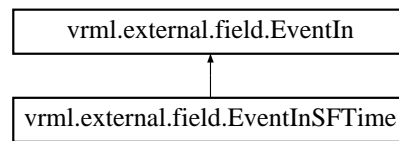
Definition at line 6 of file EventInSFString.java.

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

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

3.142 vrml.external.field.EventInSFTIME Class Reference

Inheritance diagram for vrml.external.field.EventInSFTIME:



Public Member Functions

- void **setValue** (double value)

Additional Inherited Members

3.142.1 Detailed Description

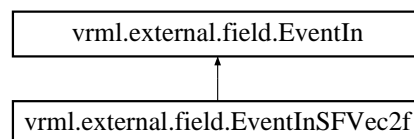
Definition at line 6 of file EventInSFTIME.java.

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

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

3.143 vrml.external.field.EventInSFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventInSFVec2f:



Public Member Functions

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

Additional Inherited Members

3.143.1 Detailed Description

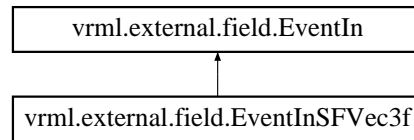
Definition at line 5 of file EventInSFVec2f.java.

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

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

3.144 vrml.external.field.EventInSFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventInSFVec3f:



Public Member Functions

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

Additional Inherited Members

3.144.1 Detailed Description

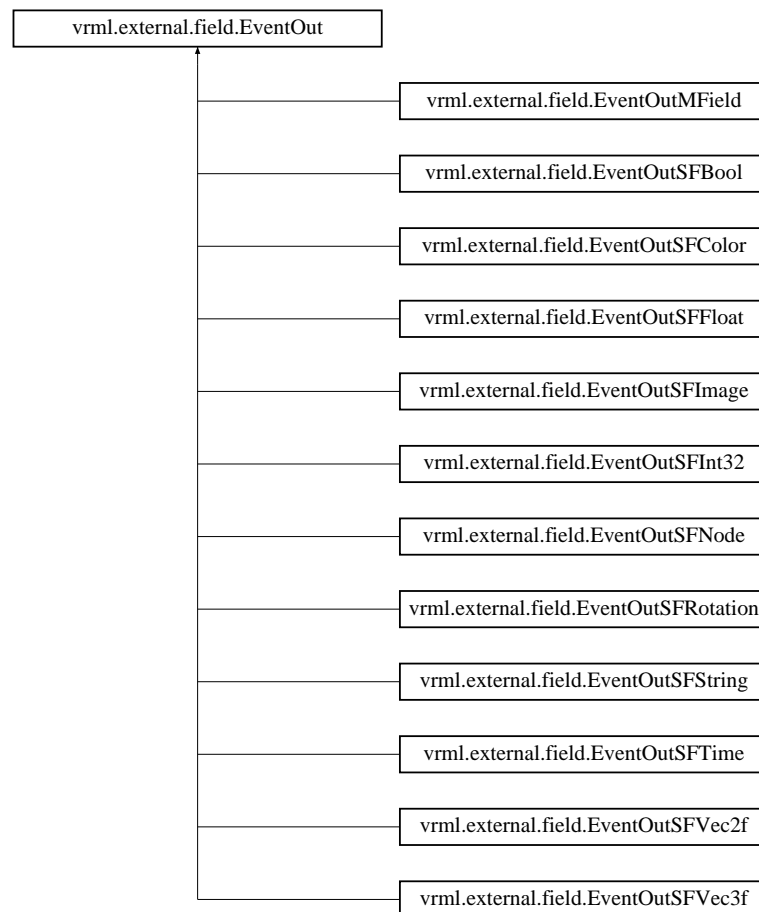
Definition at line 5 of file EventInSFVec3f.java.

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

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

3.145 vrml.external.field.EventOut Class Reference

Inheritance diagram for vrml.external.field.EventOut:



Public Member Functions

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

Data Fields

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

3.145.1 Detailed Description

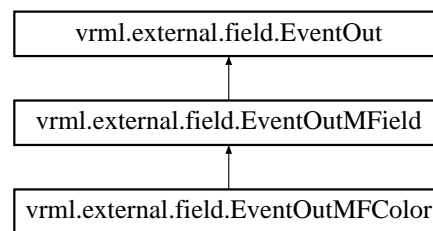
Definition at line 6 of file EventOut.java.

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

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

3.146 vrml.external.field.EventOutMFCOLOR Class Reference

Inheritance diagram for vrml.external.field.EventOutMFCOLOR:



Public Member Functions

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

Additional Inherited Members

3.146.1 Detailed Description

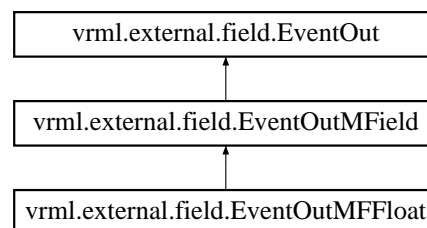
Definition at line 8 of file EventOutMFCOLOR.java.

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

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

3.147 vrml.external.field.EventOutMFFloat Class Reference

Inheritance diagram for vrml.external.field.EventOutMFFloat:



Public Member Functions

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

Additional Inherited Members

3.147.1 Detailed Description

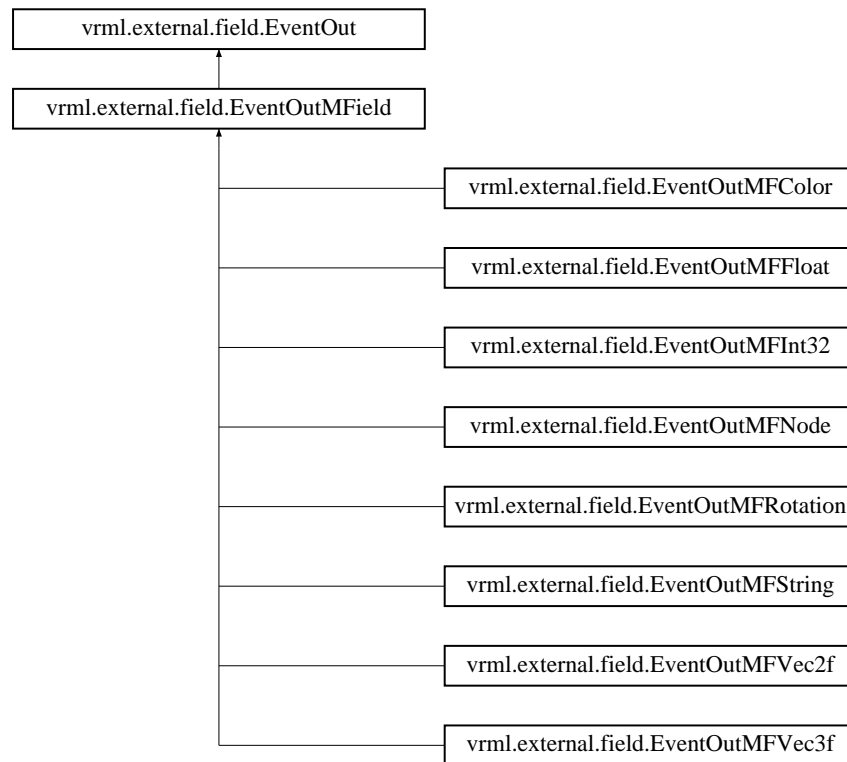
Definition at line 8 of file EventOutMFFloat.java.

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

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

3.148 vrml.external.field.EventOutMField Class Reference

Inheritance diagram for `vrml.external.field.EventOutMField`:



Public Member Functions

- `int getSize ()`

Additional Inherited Members

3.148.1 Detailed Description

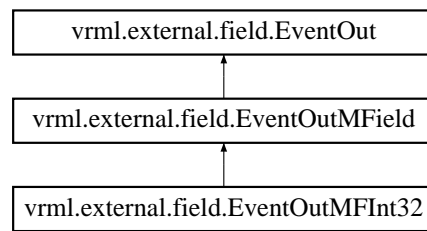
Definition at line 7 of file `EventOutMField.java`.

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

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

3.149 vrml.external.field.EventOutMFInt32 Class Reference

Inheritance diagram for `vrml.external.field.EventOutMFInt32`:



Public Member Functions

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

Additional Inherited Members

3.149.1 Detailed Description

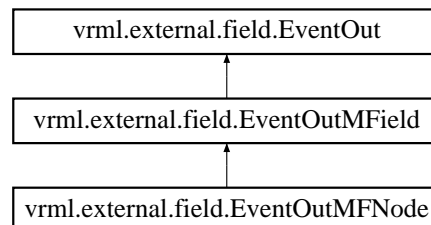
Definition at line 8 of file `EventOutMFieldInt32.java`.

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

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

3.150 vrml.external.field.EventOutMFNode Class Reference

Inheritance diagram for `vrml.external.field.EventOutMFNode`:



Public Member Functions

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

Additional Inherited Members

3.150.1 Detailed Description

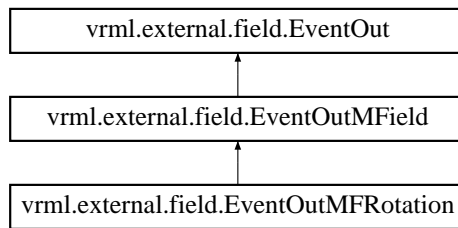
Definition at line 8 of file `EventOutMFNode.java`.

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

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

3.151 vrml.external.field.EventOutMFRotation Class Reference

Inheritance diagram for vrml.external.field.EventOutMFRotation:



Public Member Functions

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

Additional Inherited Members

3.151.1 Detailed Description

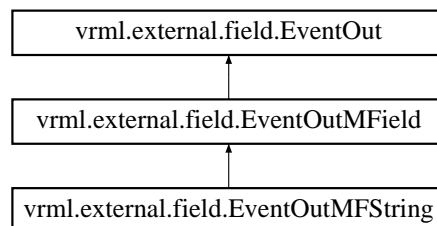
Definition at line 8 of file EventOutMFRotation.java.

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

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

3.152 vrml.external.field.EventOutMFString Class Reference

Inheritance diagram for vrml.external.field.EventOutMFString:



Public Member Functions

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

Additional Inherited Members

3.152.1 Detailed Description

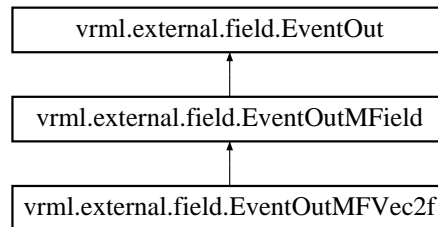
Definition at line 7 of file EventOutMFString.java.

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

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

3.153 `vrml.external.field.EventOutMFVec2f` Class Reference

Inheritance diagram for `vrml.external.field.EventOutMFVec2f`:



Public Member Functions

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

Additional Inherited Members

3.153.1 Detailed Description

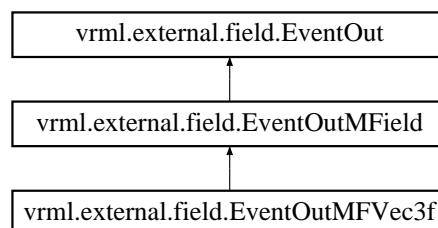
Definition at line 8 of file `EventOutMFVec2f.java`.

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

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

3.154 `vrml.external.field.EventOutMFVec3f` Class Reference

Inheritance diagram for `vrml.external.field.EventOutMFVec3f`:



Public Member Functions

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

Additional Inherited Members

3.154.1 Detailed Description

Definition at line 8 of file EventOutMVec3f.java.

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

- src/java/vrml/external/field/EventOutMVec3f.java

3.155 vrml.external.field.EventOutObserver Interface Reference

Public Member Functions

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

3.155.1 Detailed Description

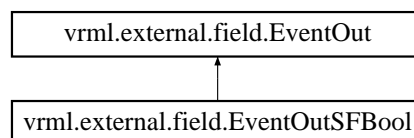
Definition at line 8 of file EventOutObserver.java.

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

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

3.156 vrml.external.field.EventOutSFBool Class Reference

Inheritance diagram for vrml.external.field.EventOutSFBool:



Public Member Functions

- boolean **getValue** ()

Additional Inherited Members

3.156.1 Detailed Description

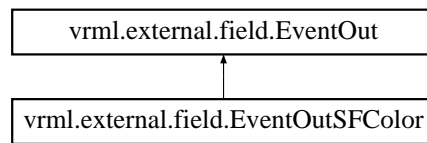
Definition at line 7 of file EventOutSFBool.java.

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

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

3.157 vrml.external.field.EventOutSFCOLOR Class Reference

Inheritance diagram for vrml.external.field.EventOutSFCOLOR:



Public Member Functions

- float[] **getValue** ()

Additional Inherited Members

3.157.1 Detailed Description

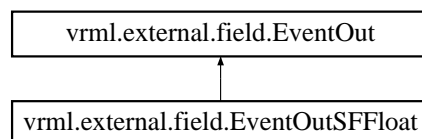
Definition at line 7 of file EventOutSFCOLOR.java.

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

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

3.158 vrml.external.field.EventOutSFFloat Class Reference

Inheritance diagram for vrml.external.field.EventOutSFFloat:



Public Member Functions

- float **getValue** ()

Additional Inherited Members

3.158.1 Detailed Description

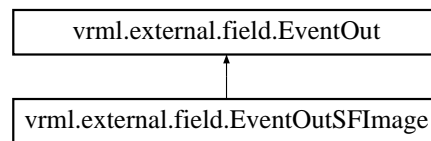
Definition at line 7 of file EventOutSFFloat.java.

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

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

3.159 vrml.external.field.EventOutSFImage Class Reference

Inheritance diagram for vrml.external.field.EventOutSFImage:



Public Member Functions

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

Additional Inherited Members

3.159.1 Detailed Description

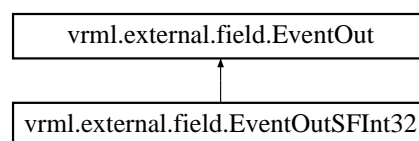
Definition at line 7 of file EventOutSFImage.java.

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

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

3.160 vrml.external.field.EventOutSFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventOutSFInt32:



Public Member Functions

- int **getValue** ()

Additional Inherited Members

3.160.1 Detailed Description

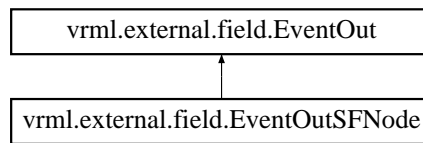
Definition at line 7 of file EventOutSFInt32.java.

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

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

3.161 vrml.external.field.EventOutSFNode Class Reference

Inheritance diagram for vrml.external.field.EventOutSFNode:



Public Member Functions

- **Node** `getValue ()`

Additional Inherited Members

3.161.1 Detailed Description

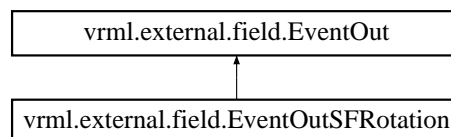
Definition at line 8 of file EventOutSFNode.java.

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

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

3.162 vrml.external.field.EventOutSFRotation Class Reference

Inheritance diagram for vrml.external.field.EventOutSFRotation:



Public Member Functions

- float[] `getValue ()`

Additional Inherited Members

3.162.1 Detailed Description

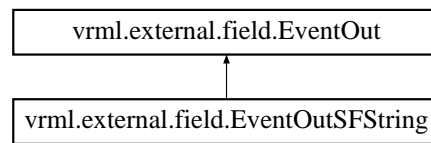
Definition at line 6 of file EventOutSFRotation.java.

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

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

3.163 vrml.external.field.EventOutSFString Class Reference

Inheritance diagram for vrml.external.field.EventOutSFString:



Public Member Functions

- String **getValue** ()

Additional Inherited Members

3.163.1 Detailed Description

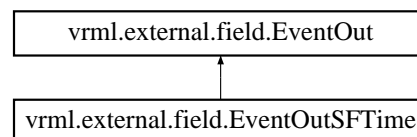
Definition at line 7 of file EventOutSFString.java.

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

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

3.164 vrml.external.field.EventOutSFTIME Class Reference

Inheritance diagram for vrml.external.field.EventOutSFTIME:



Public Member Functions

- double **getValue** ()

Additional Inherited Members

3.164.1 Detailed Description

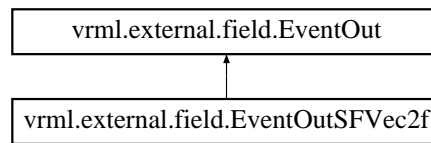
Definition at line 7 of file EventOutSFTIME.java.

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

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

3.165 vrml.external.field.EventOutSFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventOutSFVec2f:



Public Member Functions

- float[] **getValue** ()

Additional Inherited Members

3.165.1 Detailed Description

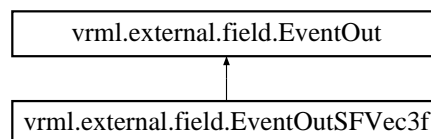
Definition at line 6 of file EventOutSFVec2f.java.

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

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

3.166 vrml.external.field.EventOutSFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventOutSFVec3f:



Public Member Functions

- float[] **getValue** ()

Additional Inherited Members

3.166.1 Detailed Description

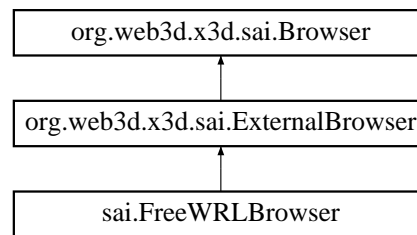
Definition at line 6 of file EventOutSFVec3f.java.

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

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

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

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



Public Member Functions

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

3.167.1 Detailed Description

Definition at line 4 of file ExternalBrowser.java.

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

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

3.168 FaceCount Struct Reference

Data Fields

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

3.168.1 Detailed Description

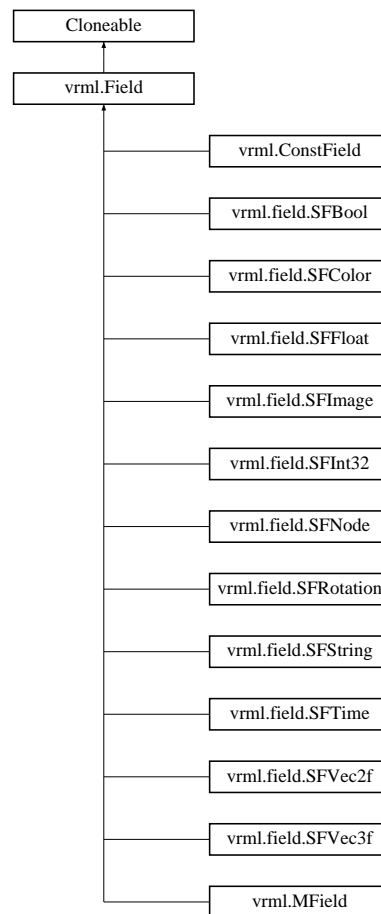
Definition at line 49 of file render.c.

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

- src/libtess/render.c

3.169 vrml.Field Class Reference

Inheritance diagram for vrml.Field:



Public Member Functions

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

Protected Member Functions

- final void **__updateWrite** ()

3.169.1 Detailed Description

Definition at line 4 of file Field.java.

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

- src/java/vrml/Field.java

3.170 FieldDecl Struct Reference

Data Fields

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

3.170.1 Detailed Description

Definition at line 32 of file CFieldDecls.h.

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

- src/lib/vrml_parser/CFieldDecls.h

3.171 fieldNodeState Struct Reference

Data Fields

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

3.171.1 Detailed Description

Definition at line 112 of file X3DProtoScript.c.

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

- src/lib/x3d_parser/X3DProtoScript.c

3.172 vrml.external.field.FieldTypes Class Reference

Static Public Attributes

- static final int **UnknownType** = 0
- static final int **SFBOOL** = 1
- static final int **SFIMAGE** = 2
- static final int **SFTIME** = 3
- static final int **SFCOLOR** = 4
- static final int **MFCOLOR** = 5
- static final int **SFFLOAT** = 6
- static final int **MFFLOAT** = 7
- static final int **SFINT32** = 8
- static final int **MFINT32** = 9
- static final int **SFNODE** = 10
- static final int **MFNODE** = 11
- static final int **SFROTATION** = 12

- static final int **MFROTATION** = 13
- static final int **SFSTRING** = 14
- static final int **MFSTRING** = 15
- static final int **SFVEC2F** = 16
- static final int **MFVEC2F** = 17
- static final int **SFVEC3F** = 18
- static final int **MFVEC3F** = 19

3.172.1 Detailed Description

Definition at line 5 of file FieldTypes.java.

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

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

3.173 FirstStruct Struct Reference

Data Fields

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

3.173.1 Detailed Description

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

Definition at line 326 of file CRoutes.c.

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

- src/lib/vrml_parser/CRoutes.c

3.174 fmtChnk Struct Reference

Data Fields

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

3.174.1 Detailed Description

Definition at line 51 of file soundheader.h.

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

- src/sound/soundheader.h

3.175 freewrl_params Struct Reference

Initialization.

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

Data Fields

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

3.175.1 Detailed Description

Initialization.

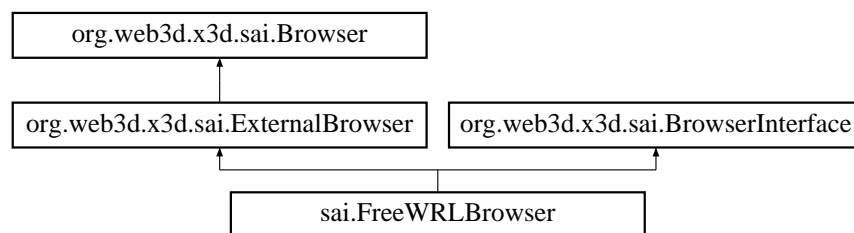
Definition at line 69 of file libFreeWRL.h.

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

- src/lib/libFreeWRL.h

3.176 sai.FreeWRLBrowser Class Reference

Inheritance diagram for sai.FreeWRLBrowser:



Public Member Functions

- int **get_Browser_EVtype** (int event)
- **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 toEventIn) throws IllegalArgumentException
- void **beginUpdate** ()
- void **endUpdate** ()
- void **initialize** ()
- void **shutdown** ()
- X3DNode **getNode** (String nodeName) throws NodeUnavailableException
- void **close** ()
- void **dispose** ()
- void **addBrowserListener** (BrowserListener listener) throws InvalidBrowserException, ConnectionException
- void **removeBrowserListener** (BrowserListener listener) throws InvalidBrowserException, ConnectionException
- void **browserEvent** (int type)
- X3DScene **currentScene** ()
- ProfileInfo **getProfile** (String name) throws ConnectionException, InvalidBrowserException, NotSupportedException
- ProfileInfo[] **getSupportedProfiles** () throws InvalidBrowserException, ConnectionException
- ComponentInfo[] **getSupportedComponents** () throws InvalidBrowserException, ConnectionException
- ComponentInfo **getComponent** (String name, int level) throws InvalidBrowserException, NotSupportedException, ConnectionException
- X3DExecutionContext **getExecutionContext** () throws InvalidBrowserException, ConnectionException
- X3DScene **createScene** (ProfileInfo profile, ComponentInfo[] components) throws InvalidBrowserException, ConnectionException
- void **loadURL** (String[] url, Map parameters) throws InvalidBrowserException, InvalidURLException, ConnectionException
- String **getDescription** () throws InvalidBrowserException, ConnectionException
- void **stopRender** ()
- void **pauseRender** ()
- X3DScene **importDocument** (Node element) throws InvalidBrowserException, InvalidDocumentException, NotSupportedException, ConnectionException

Static Public Member Functions

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

Static Protected Member Functions

- static String **SendEventType** (String NodeName, String ptr, String FieldName, String direction)
- static synchronized String **getVRMLreply** (int queryno)

3.176.1 Detailed Description

Definition at line 18 of file FreeWRLBrowser.java.

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

- src/java/sai/FreeWRLBrowser.java

3.177 sai.FreeWRLBrowserInfo Class Reference

Static Public Member Functions

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

3.177.1 Detailed Description

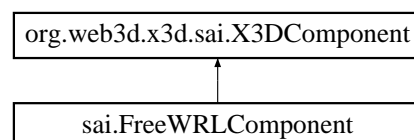
Definition at line 5 of file FreeWRLBrowserInfo.java.

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

- src/java/sai/FreeWRLBrowserInfo.java

3.178 sai.FreeWRLComponent Class Reference

Inheritance diagram for sai.FreeWRLComponent:



Public Member Functions

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

3.178.1 Detailed Description

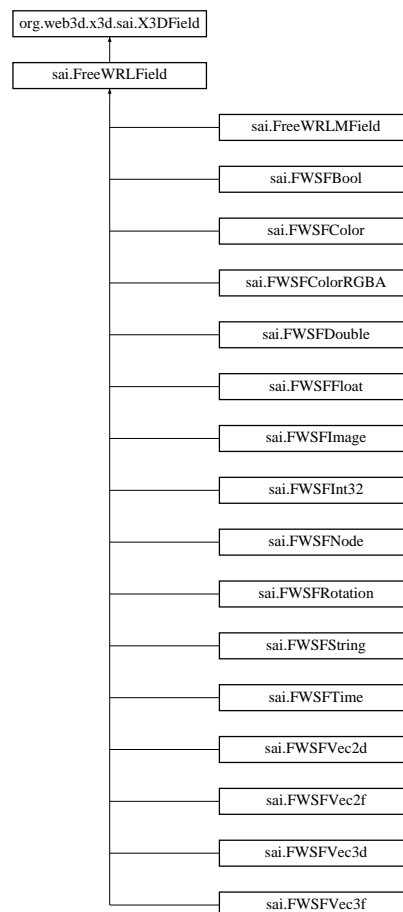
Definition at line 4 of file FreeWRLComponent.java.

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

- src/java/sai/FreeWRLComponent.java

3.179 sai.FreeWRLField Class Reference

Inheritance diagram for sai.FreeWRLField:



Public Member Functions

- **FreeWRLField** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- String **toString** ()
- **X3DFieldDefinition** **getDefinition** () throws InvalidFieldException, ConnectionException
- boolean **isReadable** () throws InvalidFieldException, ConnectionException

- boolean **isWritable** () throws InvalidFieldException, ConnectionException
- void **addX3DEventListener** (X3DFieldEventListener l) throws ConnectionException, InvalidFieldException
- void **removeX3DEventListener** (X3DFieldEventListener l) throws ConnectionException, InvalidFieldException
- void **setUserData** (Object data) throws InvalidFieldException, ConnectionException
- Object **getUserData** () throws InvalidFieldException, ConnectionException
- void **dispose** ()
- void **checkValid** ()
- void **setCommand** (String com)
- void **setNode** (String nod)
- void **setDataType** (String dt)
- void **setNodePtr** (String np)
- void **setOffset** (String off)
- void **setDataSize** (String ds)
- void **setScriptType** (String st)
- String **getDataSize** ()
- String **getScriptType** ()
- String **getCommand** ()
- String **getNode** ()
- String **getDataType** ()
- String **getNodePtr** ()
- String **getOffset** ()

Protected Attributes

- FreeWRLFieldDefinition fieldDef
- Object userData
- FreeWRLBrowser browser

3.179.1 Detailed Description

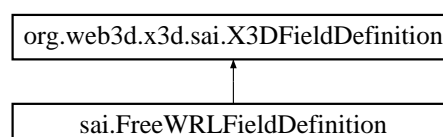
Definition at line 4 of file FreeWRLField.java.

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

- src/java/sai/FreeWRLField.java

3.180 sai.FreeWRLFieldDefinition Class Reference

Inheritance diagram for sai.FreeWRLFieldDefinition:



Public Member Functions

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

Protected Attributes

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

3.180.1 Detailed Description

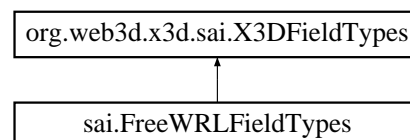
Definition at line 4 of file FreeWRLFieldDefinition.java.

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

- src/java/sai/FreeWRLFieldDefinition.java

3.181 sai.FreeWRLFieldTypes Class Reference

Inheritance diagram for sai.FreeWRLFieldTypes:



Static Public Member Functions

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

Static Public Attributes

- static int **SFUNKOWN** = 0

Additional Inherited Members

3.181.1 Detailed Description

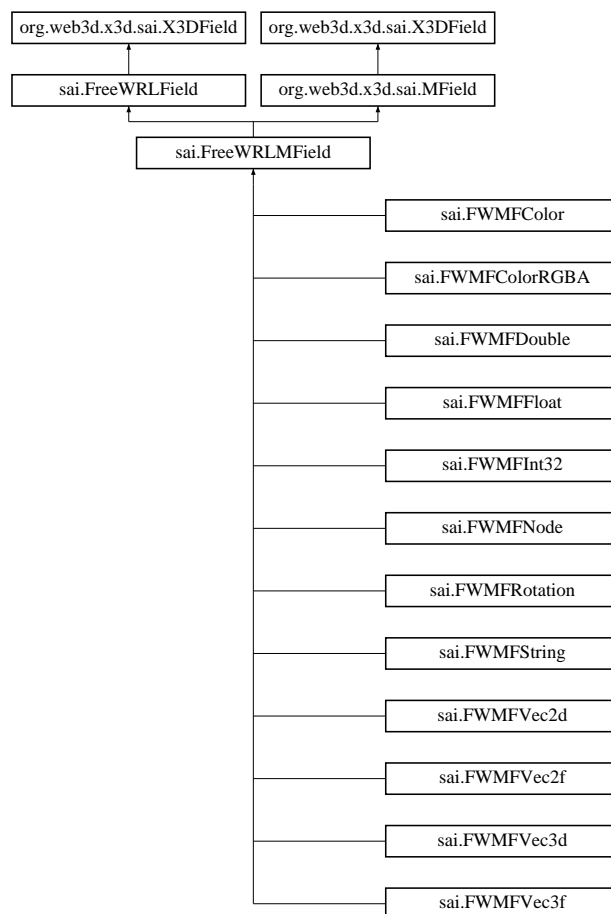
Definition at line 5 of file FreeWRLFieldTypes.java.

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

- src/java/sai/FreeWRLFieldTypes.java

3.182 sai.FreeWRLMField Class Reference

Inheritance diagram for sai.FreeWRLMField:



Public Member Functions

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

Additional Inherited Members

3.182.1 Detailed Description

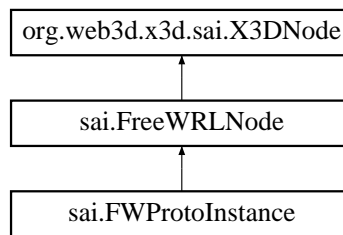
Definition at line 5 of file FreeWRLMField.java.

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

- src/java/sai/FreeWRLMField.java

3.183 sai.FreeWRLNode Class Reference

Inheritance diagram for sai.FreeWRLNode:



Public Member Functions

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

3.183.1 Detailed Description

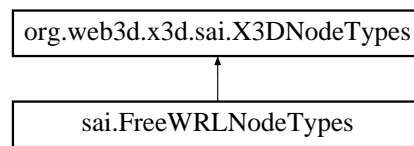
Definition at line 6 of file FreeWRLNode.java.

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

- src/java/sai/FreeWRLNode.java

3.184 sai.FreeWRLNodeTypes Class Reference

Inheritance diagram for sai.FreeWRLNodeTypes:



Static Public Member Functions

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

Data Fields

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

3.184.1 Detailed Description

Definition at line 5 of file FreeWRLNodeTypes.java.

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

- src/java/sai/FreeWRLNodeTypes.java

3.185 sai.FreeWRLRendererInfo Class Reference

Static Public Member Functions

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

3.185.1 Detailed Description

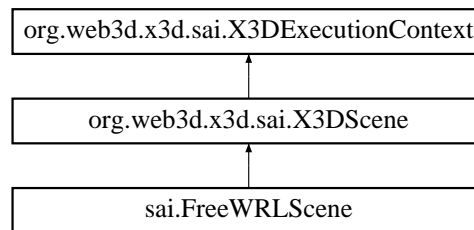
Definition at line 5 of file FreeWRLRendererInfo.java.

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

- src/java/sai/FreeWRLRendererInfo.java

3.186 sai.FreeWRLScene Class Reference

Inheritance diagram for sai.FreeWRLScene:



Public Member Functions

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

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

3.186.1 Detailed Description

Definition at line 6 of file FreeWRLScene.java.

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

- src/java/sai/FreeWRLScene.java

3.187 fw_MaterialParameters Struct Reference

Data Fields

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

3.187.1 Detailed Description

Definition at line 74 of file Component_Shape.h.

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

- src/lib/scenegraph/Component_Shape.h

3.188 FWBITMAPFILEHEADER Struct Reference

Data Fields

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

3.188.1 Detailed Description

Definition at line 304 of file Snapshot.c.

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

- src/lib/main/Snapshot.c

3.189 FWBITMAPINFO Struct Reference

Data Fields

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

3.189.1 Detailed Description

Definition at line 319 of file Snapshot.c.

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

- src/lib/main/Snapshot.c

3.190 FWBITMAPINFOHEADER Struct Reference

Data Fields

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

3.190.1 Detailed Description

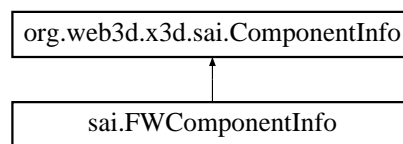
Definition at line 289 of file Snapshot.c.

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

- src/lib/main/Snapshot.c

3.191 sai.FWComponentInfo Class Reference

Inheritance diagram for sai.FWComponentInfo:



Public Member Functions

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

3.191.1 Detailed Description

Definition at line 4 of file FWComponentInfo.java.

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

- src/java/sai/FWComponentInfo.java

3.192 vrml.FWCreateField Class Reference

Static Public Member Functions

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

3.192.1 Detailed Description

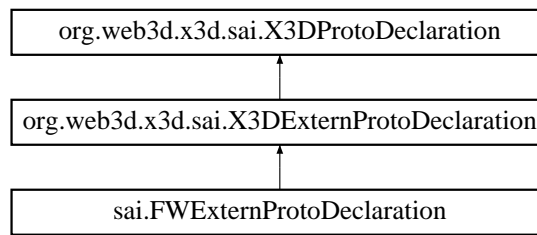
Definition at line 5 of file FWCreateField.java.

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

- src/java/vrml/FWCreateField.java

3.193 sai.FWExternProtoDeclaration Class Reference

Inheritance diagram for sai.FWExternProtoDeclaration:



Public Member Functions

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

3.193.1 Detailed Description

Definition at line 5 of file FWExternProtoDeclaration.java.

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

- src/java/sai/FWExternProtoDeclaration.java

3.194 vrml.FWHelper Class Reference

Static Public Member Functions

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

3.194.1 Detailed Description

Definition at line 4 of file FWHelper.java.

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

- src/java/vrml/FWHelper.java

3.195 vrml.FWJavaScript Class Reference

Static Public Member Functions

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

3.195.1 Detailed Description

Definition at line 13 of file FWJavaScript.java.

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

- src/java/vrml/FWJavaScript.java

3.196 vrml.FWJavaScriptBinding Class Reference

Public Member Functions

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

3.196.1 Detailed Description

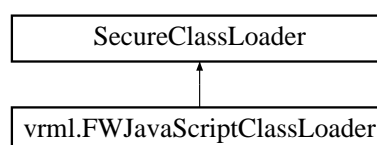
Definition at line 5 of file FWJavaScriptBinding.java.

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

- src/java/vrml/FWJavaScriptBinding.java

3.197 vrml.FWJavaScriptClassLoader Class Reference

Inheritance diagram for vrml.FWJavaScriptClassLoader:



Public Member Functions

- **FWJavaScriptClassLoader** (String url)

Protected Member Functions

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

3.197.1 Detailed Description

Definition at line 13 of file FWJavaScriptClassLoader.java.

3.197.2 Constructor & Destructor Documentation

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

Parameters

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

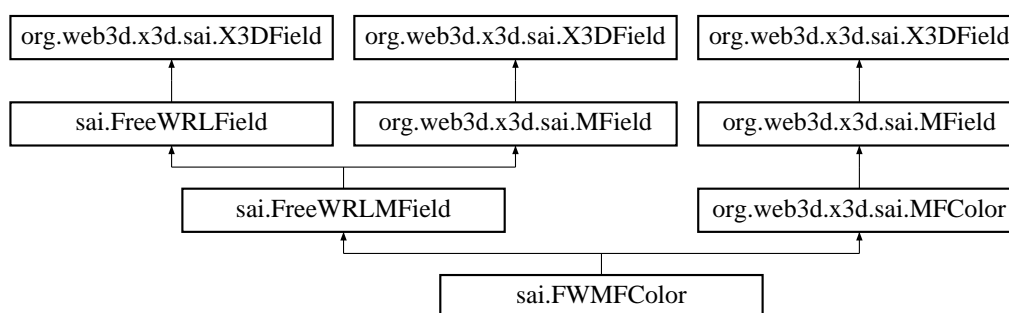
Definition at line 21 of file FWJavaScriptClassLoader.java.

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

- src/java/vrml/FWJavaScriptClassLoader.java

3.198 sai.FWMFColor Class Reference

Inheritance diagram for sai.FWMFColor:



Public Member Functions

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

- void **setValue** (int numVals, float[][] value) throws ArrayIndexOutOfBoundsException, IllegalArgumentException↔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

3.198.1 Detailed Description

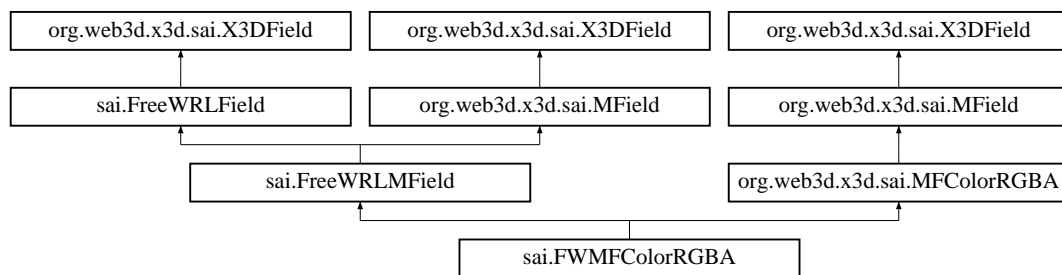
Definition at line 6 of file FWMFColor.java.

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

- src/java/sai/FWMFColor.java

3.199 sai.FWMFColorRGBA Class Reference

Inheritance diagram for sai.FWMFColorRGBA:



Public Member Functions

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

Additional Inherited Members

3.199.1 Detailed Description

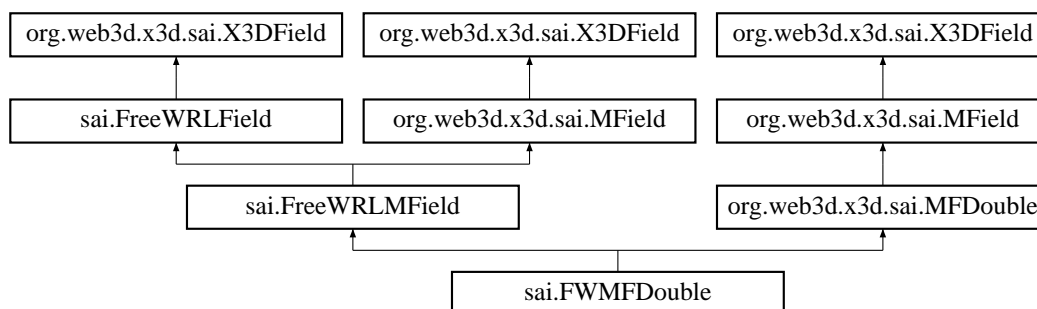
Definition at line 5 of file FWMFColorRGBA.java.

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

- src/java/sai/FWMFColorRGBA.java

3.200 sai.FWMFDouble Class Reference

Inheritance diagram for sai.FWMFDouble:



Public Member Functions

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

Additional Inherited Members

3.200.1 Detailed Description

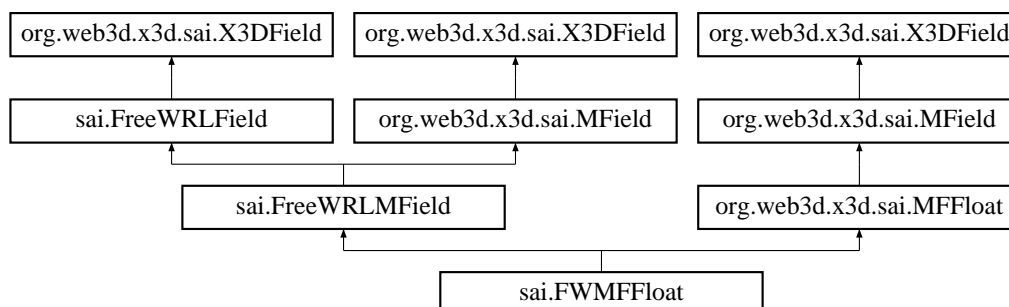
Definition at line 5 of file `FWMFDouble.java`.

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

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

3.201 sai.FWMFFloat Class Reference

Inheritance diagram for sai.FWMFFloat:



Public Member Functions

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

Additional Inherited Members

3.201.1 Detailed Description

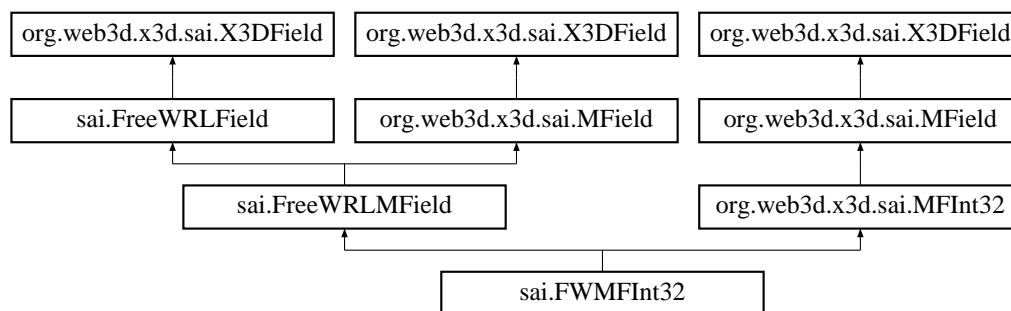
Definition at line 5 of file `FWMFFloat.java`.

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

- `src/java/sai/FWMFFloat.java`

3.202 sai.FWMFInt32 Class Reference

Inheritance diagram for `sai.FWMFInt32`:



Public Member Functions

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

Additional Inherited Members

3.202.1 Detailed Description

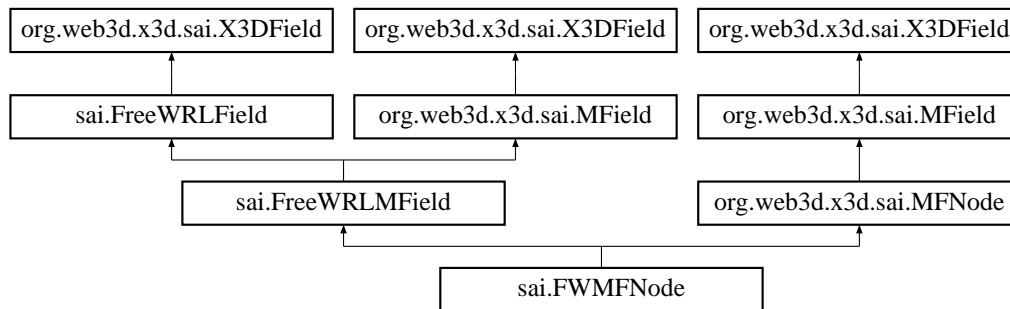
Definition at line 5 of file `FWMFInt32.java`.

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

- `src/java/sai/FWMFInt32.java`

3.203 sai.FWMFNode Class Reference

Inheritance diagram for sai.FWMFNode:



Public Member Functions

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

Additional Inherited Members

3.203.1 Detailed Description

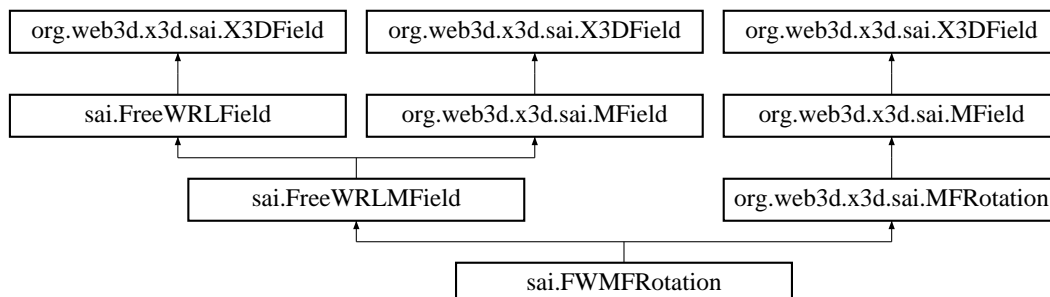
Definition at line 5 of file FWMFNode.java.

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

- src/java/sai/FWMFNode.java

3.204 sai.FWMFRotation Class Reference

Inheritance diagram for sai.FWMFRotation:



Public Member Functions

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

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

Additional Inherited Members

3.204.1 Detailed Description

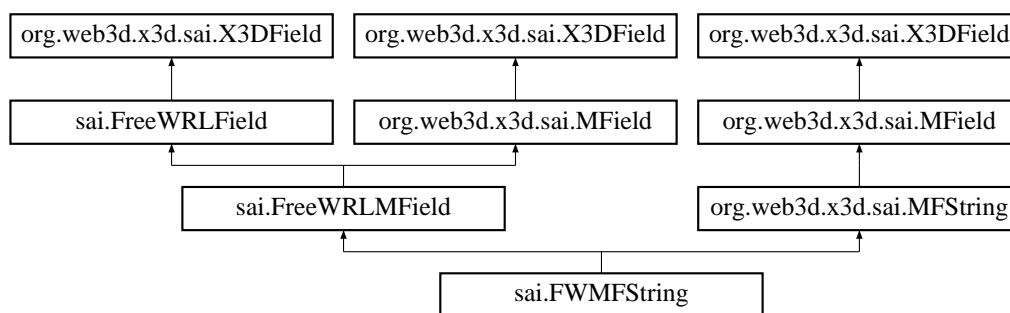
Definition at line 5 of file FWMFRotation.java.

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

- src/java/sai/FWMFRotation.java

3.205 sai.FWMFString Class Reference

Inheritance diagram for sai.FWMFString:



Public Member Functions

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

Additional Inherited Members

3.205.1 Detailed Description

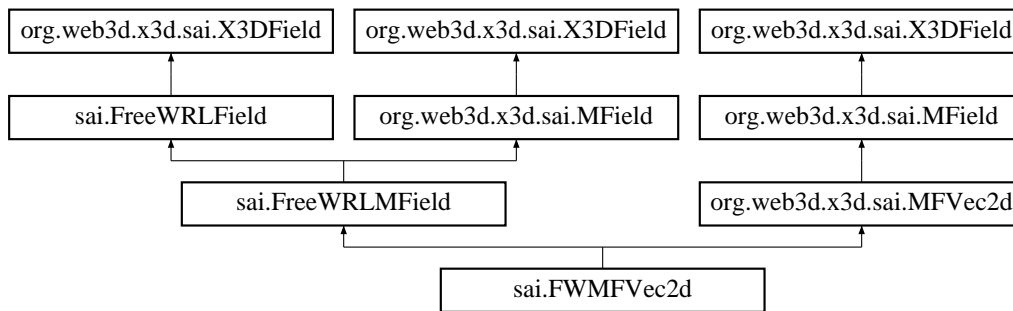
Definition at line 5 of file FWMFString.java.

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

- src/java/sai/FWMFString.java

3.206 sai.FWMFVec2d Class Reference

Inheritance diagram for sai.FWMFVec2d:



Public Member Functions

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

Additional Inherited Members

3.206.1 Detailed Description

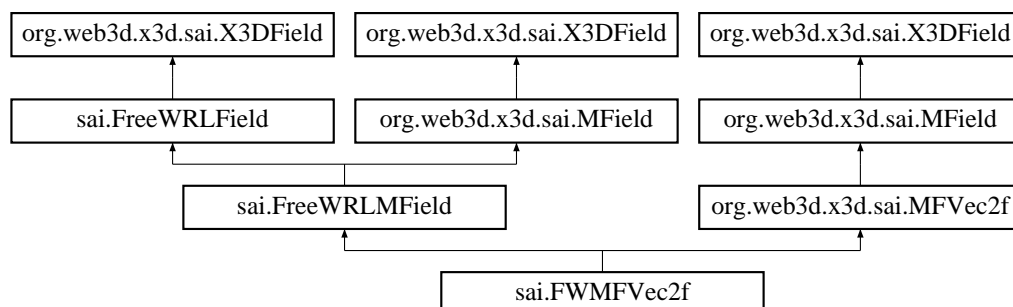
Definition at line 5 of file FWMFVec2d.java.

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

- src/java/sai/FWMFVec2d.java

3.207 sai.FWMFVec2f Class Reference

Inheritance diagram for sai.FWMFVec2f:



Public Member Functions

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

Additional Inherited Members

3.207.1 Detailed Description

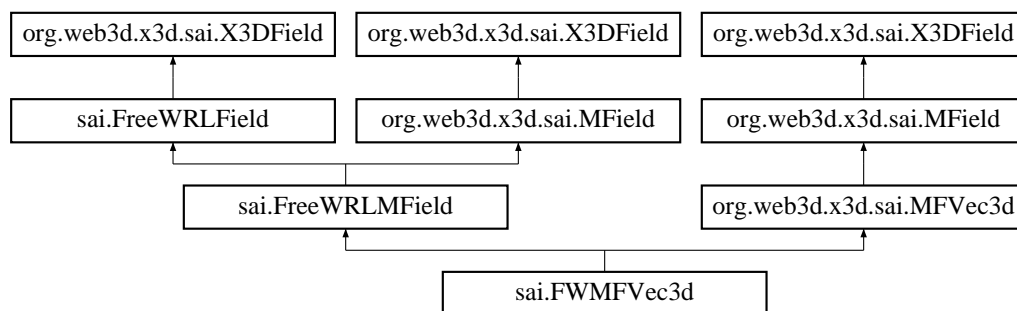
Definition at line 5 of file `FWMFVec2f.java`.

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

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

3.208 sai.FWMFVec3d Class Reference

Inheritance diagram for `sai.FWMFVec3d`:



Public Member Functions

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

Additional Inherited Members

3.208.1 Detailed Description

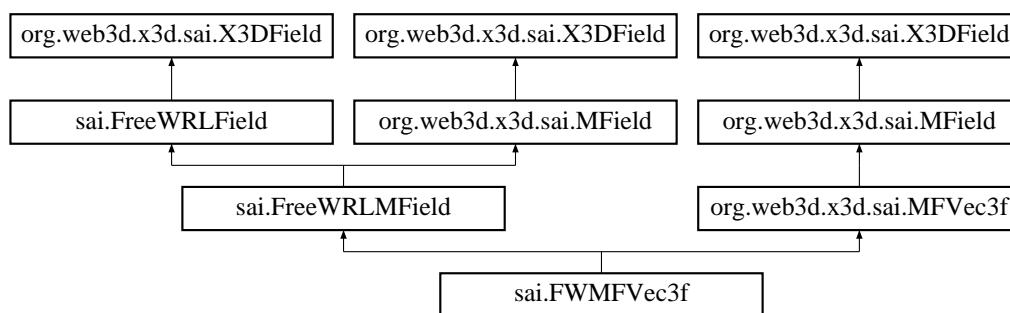
Definition at line 5 of file FWMFVec3d.java.

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

- src/java/sai/FWMFVec3d.java

3.209 sai.FWMFVec3f Class Reference

Inheritance diagram for sai.FWMFVec3f:



Public Member Functions

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

Additional Inherited Members

3.209.1 Detailed Description

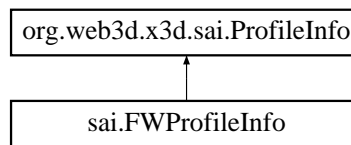
Definition at line 5 of file FWMFVec3f.java.

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

- src/java/sai/FWMFVec3f.java

3.210 sai.FWProfileInfo Class Reference

Inheritance diagram for sai.FWProfileInfo:



Public Member Functions

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

3.210.1 Detailed Description

Definition at line 4 of file FWProfileInfo.java.

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

- src/java/sai/FWProfileInfo.java

3.211 sai.FWProfileInfo Class Reference

Static Public Member Functions

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

3.211.1 Detailed Description

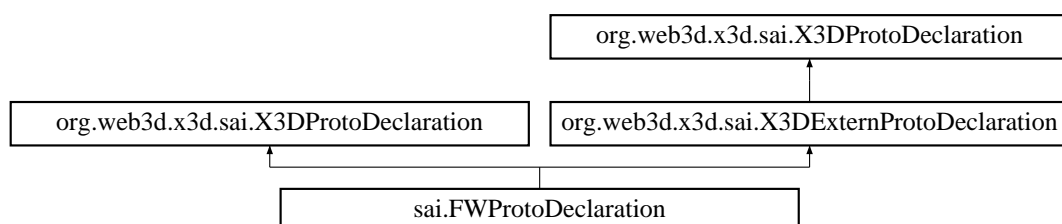
Definition at line 5 of file FWProfileInfo.java.

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

- src/java/sai/FWProfileInfo.java

3.212 sai.FWProtoDeclaration Class Reference

Inheritance diagram for sai.FWProtoDeclaration:



Public Member Functions

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

3.212.1 Detailed Description

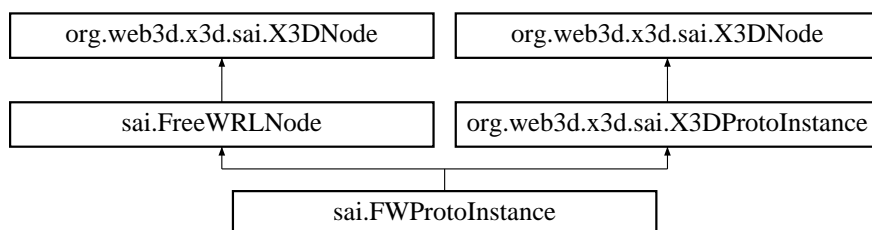
Definition at line 5 of file FWProtoDeclaration.java.

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

- src/java/sai/FWProtoDeclaration.java

3.213 sai.FWProtoInstance Class Reference

Inheritance diagram for sai.FWProtoInstance:



Public Member Functions

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

3.213.1 Detailed Description

Definition at line 4 of file FWProtoInstance.java.

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

- src/java/sai/FWProtoInstance.java

3.214 FWRGBQUAD Struct Reference

Data Fields

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

3.214.1 Detailed Description

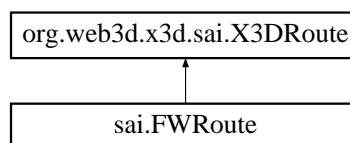
Definition at line 312 of file Snapshot.c.

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

- src/lib/main/Snapshot.c

3.215 sai.FWRoute Class Reference

Inheritance diagram for sai.FWRoute:



Public Member Functions

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

3.215.1 Detailed Description

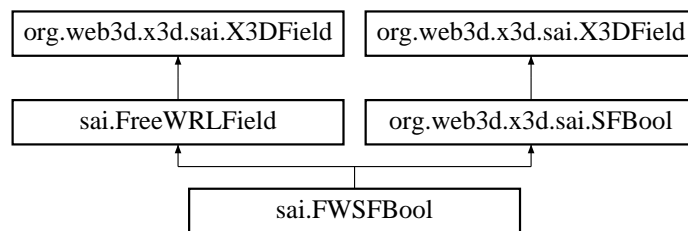
Definition at line 4 of file FWRoute.java.

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

- src/java/sai/FWRoute.java

3.216 sai.FWSFBool Class Reference

Inheritance diagram for sai.FWSFBool:



Public Member Functions

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

Additional Inherited Members

3.216.1 Detailed Description

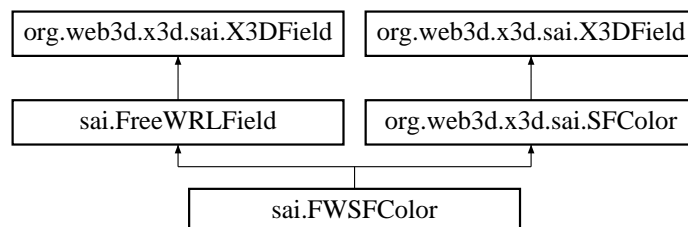
Definition at line 4 of file `FWSFBool.java`.

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

- `src/java/sai/FWSFBool.java`

3.217 sai.FWSFColor Class Reference

Inheritance diagram for `sai.FWSFColor`:



Public Member Functions

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

Additional Inherited Members

3.217.1 Detailed Description

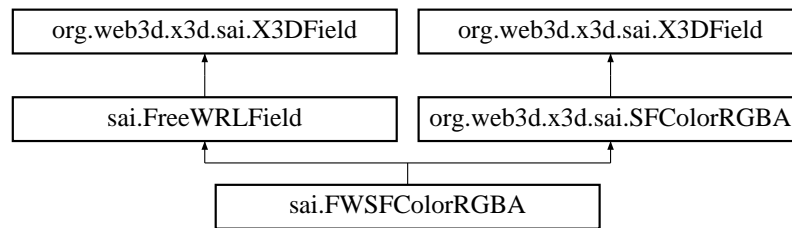
Definition at line 5 of file `FWSFColor.java`.

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

- `src/java/sai/FWSFColor.java`

3.218 sai.FWSFColorRGBA Class Reference

Inheritance diagram for sai.FWSFColorRGBA:



Public Member Functions

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

Additional Inherited Members

3.218.1 Detailed Description

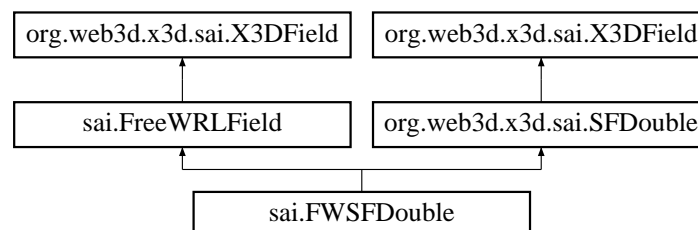
Definition at line 5 of file FWSFColorRGBA.java.

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

- src/java/sai/FWSFColorRGBA.java

3.219 sai.FWSFDouble Class Reference

Inheritance diagram for sai.FWSFDouble:



Public Member Functions

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

Additional Inherited Members

3.219.1 Detailed Description

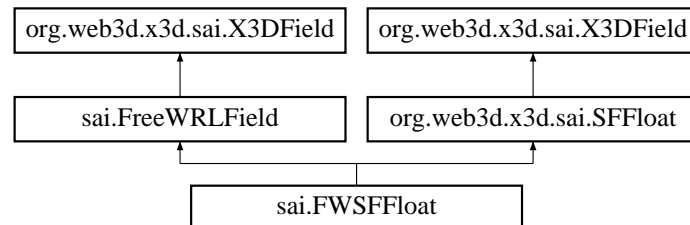
Definition at line 4 of file FWSFDouble.java.

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

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

3.220 sai.FWSFFloat Class Reference

Inheritance diagram for `sai.FWSFFloat`:



Public Member Functions

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

Additional Inherited Members

3.220.1 Detailed Description

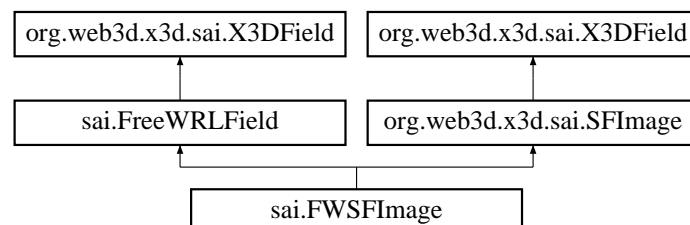
Definition at line 4 of file `FWSFFloat.java`.

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

- `src/java/sai/FWSFFloat.java`

3.221 sai.FWSFImage Class Reference

Inheritance diagram for `sai.FWSFImage`:



Public Member Functions

- **FWSFImage** (**FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()

- void **getPixels** (int[] pixels)
- WritableRenderedImage **getImage** ()
- void **setValue** (int width, int height, int components, int[] pixels)
- void **setImage** (RenderedImage image)
- void **setSubImage** (RenderedImage image, int srcWidth, int srcHeight, int srcXOffset, int srcYOffset, int destXOffset, int destYOffset)

Additional Inherited Members

3.221.1 Detailed Description

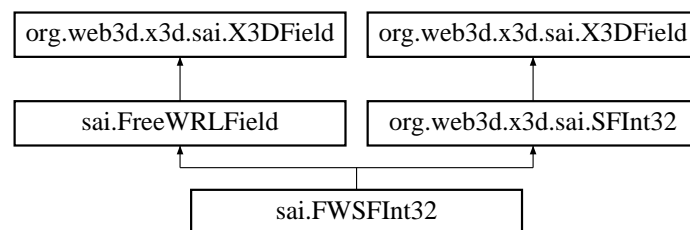
Definition at line 7 of file FWSFImage.java.

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

- src/java/sai/FWSFImage.java

3.222 sai.FWSFInt32 Class Reference

Inheritance diagram for sai.FWSFInt32:



Public Member Functions

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

Additional Inherited Members

3.222.1 Detailed Description

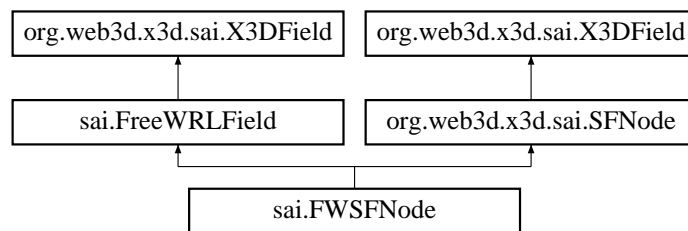
Definition at line 4 of file FWSFInt32.java.

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

- src/java/sai/FWSFInt32.java

3.223 sai.FWSFNode Class Reference

Inheritance diagram for sai.FWSFNode:



Public Member Functions

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

Additional Inherited Members

3.223.1 Detailed Description

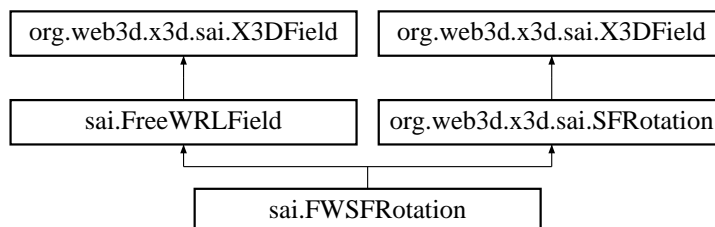
Definition at line 4 of file FWSFNode.java.

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

- src/java/sai/FWSFNode.java

3.224 sai.FWSFRotation Class Reference

Inheritance diagram for sai.FWSFRotation:



Public Member Functions

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

Additional Inherited Members

3.224.1 Detailed Description

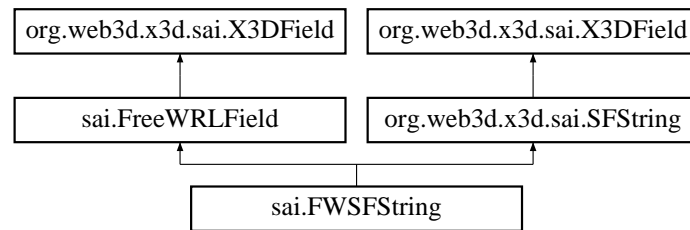
Definition at line 5 of file FWSFRotation.java.

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

- src/java/sai/FWSFRotation.java

3.225 sai.FWSFString Class Reference

Inheritance diagram for sai.FWSFString:



Public Member Functions

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

Additional Inherited Members

3.225.1 Detailed Description

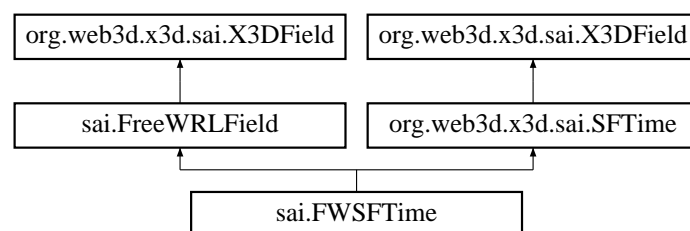
Definition at line 4 of file FWSFString.java.

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

- src/java/sai/FWSFString.java

3.226 sai.FWSFTime Class Reference

Inheritance diagram for sai.FWSFTime:



Public Member Functions

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

Additional Inherited Members

3.226.1 Detailed Description

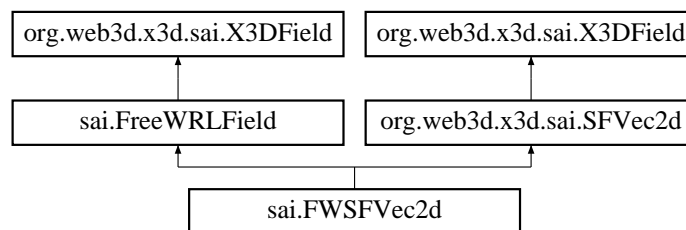
Definition at line 4 of file FWSFTime.java.

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

- src/java/sai/FWSFTime.java

3.227 sai.FWSFVec2d Class Reference

Inheritance diagram for sai.FWSFVec2d:



Public Member Functions

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

Additional Inherited Members

3.227.1 Detailed Description

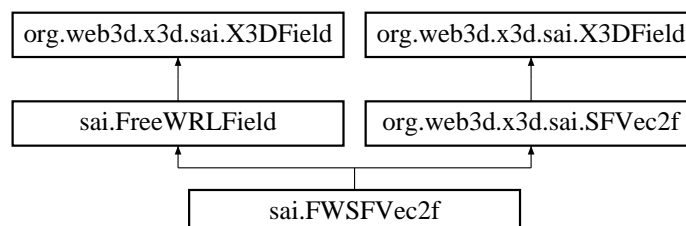
Definition at line 5 of file FWSFVec2d.java.

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

- src/java/sai/FWSFVec2d.java

3.228 sai.FWSFVec2f Class Reference

Inheritance diagram for sai.FWSFVec2f:



Public Member Functions

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

Additional Inherited Members

3.228.1 Detailed Description

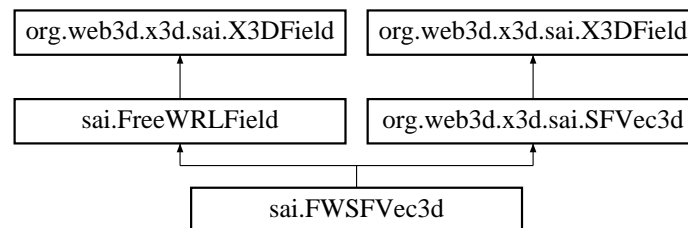
Definition at line 5 of file `FWSFVec2f.java`.

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

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

3.229 sai.FWSFVec3d Class Reference

Inheritance diagram for `sai.FWSFVec3d`:



Public Member Functions

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

Additional Inherited Members

3.229.1 Detailed Description

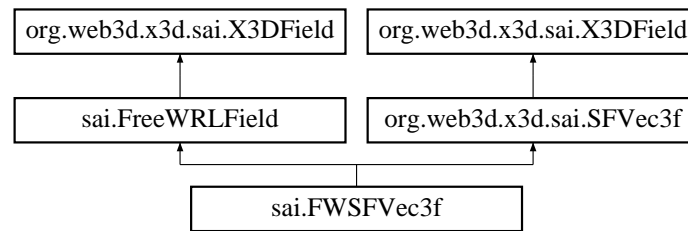
Definition at line 5 of file `FWSFVec3d.java`.

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

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

3.230 sai.FWSFVec3f Class Reference

Inheritance diagram for `sai.FWSFVec3f`:



Public Member Functions

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

Additional Inherited Members

3.230.1 Detailed Description

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

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

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

3.231 FWSNDMSG Struct Reference

Data Fields

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

3.231.1 Detailed Description

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

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

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

3.232 FXY Struct Reference

Data Fields

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

3.232.1 Detailed Description

Definition at line 218 of file CursorDraw.c.

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

- src/lib/ui/CursorDraw.c

3.233 GLUface Struct Reference

Data Fields

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

3.233.1 Detailed Description

Definition at line 126 of file mesh.h.

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

- src/libtess/mesh.h

3.234 GLUhalfEdge Struct Reference

Data Fields

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

3.234.1 Detailed Description

Definition at line 138 of file mesh.h.

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

- src/libtess/mesh.h

3.235 GLUmesh Struct Reference

Data Fields

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

3.235.1 Detailed Description

Definition at line 163 of file mesh.h.

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

- src/libtess/mesh.h

3.236 GLUtesselator Struct Reference

Public Member Functions

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

Data Fields

- enum TessState **state**
- **GLUhalfEdge** * **lastEdge**
- **GLUmesh** * **mesh**
- GLdouble **normal** [3]
- GLdouble **sUnit** [3]
- GLdouble **tUnit** [3]
- GLdouble **relTolerance**
- GLenum **windingRule**
- GLboolean **fatalError**
- **Dict** * **dict**
- **PriorityQ** * **pq**
- **GLUvertex** * **event**
- void * **data** [4]
- void GLfloat **weight** [4]
- void GLfloat void ** **outData**
- GLboolean **flagBoundary**

- GLboolean **boundaryOnly**
- **GLUface** * **lonelyTriList**
- GLboolean **emptyCache**
- int **cacheCount**
- **CachedVertex** **cache** [TESS_MAX_CACHE]
- void * **polygonData**
- void GLfloat void void * **polygonData**
- jmp_buf **env**

3.236.1 Detailed Description

Definition at line 59 of file tess.h.

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

- src/libtess/tess.h

3.237 GLUvertex Struct Reference

Data Fields

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

3.237.1 Detailed Description

Definition at line 114 of file mesh.h.

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

- src/libtess/mesh.h

3.238 GoP Struct Reference

Data Fields

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

3.238.1 Detailed Description

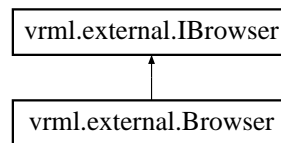
Definition at line 116 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.239 vrml.external.IBrowser Interface Reference

Inheritance diagram for vrml.external.IBrowser:



Public Member Functions

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

3.239.1 Detailed Description

Definition at line 6 of file IBrowser.java.

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

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

3.240 iiglobal Struct Reference

Data Structures

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

- struct **tSnapshot**
- struct **tstatusbar**
- struct **tStreamPoly**
- struct **tTess**
- struct **tTextures**
- struct **tthreads**
- struct **tViewer**
- struct **tX3DParser**
- struct **tX3DProtoScript**

Data Fields

- struct **iiglobal::tdisplay display**
- struct **iiglobal::tinternalc internalc**
- struct **iiglobal::tio_http io_http**
- struct **iiglobal::tresources resources**
- struct **iiglobal::tthreads threads**
- struct **iiglobal::tSnapshot Snapshot**
- struct **iiglobal::tEAI_C_CommonFunctions EAI_C_CommonFunctions**
- struct **iiglobal::tEAIEventsIn EAIEventsIn**
- struct **iiglobal::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::tRasterFont RasterFont**
- struct **iiglobal::tRenderTextures RenderTextures**
- struct **iiglobal::tTextures Textures**
- struct **iiglobal::tPluginSocket PluginSocket**
- struct **iiglobal::tpluginUtils pluginUtils**
- struct **iiglobal::tcollision collision**
- struct **iiglobal::tComponent_EnvironSensor Component_EnvironSensor**
- struct **iiglobal::tComponent_Geometry3D Component_Geometry3D**
- struct **iiglobal::tComponent_Geospatial Component_Geospatial**
- struct **iiglobal::tComponent_HAnim Component_HAnim**
- struct **iiglobal::tComponent_KeyDevice Component_KeyDevice**
- struct **iiglobal::tComponent_Shape Component_Shape**
- struct **iiglobal::tComponent_Sound Component_Sound**
- struct **iiglobal::tComponent_Text Component_Text**
- struct **iiglobal::tComponent_VRML1 Component_VRML1**
- struct **iiglobal::tRenderFuncs RenderFuncs**
- struct **iiglobal::tStreamPoly StreamPoly**
- struct **iiglobal::tTess Tess**
- struct **iiglobal::tViewer Viewer**
- struct **iiglobal::tstatusbar statusbar**

- struct **iiglobal::tCParse CParse**
- struct **iiglobal::tCParser CParser**
- struct **iiglobal::tCProto CProto**
- struct **iiglobal::tCRoutes CRoutes**
- struct **iiglobal::tCScripts CScripts**
- struct **iiglobal::tJScript JScript**
- struct **iiglobal::tjsUtils jsUtils**
- struct **iiglobal::tjsVRMLBrowser jsVRMLBrowser**
- struct **iiglobal::tjsVRMLClasses jsVRMLClasses**
- struct **iiglobal::tBindable Bindable**
- struct **iiglobal::tX3DParser X3DParser**
- struct **iiglobal::tX3DProtoScript X3DProtoScript**
- struct **iiglobal::tcommon common**
- struct **iiglobal::tCursorDraw CursorDraw**

3.240.1 Detailed Description

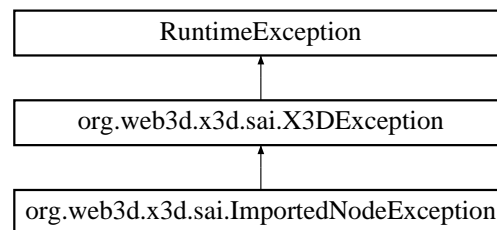
Definition at line 40 of file `iglobal.h`.

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

- `src/lib/iglobal.h`

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

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



Public Member Functions

- **ImportedException** (String msg)

3.241.1 Detailed Description

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

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

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

3.242 initialRouteStruct Struct Reference

Data Fields

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

3.242.1 Detailed Description

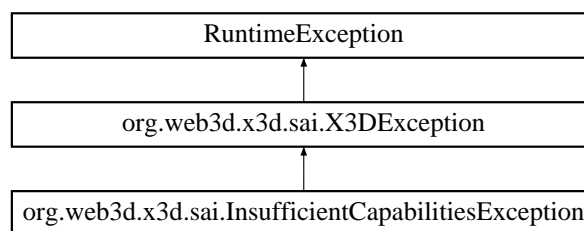
Definition at line 361 of file CRoutes.c.

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

- src/lib/vrml_parser/CRoutes.c

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

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



Public Member Functions

- **InsufficientCapabilitiesException** (String msg)

3.243.1 Detailed Description

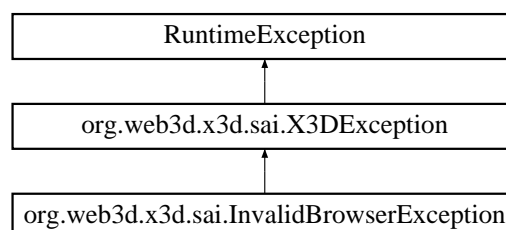
Definition at line 3 of file InsufficientCapabilitiesException.java.

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

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

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

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



Public Member Functions

- **InvalidBrowserException** (String msg)

3.244.1 Detailed Description

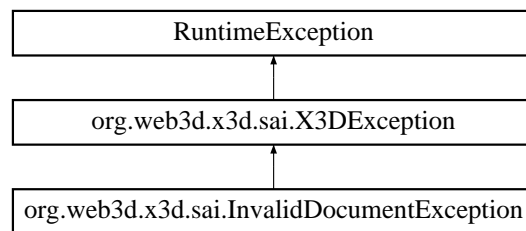
Definition at line 3 of file InvalidBrowserException.java.

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

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

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

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



Public Member Functions

- **InvalidDocumentException** (String msg)

3.245.1 Detailed Description

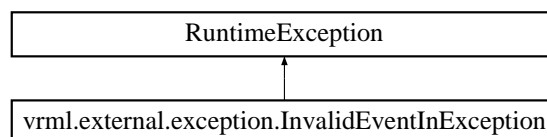
Definition at line 3 of file InvalidDocumentException.java.

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

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

3.246 vrml.external.exception.InvalidEventInException Class Reference

Inheritance diagram for vrml.external.exception.InvalidEventInException:



Public Member Functions

- **InvalidEventInException** ()
Constructs an **InvalidEventInException** (p. 159) with no detail message.
- **InvalidEventInException** (String s)
Constructs an **InvalidEventInException** (p. 159) with the specified detail message.

3.246.1 Detailed Description

Definition at line 3 of file InvalidEventInException.java.

3.246.2 Constructor & Destructor Documentation

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

Constructs an **InvalidEventInException** (p. 159) with the specified detail message.

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

Parameters

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

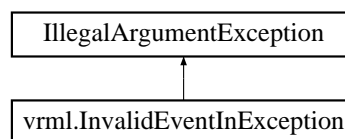
Definition at line 17 of file InvalidEventInException.java.

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

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

3.247 `vrml.InvalidEventInException` Class Reference

Inheritance diagram for `vrml.InvalidEventInException`:



Public Member Functions

- **InvalidEventInException** (String s)

3.247.1 Detailed Description

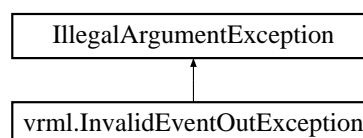
Definition at line 6 of file InvalidEventInException.java.

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

- `src/java/vrml/InvalidEventInException.java`

3.248 `vrml.InvalidEventOutException` Class Reference

Inheritance diagram for `vrml.InvalidEventOutException`:



Public Member Functions

- **InvalidEventOutException** (String s)

3.248.1 Detailed Description

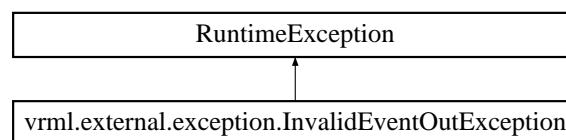
Definition at line 6 of file InvalidEventOutException.java.

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

- src/java/vrml/InvalidEventOutException.java

3.249 vrml.external.exception.InvalidEventOutException Class Reference

Inheritance diagram for vrml.external.exception.InvalidEventOutException:



Public Member Functions

- **InvalidEventOutException** (String s)

3.249.1 Detailed Description

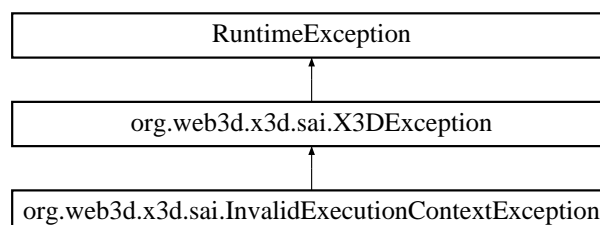
Definition at line 3 of file InvalidEventOutException.java.

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

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

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

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



Public Member Functions

- **InvalidExecutionContextException** (String msg)

3.250.1 Detailed Description

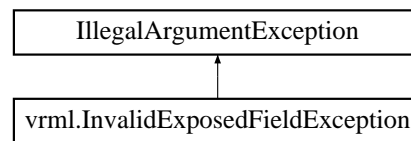
Definition at line 3 of file InvalidExecutionContextException.java.

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

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

3.251 vrml.InvalidExposedFieldException Class Reference

Inheritance diagram for vrml.InvalidExposedFieldException:



Public Member Functions

- **InvalidExposedFieldException** (String s)

3.251.1 Detailed Description

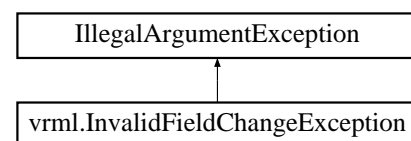
Definition at line 6 of file InvalidExposedFieldException.java.

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

- src/java/vrml/InvalidExposedFieldException.java

3.252 vrml.InvalidFieldChangeException Class Reference

Inheritance diagram for vrml.InvalidFieldChangeException:



Public Member Functions

- **InvalidFieldChangeException** (String s)

3.252.1 Detailed Description

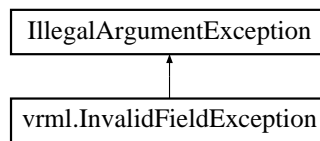
Definition at line 6 of file InvalidFieldChangeException.java.

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

- src/java/vrml/InvalidFieldChangeException.java

3.253 vrml.InvalidFieldException Class Reference

Inheritance diagram for vrml.InvalidFieldException:



Public Member Functions

- **InvalidFieldException** (String s)

3.253.1 Detailed Description

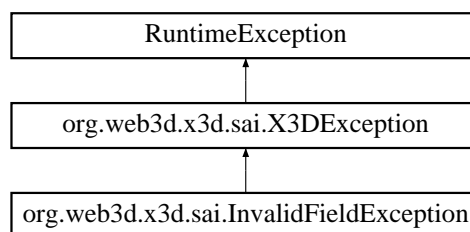
Definition at line 6 of file InvalidFieldException.java.

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

- src/java/vrml/InvalidFieldException.java

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

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



Public Member Functions

- **InvalidFieldException** (String msg)

3.254.1 Detailed Description

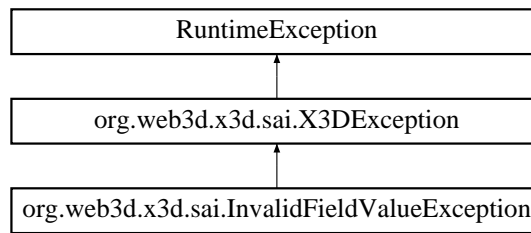
Definition at line 3 of file InvalidFieldException.java.

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

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

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

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



Public Member Functions

- **InvalidFieldValueException** (String msg)

3.255.1 Detailed Description

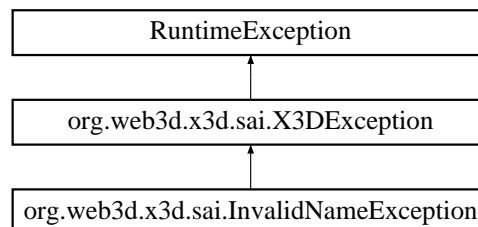
Definition at line 3 of file `InvalidFieldValueException.java`.

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

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

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

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



Public Member Functions

- **InvalidNameException** (String str)

3.256.1 Detailed Description

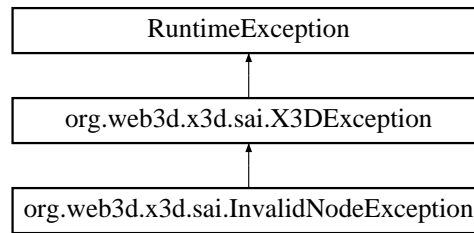
Definition at line 3 of file `InvalidNameException.java`.

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

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

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

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



Public Member Functions

- **InvalidNodeException** (String str)

3.257.1 Detailed Description

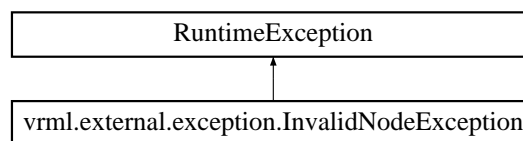
Definition at line 3 of file InvalidNodeException.java.

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

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

3.258 vrml.external.exception.InvalidNodeException Class Reference

Inheritance diagram for vrml.external.exception.InvalidNodeException:



Public Member Functions

- **InvalidNodeException** ()
*Constructs an **InvalidNodeException** (p. 165) with no detail message.*
- **InvalidNodeException** (String s)
*Constructs an **InvalidNodeException** (p. 165) with the specified detail message.*

3.258.1 Detailed Description

Definition at line 3 of file InvalidNodeException.java.

3.258.2 Constructor & Destructor Documentation

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

Constructs an **InvalidNodeException** (p. 165) with the specified detail message.

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

Parameters

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

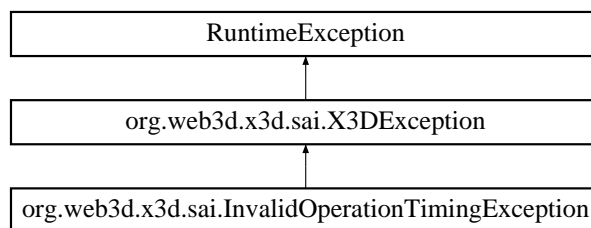
Definition at line 17 of file InvalidNodeException.java.

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

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

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

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



Public Member Functions

- **InvalidOperationTimingException** (String msg)

3.259.1 Detailed Description

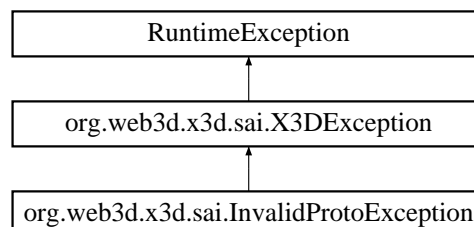
Definition at line 3 of file InvalidOperationTimingException.java.

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

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

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

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



Public Member Functions

- **InvalidProtoException** (String msg)

3.260.1 Detailed Description

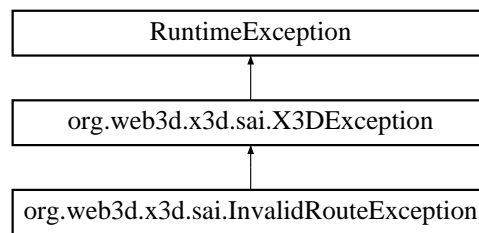
Definition at line 3 of file InvalidProtoException.java.

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

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

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

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



Public Member Functions

- **InvalidRouteException** (String msg)

3.261.1 Detailed Description

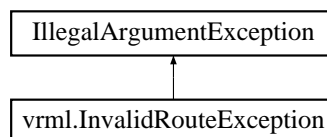
Definition at line 3 of file InvalidRouteException.java.

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

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

3.262 vrml.InvalidRouteException Class Reference

Inheritance diagram for vrml.InvalidRouteException:



Public Member Functions

- **InvalidRouteException** (String s)

3.262.1 Detailed Description

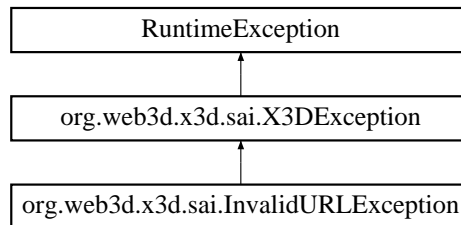
Definition at line 6 of file InvalidRouteException.java.

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

- `src/java/vrml/InvalidRouteException.java`

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

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



Public Member Functions

- **`InvalidURLException`** (String str)

3.263.1 Detailed Description

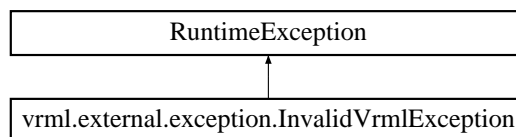
Definition at line 3 of file `InvalidURLException.java`.

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

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

3.264 `vrml.external.exception.InvalidVrmlException` Class Reference

Inheritance diagram for `vrml.external.exception.InvalidVrmlException`:



Public Member Functions

- **`InvalidVrmlException`** ()
Constructs an ***`InvalidVrmlException`*** (p. 168) with no detail message.
- **`InvalidVrmlException`** (String s)
Constructs an ***`InvalidVrmlException`*** (p. 168) with the specified detail message.

3.264.1 Detailed Description

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

3.264.2 Constructor & Destructor Documentation

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

Constructs an **InvalidVrmlException** (p. 168) with the specified detail message.

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

Parameters

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

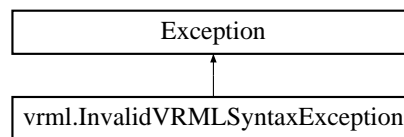
Definition at line 17 of file InvalidVrmlException.java.

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

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

3.265 vrml.InvalidVRMLSyntaxException Class Reference

Inheritance diagram for vrml.InvalidVRMLSyntaxException:



Public Member Functions

- **InvalidVRMLSyntaxException** (String s)

3.265.1 Detailed Description

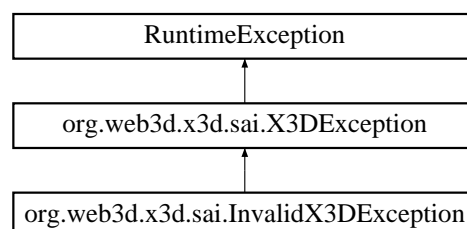
Definition at line 3 of file InvalidVRMLSyntaxException.java.

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

- src/java/vrml/InvalidVRMLSyntaxException.java

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

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



Public Member Functions

- **InvalidX3DException** (String str)

3.266.1 Detailed Description

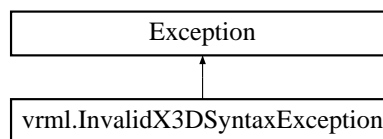
Definition at line 3 of file InvalidX3DException.java.

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

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

3.267 vrml.InvalidX3DSyntaxException Class Reference

Inheritance diagram for vrml.InvalidX3DSyntaxException:



Public Member Functions

- **InvalidX3DSyntaxException** (String s)

3.267.1 Detailed Description

Definition at line 3 of file InvalidX3DSyntaxException.java.

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

- src/java/vrml/InvalidX3DSyntaxException.java

3.268 key Struct Reference

Data Fields

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

3.268.1 Detailed Description

Definition at line 197 of file Viewer.h.

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

- src/lib/scenegraph/Viewer.h

3.269 keypressTuple Struct Reference

Data Fields

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

3.269.1 Detailed Description

Definition at line 122 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

3.270 macroblock Struct Reference

Data Fields

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

3.270.1 Detailed Description

Definition at line 158 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.271 matpropstruct Struct Reference

Data Fields

- struct **fw_MaterialParameters** **fw_FrontMaterial**

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

3.271.1 Detailed Description

Definition at line 82 of file `Component_Shape.h`.

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

- `src/lib/scenegraph/Component_Shape.h`

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

Public Member Functions

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

3.272.1 Detailed Description

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

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

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

3.273 org.web3d.x3d.sai.Matrix3 Class Reference

Public Member Functions

- **Matrix3** (float[] init)
- void **setIdentity** ()
- void **set** (int row, int column, float value)

- float **get** (int row, int column)
- void **setTransform** (**SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale, **SFVec3f** scaleOrientation, **SFVec2f** centre)
- void **getTransform** (**SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale)
- float[][] **multiply** (float[][] multp, float[][] mat)
- **Matrix3** **inverse** ()
- **Matrix3** **transpose** ()
- **Matrix3** **multiplyLeft** (**Matrix3** mat)
- **Matrix3** **multiplyRight** (**Matrix3** mat)
- float[] **multiplyRowVector** (float[] vec)
- float[] **multiplyColVector** (float[] vec)

Data Fields

- float[][] **matrix**

Static Public Attributes

- static int **SIZE** = 3

3.273.1 Detailed Description

Definition at line 3 of file Matrix3.java.

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

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

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

Public Member Functions

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

Data Fields

- float[][] **matrix**

Static Public Attributes

- static int **SIZE** = 4

3.274.1 Detailed Description

Definition at line 3 of file Matrix4.java.

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

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

3.275 mb_addr_inc_entry Struct Reference

Data Fields

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

3.275.1 Detailed Description

Definition at line 753 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.276 mb_type_entry Struct Reference

Data Fields

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

3.276.1 Detailed Description

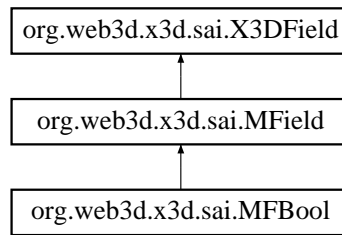
Definition at line 759 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

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

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



Public Member Functions

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

3.277.1 Detailed Description

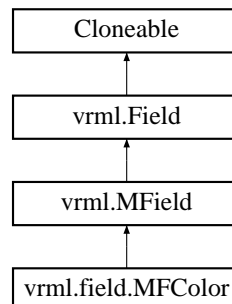
Definition at line 3 of file MFBool.java.

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

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

3.278 vrml.field.MFColor Class Reference

Inheritance diagram for vrml.field.MFColor:



Public Member Functions

- **MFColor** (float[] colors)
- **MFColor** (int size, float[] colors)
- **MFColor** (float[][] colors)
- void **getValue** (float[] colors)
- void **getValue** (float[][] colors)
- void **get1Value** (int index, float[] colors)
- void **get1Value** (int index, **SFColor** sfColor)
- void **setValue** (float[] colors)
- void **setValue** (int size, float[] colors)
- void **set1Value** (int index, float red, float green, float blue)

- void **set1Value** (int index, **SFColor** sfColor)
- void **set1Value** (int index, **ConstSFColor** sfColor)
- void **addValue** (float red, float green, float blue)
- void **addValue** (**SFColor** sfColor)
- void **addValue** (**ConstSFColor** sfColor)
- void **insertValue** (int index, float red, float green, float blue)
- void **insertValue** (int index, **SFColor** sfColor)
- void **insertValue** (int index, **ConstSFColor** sfColor)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.278.1 Detailed Description

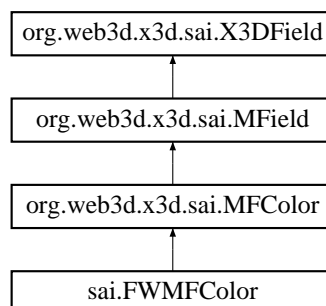
Definition at line 10 of file MFColor.java.

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

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

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

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



Public Member Functions

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

3.279.1 Detailed Description

Definition at line 3 of file MFColor.java.

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

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

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

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



Public Member Functions

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

3.280.1 Detailed Description

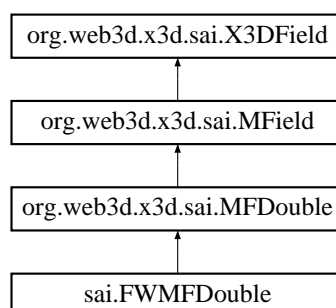
Definition at line 3 of file MFColorRGBA.java.

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

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

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

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



Public Member Functions

- void **getValue** (double[] values)

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

3.281.1 Detailed Description

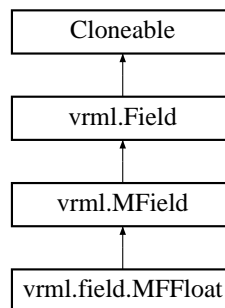
Definition at line 3 of file `MFDouble.java`.

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

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

3.282 vrml.field.MFFloat Class Reference

Inheritance diagram for `vrml.field.MFFloat`:



Public Member Functions

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

Additional Inherited Members

3.282.1 Detailed Description

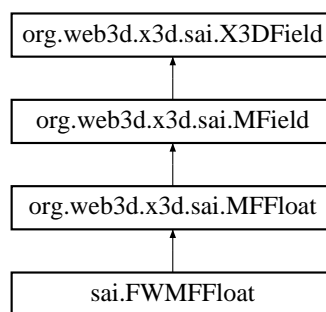
Definition at line 10 of file MFFloat.java.

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

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

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

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



Public Member Functions

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

3.283.1 Detailed Description

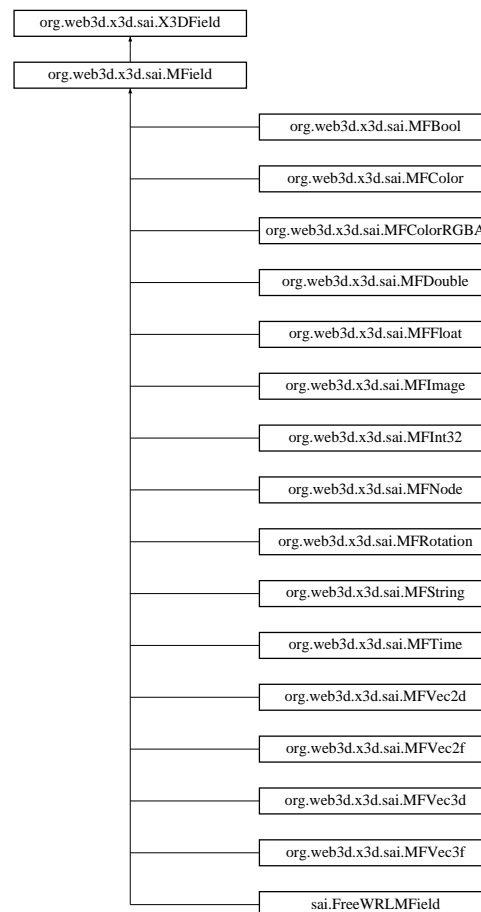
Definition at line 3 of file MFFloat.java.

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

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

3.284 org.web3d.x3d.sai.MField Interface Reference

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



Public Member Functions

- **int size ()** throws InvalidFieldException, ConnectionException
- **void clear ()** throws InvalidFieldException, ConnectionException
- **void remove (int index)** throws InvalidFieldException, ConnectionException, ArrayIndexOutOfBoundsException↔
Exception

3.284.1 Detailed Description

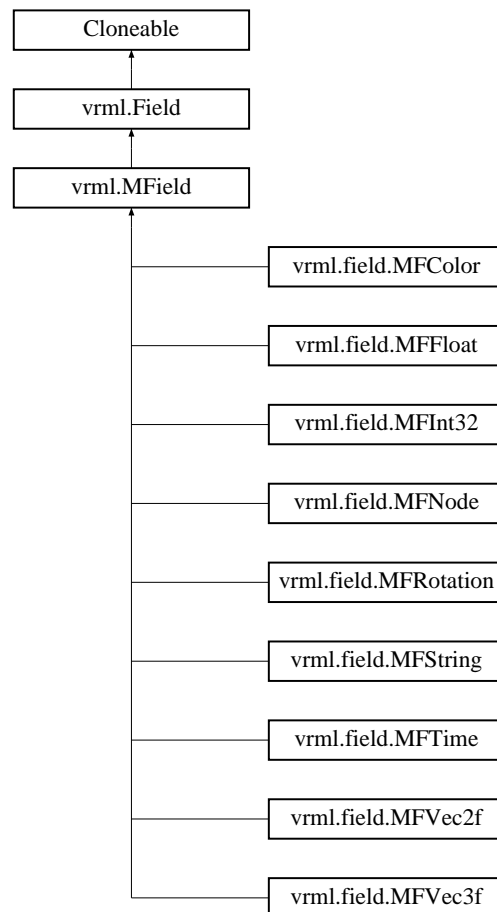
Definition at line 3 of file MField.java.

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

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

3.285 vrml.MField Class Reference

Inheritance diagram for vrml.MField:



Public Member Functions

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

Data Fields

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

Protected Member Functions

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

3.285.1 Detailed Description

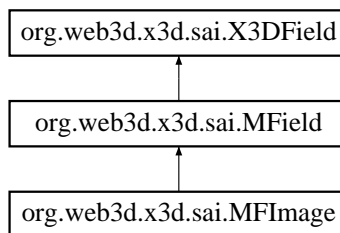
Definition at line 4 of file MField.java.

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

- src/java/vrml/MField.java

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

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



Public Member Functions

- int **getWidth** (int imgIndex)
- int **getHeight** (int imgIndex)
- int **getComponents** (int imgIndex)
- void **getPixels** (int imgIndex, int[] pixels)
- WritableRenderedImage **getImage** (int imgIndex)
- void **setImage** (int imgIndex, RenderedImage img)
- void **setSubImage** (int imgIndex, RenderedImage img, int srcWidth, int srcHeight, int srcXOffset, int srcYOffset, int destXOffset, int destYOffset)
- void **set1Value** (int index, int value)
- void **set1Value** (int imgIndex, int width, int height, int components, int[] pixels)
- void **setValue** (int[] value)
- void **setImage** (RenderedImage[] img)
- void **append** (RenderedImage value)
- void **insertValue** (int index, RenderedImage value)

3.286.1 Detailed Description

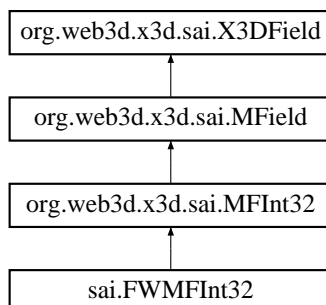
Definition at line 4 of file MFImage.java.

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

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

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

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



Public Member Functions

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

3.287.1 Detailed Description

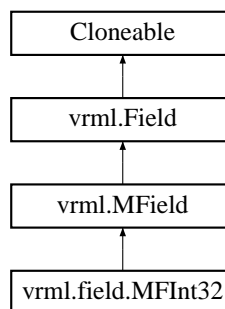
Definition at line 3 of file `MFInt32.java`.

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

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

3.288 vrml.field.MFInt32 Class Reference

Inheritance diagram for `vrml.field.MFInt32`:



Public Member Functions

- **MFInt32** (int[] value)
- **MFInt32** (int size, int[] value)
- void **getValue** (int[] value)
- int **get1Value** (int index)
- void **setValue** (int[] value)
- void **setValue** (int size, int[] value)
- void **set1Value** (int index, int value)
- void **set1Value** (int index, **SFInt32** sflnt32)
- void **set1Value** (int index, **ConstSFInt32** sflnt32)
- void **addValue** (int value)
- void **addValue** (**SFInt32** sflnt32)
- void **addValue** (**ConstSFInt32** sflnt32)
- void **insertValue** (int index, int value)
- void **insertValue** (int index, **SFInt32** sflnt32)
- void **insertValue** (int index, **ConstSFInt32** sflnt32)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws `IOException`
- void **__toPerl** (PrintWriter out) throws `IOException`

Additional Inherited Members

3.288.1 Detailed Description

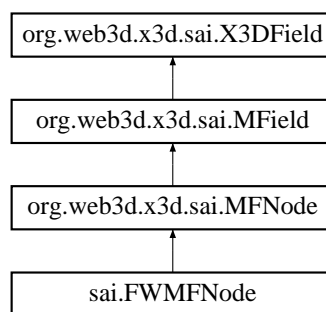
Definition at line 10 of file MFInt32.java.

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

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

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

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



Public Member Functions

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

3.289.1 Detailed Description

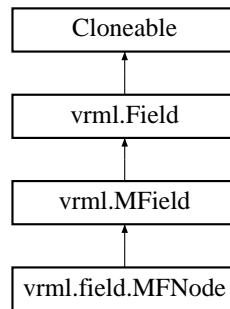
Definition at line 3 of file MFNode.java.

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

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

3.290 vrml.field.MFNode Class Reference

Inheritance diagram for vrml.field.MFNode:



Public Member Functions

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

Additional Inherited Members

3.290.1 Detailed Description

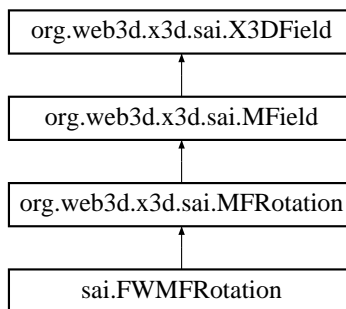
Definition at line 10 of file MFNode.java.

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

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

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

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



Public Member Functions

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

3.291.1 Detailed Description

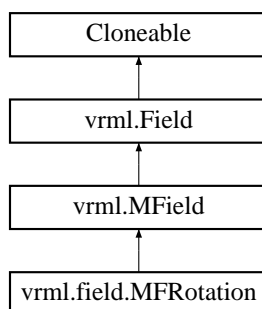
Definition at line 3 of file MFRotation.java.

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

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

3.292 vrml.field.MFRotation Class Reference

Inheritance diagram for vrml.field.MFRotation:



Public Member Functions

- **MFRotation** (float[] rotations)
- **MFRotation** (int size, float[] rotations)
- **MFRotation** (float[][] rotations)
- void **getValue** (float[] rotations)
- void **getValue** (float[][] rotations)
- void **get1Value** (int index, float[] rotations)

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

Additional Inherited Members

3.292.1 Detailed Description

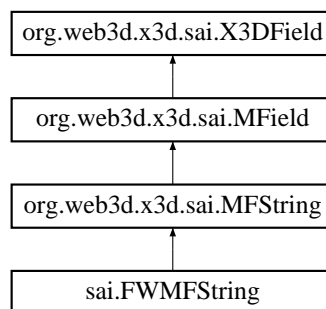
Definition at line 10 of file MFRotation.java.

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

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

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

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



Public Member Functions

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

3.293.1 Detailed Description

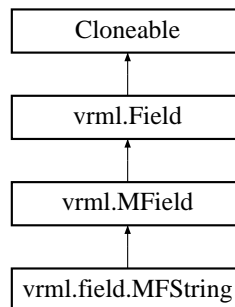
Definition at line 3 of file MFString.java.

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

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

3.294 vrml.field.MFString Class Reference

Inheritance diagram for vrml.field.MFString:



Public Member Functions

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

Additional Inherited Members

3.294.1 Detailed Description

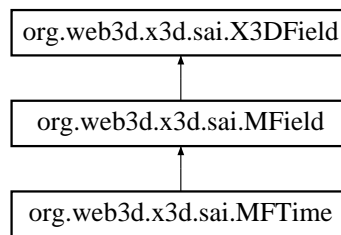
Definition at line 10 of file MFString.java.

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

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

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

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



Public Member Functions

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

3.295.1 Detailed Description

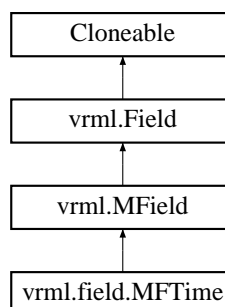
Definition at line 3 of file MFTime.java.

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

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

3.296 vrml.field.MFTime Class Reference

Inheritance diagram for vrml.field.MFTime:



Public Member Functions

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

Additional Inherited Members

3.296.1 Detailed Description

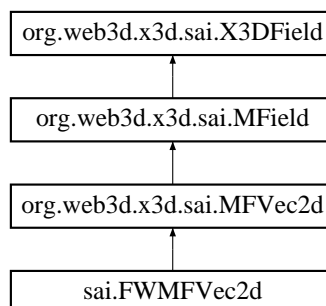
Definition at line 10 of file MFTIME.java.

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

- src/java/vrml/field/MFTIME.java

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

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



Public Member Functions

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

- void **set1Value** (int index, double[] value)
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

3.297.1 Detailed Description

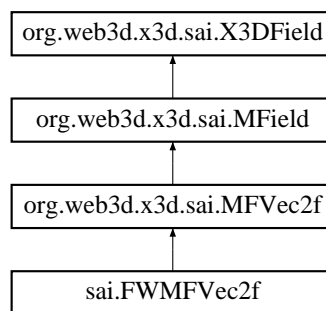
Definition at line 3 of file MFVec2d.java.

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

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

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

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



Public Member Functions

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

3.298.1 Detailed Description

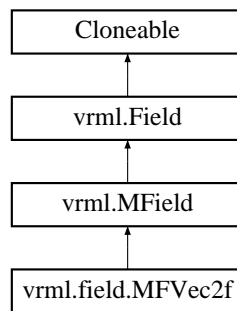
Definition at line 3 of file MFVec2f.java.

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

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

3.299 vrml.field.MFVec2f Class Reference

Inheritance diagram for vrml.field.MFVec2f:



Public Member Functions

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

Additional Inherited Members

3.299.1 Detailed Description

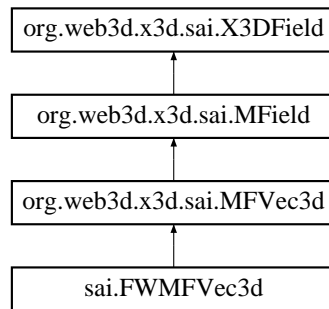
Definition at line 10 of file MFVec2f.java.

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

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

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

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



Public Member Functions

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

3.300.1 Detailed Description

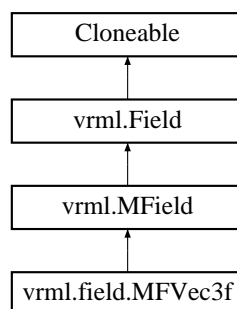
Definition at line 3 of file MFVec3d.java.

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

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

3.301 vrml.field.MFVec3f Class Reference

Inheritance diagram for vrml.field.MFVec3f:



Public Member Functions

- **MFVec3f** (float[] vec3fs)
- **MFVec3f** (int size, float[] vec3fs)
- **MFVec3f** (float[][] vec3fs)
- void **getValue** (float[] vec3fs)
- void **getValue** (float[][] vec3fs)
- void **get1Value** (int index, float[] vec3fs)

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

Additional Inherited Members

3.301.1 Detailed Description

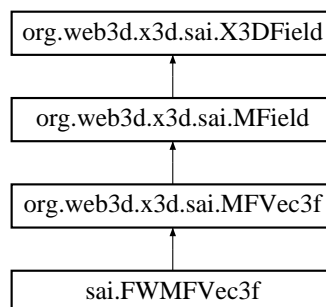
Definition at line 10 of file MFVec3f.java.

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

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

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

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



Public Member Functions

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

3.302.1 Detailed Description

Definition at line 3 of file MFVec3f.java.

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

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

3.303 motion_vectors_entry Struct Reference

Data Fields

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

3.303.1 Detailed Description

Definition at line 782 of file mpeg.h.

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

- src/lib/scenegraph/mpeg.h

3.304 mouseTuple Struct Reference

Data Fields

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

3.304.1 Detailed Description

Definition at line 126 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

3.305 Multi_Bool Struct Reference

Data Fields

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

3.305.1 Detailed Description

Definition at line 1864 of file Structs.h.

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

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

3.306 Multi_Color Struct Reference

Data Fields

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

3.306.1 Detailed Description

Definition at line 1870 of file Structs.h.

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

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

3.307 Multi_ColorRGBA Struct Reference

Data Fields

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

3.307.1 Detailed Description

Definition at line 1872 of file Structs.h.

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

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

3.308 Multi_Double Struct Reference

Data Fields

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

3.308.1 Detailed Description

Definition at line 1885 of file Structs.h.

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

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

3.309 Multi_Float Struct Reference

Data Fields

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

3.309.1 Detailed Description

Definition at line 1858 of file Structs.h.

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

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

3.310 Multi_Int32 Struct Reference

Data Fields

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

3.310.1 Detailed Description

Definition at line 1866 of file Structs.h.

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

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

3.311 Multi_Matrix3d Struct Reference

Data Fields

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

3.311.1 Detailed Description

Definition at line 1889 of file Structs.h.

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

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

3.312 Multi_Matrix3f Struct Reference

Data Fields

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

3.312.1 Detailed Description

Definition at line 1887 of file Structs.h.

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

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

3.313 Multi_Matrix4d Struct Reference

Data Fields

- int **n**
- struct **SFMatrix4d** * **p**
- size_t **n**

3.313.1 Detailed Description

Definition at line 1893 of file Structs.h.

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

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

3.314 Multi_Matrix4f Struct Reference

Data Fields

- int **n**
- struct **SFMatrix4f** * **p**
- size_t **n**

3.314.1 Detailed Description

Definition at line 1891 of file Structs.h.

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

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

3.315 Multi_Node Struct Reference

Data Fields

- int **n**
- struct **X3D_Node** ** **p**
- size_t **n**
- void ** **p**

3.315.1 Detailed Description

Definition at line 1868 of file Structs.h.

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

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

3.316 Multi_Rotation Struct Reference

Data Fields

- int **n**
- struct **SFRotation** * **p**
- size_t **n**

3.316.1 Detailed Description

Definition at line 1860 of file Structs.h.

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

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

3.317 Multi_String Struct Reference

Data Fields

- int **n**
- struct **Uni_String** ** **p**
- size_t **n**

3.317.1 Detailed Description

Definition at line 1876 of file Structs.h.

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

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

3.318 Multi_Time Struct Reference

Data Fields

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

3.318.1 Detailed Description

Definition at line 1874 of file Structs.h.

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

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

3.319 Multi_Vec2d Struct Reference

Data Fields

- int **n**
- struct **SFVec2d** * **p**
- size_t **n**

3.319.1 Detailed Description

Definition at line 1895 of file Structs.h.

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

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

3.320 Multi_Vec2f Struct Reference

Data Fields

- int **n**
- struct **SFVec2f** * **p**
- size_t **n**

3.320.1 Detailed Description

Definition at line 1878 of file Structs.h.

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

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

3.321 Multi_Vec3d Struct Reference

Data Fields

- int **n**
- struct **SFVec3d** * **p**
- size_t **n**

3.321.1 Detailed Description

Definition at line 1883 of file Structs.h.

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

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

3.322 Multi_Vec3f Struct Reference

Data Fields

- int **n**
- struct **SFVec3f** * **p**
- size_t **n**
- struct **SFColor** * **p**

3.322.1 Detailed Description

Definition at line 1862 of file Structs.h.

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

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

3.323 Multi_Vec4d Struct Reference

Data Fields

- int **n**
- struct **SFVec4d** * **p**
- size_t **n**

3.323.1 Detailed Description

Definition at line 1899 of file Structs.h.

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

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

3.324 Multi_Vec4f Struct Reference

Data Fields

- int **n**
- struct **SFVec4f** * **p**
- size_t **n**

3.324.1 Detailed Description

Definition at line 1897 of file Structs.h.

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

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

3.325 multiTexParams Struct Reference

Data Fields

- int **multitex_mode**
- int **multitex_source**
- int **multitex_function**

3.325.1 Detailed Description

Definition at line 121 of file OpenGL_Utils.h.

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

- src/lib/opengl/OpenGL_Utils.h

3.326 myArgs Struct Reference

Data Fields

- struct **X3D_Node** * **node**
- ttglobal **tg**

3.326.1 Detailed Description

Definition at line 129 of file Component_ProgrammableShaders.c.

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

- src/lib/scenegraph/Component_ProgrammableShaders.c

3.327 MyVertex Struct Reference

Data Fields

- struct **SFVec3f** **vert**
- struct **SFVec3f** **norm**
- struct **SFVec2f** **tc**
- struct **SFColorRGBA** **col**

3.327.1 Detailed Description

Definition at line 53 of file Component_Geometry3D.c.

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

- src/lib/scenegraph/Component_Geometry3D.c
- src/lib/x3d_parser/Bindable.c

3.328 nameValuePairs Struct Reference

Data Fields

- char * **fieldName**
- char * **fieldValue**
- int **fieldType**

3.328.1 Detailed Description

Definition at line 32 of file X3DParser.h.

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

- src/lib/x3d_parser/X3DParser.h

3.329 NestedProtoField Struct Reference

Data Fields

- struct **ProtoFieldDecl** * **origField**
- struct **ProtoFieldDecl** * **localField**

3.329.1 Detailed Description

Definition at line 245 of file CProto.h.

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

- src/lib/vrml_parser/CProto.h

3.330 vrml.external.Node Class Reference

Public Member Functions

- String **getType** ()
- **EventIn** **getEventIn** (String name) throws InvalidEventInException
- **EventOut** **getEventOut** (String name) throws InvalidEventOutException

Data Fields

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

3.330.1 Detailed Description

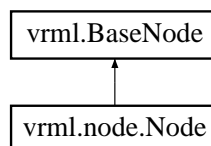
Definition at line 11 of file Node.java.

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

- src/java/vrml/external/Node.java

3.331 vrml.node.Node Class Reference

Inheritance diagram for vrml.node.Node:



Public Member Functions

- **Node** (String id)
- final **Field** **getEventIn** (String eventInName)
- final **ConstField** **getEventOut** (String eventOutName)
- final **Field** **getExposedField** (String exposedFieldName)

3.331.1 Detailed Description

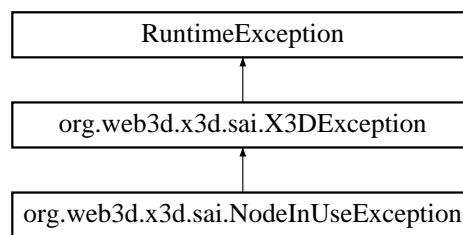
Definition at line 12 of file Node.java.

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

- src/java/vrml/node/Node.java

3.332 org.web3d.x3d.sai.NodeInUseException Class Reference

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



Public Member Functions

- **NodeInUseException** (String msg)

3.332.1 Detailed Description

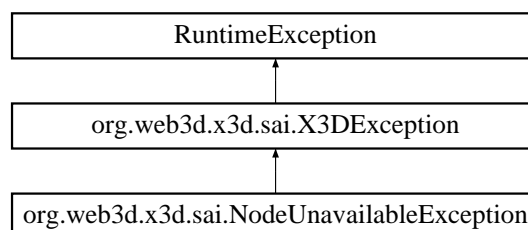
Definition at line 3 of file NodeInUseException.java.

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

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

3.333 org.web3d.x3d.sai.NodeUnavailableException Class Reference

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



Public Member Functions

- **NodeUnavailableException** (String msg)

3.333.1 Detailed Description

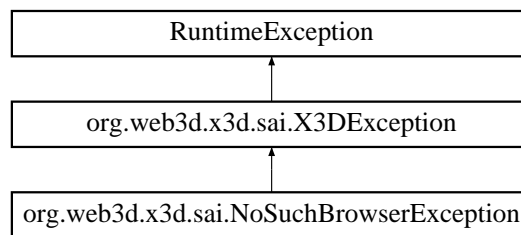
Definition at line 3 of file NodeUnavailableException.java.

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

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

3.334 `org.web3d.x3d.sai.NoSuchBrowserException` Class Reference

Inheritance diagram for `org.web3d.x3d.sai.NoSuchBrowserException`:



Public Member Functions

- **`NoSuchBrowserException`** (String msg)

3.334.1 Detailed Description

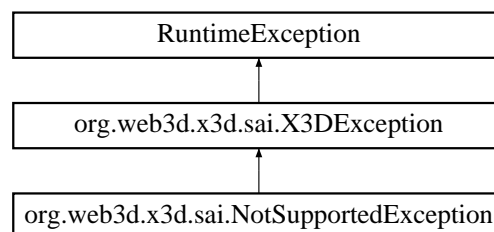
Definition at line 3 of file `NoSuchBrowserException.java`.

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

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

3.335 `org.web3d.x3d.sai.NotSupportedException` Class Reference

Inheritance diagram for `org.web3d.x3d.sai.NotSupportedException`:



Public Member Functions

- **`NotSupportedException`** (String msg)

3.335.1 Detailed Description

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

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

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

3.336 `opened_file` Struct Reference

Data Fields

- `const char *` **fileFileName**
- `int` **fileDescriptor**
- `int` **fileDataSize**
- `unsigned char *` **fileData**
- `int` **imageHeight**
- `int` **imageWidth**
- `bool` **imageAlpha**

3.336.1 Detailed Description

Definition at line 44 of file `io_files.h`.

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

- `src/lib/io_files.h`

3.337 `orient_XYZA` Struct Reference

Data Fields

- `GLDOUBLE` **x**
- `GLDOUBLE` **y**
- `GLDOUBLE` **z**
- `GLDOUBLE` **a**

3.337.1 Detailed Description

Definition at line 35 of file `Structs.h`.

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

- `src/lib/vrml_parser/Structs.h`

3.338 `pcollision` Struct Reference

Data Fields

- `float *` **prd_newc_floats**
- `int` **prd_newc_floats_size**

- struct **point_XYZ** * **prd_normals**
- int **prd_normals_size**
- struct **point_XYZ** * **clippedPoly1**
- int **clippedPoly1Size**
- struct **point_XYZ** * **clippedPoly2**
- int **clippedPoly2Size**
- struct **point_XYZ** * **clippedPoly3**
- int **clippedPoly3Size**
- struct **point_XYZ** * **clippedPoly4**
- int **clippedPoly4Size**
- struct **point_XYZ** * **clippedPoly5**
- int **clippedPoly5Size**
- struct **point_XYZ** **res**
- double **get_poly_mindisp**
- struct **sCollisionInfo** **CollisionInfo**
- struct **sFallInfo** **FallInfo**
- bool **OpenCL_Collision_Program_initialized**

3.338.1 Detailed Description

Definition at line 79 of file Collision.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.c

3.339 pcommon Struct Reference

Data Fields

- float **myFps**
- char **myMenuStatus** [MAXSTAT]
- char **messagebar** [MAXSTAT]
- char **window_title** [MAXTITLE]
- int **cursorStyle**
- int **promptForURL**
- int **promptForFile**
- int **sb_hasString**
- char **buffer** [200]

3.339.1 Detailed Description

Definition at line 49 of file common.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/common.c

3.340 pComponent_EnviroSensor Struct Reference

Data Fields

- int **candoVisibility**

3.340.1 Detailed Description

- can we do a VisibilitySensor? Only if we have OpenGL support for OcclusionCulling */

Definition at line 51 of file Component_EnvironSensor.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_EnvironSensor.c

3.341 pComponent_Geometry3D Struct Reference

Data Fields

- int **junk**

3.341.1 Detailed Description

Definition at line 60 of file Component_Geometry3D.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Geometry3D.c

3.342 pComponent_Geospatial Struct Reference

Data Fields

- int **geoLodLevel**

3.342.1 Detailed Description

Definition at line 305 of file Component_Geospatial.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Geospatial.c

3.343 pComponent_HAnim Struct Reference

Data Fields

- void * **HANimSkinCoord**
- void * **HANimSkinNormal**

3.343.1 Detailed Description

Definition at line 50 of file Component_HAnim.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_HAnim.c

3.344 pComponent_KeyDevice Struct Reference

Data Fields

- struct **X3D_Node** ** **keySink**
- int **keySyncMallocLen**
- int **keySinkCurMax**

3.344.1 Detailed Description

Definition at line 273 of file Component_KeyDevice.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_KeyDevice.c

3.345 pComponent_Shape Struct Reference

Data Fields

- struct **matpropstruct** **appearanceProperties**
- struct **X3D_Node** * **this_textureTransform**
- struct **X3D_TwoSidedMaterial** * **material_twoSided**
- struct **X3D_Material** * **material_oneSided**
- struct **X3D_Node** * **userShaderNode**

3.345.1 Detailed Description

Definition at line 49 of file Component_Shape.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Shape.c

3.346 pComponent_Sound Struct Reference

Data Fields

- int **soundWarned**

3.346.1 Detailed Description

Definition at line 46 of file Component_Sound.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Sound.c

3.347 pComponent_Text Struct Reference

Data Fields

- FT_Library **library**
- FT_Face **font_face** [num_fonts]
- int **font_opened** [num_fonts]
- FT_Glyph **glyphs** [MAX_GLYPHS]
- int **cur_glyph**
- int **TextVerbose**
- FT_Outline_Funcs **FW_outline_interface**
- char * **font_directory**
- char **thisfontname** [fp_name_len]
- double **pen_x**
- double **pen_y**
- float **TextZdist**
- double **x_size**
- double **y_size**
- int **myff**
- int **FW_RIA** [500]
- int **FW_RIA_indx**
- struct X3D_PolyRep * **FW_rep_**
- int **FW_pointctr**
- int **indx_count**
- int **coordmaxsize**
- int **cindexmaxsize**
- int **contour_started**
- FT_Vector **last_point**
- int **FW_Vertex**
- int **started**

3.347.1 Detailed Description

Definition at line 80 of file Component_Text.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Text.c

3.348 pConsoleMessage Struct Reference

Data Fields

- int **androidFreeSlot**
- char ** **androidMessageSlot**
- int **androidHaveUnreadMessages**
- char **FWbuffer** [STRING_LENGTH]
- int **maxLineLength**
- int **maxLines**
- int **tabSpaces**
- void(* **callback** [2])(char *)

3.348.1 Detailed Description

Definition at line 55 of file ConsoleMessage.c.

The documentation for this struct was generated from the following file:

- src/lib/main/ConsoleMessage.c

3.349 pCParse Struct Reference

Data Fields

- int **ijunk**

3.349.1 Detailed Description

Definition at line 51 of file CParse.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParse.c

3.350 pCParserParser Struct Reference

Data Fields

- char **fw_outline** [2000]
- int **foundInputErrors**
- int **useBrotos**

3.350.1 Detailed Description

Definition at line 65 of file CParserParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParserParser.c

3.351 pCProto Struct Reference

Data Fields

- indexT **latest_protoDefNumber**
- indexT **nextFabricatedDef**
- struct **Vector** * **protoDefVec**

3.351.1 Detailed Description

Definition at line 127 of file CProto.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.c

3.352 pCRoutes Struct Reference

Data Fields

- struct **FirstStruct** * **ClockEvents**
- int **num_ClockEvents**
- int **size_ClockEvents**
- int **CRoutes_Initiated**
- int **CRoutes_Count**
- int **CRoutes_MAX**
- int **initialEventBeforeRoutesCount**
- int **preRouteTableSize**
- struct **initialRouteStruct** * **preEvents**
- pthread_mutex_t **preRouteLock**
- struct **Vector** * **routesToRegister**
- pthread_mutex_t **insertRouteLock**
- int **thisIntTimeStamp**
- struct **CRStruct** * **CRoutes**
- struct **CRscriptStruct** * **ScriptControl**

3.352.1 Detailed Description

Definition at line 377 of file CRoutes.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CRoutes.c

3.353 pCScripts Struct Reference

Data Fields

- int **handleCnt**

3.353.1 Detailed Description

- Next handle to be assigned */

Definition at line 230 of file CScripts.c.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.c

3.354 pCursorDraw Struct Reference

Data Fields

- GLuint **textureID**
- int **done**

3.354.1 Detailed Description

Definition at line 190 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/CursorDraw.c

3.355 pEAI_C_CommonFunctions Struct Reference

Data Fields

- struct **VRMLParser** * **parser**

3.355.1 Detailed Description

Definition at line 59 of file EAI_C_CommonFunctions.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAI_C_CommonFunctions.c

3.356 pEAICore Struct Reference

Data Fields

- pthread_mutex_t **eaibufferlock**

3.356.1 Detailed Description

Definition at line 161 of file EAIEventsIn.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIEventsIn.c

3.357 pEAIEventsIn Struct Reference

Data Fields

- int **oldCount**
- int **waiting_for_anchor**
- struct **X3D_Anchor** **EAI_AnchorNode**

3.357.1 Detailed Description

Definition at line 130 of file EAIEventsIn.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIEventsIn.c

3.358 pEAIHelpers Struct Reference

Data Fields

- struct **Vector** * **EAINodeIndex**

3.358.1 Detailed Description

Definition at line 104 of file EAIHelpers.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIHelpers.c

3.359 pFrustum Struct Reference

Data Fields

- GLuint * **OccQueries**
- GLuint **potentialOccluderCount**
- void ** **occluderNodePointer**
- GLuint **OccQuerySize**
- GLint **OccResultsAvailable**

3.359.1 Detailed Description

Definition at line 88 of file Frustum.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Frustum.c

3.360 pict Struct Reference

Data Fields

- unsigned int **temp_ref**
- unsigned int **code_type**
- unsigned int **vbv_delay**
- int **full_pel_forw_vector**
- unsigned int **forw_r_size**
- unsigned int **forw_f**
- int **full_pel_back_vector**
- unsigned int **back_r_size**
- unsigned int **back_f**
- char * **extra_info**
- char * **ext_data**
- char * **user_data**

3.360.1 Detailed Description

Definition at line 131 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.361 pict_image Struct Reference

Data Fields

- unsigned char * **luminance**
- unsigned char * **Cr**
- unsigned char * **Cb**
- unsigned char * **display**
- int **locked**
- TimeStamp **show_time**

3.361.1 Detailed Description

Definition at line 105 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.362 pio_http Struct Reference

Data Fields

- void * **filler**
- struct **Vector** * **resStack**
- **resource_item_t** * **lastBaseResource**

3.362.1 Detailed Description

Definition at line 46 of file io_http.c.

The documentation for this struct was generated from the following file:

- src/lib/io_http.c

3.363 pJScript Struct Reference

Data Fields

- struct **CRjsnameStruct** * **JSparamnames**
- int **JSMaxScript**

3.363.1 Detailed Description

Definition at line 88 of file JScript.c.

The documentation for this struct was generated from the following file:

- src/lib/world_script/JScript.c

3.364 playbackRecord Struct Reference

Data Fields

- int **frame**
- double **dtime**
- int * **mousetuples**
- int **mouseCount**
- char * **keystrokes**
- int **keyCount**

3.364.1 Detailed Description

Definition at line 135 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

3.365 pLoadTextures Struct Reference

Data Fields

- **s_list_t** * **texture_request_list**
- bool **loader_waiting**
- **s_list_t** * **texture_list**
- int **TextureParsing**

3.365.1 Detailed Description

- is the texture thread up and running yet? */

Definition at line 82 of file LoadTextures.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/LoadTextures.c

3.366 pMainloop Struct Reference

Data Fields

- int **onScreen**
- int **doEvents**

- char * **PluginFullPath**
- int **num_SensorEvents**
- GLint **viewPort2** [10]
- GLint **viewpointScreenX** [2]
- struct **X3D_Node** * **CursorOverSensitive**
- struct **X3D_Node** * **oldCOS**
- int **NavigationMode**
- int **ButDown** [20][8]
- int **currentCursor**
- int **lastMouseEvent**
- struct **X3D_Node** * **lastPressedOver**
- struct **X3D_Node** * **lastOver**
- int **lastOverButtonPressed**
- int **maxbuffers**
- int **bufferarray** [2]
- double **BrowserStartTime**
- int **keypress_wait_for_settle**
- char * **keypress_string**
- struct **SensStruct** * **SensorEvents**
- unsigned int **loop_count**
- unsigned int **slowloop_count**
- double **waitsec**
- int **lastDeltax**
- int **lastDeltay**
- int **lastxx**
- int **lastyy**
- int **ntouch**
- int **currentTouch**
- struct **Touch** **touchlist** [20]
- int **EMULATE_MULTITOUCH**
- FILE * **recordingFile**
- char * **recordingFName**
- int **modeRecord**
- int **modeFixture**
- int **modePlayback**
- int **fwplayOpened**
- char * **nameTest**
- int **frameNum**
- struct **playbackRecord** * **playback**
- int **playbackCount**
- struct **keypressTuple** **keypressQueue** [50]
- int **keypressQueueCount**
- struct **mouseTuple** **mouseQueue** [50]
- int **mouseQueueCount**
- FILE * **logfile**
- FILE * **logerr**
- char * **logfname**
- int **logging**
- int **keySensorMode**

3.366.1 Detailed Description

Definition at line 144 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

3.367 point_XYZ Struct Reference

Data Fields

- GLDOUBLE **x**
- GLDOUBLE **y**
- GLDOUBLE **z**

3.367.1 Detailed Description

Definition at line 34 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.368 pointer2pointer Struct Reference

Data Fields

- struct **X3D_Node** * **pp**
- struct **X3D_Node** * **pn**

3.368.1 Detailed Description

Definition at line 4334 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseParser.c

3.369 PointerHash Struct Reference

Data Fields

- struct **Vector** * **data** [POINTER_HASH_SIZE]

3.369.1 Detailed Description

Definition at line 206 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.370 PointerHashEntry Struct Reference

Data Fields

- struct **X3D_Node** * **original**
- struct **X3D_Node** * **copy**

3.370.1 Detailed Description

Definition at line 199 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.371 pOpenGL_Utils Struct Reference

Data Fields

- struct **Vector** * **linearNodeTable**
- int **potentialHoleCount**
- float **cc_red**
- float **cc_green**
- float **cc_blue**
- float **cc_alpha**
- pthread_mutex_t **memtablelock**
- MATRIX4 **FW_ModelView** [MAX_LARGE_MATRIX_STACK]
- MATRIX4 **FW_ProjectionView** [MAX_SMALL_MATRIX_STACK]
- MATRIX4 **FW_TextureView** [MAX_SMALL_MATRIX_STACK]
- int **modelviewTOS**
- int **projectionviewTOS**
- int **textureviewTOS**
- int **whichMode**
- GLDOUBLE * **currentMatrix**
- struct **Vector** * **myShaderTable**
- int **userDefinedShaderCount**
- char * **userDefinedFragmentShader** [MAX_USER_DEFINED_SHADERS]
- char * **userDefinedVertexShader** [MAX_USER_DEFINED_SHADERS]
- bool **usePhongShaders**
- int **maxStackUsed**

3.371.1 Detailed Description

Definition at line 120 of file OpenGL_Utils.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/OpenGL_Utils.c

3.372 pPluginSocket Struct Reference

Data Fields

- pthread_mutex_t **mylocker**
- fd_set **rfds**
- struct timeval **tv**
- char **return_url** [FILENAME_MAX]

3.372.1 Detailed Description

Definition at line 62 of file PluginSocket.c.

The documentation for this struct was generated from the following file:

- src/lib/plugin/PluginSocket.c

3.373 ppluginUtils Struct Reference

Data Fields

- int **waitingForURLtoLoad**
- **resource_item_t** * **plugin_res**

3.373.1 Detailed Description

Definition at line 70 of file pluginUtils.c.

The documentation for this struct was generated from the following file:

- src/lib/plugin/pluginUtils.c

3.374 pProdCon Struct Reference

Data Fields

- struct **Vector** * **fogNodes**
- struct **Vector** * **backgroundNodes**
- struct **Vector** * **navigationNodes**
- int **_P_LOCK_VAR**
- **s_list_t** * **resource_list_to_parse**
- **s_list_t** * **frontend_list_to_get**
- int **frontend_gets_files**
- struct **PSStruct** **psp**
- int **inputThreadParsing**
- int **haveParsedCParsed**

3.374.1 Detailed Description

Definition at line 122 of file ProdCon.c.

The documentation for this struct was generated from the following file:

- src/lib/main/ProdCon.c

3.375 PQhandleElem Struct Reference

Data Fields

- PQkey **key**
- PQhandle **node**

3.375.1 Detailed Description

Definition at line 84 of file priorityq-heap.h.

The documentation for this struct was generated from the following file:

- src/libtess/priorityq-heap.h

3.376 PQnode Struct Reference

Data Fields

- PQhandle **handle**

3.376.1 Detailed Description

Definition at line 83 of file priorityq-heap.h.

The documentation for this struct was generated from the following file:

- src/libtess/priorityq-heap.h

3.377 pRasterFont Struct Reference

Data Fields

- struct **X3D_Text** **myText**
- struct **X3D_FontStyle** **myFont**
- bool **rf_initialized**
- int **xf_color**
- vec4f_t **xf_colors** [3]

3.377.1 Detailed Description

Definition at line 57 of file RasterFont.c.

The documentation for this struct was generated from the following file:

- src/lib/OpenGL/RasterFont.c

3.378 pRenderFuncs Struct Reference

Data Fields

- int **profile_entry_count**
- struct **profile_entry** **profile_entries** [100]
- int **profiling_on**
- float **light_linAtten** [MAX_LIGHT_STACK]
- float **light_constAtten** [MAX_LIGHT_STACK]
- float **light_quadAtten** [MAX_LIGHT_STACK]
- float **light_spotCutoffAngle** [MAX_LIGHT_STACK]

- float **light_spotBeamWidth** [MAX_LIGHT_STACK]
- shaderVec4 **light_amb** [MAX_LIGHT_STACK]
- shaderVec4 **light_dif** [MAX_LIGHT_STACK]
- shaderVec4 **light_pos** [MAX_LIGHT_STACK]
- shaderVec4 **light_spec** [MAX_LIGHT_STACK]
- shaderVec4 **light_spotDir** [MAX_LIGHT_STACK]
- float **light_radius** [MAX_LIGHT_STACK]
- GLint **lightType** [MAX_LIGHT_STACK]
- int **nextFreeLight**
- unsigned int **currentLoop**
- unsigned int **lastLoop**
- unsigned int **sendCount**
- GLint **lightOnOff** [MAX_LIGHT_STACK]
- GLint **lightChanged** [MAX_LIGHT_STACK]
- GLint **lastShader**
- int **cur_hits**
- void * **empty_group**
- struct **point_XYZ** hyper_r1 hyper_r2
- struct **currayhit** rayph
- struct **X3D_Group** * **rootNode**
- struct **X3D_Anchor** * **AnchorsAnchor**
- struct **currayhit** rayHit rayHitHyper
- struct **trenderstate** renderstate
- int **renderLevel**
- GLint **currentShader**

3.378.1 Detailed Description

Definition at line 65 of file RenderFuncs.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.c

3.379 pRenderTextures Struct Reference

Data Fields

- void * **nada**

3.379.1 Detailed Description

Definition at line 34 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.380 PriorityQ Struct Reference

Data Fields

- **PQnode * nodes**
- **PQhandleElem * handles**
- long **size**
- long **max**
- PQhandle **freeList**
- int **initialized**
- int(* **leq**)(PQkey key1, PQkey key2)
- PriorityQHeap * **heap**
- PQkey * **keys**
- PQkey ** **order**
- PQhandle **size**
- PQhandle **max**

3.380.1 Detailed Description

Definition at line 86 of file priorityq-heap.h.

The documentation for this struct was generated from the following files:

- src/libtess/priorityq-heap.h
- src/libtess/priorityq-sort.h
- src/libtess/priorityq.h

3.381 profile_entry Struct Reference

Data Fields

- char * **name**
- double **start**
- double **accum**
- int **hits**

3.381.1 Detailed Description

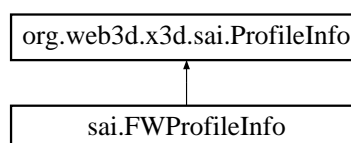
Definition at line 58 of file RenderFuncs.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.c

3.382 org.web3d.x3d.sai.ProfileInfo Interface Reference

Inheritance diagram for org.web3d.x3d.sai.ProfileInfo:



Public Member Functions

- String **getName** ()
- String **getTitle** ()
- **ComponentInfo[]** **getComponents** ()
- String **toX3DString** ()

3.382.1 Detailed Description

Definition at line 3 of file ProfileInfo.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/ProfileInfo.java

3.383 profitablestruct Struct Reference

Data Fields

- int **profileName**
- const int * **profileTable**
- int **level**

3.383.1 Detailed Description

Definition at line 234 of file capabilitiesHandler.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/capabilitiesHandler.c

3.384 ProtoDefinition Struct Reference

Data Fields

- indexT **protoDefNumber**
- struct **Vector** * **iface**
- struct **Vector** * **deconstructedProtoBody**
- int **estimatedBodyLen**
- char * **protoName**
- int **isCopy**

3.384.1 Detailed Description

Definition at line 160 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.385 ProtoElementPointer Struct Reference

Data Fields

- char * **stringToken**
- indexT **isNODE**
- indexT **isKEYWORD**
- indexT **terminalSymbol**
- indexT **fabricatedDef**

3.385.1 Detailed Description

Definition at line 47 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.386 ProtoFieldDecl Struct Reference

Data Fields

- indexT **mode**
- indexT **type**
- indexT **name**
- char * **fieldString**
- BOOL **alreadySet**
- union **anyVrml defaultVal**
- struct **Vector** * **scriptDests**

3.386.1 Detailed Description

Definition at line 70 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.387 protoInsert Struct Reference

Data Fields

- struct **ProtoDefinition** * **vrmlProtoDef**
- int **xmlProtoDef**

3.387.1 Detailed Description

Definition at line 1607 of file CProto.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.c

3.388 PROTOInstanceEntry Struct Reference

Data Fields

- char * **name** [PROTOINSTANCE_MAX_PARAMS]
- char * **value** [PROTOINSTANCE_MAX_PARAMS]
- int **type** [PROTOINSTANCE_MAX_PARAMS]
- char * **defName**
- int **container**
- int **paircount**
- int **uniqueNumber**

3.388.1 Detailed Description

Definition at line 82 of file X3DProtoScript.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/X3DProtoScript.c

3.389 PROTOnameStruct Struct Reference

Data Fields

- char * **definedProtoName**
- char * **url**
- FILE * **fileDescriptor**
- char * **fileName**
- int **charLen**
- int **fileOpen**
- int **isExternProto**
- struct **Shader_Script** * **fieldDefs**

3.389.1 Detailed Description

Definition at line 94 of file X3DProtoScript.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/X3DProtoScript.c

3.390 ProtoRoute Struct Reference

Data Fields

- struct **X3D_Node** * **from**
- struct **X3D_Node** * **to**
- uintptr_t **fromOfs**
- uintptr_t **toOfs**
- size_t **len**
- int **dir**

3.390.1 Detailed Description

Definition at line 126 of file CProto.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CProto.h

3.391 pSensInterps Struct Reference

Data Fields

- int **SoundSourceNumber**
- float **AC_LastDuration** [50]

3.391.1 Detailed Description

Definition at line 66 of file SensInterps.c.

The documentation for this struct was generated from the following file:

- src/lib/input/SensInterps.c

3.392 pSnapshot Struct Reference

Data Fields

- int **snapRawCount**
- int **snapGoodCount**
- int **snapGif**
- char * **snapsnapB**
- const char * **default_seqtmp**
- char * **seqtmp**
- int **doSnapshot**
- int **doPrintshot**
- int **savedSnapshot**
- int **modeTesting**

3.392.1 Detailed Description

- snapshot stuff */* need to re-implement this for OSX generating QTVR */

Definition at line 76 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

3.393 PSStruct Struct Reference

Data Fields

- unsigned **type**
- char * **inp**
- void * **ptr**
- unsigned **ofs**
- int **zeroBind**
- int **bind**
- char * **path**
- int * **comp**
- char * **fieldname**
- int **jparamcount**
- struct **Uni_String** * **sv**

3.393.1 Detailed Description

Definition at line 104 of file ProdCon.c.

The documentation for this struct was generated from the following file:

- src/lib/main/ProdCon.c

3.394 pstatusbar Struct Reference

Data Fields

- int **initDone**
- int **screenWidth**
- int **screenHeight**
- double **screenRatio**

3.394.1 Detailed Description

Definition at line 65 of file statusbar.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/statusbar.c

3.395 pStreamPoly Struct Reference

Data Fields

- int **Sindex**
- int **Tindex**
- GLfloat **minVals** [3]
- GLfloat **Ssize**

3.395.1 Detailed Description

Definition at line 81 of file StreamPoly.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/StreamPoly.c

3.396 pTess Struct Reference

Data Fields

- int **global_IFS_Coords** [TESS_MAX_COORDS]

3.396.1 Detailed Description

Definition at line 68 of file Tess.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Tess.c

3.397 pTextures Struct Reference

Data Fields

- struct **Vector** * **activeTextureTable**
- **textureTableIndexStruct_s** * **loadThisTexture**
- int **currentlyWorkingOn**
- int **textureInProgress**

3.397.1 Detailed Description

Definition at line 89 of file Textures.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Textures.c

3.398 pViewer Struct Reference

Data Fields

- int **examineCounter**
- int **viewer_initialized**
- **X3D_Viewer_Walk** **viewer_walk**
- **X3D_Viewer_Examine** **viewer_examine**
- **X3D_Viewer_Fly** **viewer_fly**
- **X3D_Viewer_YawPitchZoom** **viewer_ypz**
- int **translate** [COORD_SYS]
- int **rotate** [COORD_SYS]

- FILE * **exfly_in_file**
- struct **point_XYZ** **viewer_lastP**
- int **exflyMethod**
- int **StereolInitializedOnce**
- GLboolean **acMask** [3][3]
- **X3D_Viewer** **Viewer**
- double **viewpoint2rootnode** [16]
- int **vp2rnSaved**
- double **old2new** [16]
- double **identity** [16]
- double **tickFrac**
- **Quaternion** **sq**
- double **sp** [3]

3.398.1 Detailed Description

Definition at line 73 of file Viewer.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.c

3.399 pX3DParser Struct Reference

Data Fields

- struct **VRMLLexer** * **myLexer**
- **Stack** * **DEFedNodes**
- struct **Vector** ** **childAttributes**
- int **CDATA_TextMallocSize**
- int **in3_3_fieldValue**
- int **in3_3_fieldIndex**
- int **X3DParserRecurseLevel**
- XML_Parser **x3dparser** [PROTOINSTANCE_MAX_LEVELS]
- XML_Parser **currentX3DParser**
- int **currentParserMode** [PROTOINSTANCE_MAX_LEVELS]
- int **currentParserModelIndex**

3.399.1 Detailed Description

- for testing Johannes Behrs fieldValue hack for getting data in */

Definition at line 125 of file X3DParser.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/X3DParser.c

3.400 pX3DProtoScript Struct Reference

Data Fields

- int **currentProtoDeclare**
- int **MAXProtos**
- int **curProDecStackInd**
- int **currentProtoInstance** [PROTOINSTANCE_MAX_LEVELS]
- int **curProtoInsStackInd**
- struct **PROTOInstanceEntry ProtoInstanceTable** [PROTOINSTANCE_MAX_LEVELS]
- struct **PROTOnameStruct * PROTONames**
- struct **fieldNodeState fieldNodeParsingStateA** [PROTOINSTANCE_MAX_LEVELS]
- struct **fieldNodeState fieldNodeParsingStateB** [PARENTSTACKSIZE]

3.400.1 Detailed Description

Definition at line 125 of file X3DProtoScript.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d_parser/X3DProtoScript.c

3.401 quaternion Struct Reference

Data Fields

- double **w**
- double **x**
- double **y**
- double **z**

3.401.1 Detailed Description

Definition at line 70 of file quaternion.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/quaternion.h

3.402 rb1 Struct Reference

Data Fields

- int **head**
- int **tail**
- int **noOfElements**
- void * **data**

3.402.1 Detailed Description

Definition at line 8 of file ringbuf.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/ringbuf.h

3.403 resource_item Struct Reference

Data Fields

- struct **resource_item** * **parent**
- **s_list_t** * **children**
- bool **network**
- bool **new_root**
- resource_type_t **type**
- resource_status_t **status**
- bool **complete**
- void * **whereToPlaceData**
- int **offsetFromWhereToPlaceData**
- **s_list_t** * **m_request**
- char * **URLrequest**
- char * **URLbase**
- char * **temp_dir**
- char * **afterPoundCharacters**
- char * **parsed_request**
- char * **actual_file**
- void * **cached_files**
- void * **opened_files**
- char **four_first_bytes** [4]
- resource_media_type_t **media_type**
- int **treat_as_root**

3.403.1 Detailed Description

Definition at line 74 of file resources.h.

The documentation for this struct was generated from the following file:

- src/lib/resources.h

3.404 s_renderer_capabilities_t Struct Reference

Data Fields

- const char * **renderer**
- const char * **version**
- const char * **vendor**
- const char * **extensions**
- float **versionf**
- bool **have_GL_VERSION_1_1**
- bool **have_GL_VERSION_1_2**

- bool **have_GL_VERSION_1_3**
- bool **have_GL_VERSION_1_4**
- bool **have_GL_VERSION_1_5**
- bool **have_GL_VERSION_2_0**
- bool **have_GL_VERSION_2_1**
- bool **have_GL_VERSION_3_0**
- bool **av_multitexture**
- bool **av_npot_texture**
- bool **av_texture_rect**
- bool **av_occlusion_q**
- int **texture_units**
- int **runtime_max_texture_size**
- int **system_max_texture_size**
- float **anisotropicDegree**
- GLboolean **quadBuffer**

3.404.1 Detailed Description

Definition at line 399 of file display.h.

The documentation for this struct was generated from the following file:

- src/lib/display.h

3.405 s_shader_capabilities Struct Reference

Data Fields

- GLint **compiledOK**
- GLuint **myShaderProgram**
- GLint **myMaterialAmbient**
- GLint **myMaterialDiffuse**
- GLint **myMaterialSpecular**
- GLint **myMaterialShininess**
- GLint **myMaterialEmission**
- GLint **myMaterialBackAmbient**
- GLint **myMaterialBackDiffuse**
- GLint **myMaterialBackSpecular**
- GLint **myMaterialBackShininess**
- GLint **myMaterialBackEmission**
- GLint **myPointSize**
- bool **haveLightInShader**
- GLint **lightcount**
- GLint **lightType** [MAX_LIGHTS]
- GLint **lightAmbient** [MAX_LIGHTS]
- GLint **lightDiffuse** [MAX_LIGHTS]
- GLint **lightSpecular** [MAX_LIGHTS]
- GLint **lightPosition** [MAX_LIGHTS]
- GLint **lightSpotDir** [MAX_LIGHTS]
- GLint **lightAtten** [MAX_LIGHTS]
- GLint **lightSpotCutoffAngle** [MAX_LIGHTS]
- GLint **lightSpotBeamWidth** [MAX_LIGHTS]
- GLint **lightRadius** [MAX_LIGHTS]

- GLint **ModelViewMatrix**
- GLint **ProjectionMatrix**
- GLint **NormalMatrix**
- GLint **TextureMatrix**
- GLint **Vertices**
- GLint **Normals**
- GLint **Colours**
- GLint **TexCoords**
- GLint **TextureUnit** [MAX_MULTITEXTURE]
- GLint **TextureMode** [MAX_MULTITEXTURE]
- GLint **textureCount**
- GLint **hatchColour**
- GLint **hatchPercent**
- GLint **hatchScale**
- GLint **filledBool**
- GLint **hatchedBool**
- GLint **algorithm**
- GLint **texCoordGenType**

3.405.1 Detailed Description

Definition at line 322 of file display.h.

The documentation for this struct was generated from the following file:

- src/lib/display.h

3.406 sCollisionGeometry Struct Reference

Data Fields

- struct **point_XYZ** * **pts**
- struct **point_XYZ** * **tpts**
- ctri * **tris**
- int **ntris**
- cquad * **quads**
- int **nquads**
- int **npts**
- double **smin** [3]
- double **smax** [3]

3.406.1 Detailed Description

Definition at line 1048 of file Component_Geometry3D.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Geometry3D.c

3.407 sCollisionInfo Struct Reference

Data Fields

- struct **point_XYZ** **Offset**
- int **Count**
- double **Maximum2**

3.407.1 Detailed Description

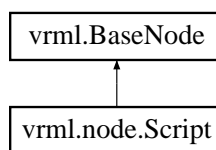
Definition at line 47 of file Collision.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.h

3.408 vrml.node.Script Class Reference

Inheritance diagram for vrml.node.Script:



Public Member Functions

- void **initialize** ()
- final **Field** **getEventOut** (String 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)

3.408.1 Detailed Description

Definition at line 10 of file Script.java.

The documentation for this class was generated from the following file:

- src/java/vrml/node/Script.java

3.409 ScriptFieldDecl Struct Reference

Data Fields

- struct **FieldDecl** * **fieldDecl**
- char * **ASCIIvalue**
- union **anyVrml** **value**
- **BOOL** **valueSet**

3.409.1 Detailed Description

Definition at line 94 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

3.410 ScriptFieldInstanceInfo Struct Reference

Data Fields

- struct **ScriptFieldDecl** * **decl**
- struct **Shader_Script** * **script**

3.410.1 Detailed Description

Definition at line 108 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

3.411 ScriptParamList Struct Reference

Data Fields

- struct **ScriptParamList** * **next**
- indexT **kind**
- indexT **type**
- char * **field**
- union **anyVrml** **value**

3.411.1 Detailed Description

Definition at line 173 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

3.412 SensStruct Struct Reference

Data Fields

- struct **X3D_Node** * **fromnode**
- struct **X3D_Node** * **datanode**
- void(* **interpptr**)(void *, int, int, int)

3.412.1 Detailed Description

Definition at line 107 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

3.413 sFallInfo Struct Reference

Data Fields

- double **fallHeight**
- double **fallStep**
- double **hfall**
- double **hclimb**
- int **isFall**
- int **canFall**
- int **isClimb**
- int **hits**
- int **walking**
- int **smoothStep**
- int **allowClimbing**
- GLDOUBLE **collision2avatar** [16]
- GLDOUBLE **avatar2collision** [16]
- int **checkFall**
- int **checkCylinder**
- int **checkPenetration**
- int **canPenetrate**
- int **isPenetrate**
- GLDOUBLE **penMin** [3]
- GLDOUBLE **penMax** [3]
- struct **point_XYZ** **penvec**
- double **penRadius**
- struct **point_XYZ** **pencorrection**
- double **pendisp**

3.413.1 Detailed Description

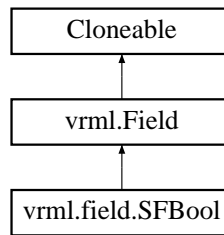
Definition at line 134 of file Collision.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.h

3.414 vrml.field.SFBool Class Reference

Inheritance diagram for vrml.field.SFBool:



Public Member Functions

- **SFBool** (boolean value)
- boolean **getValue** ()
- void **setValue** (boolean value)
- void **setValue** (**ConstSFBool** sfBool)
- void **setValue** (**SFBool** sfBool)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.414.1 Detailed Description

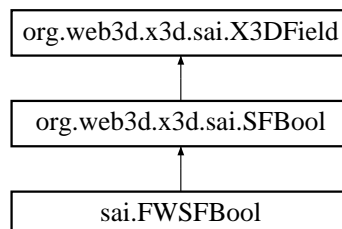
Definition at line 10 of file SFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFBool.java

3.415 org.web3d.x3d.sai.SFBool Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFBool:



Public Member Functions

- boolean **getValue** ()
- void **setValue** (boolean value)

3.415.1 Detailed Description

Definition at line 3 of file SFBool.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFBool.java

3.416 SFCOLOR Struct Reference

Data Fields

- float **c** [3]

3.416.1 Detailed Description

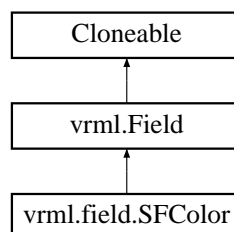
Definition at line 1869 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.417 vrml.field.SFCOLOR Class Reference

Inheritance diagram for vrml.field.SFCOLOR:



Public Member Functions

- **SFCOLOR** (float red, float green, float blue)
- void **getValue** (float[] values)
- float **getRed** ()
- float **getGreen** ()
- float **getBlue** ()
- void **setValue** (float red, float green, float blue)
- void **setValue** (float[] values)
- void **setValue (ConstSFCOLOR sfColor)**
- void **setValue (SFCOLOR sfColor)**
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.417.1 Detailed Description

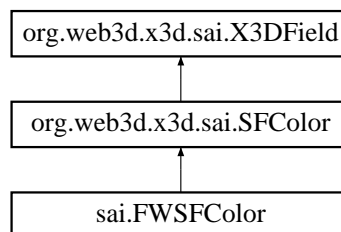
Definition at line 10 of file SFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFColor.java

3.418 org.web3d.x3d.sai.SFColor Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFColor:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.418.1 Detailed Description

Definition at line 3 of file SFColor.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFColor.java

3.419 SFColorRGBA Struct Reference

Data Fields

- float **c** [4]
- float **r** [4]

3.419.1 Detailed Description

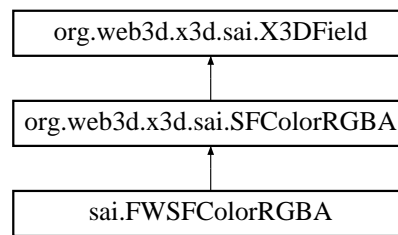
Definition at line 1871 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.420 org.web3d.x3d.sai.SFColorRGBA Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFColorRGBA:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.420.1 Detailed Description

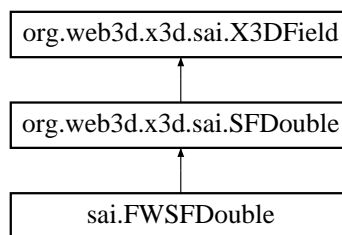
Definition at line 3 of file SFColorRGBA.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFColorRGBA.java

3.421 org.web3d.x3d.sai.SFDouble Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFDouble:



Public Member Functions

- double **getValue** ()
- void **setValue** (double value)

3.421.1 Detailed Description

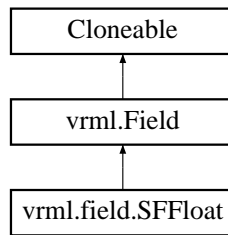
Definition at line 3 of file SFDouble.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFDouble.java

3.422 vrml.field.SFFloat Class Reference

Inheritance diagram for vrml.field.SFFloat:



Public Member Functions

- **SFFloat** (float f)
- float **getValue** ()
- void **setValue** (float f)
- void **setValue** (ConstSFFloat sfFloat)
- void **setValue** (SFFloat sfFloat)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.422.1 Detailed Description

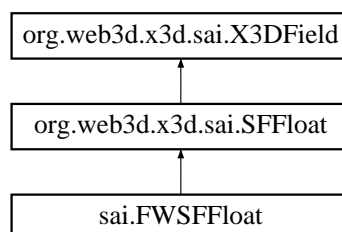
Definition at line 10 of file SFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFFloat.java

3.423 org.web3d.x3d.sai.SFFloat Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFFloat:



Public Member Functions

- float **getValue** ()
- void **setValue** (float value)

3.423.1 Detailed Description

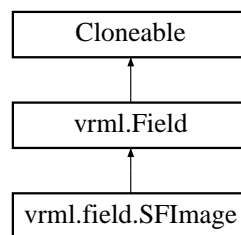
Definition at line 3 of file SFFloat.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFFloat.java

3.424 vrml.field.SFImage Class Reference

Inheritance diagram for vrml.field.SFImage:



Public Member Functions

- **SFImage** (int width, int height, int components, byte[] pixels)
- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()
- byte[] **getPixels** ()
- void **setValue** (int width, int height, int components, byte[] pixels)
- void **setValue (ConstSFImage sflmage)**
- void **setValue (SFImage sflmage)**
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.424.1 Detailed Description

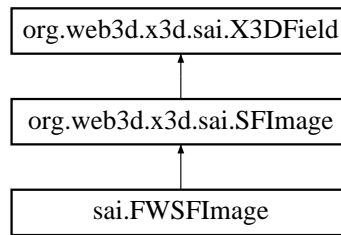
Definition at line 10 of file SFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFImage.java

3.425 org.web3d.x3d.sai.SFImage Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFImage:



Public Member Functions

- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()
- void **getPixels** (int[] pixels)
- java.awt.image.WritableRenderedImage **getImage** ()
- void **setValue** (int width, int height, int components, int[] pixels)
- void **setImage** (java.awt.image.RenderedImage image)
- void **setSubImage** (java.awt.image.RenderedImage image, int srcWidth, int srcHeight, int srcXOffset, int srcYOffset, int destXOffset, int destYOffset)

3.425.1 Detailed Description

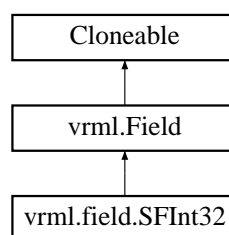
Definition at line 3 of file SFImage.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFImage.java

3.426 vrml.field.SFInt32 Class Reference

Inheritance diagram for vrml.field.SFInt32:



Public Member Functions

- **SFInt32** (int value)
- int **getValue** ()
- void **setValue** (int value)
- void **setValue** (**ConstSFInt32** sflnt32)
- void **setValue** (**SFInt32** sflnt32)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.426.1 Detailed Description

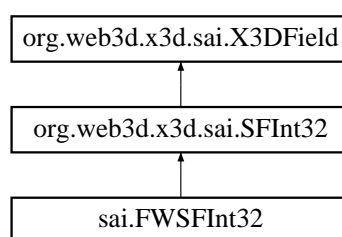
Definition at line 10 of file SFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFInt32.java

3.427 org.web3d.x3d.sai.SFInt32 Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFInt32:



Public Member Functions

- int **getValue** ()
- void **setValue** (int value)

3.427.1 Detailed Description

Definition at line 3 of file SFInt32.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFInt32.java

3.428 SFMatrix3d Struct Reference

Data Fields

- double **c** [9]

3.428.1 Detailed Description

Definition at line 1888 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.429 SFMatrix3f Struct Reference

Data Fields

- float **c** [9]

3.429.1 Detailed Description

Definition at line 1886 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.430 SFMatrix4d Struct Reference

Data Fields

- double **c** [16]

3.430.1 Detailed Description

Definition at line 1892 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.431 SFMatrix4f Struct Reference

Data Fields

- float **c** [16]

3.431.1 Detailed Description

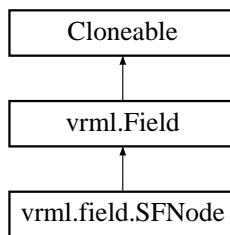
Definition at line 1890 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.432 vrml.field.SFNode Class Reference

Inheritance diagram for vrml.field.SFNode:



Public Member Functions

- **SFNode** (**BaseNode** node)
- **BaseNode** **getValue** ()
- void **setValue** (**BaseNode** node)
- void **setValue** (**ConstSFNode** sfNode)
- void **setValue** (**SFNode** sfNode)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.432.1 Detailed Description

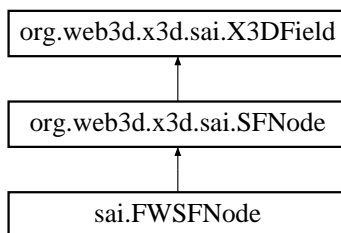
Definition at line 10 of file SFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFNode.java

3.433 org.web3d.x3d.sai.SFNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFNode:



Public Member Functions

- **X3DNode** **getValue** ()
- void **setValue** (**X3DNode** value) throws InvalidNodeException

3.433.1 Detailed Description

Definition at line 3 of file SFNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFNode.java

3.434 SFRotation Struct Reference

Data Fields

- float **c** [4]
- float **r** [4]

3.434.1 Detailed Description

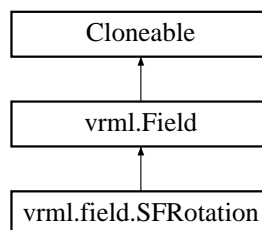
Definition at line 1859 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.435 vrml.field.SFRotation Class Reference

Inheritance diagram for vrml.field.SFRotation:



Public Member Functions

- **SFRotation** (float axisX, float axisY, float axisZ, float angle)
- void **getValue** (float[] values)
- void **setValue** (float axisX, float axisY, float axisZ, float angle)
- void **setValue** (float[] values)
- void **setValue** (**ConstSFRotation** sfRotation)
- void **setValue** (**SFRotation** sfRotation)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.435.1 Detailed Description

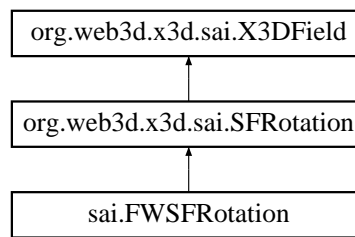
Definition at line 10 of file SFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFRotation.java

3.436 org.web3d.x3d.sai.SFRotation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFRotation:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.436.1 Detailed Description

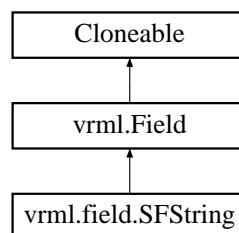
Definition at line 3 of file SFRotation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFRotation.java

3.437 vrml.field.SFString Class Reference

Inheritance diagram for vrml.field.SFString:



Public Member Functions

- **SFString** (String s)
- String **getValue** ()
- void **setValue** (String s)
- void **setValue** (ConstSFString sfString)
- void **setValue** (SFString sfString)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.437.1 Detailed Description

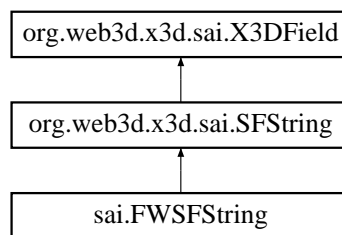
Definition at line 10 of file SFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFString.java

3.438 org.web3d.x3d.sai.SFString Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFString:



Public Member Functions

- String **getValue** ()
- void **setValue** (String value)

3.438.1 Detailed Description

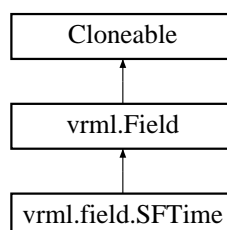
Definition at line 3 of file SFString.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFString.java

3.439 vrml.field.SFTime Class Reference

Inheritance diagram for vrml.field.SFTime:



Public Member Functions

- **SFTime** (double value)

- double **getValue** ()
- void **setValue** (double value)
- void **setValue** (ConstSFTTime sfTime)
- void **setValue** (SFTTime sfTime)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.439.1 Detailed Description

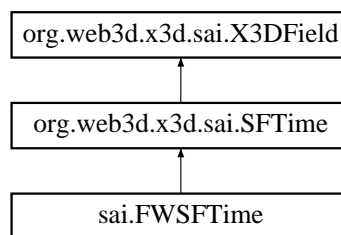
Definition at line 10 of file SFTTime.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFTTime.java

3.440 org.web3d.x3d.sai.SFTTime Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFTTime:



Public Member Functions

- double **getValue** ()
- long **getJavaValue** ()
- void **setValue** (double value)
- void **setValue** (long value)

3.440.1 Detailed Description

Definition at line 3 of file SFTTime.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFTTime.java

3.441 SFVec2d Struct Reference

Data Fields

- double **c** [2]

3.441.1 Detailed Description

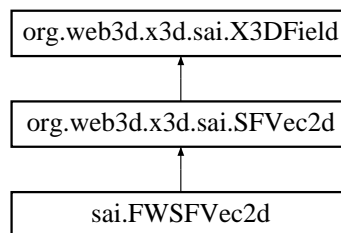
Definition at line 1894 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.442 org.web3d.x3d.sai.SFVec2d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec2d:



Public Member Functions

- void **getValue** (double[] value)
- void **setValue** (double[] value)

3.442.1 Detailed Description

Definition at line 3 of file SFVec2d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec2d.java

3.443 SFVec2f Struct Reference

Data Fields

- float **c** [2]

3.443.1 Detailed Description

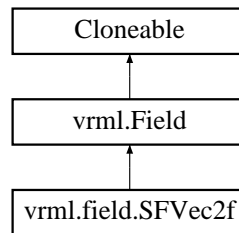
Definition at line 1877 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.444 vrml.field.SFVec2f Class Reference

Inheritance diagram for vrml.field.SFVec2f:



Public Member Functions

- **SFVec2f** (float x, float y)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- void **setValue** (float x, float y)
- void **setValue** (float[] values)
- void **setValue** (ConstSFVec2f sfVec2f)
- void **setValue** (SFVec2f sfVec2f)
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.444.1 Detailed Description

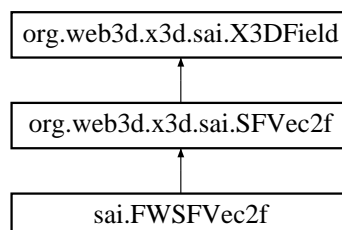
Definition at line 10 of file SFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFVec2f.java

3.445 org.web3d.x3d.sai.SFVec2f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec2f:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.445.1 Detailed Description

Definition at line 3 of file SFVec2f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec2f.java

3.446 SFVec3d Struct Reference

Data Fields

- double **c** [3]

3.446.1 Detailed Description

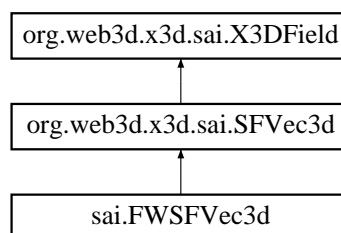
Definition at line 1882 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.447 org.web3d.x3d.sai.SFVec3d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec3d:



Public Member Functions

- void **getValue** (double[] value)
- void **setValue** (double[] value)

3.447.1 Detailed Description

Definition at line 3 of file SFVec3d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec3d.java

3.448 SFVec3f Struct Reference

Data Fields

- float **c** [3]

3.448.1 Detailed Description

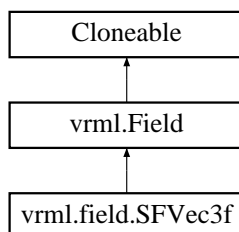
Definition at line 1861 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.449 vrml.field.SFVec3f Class Reference

Inheritance diagram for vrml.field.SFVec3f:



Public Member Functions

- **SFVec3f** (float x, float y, float z)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- float **getZ** ()
- void **setValue** (float x, float y, float z)
- void **setValue** (float[] values)
- void **setValue (ConstSFVec3f sfVec3f)**
- void **setValue (SFVec3f sfVec3f)**
- String **toString** ()
- void **__fromPerl** (BufferedReader in) throws IOException
- void **__toPerl** (PrintWriter out) throws IOException

Additional Inherited Members

3.449.1 Detailed Description

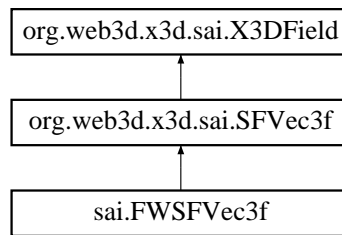
Definition at line 10 of file SFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFVec3f.java

3.450 org.web3d.x3d.sai.SFVec3f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec3f:



Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

3.450.1 Detailed Description

Definition at line 3 of file SFVec3f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec3f.java

3.451 SFVec4d Struct Reference

Data Fields

- double **c** [4]

3.451.1 Detailed Description

Definition at line 1898 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.452 SFVec4f Struct Reference

Data Fields

- float **c** [4]

3.452.1 Detailed Description

Definition at line 1896 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.453 Shader_Script Struct Reference

Data Fields

- struct **X3D_Node** * **ShaderScriptNode**
- int **num**
- BOOL **loaded**
- struct **Vector** * **fields**

3.453.1 Detailed Description

Definition at line 141 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/CScripts.h

3.454 shaderTableEntry Struct Reference

Data Fields

- unsigned int **whichOne**
- **s_shader_capabilities_t** * **myCapabilities**

3.454.1 Detailed Description

Definition at line 88 of file OpenGL_Utils.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/OpenGL_Utils.c

3.455 slice Struct Reference

Data Fields

- unsigned int **vert_pos**
- unsigned int **quant_scale**
- char * **extra_info**

3.455.1 Detailed Description

Definition at line 150 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.456 sNavilInfo Struct Reference

Data Fields

- double **width**
- double **height**
- double **step**

3.456.1 Detailed Description

Definition at line 87 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.457 SNDFILE Struct Reference

Data Fields

- int **type**
- FILE * **fd**
- char **data** [MAXBUFSIZE]
- int **dataptr**
- int **wavdataoffset**
- float **pitch**
- int **bytes_remaining**
- int **ampl**
- int **balance**
- **fmtChnk** FormatChunk
- **datChnk** DataChunk

3.457.1 Detailed Description

Definition at line 75 of file soundheader.h.

The documentation for this struct was generated from the following file:

- src/sound/soundheader.h

3.458 iiglobal::tBindable Struct Reference

Data Fields

- struct **sNavilInfo** naviinfo
- struct **Vector** * **background_stack**
- struct **Vector** * **viewpoint_stack**
- struct **Vector** * **navigation_stack**
- struct **Vector** * **fog_stack**
- void * **prv**

3.458.1 Detailed Description

Definition at line 373 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.459 iiglobal::tcollision Struct Reference

Data Fields

- void * **prv**

3.459.1 Detailed Description

Definition at line 240 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.460 iiglobal::tcommon Struct Reference

Data Fields

- void * **prv**

3.460.1 Detailed Description

Definition at line 391 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.461 iiglobal::tComponent_EnvironSensor Struct Reference

Data Fields

- void * **prv**

3.461.1 Detailed Description

Definition at line 243 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.462 iiglobal::tComponent_Geometry3D Struct Reference

Data Fields

- void * **prv**

3.462.1 Detailed Description

Definition at line 246 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.463 iiglobal::tComponent_Geospatial Struct Reference

Data Fields

- void * **prv**

3.463.1 Detailed Description

Definition at line 249 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.464 iiglobal::tComponent_HAnim Struct Reference

Data Fields

- void * **prv**

3.464.1 Detailed Description

Definition at line 252 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.465 iiglobal::tComponent_KeyDevice Struct Reference

Data Fields

- void * **prv**

3.465.1 Detailed Description

Definition at line 255 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.466 iiglobal::tComponent_Shape Struct Reference

Data Fields

- void * **prv**

3.466.1 Detailed Description

Definition at line 274 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.467 iiglobal::tComponent_Sound Struct Reference

Data Fields

- int **sound_from_audioclip**
- int **SoundEngineStarted**
- void * **prv**

3.467.1 Detailed Description

Definition at line 277 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.468 iiglobal::tComponent_Text Struct Reference

Data Fields

- void * **prv**

3.468.1 Detailed Description

Definition at line 283 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.469 iiglobal::tComponent_VRML1 Struct Reference

Data Fields

- void * **prv**

3.469.1 Detailed Description

Definition at line 286 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.470 iiglobal::tConsoleMessage Struct Reference

Data Fields

- int **consMsgCount**
- int **Console_writeToHud**
- void * **prv**

3.470.1 Detailed Description

Definition at line 143 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.471 iiglobal::tCParse Struct Reference

Data Fields

- void * **globalParser**
- void * **prv**

3.471.1 Detailed Description

Definition at line 331 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.472 iiglobal::tCParserParser Struct Reference

Data Fields

- void * **prv**

3.472.1 Detailed Description

Definition at line 335 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.473 iiglobal::tCProto Struct Reference

Data Fields

- void * **prv**

3.473.1 Detailed Description

Definition at line 338 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.474 iiglobal::tCRoutes Struct Reference

Data Fields

- int **CRoutesExtra**
- jsval **JSglobal_return_val**
- void * **JSSFpointer**
- int * **scr_act**
- int **max_script_found**
- int **max_script_found_and_initialized**
- void * **prv**

3.474.1 Detailed Description

Definition at line 341 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.475 iiglobal::tCScripts Struct Reference

Data Fields

- void * **prv**

3.475.1 Detailed Description

Definition at line 352 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.476 iiglobal::tCursorDraw Struct Reference

Data Fields

- void * **prv**

3.476.1 Detailed Description

Definition at line 394 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.477 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**

3.477.1 Detailed Description

Definition at line 42 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.478 iiglobal::tEAI_C_CommonFunctions Struct Reference

Data Fields

- int **eaiverbose**
- void * **prv**

3.478.1 Detailed Description

Definition at line 119 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.479 iiglobal::tEAICore Struct Reference

Data Fields

- char * **EAIbuffer**
- int **EAIbufcount**
- int **EAIbufpos**
- int **EAIbufsize**
- char **EAIListenerData** [8192]
- void * **prv**

3.479.1 Detailed Description

Definition at line 131 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.480 iiglobal::tEAIEventsIn Struct Reference

Data Fields

- void * **prv**

3.480.1 Detailed Description

Definition at line 123 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.481 iiglobal::tEAIHelpers Struct Reference

Data Fields

- char * **outBuffer**
- int **outBufferLen**
- void * **prv**

3.481.1 Detailed Description

Definition at line 126 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.482 textureTableIndexStruct Struct Reference

Data Fields

- struct **X3D_Node** * **scenegraphNode**
- int **nodeType**
- int **status**
- int **hasAlpha**
- GLuint **OpenGLTexture**
- int **frames**
- char * **filename**
- int **x**
- int **y**
- unsigned char * **texdata**
- GLint **Src**
- GLint **Trc**

3.482.1 Detailed Description

Definition at line 37 of file Textures.h.

The documentation for this struct was generated from the following file:

- src/lib/OpenGL/Textures.h

3.483 textureVertexInfo Struct Reference

Data Fields

- GLfloat * **pre_canned_textureCoords**
- GLint **TC_size**
- GLenum **TC_type**
- GLsizei **TC_stride**
- GLvoid * **TC_pointer**

3.483.1 Detailed Description

Definition at line 59 of file Textures.h.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Textures.h

3.484 iiglobal::tFrustum Struct Reference

Data Fields

- int **OccFailed**
- void * **prv**

3.484.1 Detailed Description

Definition at line 194 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.485 iiglobal::tinternalc Struct Reference

Data Fields

- bool **global_strictParsing**
- bool **global_plugin_print**
- bool **global_occlusion_disable**
- unsigned **user_request_texture_size**
- bool **global_print_opengl_errors**
- bool **global_trace_threads**
- void * **prv**

3.485.1 Detailed Description

Definition at line 71 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.486 iiglobal::tio_http Struct Reference

Data Fields

- void * **prv**

3.486.1 Detailed Description

Definition at line 80 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.487 iiglobal::tJScript Struct Reference

Data Fields

- int **jsnameindex**
- int **MAXJSparamNames**
- void * **prv**

3.487.1 Detailed Description

Definition at line 355 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.488 iiglobal::tjsUtils Struct Reference

Data Fields

- void * **prv**

3.488.1 Detailed Description

Definition at line 361 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.489 iiglobal::tjsVRMLBrowser Struct Reference

Data Fields

- jsval **JSCreate_global_return_val**
- void * **prv**

3.489.1 Detailed Description

Definition at line 364 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.490 `iglobal::tjsVRMLClasses` Struct Reference

Data Fields

- void * **prv**

3.490.1 Detailed Description

Definition at line 370 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

3.491 `iglobal::tLoadTextures` Struct Reference

Data Fields

- void * **prv**

3.491.1 Detailed Description

Definition at line 198 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

3.492 `iglobal::tMainloop` Struct Reference

Data Fields

- float **gl_linewidth**
- int **currentFileVersion**
- double **TickTime**
- double **lastTime**
- double **BrowserFPS**
- double **BrowserSpeed**
- int **HaveSensitive**
- int **trisThisLoop**
- int **clipPlane**
- int **currentX** [20]
- int **currentY** [20]
- void * **prv**
- char * **tmpFileLocation**
- char * **url**
- char * **scene_name**
- char * **scene_suff**
- int **scene_profile**
- int * **scene_components**
- char * **replaceWorldRequest**
- void * **replaceWorldRequestMulti**

3.492.1 Detailed Description

Definition at line 148 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.493 iiglobal::tOpenGL_Utils Struct Reference

Data Fields

- int **displayDepth**
- int **cc_changed**
- void * **prv**

3.493.1 Detailed Description

Definition at line 203 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.494 Touch Struct Reference

Data Fields

- int **button**
- bool **isDown**
- int **mev**
- int **ID**
- float **angle**
- int **x**
- int **y**

3.494.1 Detailed Description

Definition at line 112 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

3.495 iiglobal::tPluginSocket Struct Reference

Data Fields

- void * **prv**

3.495.1 Detailed Description

Definition at line 234 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.496 iiglobal::tpluginUtils Struct Reference

Data Fields

- void * **prv**

3.496.1 Detailed Description

Definition at line 237 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.497 iiglobal::tProdCon Struct Reference

Data Fields

- struct **Vector** * **viewpointNodes**
- int **currboundvpno**
- struct **X3D_Node** * **setViewpointBindInRender**
- struct **X3D_Node** * **setFogBindInRender**
- struct **X3D_Node** * **setBackgroundBindInRender**
- struct **X3D_Node** * **setNavigationBindInRender**
- void * **savedParser**
- void * **prv**

3.497.1 Detailed Description

Definition at line 170 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.498 iiglobal::tRasterFont Struct Reference

Data Fields

- void * **prv**

3.498.1 Detailed Description

Definition at line 219 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.499 iiglobal::tRenderFuncs Struct Reference

Data Fields

- int **BrowserAction**
- double **hitPointDist**
- struct **SFColor** hyp_save_posn
hyp_save_norm ray_save_posn
- void * **hypersensitive**
- int **hyperhit**
- struct **point_XYZ** hp
- void * **prv**
- void * **rayHit**
- void * **rayHitHyper**
- struct **point_XYZ** t_r1 t_r2 t_r3
- int **lightingOn**
- int **have_transparency**
- int **last_texture_type**
- GLuint **boundTextureStack** [10]
- int **textureStackTop**

3.499.1 Detailed Description

Definition at line 289 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.500 trenderstate Struct Reference

Data Fields

- int **render_sensitive**
- int **render_vp**
- int **render_light**
- int **render_proximity**
- int **render_other**
- int **verbose**
- int **render_blend**
- int **render_geom**
- int **render_collision**

3.500.1 Detailed Description

Definition at line 733 of file headers.h.

The documentation for this struct was generated from the following file:

- src/lib/main/headers.h

3.501 iiglobal::tRenderTextures Struct Reference

Data Fields

- struct **multiTexParams** **textureParameterStack** [MAX_MULTITEXTURE]
- void * **prv**

3.501.1 Detailed Description

Definition at line 222 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.502 iiglobal::tresources Struct Reference

Data Fields

- **resource_item_t** * **root_res**
- void * **prv**

3.502.1 Detailed Description

Definition at line 83 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.503 iiglobal::tSensInterps Struct Reference

Data Fields

- void * **prv**

3.503.1 Detailed Description

Definition at line 140 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.504 iiglobal::tSnapshot Struct Reference

Data Fields

- bool **doSnapshot**
- bool **doPrintshot**
- int **snapGoodCount**
- void * **prv**

3.504.1 Detailed Description

Definition at line 113 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.505 iiglobal::tstatusbar Struct Reference

Data Fields

- void * **prv**

3.505.1 Detailed Description

Definition at line 328 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.506 iiglobal::tStreamPoly Struct Reference

Data Fields

- void * **prv**

3.506.1 Detailed Description

Definition at line 316 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

3.507 iiglobal::tTess Struct Reference

Data Fields

- int * **global_IFS_Coords**
- int **global_IFS_Coord_count**

- **GLUtriangulatorObj** * **global_tessobj**
- void * **prv**

3.507.1 Detailed Description

Definition at line 319 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.508 iiglobal::tTextures Struct Reference

Data Fields

- GLuint * **global_tcin**
- int **global_tcin_count**
- void * **global_tcin_lastParent**
- GLuint **defaultBlankTexture**
- void * **prv**

3.508.1 Detailed Description

Definition at line 226 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.509 iiglobal::tthreads Struct Reference

Data Fields

- pthread_t **mainThread**
- pthread_t **DispThrd**
- pthread_t **PCthread**
- pthread_t **loadThread**
- pthread_mutex_t **mutex_resource_tree**
- pthread_mutex_t **mutex_resource_list**
- pthread_cond_t **resource_list_condition**
- pthread_mutex_t **mutex_frontend_list**
- pthread_mutex_t **mutex_texture_list**
- pthread_cond_t **texture_list_condition**
- BOOL **ResourceThreadRunning**
- BOOL **TextureThreadRunning**
- BOOL **ResourceThreadWaiting**
- BOOL **TextureThreadWaiting**
- int **MainLoopQuit**
- int **flushing**
- void * **prv**

3.509.1 Detailed Description

Definition at line 87 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.510 iiglobal::tViewer Struct Reference

Data Fields

- void * **prv**

3.510.1 Detailed Description

Definition at line 325 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.511 iiglobal::tX3DParser Struct Reference

Data Fields

- int **parentIndex**
- struct **X3D_Node** * **parentStack** [PARENTSTACKSIZE]
- char * **CDATA_Text**
- int **CDATA_Text_curlen**
- void * **prv**

3.511.1 Detailed Description

Definition at line 381 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

3.512 iiglobal::tX3DProtoScript Struct Reference

Data Fields

- void * **prv**

3.512.1 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

3.513 un1 Union Reference

Data Fields

- int **i**
- float **f**
- void * **p**

3.513.1 Detailed Description

Definition at line 2 of file ringbuf.h.

The documentation for this union was generated from the following file:

- src/lib/scenegraph/ringbuf.h

3.514 Uni_String Struct Reference

Data Fields

- int **len**
- char * **strptr**
- int **touched**
- size_t **len**

3.514.1 Detailed Description

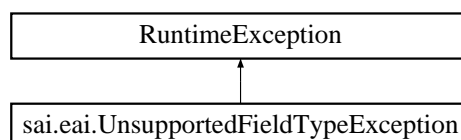
Definition at line 51 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml_parser/Structs.h
- src/libeai/EAI_C.h

3.515 sai.eai.UnsupportedFieldTypeException Class Reference

Inheritance diagram for sai.eai.UnsupportedFieldTypeException:



Public Member Functions

- **UnsupportedFieldTypeException** (String str)

3.515.1 Detailed Description

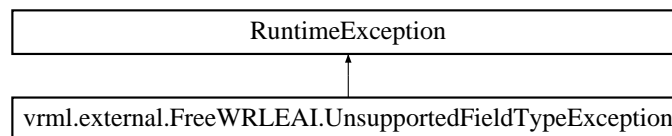
Definition at line 19 of file UnsupportedFieldTypeException.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/UnsupportedFieldTypeException.java

3.516 vrml.external.FreeWRLEAI.UnsupportedFieldTypeException Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.UnsupportedFieldTypeException:



Public Member Functions

- **UnsupportedFieldTypeException** (String str)

3.516.1 Detailed Description

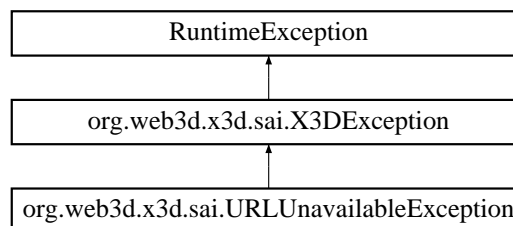
Definition at line 19 of file UnsupportedFieldTypeException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/UnsupportedFieldTypeException.java

3.517 org.web3d.x3d.sai.URLUnavailableException Class Reference

Inheritance diagram for org.web3d.x3d.sai.URLUnavailableException:



Public Member Functions

- **URLUnavailableException** (String msg)

3.517.1 Detailed Description

Definition at line 3 of file URLUnavailableException.java.

The documentation for this class was generated from the following file:

- `src/java/org/web3d/x3d/sai/URLUnavailableException.java`

3.518 Vector Struct Reference

Data Fields

- `int n`
- `int allocn`
- `void * data`

3.518.1 Detailed Description

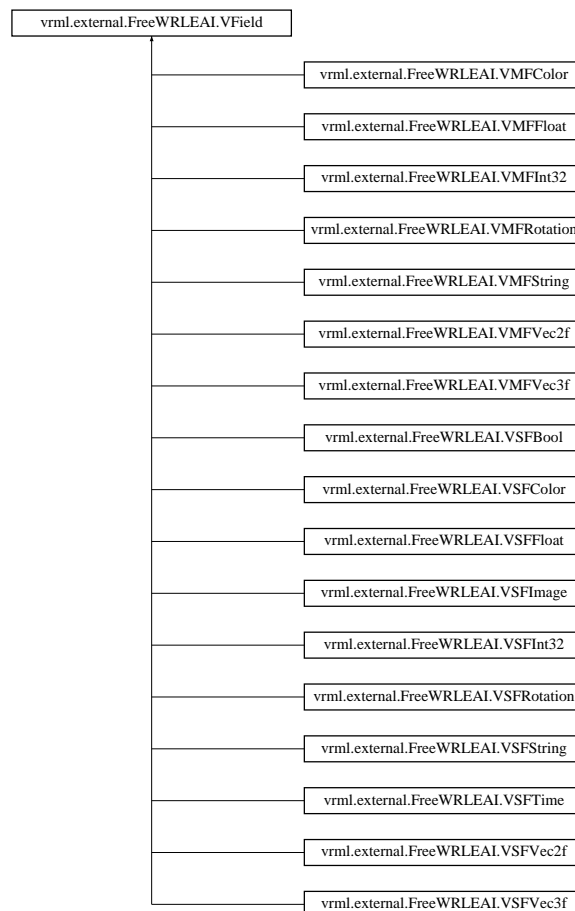
Definition at line 36 of file `Vector.h`.

The documentation for this struct was generated from the following file:

- `src/lib/scenegraph/Vector.h`

3.519 vrml.external.FreeWRLEAI.VField Class Reference

Inheritance diagram for `vrml.external.FreeWRLEAI.VField`:



Public Member Functions

- byte **getType** ()
- abstract void **write** (DataOutputStream out) throws IOException

Static Public Attributes

- static final byte **NOTHING** = -1
- static final byte **SFBOOL** = 0
- static final byte **SFCOLOR** = 1
- static final byte **SFFLOAT** = 2
- static final byte **SFIMAGE** = 3
- static final byte **SFINT32** = 4
- static final byte **SFNODE** = 5
- static final byte **SFROTATION** = 6
- static final byte **SFSTRING** = 7
- static final byte **SFTIME** = 8
- static final byte **SFVEC2F** = 9
- static final byte **SFVEC3F** = 10
- static final byte **MFCOLOR** = 11
- static final byte **MFFLOAT** = 12
- static final byte **MFINT32** = 13
- static final byte **MFNODE** = 14
- static final byte **MFROTATION** = 15
- static final byte **MFSTRING** = 16
- static final byte **MFVEC2F** = 17
- static final byte **MFVEC3F** = 18

3.519.1 Detailed Description

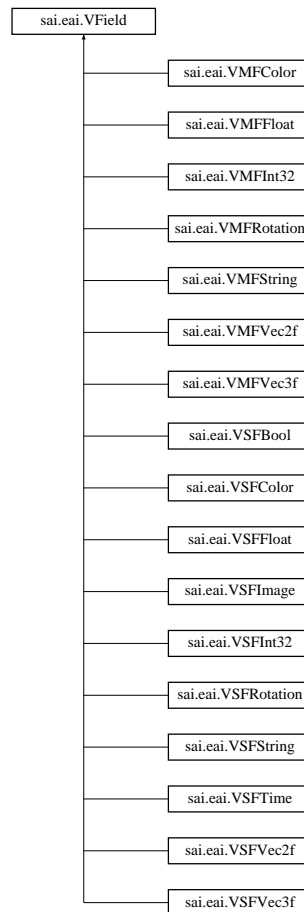
Definition at line 24 of file VField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VField.java

3.520 sai.eai.VField Class Reference

Inheritance diagram for sai.eai.VField:



Public Member Functions

- byte **getType** ()
- abstract void **write** (DataOutputStream out) throws IOException

Static Public Attributes

- static final byte **NOTHING** = -1
- static final byte **SFBOOL** = 0
- static final byte **SFCOLOR** = 1
- static final byte **SFFLOAT** = 2
- static final byte **SFIMAGE** = 3
- static final byte **SFINT32** = 4
- static final byte **SFNODE** = 5
- static final byte **SFROTATION** = 6
- static final byte **SFSTRING** = 7
- static final byte **SFTIME** = 8
- static final byte **SFVEC2F** = 9
- static final byte **SFVEC3F** = 10
- static final byte **MFCOLOR** = 11
- static final byte **MFFLOAT** = 12
- static final byte **MFINT32** = 13
- static final byte **MFNODE** = 14
- static final byte **MFROTATION** = 15
- static final byte **MFSTRING** = 16

- static final byte **MFVEC2F** = 17
- static final byte **MFVEC3F** = 18

3.520.1 Detailed Description

Definition at line 24 of file VField.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VField.java

3.521 vid_stream Struct Reference

Data Fields

- unsigned int **h_size**
- unsigned int **v_size**
- unsigned int **mb_height**
- unsigned int **mb_width**
- unsigned char **aspect_ratio**
- unsigned char **picture_rate**
- unsigned int **bit_rate**
- unsigned int **vbv_buffer_size**
- int **const_param_flag**
- unsigned char **intra_quant_matrix** [8][8]
- unsigned char **non_intra_quant_matrix** [8][8]
- char * **ext_data**
- char * **user_data**
- **GoP** group
- **Pict** picture
- **Slice** slice
- **Macroblock** mblock
- **Block** block
- int **state**
- int **bit_offset**
- unsigned int * **buffer**
- int **buf_length**
- unsigned int * **buf_start**
- int **max_buf_length**
- int **film_has_ended**
- int **sys_layer**
- unsigned int **num_left**
- unsigned int **leftover_bytes**
- int **EOF_flag**
- FILE * **input**
- long **seekValue**
- int **swap**
- int **Parse_done**
- int **gAudioStreamID**
- int **gVideoStreamID**
- int **gReservedStreamID**
- int **right_for**
- int **down_for**

- int **right_half_for**
- int **down_half_for**
- unsigned int **curBits**
- int **matched_depth**
- char * **filename**
- int **ditherType**
- char * **ditherFlags**
- int **totNumFrames**
- double **realTimeStart**
- **PictImage** * **past**
- **PictImage** * **future**
- **PictImage** * **current**
- **PictImage** * **ring** [RING_BUF_SIZE]
- int **ppm_width**
- int **ppm_height**
- int **ppm_modulus**

3.521.1 Detailed Description

Definition at line 191 of file mpeg.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg.h

3.522 viewer Struct Reference

Data Fields

- struct **point_XYZ** **Pos**
- struct **point_XYZ** **AntiPos**
- struct **point_XYZ** **currentPosInModel**
- **Quaternion** **Quat**
- **Quaternion** **AntiQuat**
- **Quaternion** **bindTimeQuat**
- int **headlight**
- int **collision**
- double **speed**
- double **Dist**
- int **isStereo**
- int **iside**
- int **sidebyside**
- int **shutterGlasses**
- int **haveQuadbuffer**
- int **anaglyph**
- int **dominantEye**
- double **stereoParameter**
- double **eyehalf**
- double **eyehalfangle**
- double **screendist**
- double **eyedist**
- int **iprogram** [2]
- unsigned int **buffer**

- int **oktypes** [16]
- **X3D_Viewer_Walk** walk
- **X3D_Viewer_Examine** examine
- **X3D_Viewer_Fly** fly
- **X3D_Viewer_YawPitchZoom** ypz
- **X3D_Viewer_InPlane** inplane
- struct **point_XYZ** VPvelocity
- int **SLERPing2**
- int **SLERPing2justStarted**
- int **SLERPing**
- double **startSLERPtime**
- int **type**
- int **transitionType**
- double **transitionTime**
- struct **point_XYZ** startSLERPPos
- struct **point_XYZ** startSLERPAntiPos
- **Quaternion** startSLERPQuat
- **Quaternion** startSLERPAntiQuat
- **Quaternion** startSLERPbindTimeQuat
- **Quaternion** prepVPQuat
- **Quaternion** startSLERPprepVPQuat
- struct **X3D_GeoViewpoint** * **GeoSpatialNode**
- int **doExamineModeDistanceCalculations**
- int **ortho**
- double **orthoField** [4]
- int **screenOrientation**
- double **nearPlane**
- double **farPlane**
- double **backgroundPlane**
- GLDOUBLE **fieldofview**
- GLDOUBLE **fovZoom**
- int **wasBound**

3.522.1 Detailed Description

Definition at line 213 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.523 viewer_examine Struct Reference

Data Fields

- struct **point_XYZ** **Origin**
- **Quaternion** **OQuat**
- **Quaternion** **SQuat**
- double **ODist**
- double **SY**

3.523.1 Detailed Description

Definition at line 177 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.524 viewer_fly Struct Reference

Data Fields

- double **Velocity** [COORD_SYS]
- double **AVelocity** [COORD_SYS]
- **Key Down** [KEYS_HANDLED]
- **Key WasDown** [KEYS_HANDLED]
- double **lasttime**

3.524.1 Detailed Description

Definition at line 204 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.525 viewer_inplane Struct Reference

Data Fields

- float **x**
- float **y**
- float **xx**
- float **yy**
- int **on**

3.525.1 Detailed Description

Definition at line 191 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.526 viewer_walk Struct Reference

Data Fields

- double **SX**
- double **SY**
- double **XD**
- double **YD**
- double **ZD**
- double **RD**

3.526.1 Detailed Description

Definition at line 167 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.527 viewer_ypz Struct Reference

Data Fields

- double **ypz0** [3]
- double **ypz** [3]
- float **x**
- float **y**

3.527.1 Detailed Description

Definition at line 185 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

3.528 sai.eai.VIP Class Reference

Static Public Member Functions

- static String **fieldName** (short value)

Static Public Attributes

- static final short **QUIT** = -1
- static final short **MESSAGE** = -2
- static final short **ADD_OBJECT** = -3
- static final short **REMOVE_OBJECT** = -4
- static final short **PRIVATE_MESSAGE** = -5
- static final short **CREATE_OBJECT** = -6
- static final short **USER_INFO** = -7
- static final short **SELF_INFO** = -8
- static final short **SSRC** = -9
- static final short **TRANSFERREQUEST** = -10
- static final short **TRANSFERACCEPT** = -11
- static final short **TRANSFERREJECT** = -12
- static final short **TRANSFERREQUESTADD** = -13
- static final short **FILERREQUEST** = -14
- static final short **FRQRESPONSE** = -15
- static final short **POSITION** = 0
- static final short **ORIENTATION** = 1
- static final short **SCALE** = 2
- static final short **NAME** = 3

- static final short **OWNER** = 4
- static final short **PARENT** = 5
- static final short **CHILDREN** = 6
- static final short **DROPPED** = 7
- static final short **NUM_FIELDS** = 4
- static final short **MAX_GESTURES** = 10
- static final short **MAX_CHILDREN** = 50

3.528.1 Detailed Description

Definition at line 19 of file VIP.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VIP.java

3.529 vrml.external.FreeWRLEAI.VIP Class Reference

Static Public Member Functions

- static String **fieldName** (short value)

Static Public Attributes

- static final short **QUIT** = -1
- static final short **MESSAGE** = -2
- static final short **ADD_OBJECT** = -3
- static final short **REMOVE_OBJECT** = -4
- static final short **PRIVATE_MESSAGE** = -5
- static final short **CREATE_OBJECT** = -6
- static final short **USER_INFO** = -7
- static final short **SELF_INFO** = -8
- static final short **SSRC** = -9
- static final short **TRANSFERREQUEST** = -10
- static final short **TRANSFERACCEPT** = -11
- static final short **TRANSFERREJECT** = -12
- static final short **TRANSFERREQUESTADD** = -13
- static final short **FILERREQUEST** = -14
- static final short **FRQRESPONSE** = -15
- static final short **POSITION** = 0
- static final short **ORIENTATION** = 1
- static final short **SCALE** = 2
- static final short **NAME** = 3
- static final short **OWNER** = 4
- static final short **PARENT** = 5
- static final short **CHILDREN** = 6
- static final short **DROPPED** = 7
- static final short **NUM_FIELDS** = 4
- static final short **MAX_GESTURES** = 10
- static final short **MAX_CHILDREN** = 50

3.529.1 Detailed Description

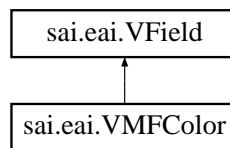
Definition at line 19 of file VIP.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VIP.java

3.530 sai.eai.VMFCOLOR Class Reference

Inheritance diagram for sai.eai.VMFCOLOR:



Public Member Functions

- **VMFCOLOR** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.530.1 Detailed Description

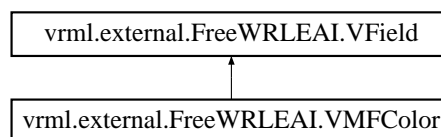
Definition at line 21 of file VMFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFCOLOR.java

3.531 vrml.external.FreeWRLEAI.VMFCOLOR Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFCOLOR:



Public Member Functions

- **VMFCOLOR** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.531.1 Detailed Description

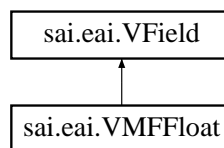
Definition at line 21 of file VMFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFColor.java

3.532 sai.eai.VMFFloat Class Reference

Inheritance diagram for sai.eai.VMFFloat:



Public Member Functions

- **VMFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.532.1 Detailed Description

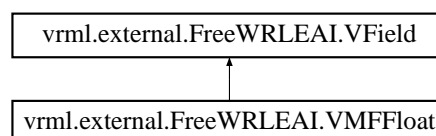
Definition at line 21 of file VMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFFloat.java

3.533 vrml.external.FreeWRLEAI.VMFFloat Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFFloat:



Public Member Functions

- **VMFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.533.1 Detailed Description

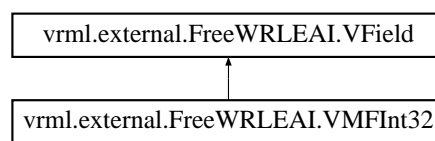
Definition at line 21 of file VMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFFloat.java

3.534 vrml.external.FreeWRLEAI.VMFIInt32 Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFIInt32:



Public Member Functions

- **VMFIInt32** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.534.1 Detailed Description

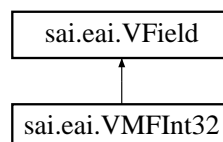
Definition at line 21 of file VMFIInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFIInt32.java

3.535 sai.eai.VMFIInt32 Class Reference

Inheritance diagram for sai.eai.VMFIInt32:



Public Member Functions

- **VMFIInt32** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.535.1 Detailed Description

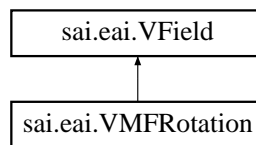
Definition at line 21 of file VMFInt32.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFInt32.java

3.536 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

3.536.1 Detailed Description

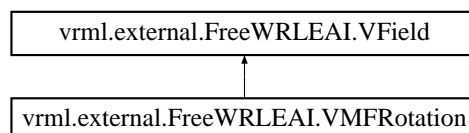
Definition at line 21 of file VMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFRotation.java

3.537 vrml.external.FreeWRLEAI.VMFRotation Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFRotation:



Public Member Functions

- **VMFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.537.1 Detailed Description

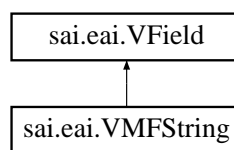
Definition at line 21 of file VMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFRotation.java

3.538 sai.eai.VMFString Class Reference

Inheritance diagram for sai.eai.VMFString:



Public Member Functions

- **VMFString** (DataInputStream in) throws IOException
- **VMFString** (String[] strings)
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- String[] **getValue** ()
- String **get1Value** (int pos)
- String **toString** ()

Additional Inherited Members

3.538.1 Detailed Description

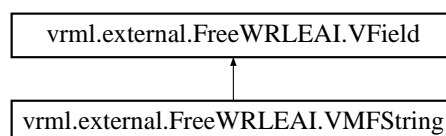
Definition at line 21 of file VMFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFString.java

3.539 vrml.external.FreeWRLEAI.VMFString Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFString:



Public Member Functions

- **VMFString** (DataInputStream in) throws IOException
- **VMFString** (String[] strings)
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- String[] **getValue** ()
- String **get1Value** (int pos)
- String **toString** ()

Additional Inherited Members

3.539.1 Detailed Description

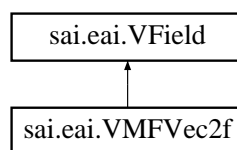
Definition at line 21 of file VMFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFString.java

3.540 sai.eai.VMFVec2f Class Reference

Inheritance diagram for sai.eai.VMFVec2f:



Public Member Functions

- **VMFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.540.1 Detailed Description

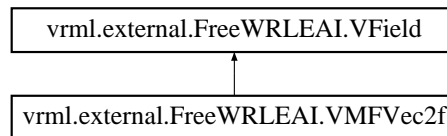
Definition at line 21 of file VMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFVec2f.java

3.541 vrml.external.FreeWRLEAI.VMFVec2f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFVec2f:



Public Member Functions

- **VMFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.541.1 Detailed Description

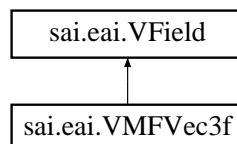
Definition at line 21 of file VMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFVec2f.java

3.542 sai.eai.VMFVec3f Class Reference

Inheritance diagram for sai.eai.VMFVec3f:



Public Member Functions

- **VMFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.542.1 Detailed Description

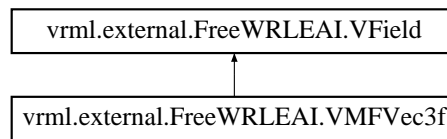
Definition at line 21 of file VMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFVec3f.java

3.543 vrml.external.FreeWRLEAI.VMFVec3f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFVec3f:



Public Member Functions

- **VMFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.543.1 Detailed Description

Definition at line 21 of file VMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFVec3f.java

3.544 VRMLLexer Struct Reference

Data Fields

- char * **nextIn**
- char * **startOfStringPtr** [LEXER_INPUT_STACK_MAX]
- char * **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**

3.544.1 Detailed Description

Definition at line 50 of file CParseLexer.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseLexer.h

3.545 sai.eai.VRMLObject Class Reference

Public Member Functions

- **VRMLObject** (int id, String URL, **VRMLObjectObserver** observer)
- String[] **getFieldNames** ()
- **VField** **getField** (short field)
- void **setName** (String name)
- void **setField** (short field, **VField** value)
- String **toString** ()
- void **load** ()

Data Fields

- int **id**
- String **URL**
- **VRMLObject** **next**
- String[] **gestures**
- boolean **loaded** = false

Protected Member Functions

- void **doSetField** (short field, **VField** value)

Protected Attributes

- String **name**
- String[] **fieldNames**
- **VRMLObjectObserver** **observer**
- **VField**[] **fields**

3.545.1 Detailed Description

Definition at line 23 of file VRMLObject.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VRMLObject.java

3.546 vrml.external.FreeWRLEAI.VRMLObject Class Reference

Public Member Functions

- **VRMLObject** (int id, String URL, **VRMLObjectObserver** observer)
- String[] **getFieldNames** ()
- **VField** **getField** (short field)
- void **setName** (String name)
- void **setField** (short field, **VField** value)
- String **toString** ()
- void **load** ()

Data Fields

- int **id**
- String **URL**
- **VRMLObject** **next**
- String[] **gestures**
- boolean **loaded** = false

Protected Member Functions

- void **doSetField** (short field, **VField** value)

Protected Attributes

- String **name**
- String[] **fieldNames**
- **VRMLObjectObserver** **observer**
- **VField**[] **fields**

3.546.1 Detailed Description

Definition at line 23 of file VRMLObject.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VRMLObject.java

3.547 vrml.external.FreeWRLEAI.VRMLObjectObserver Interface Reference

Public Member Functions

- void **onClicked** (**VRMLObject** obj)
- void **onLoaded** (**VRMLObject** obj)

3.547.1 Detailed Description

Definition at line 19 of file VRMLObjectObserver.java.

The documentation for this interface was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VRMLObjectObserver.java

3.548 sai.eai.VRMLObjectObserver Interface Reference

Public Member Functions

- void **onClicked** (**VRMLObject** obj)
- void **onLoaded** (**VRMLObject** obj)

3.548.1 Detailed Description

Definition at line 19 of file VRMLObjectObserver.java.

The documentation for this interface was generated from the following file:

- src/java/sai/eai/VRMLObjectObserver.java

3.549 VRMLParser Struct Reference

Data Fields

- struct **VRMLLexer** * **lexer**
- void * **ptr**
- unsigned **ofs**
- struct **ProtoDefinition** * **curPROTO**
- **Stack** * **DEFedNodes**
- struct **Vector** * **PROTOs**
- int **parsingX3DfromXML**
- **Stack** * **brotoDEFedNodes**

3.549.1 Detailed Description

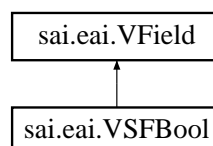
Definition at line 66 of file CParseParser.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseParser.h

3.550 sai.eai.VSFBool Class Reference

Inheritance diagram for sai.eai.VSFBool:



Public Member Functions

- **VSFBool** (boolean value)
- **VSFBool** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- boolean **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.550.1 Detailed Description

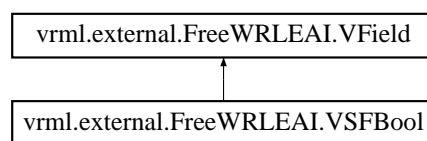
Definition at line 21 of file VSFBool.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFBool.java

3.551 vrml.external.FreeWRLEAI.VSFBool Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFBool:



Public Member Functions

- **VSFBool** (boolean value)
- **VSFBool** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- boolean **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.551.1 Detailed Description

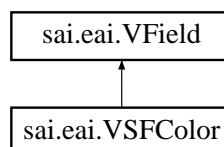
Definition at line 21 of file VSFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFBool.java

3.552 sai.eai.VSFColor Class Reference

Inheritance diagram for sai.eai.VSFColor:



Public Member Functions

- **VSFCOLOR** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.552.1 Detailed Description

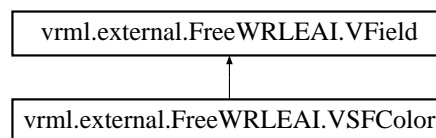
Definition at line 21 of file VSFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VsFCOLOR.java

3.553 vrml.external.FreeWRLEAI.VSFCOLOR Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFCOLOR:



Public Member Functions

- **VSFCOLOR** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.553.1 Detailed Description

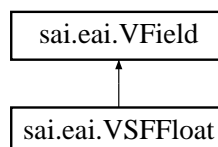
Definition at line 21 of file VSFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VsFCOLOR.java

3.554 sai.eai.VSFFloat Class Reference

Inheritance diagram for sai.eai.VSFFloat:



Public Member Functions

- **VSFFloat** (float value) throws IOException
- **VSFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.554.1 Detailed Description

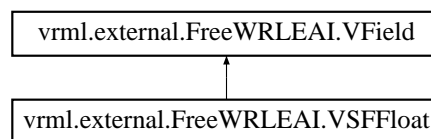
Definition at line 20 of file VSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFfloat.java

3.555 vrml.external.FreeWRLEAI.VSFFloat Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFFloat:



Public Member Functions

- **VSFFloat** (float value) throws IOException
- **VSFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.555.1 Detailed Description

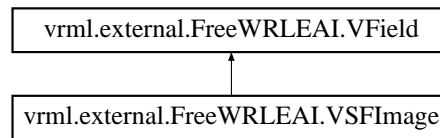
Definition at line 20 of file VSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFfloat.java

3.556 vrml.external.FreeWRLEAI.VSFImage Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFImage:



Public Member Functions

- **VSField** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.556.1 Detailed Description

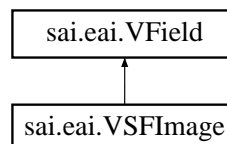
Definition at line 21 of file VSField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSField.java

3.557 sai.eai.VSField Class Reference

Inheritance diagram for sai.eai.VSField:



Public Member Functions

- **VSField** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.557.1 Detailed Description

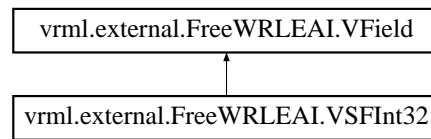
Definition at line 21 of file VSField.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSField.java

3.558 vrml.external.FreeWRLEAI.VSField Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSField:



Public Member Functions

- **VSField** (DataInputStream in) throws IOException
- **VSField** (int v)
- void **write** (DataOutputStream out) throws IOException
- int **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.558.1 Detailed Description

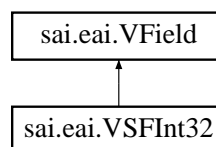
Definition at line 21 of file VSField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSField.java

3.559 sai.eai.VSField Class Reference

Inheritance diagram for sai.eai.VSField:



Public Member Functions

- **VSField** (DataInputStream in) throws IOException
- **VSField** (int v)
- void **write** (DataOutputStream out) throws IOException
- int **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.559.1 Detailed Description

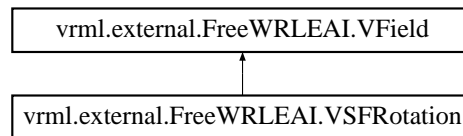
Definition at line 21 of file VSField.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFInt32.java

3.560 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

3.560.1 Detailed Description

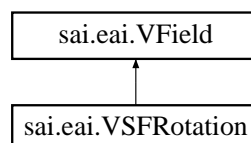
Definition at line 20 of file VSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFRotation.java

3.561 sai.eai.VSFRotation Class Reference

Inheritance diagram for sai.eai.VSFRotation:



Public Member Functions

- **VSFRotation** (float axisX, float axisY, float axisZ, float angle)
- **VSFRotation** (float[] values)
- **VSFRotation** (DataInputStream in) throws IOException

- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- double **getAngle** ()

Additional Inherited Members

3.561.1 Detailed Description

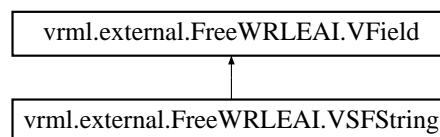
Definition at line 20 of file VSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFRotation.java

3.562 vrml.external.FreeWRLEAI.VSFString Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFString:



Public Member Functions

- **VSFString** (String s)
- **VSFString** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- String **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.562.1 Detailed Description

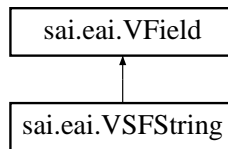
Definition at line 21 of file VSFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFString.java

3.563 sai.eai.VSFString Class Reference

Inheritance diagram for sai.eai.VSFString:



Public Member Functions

- **VSFString** (String s)
- **VSFString** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- String **getValue** ()
- byte **getType** ()

Additional Inherited Members

3.563.1 Detailed Description

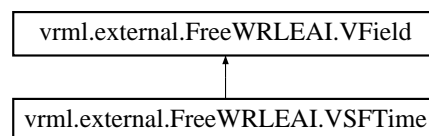
Definition at line 21 of file VSFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFString.java

3.564 vrml.external.FreeWRLEAI.VSFTIME Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFTIME:



Public Member Functions

- **VSFTIME** (double time)
- **VSFTIME** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- double **getValue** ()

Additional Inherited Members

3.564.1 Detailed Description

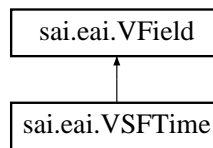
Definition at line 21 of file VSFTIME.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFTIME.java

3.565 sai.eai.VSFTIME Class Reference

Inheritance diagram for sai.eai.VSFTIME:



Public Member Functions

- **VSFTIME** (double time)
- **VSFTIME** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- double **getValue** ()

Additional Inherited Members

3.565.1 Detailed Description

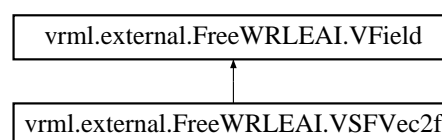
Definition at line 21 of file VSFTIME.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSTIME.java

3.566 vrml.external.FreeWRLEAI.VSFVec2f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFVec2f:



Public Member Functions

- **VSFVec2f** (float x, float y, float z)
- **VSFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.566.1 Detailed Description

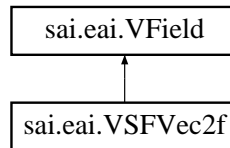
Definition at line 21 of file VSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFVec2f.java

3.567 sai.eai.VSFVec2f Class Reference

Inheritance diagram for sai.eai.VSFVec2f:



Public Member Functions

- **VSFVec2f** (float x, float y, float z)
- **VSFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

Additional Inherited Members

3.567.1 Detailed Description

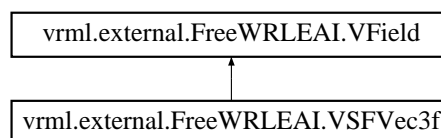
Definition at line 21 of file VSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFVec2f.java

3.568 vrml.external.FreeWRLEAI.VSFVec3f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFVec3f:



Public Member Functions

- **VSFVec3f** (float x, float y, float z)
- **VSFVec3f** (float[] values)
- **VSFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- **VSFVec3f plus** (VSFVec3f v)
- **VSFVec3f minus** (VSFVec3f v)

- **VSFVec3f times** (float s)
- double **getDistance** (VSFVec3f v)
- double **getAngle** (VSFVec3f v)

Additional Inherited Members

3.568.1 Detailed Description

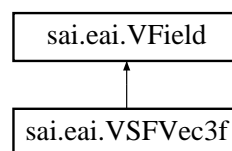
Definition at line 19 of file VSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFVec3f.java

3.569 sai.eai.VSFVec3f Class Reference

Inheritance diagram for sai.eai.VSFVec3f:



Public Member Functions

- **VSFVec3f** (float x, float y, float z)
- **VSFVec3f** (float[] values)
- **VSFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- **VSFVec3f plus** (VSFVec3f v)
- **VSFVec3f minus** (VSFVec3f v)
- **VSFVec3f times** (float s)
- double **getDistance** (VSFVec3f v)
- double **getAngle** (VSFVec3f v)

Additional Inherited Members

3.569.1 Detailed Description

Definition at line 19 of file VSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFVec3f.java

3.570 X3D_Anchor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **_parentResource**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **Uni_String** * **description**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **parameter**
- struct **Multi_Node** **removeChildren**
- struct **Multi_String** **url**

3.570.1 Detailed Description

Definition at line 2006 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.571 X3D_Appearance Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **fillProperties**
- struct **X3D_Node** * **lineProperties**

- struct **X3D_Node** * **material**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **shaders**
- struct **X3D_Node** * **texture**
- struct **X3D_Node** * **textureTransform**

3.571.1 Detailed Description

Definition at line 2033 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.572 X3D_Arc2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__numPoints**
- struct **Multi_Vec2f** **__points**
- float **endAngle**
- struct **X3D_Node** * **metadata**
- float **radius**
- float **startAngle**

3.572.1 Detailed Description

Definition at line 2057 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.573 X3D_ArcClose2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**

- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__numPoints**
- struct **Multi_Vec2f** **__points**
- struct **Uni_String** * **closureType**
- float **endAngle**
- struct **X3D_Node** * **metadata**
- float **radius**
- int **solid**
- float **startAngle**

3.573.1 Detailed Description

Definition at line 2080 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.574 X3D_AudioClip Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **__inittime**
- void * **__localFileName**
- int **__sourceNumber**
- void * **_parentResource**
- struct **Uni_String** * **description**
- double **duration_changed**
- double **elapsedTime**
- int **isActive**
- int **isPaused**
- int **loop**
- struct **X3D_Node** * **metadata**

- double **pauseTime**
- float **pitch**
- double **resumeTime**
- double **startTime**
- double **stopTime**
- struct **Multi_String** url

3.574.1 Detailed Description

Definition at line 2105 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.575 X3D_Background Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__VBO**
- struct **X3D_Node** * **__backTexture**
- struct **X3D_Node** * **__bottomTexture**
- struct **Multi_Color** **__colours**
- struct **X3D_Node** * **__frontTexture**
- struct **X3D_Node** * **__leftTexture**
- struct **Multi_Vec3f** **__points**
- int **__quadcount**
- struct **X3D_Node** * **__rightTexture**
- int **__textureright**
- struct **X3D_Node** * **__topTexture**
- void * **_parentResource**
- struct **Multi_String** **backUrl**
- double **bindTime**
- struct **Multi_String** **bottomUrl**
- struct **Multi_String** **frontUrl**
- struct **Multi_Float** **groundAngle**
- struct **Multi_Color** **groundColor**
- int **isBound**
- struct **Multi_String** **leftUrl**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **rightUrl**

- int **set_bind**
- struct **Multi_Float** skyAngle
- struct **Multi_Color** skyColor
- struct **Multi_String** topUrl
- float **transparency**

3.575.1 Detailed Description

Definition at line 2139 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.576 X3D_Billboard Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **_rotationAngle**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **axisOfRotation**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**

3.576.1 Detailed Description

Definition at line 2183 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.577 X3D_BooleanFilter Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **inputFalse**
- int **inputNegate**
- int **inputTrue**
- struct **X3D_Node** * **metadata**
- int **set_boolean**

3.577.1 Detailed Description

Definition at line 2208 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.578 X3D_BooleanSequencer Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Bool** **keyValue**
- struct **X3D_Node** * **metadata**
- int **next**
- int **previous**
- float **set_fraction**
- int **value_changed**

3.578.1 Detailed Description

Definition at line 2230 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.579 X3D_BooleanToggle Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- int **set_boolean**
- int **toggle**

3.579.1 Detailed Description

Definition at line 2254 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.580 X3D_BooleanTrigger Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- double **set_triggerTime**
- int **triggerTrue**

3.580.1 Detailed Description

Definition at line 2274 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.581 X3D_Box Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec3f** **_points**
- struct **X3D_Node** * **metadata**
- struct **SFVec3f** **size**
- int **solid**

3.581.1 Detailed Description

Definition at line 2294 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.582 X3D_CADAssembly Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- struct **Multi_Node_sortedChildren**
- struct **Multi_Node_addChildren**
- struct **SFVec3f_bboxCenter**
- struct **SFVec3f_bboxSize**
- struct **Multi_Node_children**
- struct **X3D_Node * metadata**
- struct **Uni_String * name**
- struct **Multi_Node_removeChildren**

3.582.1 Detailed Description

Definition at line 2315 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.583 X3D_CADFace Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector * _parentVector**
- double **_dist**
- float **_extent [6]**
- struct **X3D_PolyRep * _intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node * _executionContext**
- struct **SFVec3f_bboxCenter**
- struct **SFVec3f_bboxSize**
- struct **X3D_Node * metadata**
- struct **Uni_String * name**
- struct **X3D_Node * shape**

3.583.1 Detailed Description

Definition at line 2340 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.584 X3D_CADLayer Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Multi_Node** **removeChildren**
- struct **Multi_Bool** **visible**

3.584.1 Detailed Description

Definition at line 2362 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.585 X3D_CADPart Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__do_anything**
- int **__do_center**
- int **__do_rotation**
- int **__do_scale**

- int **__do_scaleO**
- int **__do_trans**
- struct **Multi_Node** **_sortedChildren**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Multi_Node** **removeChildren**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**

3.585.1 Detailed Description

Definition at line 2387 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.586 X3D_Circle2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__numPoints**
- struct **Multi_Vec2f** **__points**
- struct **X3D_Node** * **metadata**
- float **radius**

3.586.1 Detailed Description

Definition at line 2423 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.587 X3D_ClipPlane Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **enabled**
- struct **X3D_Node** * **metadata**
- struct **SFVec4f** **plane**

3.587.1 Detailed Description

Definition at line 2444 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.588 X3D_Collision Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__hit**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- int **collide**
- double **collideTime**
- int **enabled**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **proxy**
- struct **Multi_Node** **removeChildren**

3.588.1 Detailed Description

Definition at line 2464 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.589 X3D_Color Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Color** **color**
- struct **X3D_Node** * **metadata**

3.589.1 Detailed Description

Definition at line 2492 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.590 X3D_ColorInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Color** **keyValue**

- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **SFColor** **value_changed**

3.590.1 Detailed Description

Definition at line 2511 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.591 X3D_ColorRGBA Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_ColorRGBA** **color**
- struct **X3D_Node** * **metadata**

3.591.1 Detailed Description

Definition at line 2533 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.592 X3D_ComposedCubeMapTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**

- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **_parentResource**
- struct **X3D_Node** * **back**
- struct **X3D_Node** * **bottom**
- struct **X3D_Node** * **front**
- struct **X3D_Node** * **left**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **right**
- struct **X3D_Node** * **top**

3.592.1 Detailed Description

Definition at line 2552 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.593 X3D_ComposedShader Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **_initialized**
- int **_retrievedURLData**
- pthread_t **_shaderLoadThread**
- struct **X3D_Node** * **_shaderUserDefinedFields**
- int **_shaderUserNumber**
- int **activate**
- int **isSelected**
- int **isValid**
- struct **Uni_String** * **language**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **parts**

3.593.1 Detailed Description

Definition at line 2577 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.594 X3D_Cone Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec3f** **__botpoints**
- int **__coneTriangles**
- int **__coneVBO**
- struct **Multi_Vec3f** **__normals**
- struct **Multi_Vec3f** **__sidepoints**
- int **bottom**
- float **bottomRadius**
- float **height**
- struct **X3D_Node** * **metadata**
- int **side**
- int **solid**

3.594.1 Detailed Description

Definition at line 2605 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.595 X3D_Contour2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **addChildren**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**

3.595.1 Detailed Description

Definition at line 2633 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.596 X3D_ContourPolyLine2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2d** **controlPoint**
- struct **X3D_Node** * **metadata**

3.596.1 Detailed Description

Definition at line 2654 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.597 X3D_Coordinate Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Vec3f** **point**

3.597.1 Detailed Description

Definition at line 2673 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.598 X3D_CoordinateDouble Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2d** **controlPoint**
- struct **X3D_Node** * **metadata**

3.598.1 Detailed Description

Definition at line 2692 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.599 X3D_CoordinateInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **_CPU_Routes_out**
- int **_GPU_Routes_out**

- int **_keyVBO**
- int **_keyValueVBO**
- struct **Multi_Float** **key**
- struct **Multi_Vec3f** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **Multi_Vec3f** **value_changed**

3.599.1 Detailed Description

Definition at line 2711 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.600 X3D_CoordinateInterpolator2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Vec2f** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **Multi_Vec2f** **value_changed**

3.600.1 Detailed Description

Definition at line 2737 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.601 X3D_Cylinder Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**

- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__cylinderTriangles**
- int **__cylinderVBO**
- struct **Multi_Vec3f** **__normals**
- struct **Multi_Vec3f** **__points**
- int **bottom**
- float **height**
- struct **X3D_Node** * **metadata**
- float **radius**
- int **side**
- int **solid**
- int **top**

3.601.1 Detailed Description

Definition at line 2759 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.602 X3D_CylinderSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- int **_dlchange**
- struct **SFRotation** **_oldrotation**
- struct **SFVec3f** **_oldtrackPoint**
- struct **SFVec3f** **_origPoint**
- float **_radius**
- int **autoOffset**

- struct **SFRotation** **axisRotation**
- struct **Uni_String** * **description**
- float **diskAngle**
- int **enabled**
- int **isActive**
- int **isOver**
- float **maxAngle**
- struct **X3D_Node** * **metadata**
- float **minAngle**
- float **offset**
- struct **SFRotation** **rotation_changed**
- struct **SFVec3f** **trackPoint_changed**

3.602.1 Detailed Description

Definition at line 2787 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.603 X3D_DirectionalLight Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec4f** **_amb**
- struct **SFVec4f** **_col**
- struct **SFVec4f** **_dir**
- float **ambientIntensity**
- struct **SFColor** **color**
- struct **SFVec3f** **direction**
- int **global**
- float **intensity**
- struct **X3D_Node** * **metadata**
- int **on**

3.603.1 Detailed Description

Definition at line 2874 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.604 X3D_DISEntityManager Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **addedEntities**
- struct **Uni_String** * **address**
- int **applicationID**
- struct **Multi_Node** **mapping**
- struct **X3D_Node** * **metadata**
- int **port**
- struct **Multi_Node** **removedEntities**
- int **siteID**

3.604.1 Detailed Description

Definition at line 2823 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.605 X3D_DISEntityTypeMapping Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **category**
- int **country**
- int **domain**
- int **extra**

- int **kind**
- struct **X3D_Node** * **metadata**
- int **specific**
- int **subcategory**
- struct **Multi_String** **url**

3.605.1 Detailed Description

Definition at line 2848 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.606 X3D_Disk2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__numPoints**
- struct **Multi_Vec2f** **__points**
- int **__simpleDisk**
- void * **__texCoords**
- float **innerRadius**
- struct **X3D_Node** * **metadata**
- float **outerRadius**
- int **solid**

3.606.1 Detailed Description

Definition at line 2901 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.607 X3D_EaseInEaseOut Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2f** **easeInEaseOut**
- struct **Multi_Float** **key**
- struct **X3D_Node** * **metadata**
- float **modifiedFraction_changed**
- float **set_fraction**

3.607.1 Detailed Description

Definition at line 2926 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.608 X3D_ElevationGrid Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- float **creaseAngle**
- struct **X3D_Node** * **fogCoord**

- struct **Multi_Float** height
- struct **X3D_Node** * metadata
- struct **X3D_Node** * normal
- int **normalPerVertex**
- struct **Multi_Float** set_height
- int **solid**
- struct **X3D_Node** * texCoord
- int **xDimension**
- float **xSpacing**
- int **zDimension**
- float **zSpacing**

3.608.1 Detailed Description

Definition at line 2948 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.609 X3D_EspduTransform Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** addChildren
- struct **Uni_String** * **address**
- int **applicationID**
- struct **Multi_Float** articulationParameterArray
- struct **Multi_Int32** articulationParameterChangeIndicatorArr
- int **articulationParameterCount**
- struct **Multi_Int32** articulationParameterDesignatorArray
- struct **Multi_Int32** articulationParameterIdPartAttachedToAr
- struct **Multi_Int32** articulationParameterTypeArray
- float **articulationParameterValue0_changed**
- float **articulationParameterValue1_changed**
- float **articulationParameterValue2_changed**
- float **articulationParameterValue3_changed**
- float **articulationParameterValue4_changed**
- float **articulationParameterValue5_changed**
- float **articulationParameterValue6_changed**
- float **articulationParameterValue7_changed**

- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- double **collideTime**
- int **collisionType**
- int **deadReckoning**
- double **detonateTime**
- struct **SFVec3f** **detonationLocation**
- struct **SFVec3f** **detonationRelativeLocation**
- int **detonationResult**
- int **enabled**
- int **entityCategory**
- int **entityCountry**
- int **entityDomain**
- int **entityExtra**
- int **entityID**
- int **entityKind**
- int **entitySpecific**
- int **entitySubCategory**
- int **eventApplicationID**
- int **eventEntityID**
- int **eventNumber**
- int **eventSiteID**
- int **fireMissionIndex**
- int **fired1**
- int **fired2**
- double **firedTime**
- float **firingRange**
- int **firingRate**
- int **forceID**
- int **fuse**
- int **isActive**
- int **isCollided**
- int **isDetonated**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- struct **SFVec3f** **linearAcceleration**
- struct **SFVec3f** **linearVelocity**
- struct **Uni_String** * **marking**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **multicastRelayHost**
- int **multicastRelayPort**
- int **munitionApplicationID**
- struct **SFVec3f** **munitionEndPoint**
- int **munitionEntityID**
- int **munitionQuantity**
- int **munitionSiteID**
- struct **SFVec3f** **munitionStartPoint**
- struct **Uni_String** * **networkMode**
- int **port**
- double **readInterval**
- struct **Multi_Node** **removeChildren**

- struct **SFRotation** rotation
- int **rtpHeaderExpected**
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation
- float **set_articulationParameterValue0**
- float **set_articulationParameterValue1**
- float **set_articulationParameterValue2**
- float **set_articulationParameterValue3**
- float **set_articulationParameterValue4**
- float **set_articulationParameterValue5**
- float **set_articulationParameterValue6**
- float **set_articulationParameterValue7**
- int **siteID**
- double **timestamp**
- struct **SFVec3f** translation
- int **warhead**
- double **writeInterval**

3.609.1 Detailed Description

Definition at line 2983 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.610 X3D_Extrusion Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **beginCap**
- int **ccw**
- int **convex**
- float **creaseAngle**
- struct **Multi_Vec2f** crossSection
- int **endCap**
- struct **X3D_Node** * **metadata**
- struct **Multi_Rotation** orientation
- struct **Multi_Vec2f** scale
- struct **Multi_Vec2f** set_crossSection
- struct **Multi_Rotation** set_orientation

- struct **Multi_Vec2f** **set_scale**
- struct **Multi_Vec3f** **set_spine**
- int **solid**
- struct **Multi_Vec3f** **spine**

3.610.1 Detailed Description

Definition at line 3089 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.611 X3D_FillProperties Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **_enabled**
- struct **SFVec2f** **_hatchScale**
- int **filled**
- struct **SFColor** **hatchColor**
- int **hatchStyle**
- int **hatched**
- struct **X3D_Node** * **metadata**

3.611.1 Detailed Description

Definition at line 3121 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.612 X3D_FloatVertexAttribute Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**

- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- int **numComponents**
- struct **Multi_Float** **value**

3.612.1 Detailed Description

Definition at line 3145 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.613 X3D_Fog Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **bindTime**
- struct **SFColor** **color**
- struct **Uni_String** * **fogType**
- int **isBound**
- struct **X3D_Node** * **metadata**
- int **set_bind**
- float **visibilityRange**

3.613.1 Detailed Description

Definition at line 3166 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.614 X3D_FogCoordinate Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **depth**
- struct **X3D_Node** * **metadata**

3.614.1 Detailed Description

Definition at line 3190 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.615 X3D_FontStyle Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_String** **family**
- int **horizontal**
- struct **Multi_String** **justify**
- struct **Uni_String** * **language**
- int **leftToRight**
- struct **X3D_Node** * **metadata**
- float **size**
- float **spacing**
- struct **Uni_String** * **style**
- int **topToBottom**

3.615.1 Detailed Description

Definition at line 3209 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.616 X3D_GeneratedCubeMapTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__textureTableIndex**
- struct **X3D_Node** * **metadata**
- int **size**
- struct **X3D_Node** * **textureProperties**
- struct **Uni_String** * **update**

3.616.1 Detailed Description

Definition at line 3236 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.617 X3D_GeoCoordinate Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**

- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- struct **Multi_Vec3f** **__movedCoords**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- struct **X3D_Node** * **metadata**
- struct **Multi_Vec3d** **point**

3.617.1 Detailed Description

Definition at line 3258 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.618 X3D_GeoElevationGrid Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- struct **Multi_Int32** **_coordIndex**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- double **creaseAngle**
- struct **SFVec3d** **geoGridOrigin**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- struct **Multi_Double** **height**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- struct **Multi_Double** **set_height**
- int **solid**
- struct **X3D_Node** * **texCoord**
- int **xDimension**
- double **xSpacing**
- float **yScale**
- int **zDimension**
- double **zSpacing**

3.618.1 Detailed Description

Definition at line 3281 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.619 X3D_GeoLocation Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- struct **SFVec4d** **__localOrient**
- struct **SFVec3d** **__movedCoords**
- struct **Multi_Node** **__oldChildren**
- struct **SFVec3d** **__oldgeoCoords**
- struct **Multi_Node** **_sortedChildren**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **SFVec3d** **geoCoords**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**

3.619.1 Detailed Description

Definition at line 3362 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.620 X3D_GeoLOD Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **__child1Node**
- struct **X3D_Node** * **__child2Node**
- struct **X3D_Node** * **__child3Node**
- struct **X3D_Node** * **__child4Node**
- int **__childloadstatus**
- struct **Multi_Int32** **__geoSystem**
- int **__inRange**
- int **__level**
- struct **SFVec3d** **__movedCoords**
- struct **X3D_Node** * **__rootUrl**
- int **__rooturlloadstatus**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3d** **center**
- struct **Multi_String** **child1Url**
- struct **Multi_String** **child2Url**
- struct **Multi_String** **child3Url**
- struct **Multi_String** **child4Url**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- int **level_changed**
- struct **X3D_Node** * **metadata**
- float **range**
- struct **Multi_Node** **rootNode**
- struct **Multi_String** **rootUrl**

3.620.1 Detailed Description

Definition at line 3319 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

3.621 X3D_GeoMetadata Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **data**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **summary**
- struct **Multi_String** **url**

3.621.1 Detailed Description

Definition at line 3394 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.622 X3D_GeoOrigin Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- struct **SFVec3d** **__movedCoords**
- struct **Multi_String** **__oldMFString**
- struct **SFVec3d** **__oldgeoCoords**
- struct **SFVec4d** **__rotyup**
- struct **SFVec3d** **geoCoords**
- struct **Multi_String** **geoSystem**
- struct **X3D_Node** * **metadata**
- int **rotateYUp**

3.622.1 Detailed Description

Definition at line 3415 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.623 X3D_GeoPositionInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- struct **Multi_Vec3d** **__movedValue**
- struct **Multi_Float** **__oldKeyPtr**
- struct **Multi_Vec3d** **__oldKeyValuePtr**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- struct **SFVec3d** **geovalue_changed**
- struct **Multi_Float** **key**
- struct **Multi_Vec3d** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **SFVec3f** **value_changed**

3.623.1 Detailed Description

Definition at line 3441 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.624 X3D_GeoProximitySensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**

- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- int **__hit**
- struct **SFVec4d** **__localOrient**
- struct **SFVec3d** **__movedCoords**
- int **__oldEnabled**
- struct **SFVec3d** **__oldGeoCenter**
- struct **SFVec3f** **__oldSize**
- struct **SFVec3f** **__t1**
- struct **SFRotation** **__t2**
- struct **SFVec3f** **centerOfRotation_changed**
- int **enabled**
- double **enterTime**
- double **exitTime**
- struct **SFVec3d** **geoCenter**
- struct **SFVec3d** **geoCoord_changed**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- int **isActive**
- struct **X3D_Node** * **metadata**
- struct **SFRotation** **orientation_changed**
- struct **SFVec3f** **position_changed**
- struct **SFVec3f** **size**

3.624.1 Detailed Description

Definition at line 3470 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.625 X3D_GeoTouchSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**

- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- int **__oldEnabled**
- struct **SFVec3f** **_oldhitNormal**
- struct **SFVec3f** **_oldhitPoint**
- struct **SFVec2f** **_oldhitTexCoord**
- struct **Uni_String** * **description**
- int **enabled**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**
- struct **SFVec3d** **hitGeoCoord_changed**
- struct **SFVec3f** **hitNormal_changed**
- struct **SFVec3f** **hitPoint_changed**
- struct **SFVec2f** **hitTexCoord_changed**
- int **isActive**
- int **isOver**
- struct **X3D_Node** * **metadata**
- double **touchTime**

3.625.1 Detailed Description

Definition at line 3509 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.626 X3D_GeoTransform Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__do_center**
- int **__do_rotation**
- int **__do_scale**
- int **__do_scaleO**
- int **__do_trans**
- struct **Multi_Int32** **__geoSystem**
- struct **SFVec4d** **__localOrient**
- struct **SFVec3d** **__movedCoords**
- struct **Multi_Node** **__oldChildren**

- struct **SFVec3d** __oldGeoCenter
- struct **Multi_Node** _sortedChildren
- struct **Multi_Node** addChildren
- struct **SFVec3f** bboxCenter
- struct **SFVec3f** bboxSize
- struct **Multi_Node** children
- struct **SFVec3d** geoCenter
- struct **X3D_Node** * geoOrigin
- struct **Multi_String** geoSystem
- struct **X3D_Node** * metadata
- struct **Multi_Node** removeChildren
- struct **SFRotation** rotation
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation
- struct **SFVec3f** translation

3.626.1 Detailed Description

Definition at line 3543 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.627 X3D_GeoViewpoint Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **__geoSystem**
- struct **SFRotation** **__movedOrientation**
- struct **SFVec3d** **__movedPosition**
- float **__oldFieldOfView**
- int **__oldHeadlight**
- int **__oldJump**
- struct **Multi_String** **__oldMFString**
- struct **Uni_String** * **__oldSFString**
- double **bindTime**
- struct **Uni_String** * **description**
- float **fieldOfView**
- struct **X3D_Node** * **geoOrigin**
- struct **Multi_String** **geoSystem**

- int **headlight**
- int **isBound**
- int **jump**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **navType**
- struct **SFRotation** **orientation**
- struct **SFVec3d** **position**
- int **set_bind**
- struct **SFRotation** **set_orientation**
- struct **SFVec3d** **set_position**
- float **speedFactor**

3.627.1 Detailed Description

Definition at line 3584 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.628 X3D_Group Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **FreeWRL_PROTOInterfaceNodes**
- int **FreeWRL__protoDef**
- struct **Multi_Node** **_sortedChildren**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**

3.628.1 Detailed Description

Definition at line 3625 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.629 X3D_HAnimDisplacer Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **coordIndex**
- struct **Multi_Vec3f** **displacements**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- float **weight**

3.629.1 Detailed Description

Definition at line 3651 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.630 X3D_HAnimHumanoid Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_String** **info**
- struct **Multi_Node** **joints**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**

- struct **SFRotation** rotation
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation
- struct **Multi_Node** segments
- struct **Multi_Node** sites
- struct **Multi_Node** skeleton
- struct **Multi_Node** skin
- struct **X3D_Node** * skinCoord
- struct **X3D_Node** * skinNormal
- struct **SFVec3f** translation
- struct **Uni_String** * version
- struct **Multi_Node** viewpoints

3.630.1 Detailed Description

Definition at line 3673 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.631 X3D_HAnimJoint Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__do_center**
- int **__do_rotation**
- int **__do_scale**
- int **__do_scaleO**
- int **__do_trans**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- struct **Multi_Node** **displacers**
- struct **SFRotation** **limitOrientation**
- struct **Multi_Float** **llimit**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Multi_Node** **removeChildren**

- struct **SFRotation** rotation
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation
- struct **Multi_Int32** skinCoordIndex
- struct **Multi_Float** skinCoordWeight
- struct **Multi_Float** stiffness
- struct **SFVec3f** translation
- struct **Multi_Float** ulimit

3.631.1 Detailed Description

Definition at line 3709 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.632 X3D_HAnimSegment Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **centerOfMass**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **coord**
- struct **Multi_Node** **displacers**
- float **mass**
- struct **X3D_Node** * **metadata**
- struct **Multi_Float** **momentsOfInertia**
- struct **Uni_String** * **name**
- struct **Multi_Node** **removeChildren**

3.632.1 Detailed Description

Definition at line 3750 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.633 X3D_HAnimSite Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__do_center**
- int **__do_rotation**
- int **__do_scale**
- int **__do_scaleO**
- int **__do_trans**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Multi_Node** **removeChildren**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**

3.633.1 Detailed Description

Definition at line 3779 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.634 X3D_ImageCubeMapTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]

- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__regenSubTextures**
- struct **Multi_Node** **__subTextures**
- int **__textureTableIndex**
- void * **_parentResource**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **textureProperties**
- struct **Multi_String** **url**

3.634.1 Detailed Description

Definition at line 3813 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.635 X3D_ImageTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__textureTableIndex**
- void * **_parentResource**
- struct **X3D_Node** * **metadata**
- int **repeatS**
- int **repeatT**
- struct **X3D_Node** * **textureProperties**
- struct **Multi_String** **url**

3.635.1 Detailed Description

Definition at line 3837 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.636 X3D_IndexedFaceSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- struct **Multi_Int32** **colorIndex**
- int **colorPerVertex**
- int **convex**
- struct **X3D_Node** * **coord**
- struct **Multi_Int32** **coordIndex**
- float **creaseAngle**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- struct **Multi_Int32** **normalIndex**
- int **normalPerVertex**
- struct **Multi_Int32** **set_colorIndex**
- struct **Multi_Int32** **set_coordIndex**
- struct **Multi_Int32** **set_normalIndex**
- struct **Multi_Int32** **set_texCoordIndex**
- int **solid**
- struct **X3D_Node** * **texCoord**
- struct **Multi_Int32** **texCoordIndex**

3.636.1 Detailed Description

Definition at line 3861 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.637 X3D_IndexedLineSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**

- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **__colours**
- int **__segCount**
- void * **__vertArr**
- void * **__vertIndx**
- void * **__vertexCount**
- void * **__vertices**
- struct **Multi_Node** **attrib**
- struct **X3D_Node** * **color**
- struct **Multi_Int32** **colorIndex**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **Multi_Int32** **coordIndex**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **Multi_Int32** **set_colorIndex**
- struct **Multi_Int32** **set_coordIndex**

3.637.1 Detailed Description

Definition at line 3899 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.638 X3D_IndexedQuadSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**

- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **Multi_Int32** **index**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- struct **Multi_Int32** **set_index**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.638.1 Detailed Description

Definition at line 3932 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.639 X3D_IndexedTriangleFanSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **Multi_Int32** **index**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- struct **Multi_Int32** **set_index**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.639.1 Detailed Description

Definition at line 3963 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.640 X3D_IndexedTriangleSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **Multi_Int32** **index**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- struct **Multi_Int32** **set_index**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.640.1 Detailed Description

Definition at line 3994 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.641 X3D_IndexedTriangleStripSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**

- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **Multi_Int32** **index**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- struct **Multi_Int32** **set_index**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.641.1 Detailed Description

Definition at line 4025 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.642 X3D_Inline Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **__children**
- void * **__loadResource**
- int **__loadstatus**
- void * **_parentResource**

- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **load**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **url**

3.642.1 Detailed Description

Definition at line 4056 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.643 X3D_IntegerSequencer Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Int32** **keyValue**
- struct **X3D_Node** * **metadata**
- int **next**
- int **previous**
- float **set_fraction**
- int **value_changed**

3.643.1 Detailed Description

Definition at line 4082 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.644 X3D_IntegerTrigger Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**

- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **integerKey**
- struct **X3D_Node** * **metadata**
- int **set_boolean**
- int **triggerValue**

3.644.1 Detailed Description

Definition at line 4106 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.645 X3D_KeySensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- int **actionKeyPress**
- int **actionKeyRelease**
- int **altKey**
- int **controlKey**
- int **enabled**
- int **isActive**
- struct **Uni_String** * **keyPress**
- struct **Uni_String** * **keyRelease**
- struct **X3D_Node** * **metadata**
- int **shiftKey**

3.645.1 Detailed Description

Definition at line 4127 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.646 X3D_LineProperties Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **applied**
- int **linetype**
- float **linewidthScaleFactor**
- struct **X3D_Node** * **metadata**

3.646.1 Detailed Description

Definition at line 4185 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.647 X3D_LineSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- int **__oldEnabled**
- struct **SFVec3f _oldtrackPoint**
- struct **SFVec3f _oldtranslation**
- struct **SFVec3f _origPoint**
- int **autoOffset**
- struct **Uni_String * description**
- struct **SFVec3f direction**
- int **enabled**
- int **isActive**
- int **isOver**
- float **maxPosition**
- struct **X3D_Node * metadata**
- float **minPosition**
- float **offset**
- struct **SFVec3f trackPoint_changed**
- struct **SFVec3f translation_changed**

3.647.1 Detailed Description

Definition at line 4206 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.648 X3D_LineSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector * _parentVector**
- double **_dist**
- float **_extent [6]**
- struct **X3D_PolyRep * _intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node * _executionContext**
- int **__segCount**
- void * **__vertArr**
- void * **__vertIndx**
- struct **Multi_Node attrib**
- struct **X3D_Node * color**
- struct **X3D_Node * coord**
- struct **X3D_Node * fogCoord**
- struct **X3D_Node * metadata**
- struct **Multi_Int32 vertexCount**

3.648.1 Detailed Description

Definition at line 4239 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.649 X3D_LoadSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **__StartLoadTime**
- int **__finishedloading**
- int **__loading**
- int **__oldEnabled**
- int **enabled**
- int **isActive**
- int **isLoaded**
- double **loadTime**
- struct **X3D_Node** * **metadata**
- float **progress**
- double **timeOut**
- struct **Multi_Node** **watchList**

3.649.1 Detailed Description

Definition at line 4265 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.650 X3D_LocalFog Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**

- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFColor** **color**
- int **enabled**
- struct **Uni_String** * **fogType**
- struct **X3D_Node** * **metadata**
- float **visibilityRange**

3.650.1 Detailed Description

Definition at line 4294 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.651 X3D_LOD Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__isX3D**
- void * **_selected**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- int **forceTransitions**
- struct **Multi_Node** **level**
- int **levelChanged**
- struct **X3D_Node** * **metadata**
- struct **Multi_Float** **range**
- struct **Multi_Node** **removeChildren**

3.651.1 Detailed Description

Definition at line 4155 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.652 X3D_Material Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **_verifiedColor**
- float **ambientIntensity**
- struct **SFColor** **diffuseColor**
- struct **SFColor** **emissiveColor**
- struct **X3D_Node** * **metadata**
- float **shininess**
- struct **SFColor** **specularColor**
- float **transparency**

3.652.1 Detailed Description

Definition at line 4316 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.653 X3D_Matrix3VertexAttribute Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**

- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Multi_Matrix3f** value

3.653.1 Detailed Description

Definition at line 4341 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.654 X3D_Matrix4VertexAttribute Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Multi_Matrix4f** value

3.654.1 Detailed Description

Definition at line 4361 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.655 X3D_MetadataDouble Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**

- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Uni_String** * **reference**
- struct **Multi_Double** **value**

3.655.1 Detailed Description

Definition at line 4381 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.656 X3D_MetadataFloat Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Uni_String** * **reference**
- struct **Multi_Float** **value**

3.656.1 Detailed Description

Definition at line 4402 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.657 X3D_MetadataInteger Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Uni_String** * **reference**
- struct **Multi_Int32** value

3.657.1 Detailed Description

Definition at line 4423 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.658 X3D_MetadataMFBool Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Bool** setValue
- double **tickTime**
- struct **Multi_Bool** value
- struct **Multi_Bool** valueChanged

3.658.1 Detailed Description

Definition at line 4444 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.659 X3D_MetadataMFColor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Color** **setValue**
- double **tickTime**
- struct **Multi_Color** **value**
- struct **Multi_Color** **valueChanged**

3.659.1 Detailed Description

Definition at line 4465 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.660 X3D_MetadataMFColorRGBA Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- struct **Multi_ColorRGBA** setValue
- double **tickTime**
- struct **Multi_ColorRGBA** value
- struct **Multi_ColorRGBA** valueChanged

3.660.1 Detailed Description

Definition at line 4486 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.661 X3D_MetadataMFDouble Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Double** setValue
- double **tickTime**
- struct **Multi_Double** value
- struct **Multi_Double** valueChanged

3.661.1 Detailed Description

Definition at line 4507 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.662 X3D_MetadataMFFloat Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**

- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **setValue**
- double **tickTime**
- struct **Multi_Float** **value**
- struct **Multi_Float** **valueChanged**

3.662.1 Detailed Description

Definition at line 4528 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.663 X3D_MetadataMFloat32 Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **setValue**
- double **tickTime**
- struct **Multi_Int32** **value**
- struct **Multi_Int32** **valueChanged**

3.663.1 Detailed Description

Definition at line 4549 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.664 X3D_MetadataMFMatrix3d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Matrix3d** **setValue**
- double **tickTime**
- struct **Multi_Matrix3d** **value**
- struct **Multi_Matrix3d** **valueChanged**

3.664.1 Detailed Description

Definition at line 4570 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.665 X3D_MetadataMFMatrix3f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Matrix3f** **setValue**
- double **tickTime**
- struct **Multi_Matrix3f** **value**
- struct **Multi_Matrix3f** **valueChanged**

3.665.1 Detailed Description

Definition at line 4591 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.666 X3D_MetadataMFMatrix4d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Matrix4d** **setValue**
- double **tickTime**
- struct **Multi_Matrix4d** **value**
- struct **Multi_Matrix4d** **valueChanged**

3.666.1 Detailed Description

Definition at line 4612 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.667 X3D_MetadataMFMatrix4f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- struct **Multi_Matrix4f** setValue
- double **tickTime**
- struct **Multi_Matrix4f** value
- struct **Multi_Matrix4f** valueChanged

3.667.1 Detailed Description

Definition at line 4633 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.668 X3D_MetadataMFNode Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** setValue
- double **tickTime**
- struct **Multi_Node** value
- struct **Multi_Node** valueChanged

3.668.1 Detailed Description

Definition at line 4654 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.669 X3D_MetadataMFRotation Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**

- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Rotation** **setValue**
- double **tickTime**
- struct **Multi_Rotation** **value**
- struct **Multi_Rotation** **valueChanged**

3.669.1 Detailed Description

Definition at line 4675 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.670 X3D_MetadataMFString Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_String** **setValue**
- double **tickTime**
- struct **Multi_String** **value**
- struct **Multi_String** **valueChanged**

3.670.1 Detailed Description

Definition at line 4696 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.671 X3D_MetadataMFTIME Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Time** **setValue**
- double **tickTime**
- struct **Multi_Time** **value**
- struct **Multi_Time** **valueChanged**

3.671.1 Detailed Description

Definition at line 4717 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.672 X3D_MetadataMFVec2d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2d** **setValue**
- double **tickTime**
- struct **Multi_Vec2d** **value**
- struct **Multi_Vec2d** **valueChanged**

3.672.1 Detailed Description

Definition at line 4738 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.673 X3D_MetadataMFVec2f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2f** **setValue**
- double **tickTime**
- struct **Multi_Vec2f** **value**
- struct **Multi_Vec2f** **valueChanged**

3.673.1 Detailed Description

Definition at line 4759 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.674 X3D_MetadataMFVec3d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- struct **Multi_Vec3d** setValue
- double **tickTime**
- struct **Multi_Vec3d** value
- struct **Multi_Vec3d** valueChanged

3.674.1 Detailed Description

Definition at line 4780 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.675 X3D_MetadataMFVec3f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec3f** setValue
- double **tickTime**
- struct **Multi_Vec3f** value
- struct **Multi_Vec3f** valueChanged

3.675.1 Detailed Description

Definition at line 4801 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.676 X3D_MetadataMFVec4d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**

- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec4d** **setValue**
- double **tickTime**
- struct **Multi_Vec4d** **value**
- struct **Multi_Vec4d** **valueChanged**

3.676.1 Detailed Description

Definition at line 4822 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.677 X3D_MetadataMFVec4f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec4f** **setValue**
- double **tickTime**
- struct **Multi_Vec4f** **value**
- struct **Multi_Vec4f** **valueChanged**

3.677.1 Detailed Description

Definition at line 4843 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.678 X3D_MetadataSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Uni_String** * **reference**
- struct **Multi_Node** **value**

3.678.1 Detailed Description

Definition at line 5305 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.679 X3D_MetadataSFBool Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **setValue**
- double **tickTime**
- int **value**
- int **valueChanged**

3.679.1 Detailed Description

Definition at line 4864 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.680 X3D_MetadataSFCOLOR Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFCOLOR** **setValue**
- double **tickTime**
- struct **SFCOLOR** **value**
- struct **SFCOLOR** **valueChanged**

3.680.1 Detailed Description

Definition at line 4885 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.681 X3D_MetadataSFCOLORRGBA Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- struct **SFColorRGBA** **setValue**
- double **tickTime**
- struct **SFColorRGBA** **value**
- struct **SFColorRGBA** **valueChanged**

3.681.1 Detailed Description

Definition at line 4906 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.682 X3D_MetadataSFDouble Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **setValue**
- double **tickTime**
- double **value**
- double **valueChanged**

3.682.1 Detailed Description

Definition at line 4927 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.683 X3D_MetadataSFFloat Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**

- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- float **setValue**
- double **tickTime**
- float **value**
- float **valueChanged**

3.683.1 Detailed Description

Definition at line 4948 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.684 X3D_MetadataSfImage Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **setValue**
- double **tickTime**
- struct **Multi_Int32** **value**
- struct **Multi_Int32** **valueChanged**

3.684.1 Detailed Description

Definition at line 4969 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.685 X3D_MetadataSFInt32 Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **setValue**
- double **tickTime**
- int **value**
- int **valueChanged**

3.685.1 Detailed Description

Definition at line 4990 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.686 X3D_MetadataSFMatrix3d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFMatrix3d** **setValue**
- double **tickTime**
- struct **SFMatrix3d** **value**
- struct **SFMatrix3d** **valueChanged**

3.686.1 Detailed Description

Definition at line 5011 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.687 X3D_MetadataSFMatrix3f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFMatrix3f** **setValue**
- double **tickTime**
- struct **SFMatrix3f** **value**
- struct **SFMatrix3f** **valueChanged**

3.687.1 Detailed Description

Definition at line 5032 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.688 X3D_MetadataSFMatrix4d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- struct **SFMatrix4d setValue**
- double **tickTime**
- struct **SFMatrix4d value**
- struct **SFMatrix4d valueChanged**

3.688.1 Detailed Description

Definition at line 5053 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.689 X3D_MetadataSFMatrix4f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFMatrix4f setValue**
- double **tickTime**
- struct **SFMatrix4f value**
- struct **SFMatrix4f valueChanged**

3.689.1 Detailed Description

Definition at line 5074 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.690 X3D_MetadataSFNode Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**

- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **setValue**
- double **tickTime**
- struct **X3D_Node** * **value**
- struct **X3D_Node** * **valueChanged**

3.690.1 Detailed Description

Definition at line 5095 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.691 X3D_MetadataSFRotation Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFRotation** **setValue**
- double **tickTime**
- struct **SFRotation** **value**
- struct **SFRotation** **valueChanged**

3.691.1 Detailed Description

Definition at line 5116 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.692 X3D_MetadataSFString Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Uni_String** * **setValue**
- double **tickTime**
- struct **Uni_String** * **value**
- struct **Uni_String** * **valueChanged**

3.692.1 Detailed Description

Definition at line 5137 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.693 X3D_MetadataSFTIME Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **setValue**
- double **tickTime**
- double **value**
- double **valueChanged**

3.693.1 Detailed Description

Definition at line 5158 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.694 X3D_MetadataSFVec2d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec2d** **setValue**
- double **tickTime**
- struct **SFVec2d** **value**
- struct **SFVec2d** **valueChanged**

3.694.1 Detailed Description

Definition at line 5179 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.695 X3D_MetadataSFVec2f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- struct **SFVec2f setValue**
- double **tickTime**
- struct **SFVec2f value**
- struct **SFVec2f valueChanged**

3.695.1 Detailed Description

Definition at line 5200 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.696 X3D_MetadataSFVec3d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec3d setValue**
- double **tickTime**
- struct **SFVec3d value**
- struct **SFVec3d valueChanged**

3.696.1 Detailed Description

Definition at line 5221 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.697 X3D_MetadataSFVec3f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**

- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec3f** **setValue**
- double **tickTime**
- struct **SFVec3f** **value**
- struct **SFVec3f** **valueChanged**

3.697.1 Detailed Description

Definition at line 5242 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.698 X3D_MetadataSFVec4d Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec4d** **setValue**
- double **tickTime**
- struct **SFVec4d** **value**
- struct **SFVec4d** **valueChanged**

3.698.1 Detailed Description

Definition at line 5263 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.699 X3D_MetadataSFVec4f Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec4f** **setValue**
- double **tickTime**
- struct **SFVec4f** **value**
- struct **SFVec4f** **valueChanged**

3.699.1 Detailed Description

Definition at line 5284 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.700 X3D_MetadataString Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **name**
- struct **Uni_String** * **reference**
- struct **Multi_String** **value**

3.700.1 Detailed Description

Definition at line 5326 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.701 X3D_MovieTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__textureTableIndex**
- void * **_parentResource**
- struct **Uni_String** * **description**
- double **duration_changed**
- double **elapsedTime**
- int **isActive**
- double **isPaused**
- int **loop**
- struct **X3D_Node** * **metadata**
- double **pauseTime**
- int **repeatS**
- int **repeatT**
- double **resumeTime**
- float **speed**
- double **startTime**
- double **stopTime**
- struct **X3D_Node** * **textureProperties**
- struct **Multi_String** **url**

3.701.1 Detailed Description

Definition at line 5347 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.702 X3D_MultiTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **__params**
- float **alpha**
- struct **SFColor** **color**
- struct **Multi_String** **function**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **mode**
- struct **Multi_String** **source**
- struct **Multi_Node** **texture**

3.702.1 Detailed Description

Definition at line 5382 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.703 X3D_MultiTextureCoordinate Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **texCoord**

3.703.1 Detailed Description

Definition at line 5407 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.704 X3D_MultiTextureTransform Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **textureTransform**

3.704.1 Detailed Description

Definition at line 5426 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.705 X3D_NavigationInfo Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **avatarSize**
- double **bindTime**

- int **headlight**
- int **isBound**
- struct **X3D_Node** * **metadata**
- int **set_bind**
- float **speed**
- int **transitionComplete**
- double **transitionTime**
- struct **Multi_String** **transitionType**
- struct **Multi_String** **type**
- float **visibilityLimit**

3.705.1 Detailed Description

Definition at line 5445 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.706 X3D_Node Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

3.706.1 Detailed Description

Definition at line 1910 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.707 X3D_Normal Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**

- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Vec3f** **vector**

3.707.1 Detailed Description

Definition at line 5474 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.708 X3D_NormalInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Vec3f** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **Multi_Vec3f** **value_changed**

3.708.1 Detailed Description

Definition at line 5493 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.709 X3D_NurbsCurve Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **controlPoint**
- struct **Multi_Double** **knot**
- struct **X3D_Node** * **metadata**
- int **order**
- int **tessellation**
- struct **Multi_Double** **weight**

3.709.1 Detailed Description

Definition at line 5515 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.710 X3D_NurbsCurve2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2d** **controlPoint**
- struct **Multi_Double** **knot**
- struct **X3D_Node** * **metadata**
- int **order**
- int **tessellation**
- struct **Multi_Double** **weight**

3.710.1 Detailed Description

Definition at line 5538 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.711 X3D_NurbsOrientationInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **controlPoint**
- struct **Multi_Double** **knot**
- struct **X3D_Node** * **metadata**
- int **order**
- float **set_fraction**
- struct **SFRotation** **value_changed**
- struct **Multi_Double** **weight**

3.711.1 Detailed Description

Definition at line 5561 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.712 X3D_NurbsPatchSurface Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**

- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **controlPoint**
- struct **X3D_Node** * **metadata**
- int **solid**
- struct **X3D_Node** * **texCoord**
- int **uClosed**
- int **uDimension**
- struct **Multi_Double** **uKnot**
- int **uOrder**
- int **uTessellation**
- int **vClosed**
- int **vDimension**
- struct **Multi_Double** **vKnot**
- int **vOrder**
- int **vTessellation**
- struct **Multi_Double** **weight**

3.712.1 Detailed Description

Definition at line 5585 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.713 X3D_NurbsPositionInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **controlPoint**
- struct **Multi_Double** **knot**
- struct **X3D_Node** * **metadata**
- int **order**
- float **set_fraction**
- struct **SFVec3f** **value_changed**
- struct **Multi_Double** **weight**

3.713.1 Detailed Description

Definition at line 5617 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.714 X3D_NurbsSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **addGeometry**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **geometry**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeGeometry**
- float **tessellationScale**

3.714.1 Detailed Description

Definition at line 5641 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.715 X3D_NurbsSurfaceInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**

- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **controlPoint**
- struct **X3D_Node** * **metadata**
- struct **SFVec3f** **normal_changed**
- struct **SFVec3f** **position_changed**
- struct **SFVec2f** **set_fraction**
- int **uDimension**
- struct **Multi_Double** **uKnot**
- int **uOrder**
- int **vDimension**
- struct **Multi_Double** **vKnot**
- int **vOrder**

3.715.1 Detailed Description

Definition at line 5665 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.716 X3D_NurbsSweptSurface Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **ccw**
- struct **X3D_Node** * **crossSectionCurve**
- struct **X3D_Node** * **metadata**
- int **solid**
- struct **X3D_Node** * **trajectoryCurve**

3.716.1 Detailed Description

Definition at line 5693 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.717 X3D_NurbsSwungSurface Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **ccw**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **profileCurve**
- int **solid**
- struct **X3D_Node** * **trajectoryCurve**

3.717.1 Detailed Description

Definition at line 5715 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.718 X3D_NurbsTextureCoordinate Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2f** **controlPoint**
- struct **X3D_Node** * **metadata**
- int **uDimension**
- struct **Multi_Double** **uKnot**
- int **uOrder**
- int **vDimension**
- struct **Multi_Double** **vKnot**
- int **vOrder**
- struct **Multi_Float** **weight**

3.718.1 Detailed Description

Definition at line 5737 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.719 X3D_NurbsTrimmedSurface Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **addTrimmingContour**
- struct **X3D_Node** * **controlPoint**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeTrimmingContour**
- int **solid**
- struct **X3D_Node** * **texCoord**
- struct **Multi_Node** **trimmingContour**
- int **uClosed**
- int **uDimension**
- struct **Multi_Double** **uKnot**
- int **uOrder**
- int **uTessellation**
- int **vClosed**
- int **vDimension**
- struct **Multi_Double** **vKnot**
- int **vOrder**
- int **vTessellation**
- struct **Multi_Double** **weight**

3.719.1 Detailed Description

Definition at line 5763 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.720 X3D_OrientationInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Rotation** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **SFRotation** **value_changed**

3.720.1 Detailed Description

Definition at line 5838 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.721 X3D_OrthoViewpoint Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **bindTime**
- struct **SFVec3f** **centerOfRotation**
- struct **Uni_String** * **description**
- struct **Multi_Float** **fieldOfView**
- int **isBound**
- int **jump**
- struct **X3D_Node** * **metadata**

- struct **SFRotation** orientation
- struct **SFVec3f** position
- int **retainUserOffsets**
- int **set_bind**

3.721.1 Detailed Description

Definition at line 5860 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.722 X3D_OSC_Sensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **FIFOsize**
- struct **X3D_Node** * **__oldmetadata**
- void * **_floatInpFIFO**
- void * **_floatOutFIFO**
- void * **_int32InpFIFO**
- void * **_int32OutFIFO**
- int **_status**
- void * **_stringInpFIFO**
- void * **_stringOutFIFO**
- struct **Multi_Node** **_talkToNodes**
- struct **Uni_String** * **description**
- int **enabled**
- struct **Uni_String** * **filter**
- float **floatInp**
- int **gotEvents**
- struct **Uni_String** * **handler**
- int **int32Inp**
- struct **Uni_String** * **listenfor**
- struct **X3D_Node** * **metadata**
- int **port**
- struct **Uni_String** * **protocol**
- struct **Uni_String** * **stringInp**
- struct **Multi_String** **talksTo**

3.722.1 Detailed Description

Definition at line 5798 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.723 X3D_PackagedShader Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **_initialized**
- int **_retrievedURLData**
- pthread_t **_shaderLoadThread**
- struct **X3D_Node** * **_shaderUserDefinedFields**
- int **_shaderUserNumber**
- int **activate**
- int **isSelected**
- int **isValid**
- struct **Uni_String** * **language**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **url**

3.723.1 Detailed Description

Definition at line 5888 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.724 X3D_PickableGroup Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**

- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Node** **FreeWRL_PROTOInterfaceNodes**
- int **FreeWRL__protoDef**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **objectType**
- int **pickable**
- struct **Multi_Node** **removeChildren**

3.724.1 Detailed Description

Definition at line 5916 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.725 X3D_PixelTexture Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__textureTableIndex**
- void * **_parentResource**
- struct **Multi_Int32** **image**
- struct **X3D_Node** * **metadata**
- int **repeatS**
- int **repeatT**
- struct **X3D_Node** * **textureProperties**

3.725.1 Detailed Description

Definition at line 5943 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.726 X3D_PlaneSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- struct **SFVec3f** **_oldtrackPoint**
- struct **SFVec3f** **_oldtranslation**
- struct **SFVec3f** **_origPoint**
- int **autoOffset**
- struct **SFRotation** **axisRotation**
- struct **Uni_String** * **description**
- int **enabled**
- int **isActive**
- int **isOver**
- struct **SFVec2f** **maxPosition**
- struct **X3D_Node** * **metadata**
- struct **SFVec2f** **minPosition**
- struct **SFVec3f** **offset**
- struct **SFVec3f** **trackPoint_changed**
- struct **SFVec3f** **translation_changed**

3.726.1 Detailed Description

Definition at line 5967 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.727 X3D_PointLight Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec4f** **_amb**
- struct **SFVec4f** **_col**
- struct **SFVec4f** **_loc**
- float **ambientIntensity**
- struct **SFVec3f** **attenuation**
- struct **SFColor** **color**
- int **global**
- float **intensity**
- struct **SFVec3f** **location**
- struct **X3D_Node** * **metadata**
- int **on**
- float **radius**

3.727.1 Detailed Description

Definition at line 6000 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.728 X3D_PointPickSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- struct **SFVec3f** **_bboxCenter**
- struct **SFVec3f** **_bboxSize**
- int **_oldIsActive**
- struct **Multi_Node** **_oldpickTarget**
- struct **Multi_Node** **_oldpickedGeometry**
- struct **Multi_Vec3f** **_oldpickedPoint**
- int **enabled**
- struct **Uni_String** * **intersectionType**
- int **isActive**
- struct **X3D_Node** * **metadata**
- struct **Multi_String** **objectType**
- struct **Multi_Node** **pickTarget**
- struct **Multi_Node** **pickedGeometry**
- struct **Multi_Vec3f** **pickedPoint**
- struct **X3D_Node** * **pickingGeometry**
- struct **Uni_String** * **set_intersectionType**
- struct **Uni_String** * **set_sortOrder**
- struct **Uni_String** * **sortOrder**

3.728.1 Detailed Description

Definition at line 6029 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.729 X3D_PointSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **_colourSize**
- int **_coloursVBO**
- int **_npoints**
- int **_pointsVBO**
- struct **Multi_Node** **attrib**
- struct **X3D_Node** * **color**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**

3.729.1 Detailed Description

Definition at line 6064 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.730 X3D_Polyline2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Vec2f** **lineSegments**
- struct **X3D_Node** * **metadata**

3.730.1 Detailed Description

Definition at line 6090 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.731 X3D_Polypoint2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Vec2f** **point**

3.731.1 Detailed Description

Definition at line 6109 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.732 X3D_PolyRep Struct Reference

Data Fields

- int **irep_change**
- int **ccw**
- int **ntri**
- int **streamed**
- GLuint * **cindex**
- GLuint * **colindex**
- GLuint * **norindex**
- GLuint * **tcindex**
- float * **actualCoord**
- float * **color**
- float * **normal**
- float * **GeneratedTexCoords**
- int **tcoordtype**
- int **texgentype**
- GLfloat **minVals** [3]
- GLfloat **maxVals** [3]
- GLfloat **transparency**
- int **isRGBAColorNode**
- GLuint **VBO_buffers** [VBO_COUNT]

3.732.1 Detailed Description

Definition at line 61 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.733 X3D_PositionInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**

- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Vec3f** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **SFVec3f** **value_changed**

3.733.1 Detailed Description

Definition at line 6128 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.734 X3D_PositionInterpolator2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Vec2f** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- struct **SFVec2f** **value_changed**

3.734.1 Detailed Description

Definition at line 6150 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.735 X3D_ProgramShader Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **_initialized**
- int **_retrievedURLData**
- pthread_t **_shaderLoadThread**
- int **_shaderUserNumber**
- int **activate**
- int **isSelected**
- int **isValid**
- struct **Uni_String** * **language**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **programs**

3.735.1 Detailed Description

Definition at line 6172 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.736 X3D_Proto Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **__DEFnames**
- void * **__IS**

- void * **__ROUTES**
- struct **X3D_Node** * **__parentProto**
- struct **Multi_Node** **__protoDeclares**
- void * **__protoDef**
- int **__protoFlags**
- struct **X3D_Node** * **__prototype**
- struct **Multi_Node** **_children**
- struct **Multi_Node** **_sortedChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **X3D_Node** * **metadata**

3.736.1 Detailed Description

Definition at line 6199 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.737 X3D_ProximitySensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__hit**
- int **__oldEnabled**
- struct **SFVec3f** **__t1**
- struct **SFRotation** **__t2**
- struct **SFVec3f** **center**
- struct **SFVec3f** **centerOfRotation_changed**
- int **enabled**
- double **enterTime**
- double **exitTime**
- int **isActive**
- struct **X3D_Node** * **metadata**
- struct **SFRotation** **orientation_changed**
- struct **SFVec3f** **position_changed**
- struct **SFVec3f** **size**

3.737.1 Detailed Description

Definition at line 6229 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.738 X3D_QuadSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32_coordIndex**
- struct **Multi_Node attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.738.1 Detailed Description

Definition at line 6260 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.739 X3D_ReceiverPdu Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**

- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Uni_String** * **address**
- int **applicationID**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **enabled**
- int **entityID**
- int **isActive**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni_String** * **networkMode**
- int **port**
- int **radiolD**
- float **readInterval**
- float **receivedPower**
- int **receiverState**
- int **rtpHeaderExpected**
- int **sitelD**
- double **timestamp**
- int **transmitterApplicationID**
- int **transmitterEntityID**
- int **transmitterRadiolD**
- int **transmitterSitelD**
- int **whichGeometry**
- float **writeInterval**

3.739.1 Detailed Description

Definition at line 6289 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.740 X3D_Rectangle2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**

- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__numPoints**
- struct **Multi_Vec3f** **__points**
- struct **X3D_Node** * **metadata**
- struct **SFVec2f** **size**
- int **solid**

3.740.1 Detailed Description

Definition at line 6335 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.741 X3D_ScalarInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Float** **keyValue**
- struct **X3D_Node** * **metadata**
- float **set_fraction**
- float **value_changed**

3.741.1 Detailed Description

Definition at line 6357 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.742 X3D_Script Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **__scriptObj**
- void * **_parentResource**
- int **directOutput**
- struct **X3D_Node** * **metadata**
- int **mustEvaluate**
- struct **Multi_String** **url**

3.742.1 Detailed Description

Definition at line 6379 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.743 X3D_ShaderPart Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **_parentResource**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **type**
- struct **Multi_String** **url**

3.743.1 Detailed Description

Definition at line 6402 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.744 X3D_ShaderProgram Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- void * **_parentResource**
- struct **X3D_Node** * **_shaderUserDefinedFields**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **type**
- struct **Multi_String** **url**

3.744.1 Detailed Description

Definition at line 6423 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.745 X3D_Shape Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**

- struct **X3D_Node** * **_executionContext**
- int **__Samples**
- int **__occludeCheckCount**
- int **__visible**
- int **_shaderTableEntry**
- struct **X3D_Node** * **appearance**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **X3D_Node** * **geometry**
- struct **X3D_Node** * **metadata**

3.745.1 Detailed Description

Definition at line 6445 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.746 X3D_SignalPdu Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Uni_String** * **address**
- int **applicationID**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Int32** **data**
- int **dataLength**
- int **enabled**
- int **encodingScheme**
- int **entityID**
- int **isActive**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni_String** * **networkMode**

- int **port**
- int **radiolD**
- float **readInterval**
- int **rtpHeaderExpected**
- int **sampleRate**
- int **samples**
- int **siteID**
- int **tdlType**
- double **timestamp**
- int **whichGeometry**
- float **writeInterval**

3.746.1 Detailed Description

Definition at line 6471 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.747 X3D_Sound Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec3f** **direction**
- float **intensity**
- struct **SFVec3f** **location**
- float **maxBack**
- float **maxFront**
- struct **X3D_Node** * **metadata**
- float **minBack**
- float **minFront**
- float **priority**
- struct **X3D_Node** * **source**
- int **spatialize**

3.747.1 Detailed Description

Definition at line 6517 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.748 X3D_Sphere Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__SphereIndxVBO**
- struct **Multi_Vec3f** **__points**
- int **_sideVBO**
- struct **X3D_Node** * **metadata**
- float **radius**
- int **solid**

3.748.1 Detailed Description

Definition at line 6545 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.749 X3D_SphereSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- struct **SFRotation** **_oldrotation**
- struct **SFVec3f** **_oldtrackPoint**
- struct **SFVec3f** **_origNormalizedPoint**
- struct **SFVec3f** **_origPoint**
- float **_radius**

- int **autoOffset**
- struct **Uni_String** * **description**
- int **enabled**
- int **isActive**
- int **isOver**
- struct **X3D_Node** * **metadata**
- struct **SFRotation** **offset**
- struct **SFRotation** **rotation_changed**
- struct **SFVec3f** **trackPoint_changed**

3.749.1 Detailed Description

Definition at line 6568 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.750 X3D_SplinePositionInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **closed**
- struct **Multi_Float** **key**
- struct **Multi_Vec3f** **keyValue**
- struct **Multi_Vec3f** **keyVelocity**
- struct **X3D_Node** * **metadata**
- int **normalizeVelocity**
- float **set_fraction**
- struct **SFVec3f** **value_changed**

3.750.1 Detailed Description

Definition at line 6600 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.751 X3D_SplinePositionInterpolator2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **closed**
- struct **Multi_Float** **key**
- struct **Multi_Vec2f** **keyValue**
- struct **Multi_Vec2f** **keyVelocity**
- struct **X3D_Node** * **metadata**
- int **normalizeVelocity**
- float **set_fraction**
- struct **SFVec2f** **value_changed**

3.751.1 Detailed Description

Definition at line 6625 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.752 X3D_SplineScalarInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **closed**
- struct **Multi_Float** **key**
- struct **Multi_Float** **keyValue**
- struct **Multi_Float** **keyVelocity**

- struct **X3D_Node** * **metadata**
- int **normalizeVelocity**
- float **set_fraction**
- float **value_changed**

3.752.1 Detailed Description

Definition at line 6650 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.753 X3D_SpotLight Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **SFVec4f** **_amb**
- struct **SFVec4f** **_col**
- struct **SFVec4f** **_dir**
- struct **SFVec4f** **_loc**
- float **ambientIntensity**
- struct **SFVec3f** **attenuation**
- float **beamWidth**
- struct **SFColor** **color**
- float **cutOffAngle**
- struct **SFVec3f** **direction**
- int **global**
- float **intensity**
- struct **SFVec3f** **location**
- struct **X3D_Node** * **metadata**
- int **on**
- float **radius**

3.753.1 Detailed Description

Definition at line 6675 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.754 X3D_SquadOrientationInterpolator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **key**
- struct **Multi_Rotation** **keyValue**
- struct **X3D_Node** * **metadata**
- int **normalizeVelocity**
- float **set_fraction**
- struct **SFRotation** **value_changed**

3.754.1 Detailed Description

Definition at line 6708 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.755 X3D_StaticGroup Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__solid**
- int **__transparency**
- struct **Multi_Node** **_sortedChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**

3.755.1 Detailed Description

Definition at line 6731 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.756 X3D_StringSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- int **_initialized**
- int **deletionAllowed**
- int **enabled**
- struct **Uni_String** * **enteredText**
- struct **Uni_String** * **finalText**
- int **isActive**
- struct **X3D_Node** * **metadata**

3.756.1 Detailed Description

Definition at line 6755 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.757 X3D_Switch Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**

- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__isX3D**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi_Node** **children**
- struct **Multi_Node** **choice**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**
- int **whichChoice**

3.757.1 Detailed Description

Definition at line 6780 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.758 X3D_Text Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__rendersub**
- struct **X3D_Node** * **fontStyle**
- struct **Multi_Float** **length**
- struct **Multi_Vec2f** **lineBounds**
- float **maxExtent**
- struct **X3D_Node** * **metadata**
- struct **SFVec3f** **origin**
- int **solid**
- struct **Multi_String** **string**
- struct **SFVec2f** **textBounds**

3.758.1 Detailed Description

Definition at line 6806 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.759 X3D_TextureBackground Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__VBO**
- struct **Multi_Vec3f** **__colours**
- struct **Multi_Vec3f** **__points**
- int **__quadcount**
- void * **_parentResource**
- struct **X3D_Node** * **backTexture**
- double **bindTime**
- struct **X3D_Node** * **bottomTexture**
- struct **X3D_Node** * **frontTexture**
- struct **Multi_Float** **groundAngle**
- struct **Multi_Color** **groundColor**
- int **isBound**
- struct **X3D_Node** * **leftTexture**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **rightTexture**
- int **set_bind**
- struct **Multi_Float** **skyAngle**
- struct **Multi_Color** **skyColor**
- struct **X3D_Node** * **topTexture**
- struct **Multi_Float** **transparency**

3.759.1 Detailed Description

Definition at line 6833 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.760 X3D_TextureCoordinate Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**

- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Multi_Vec2f** **point**

3.760.1 Detailed Description

Definition at line 6870 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.761 X3D_TextureCoordinateGenerator Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **mode**
- struct **Multi_Float** **parameter**

3.761.1 Detailed Description

Definition at line 6889 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.762 X3D_TextureProperties Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- float **anisotropicDegree**
- struct **SFColorRGBA** **borderColor**
- int **borderWidth**
- struct **Uni_String** * **boundaryModeR**
- struct **Uni_String** * **boundaryModeS**
- struct **Uni_String** * **boundaryModeT**
- int **generateMipMaps**
- struct **Uni_String** * **magnificationFilter**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **minificationFilter**
- struct **Uni_String** * **textureCompression**
- float **texturePriority**

3.762.1 Detailed Description

Definition at line 6909 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.763 X3D_TextureTransform Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- struct **SFVec2f** center
- struct **X3D_Node** * metadata
- float rotation
- struct **SFVec2f** scale
- struct **SFVec2f** translation

3.763.1 Detailed Description

Definition at line 6938 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.764 X3D_TimeSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **__ctflag**
- double **__inittime**
- int **__oldEnabled**
- double **cycleInterval**
- double **cycleTime**
- double **elapsedTime**
- int **enabled**
- float **fraction_changed**
- int **isActive**
- double **isPaused**
- int **loop**
- struct **X3D_Node** * **metadata**
- double **pauseTime**
- double **resumeTime**
- double **startTime**
- double **stopTime**
- double **time**

3.764.1 Detailed Description

Definition at line 6960 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.765 X3D_TimeTrigger Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **metadata**
- int **set_boolean**
- double **triggerTime**

3.765.1 Detailed Description

Definition at line 6994 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.766 X3D_TouchSensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__oldEnabled**
- struct **SFVec3f** **_oldhitNormal**
- struct **SFVec3f** **_oldhitPoint**
- struct **SFVec2f** **_oldhitTexCoord**
- struct **Uni_String** * **description**
- int **enabled**
- struct **SFVec3f** **hitNormal_changed**
- struct **SFVec3f** **hitPoint_changed**
- struct **SFVec2f** **hitTexCoord_changed**

- int **isActive**
- int **isOver**
- struct **X3D_Node** * **metadata**
- double **touchTime**

3.766.1 Detailed Description

Definition at line 7014 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.767 X3D_Transform Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__do_anything**
- int **__do_center**
- int **__do_rotation**
- int **__do_scale**
- int **__do_scaleO**
- int **__do_trans**
- struct **Multi_Node** **_sortedChildren**
- struct **Multi_Node** **addChildren**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- struct **X3D_Node** * **metadata**
- struct **Multi_Node** **removeChildren**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**

3.767.1 Detailed Description

Definition at line 7044 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.768 X3D_TransmitterPdu Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Uni_String** * **address**
- struct **SFVec3f** **antennaLocation**
- int **antennaPatternLength**
- int **antennaPatternType**
- int **applicationID**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **cryptoKeyID**
- int **cryptoSystem**
- int **enabled**
- int **entityID**
- int **frequency**
- int **inputSource**
- int **isActive**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isRtpHeaderHeard**
- int **isStandAlone**
- int **lengthOfModulationParameters**
- struct **X3D_Node** * **metadata**
- int **modulationTypeDetail**
- int **modulationTypeMajor**
- int **modulationTypeSpreadSpectrum**
- int **modulationTypeSystem**
- struct **Uni_String** * **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni_String** * **networkMode**
- int **port**
- float **power**
- int **radioEntityTypeCategory**
- int **radioEntityTypeCountry**
- int **radioEntityTypeDomain**
- int **radioEntityTypeKind**
- int **radioEntityTypeNomenclature**
- int **radioEntityTypeNomenclatureVersion**
- int **radioID**
- float **readInterval**
- struct **SFVec3f** **relativeAntennaLocation**

- int **rtpHeaderExpected**
- int **siteID**
- double **timestamp**
- float **transmitFrequencyBandwidth**
- int **transmitState**
- int **whichGeometry**
- float **writeInterval**

3.768.1 Detailed Description

Definition at line 7079 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.769 X3D_TriangleFanSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **Multi_Int32** **fanCount**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.769.1 Detailed Description

Definition at line 7141 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.770 X3D_TriangleSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32_coordIndex**
- struct **Multi_Node attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- int **solid**
- struct **X3D_Node** * **texCoord**

3.770.1 Detailed Description

Definition at line 7171 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.771 X3D_TriangleSet2D Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**

- void * **__texCoords**
- struct **X3D_Node** * **metadata**
- int **solid**
- struct **Multi_Vec2f** **vertices**

3.771.1 Detailed Description

Definition at line 7200 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.772 X3D_TriangleStripSet Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Int32** **_coordIndex**
- struct **Multi_Node** **attrib**
- int **ccw**
- struct **X3D_Node** * **color**
- int **colorPerVertex**
- struct **X3D_Node** * **coord**
- struct **X3D_Node** * **fogCoord**
- struct **X3D_Node** * **metadata**
- struct **X3D_Node** * **normal**
- int **normalPerVertex**
- int **solid**
- struct **Multi_Int32** **stripCount**
- struct **X3D_Node** * **texCoord**

3.772.1 Detailed Description

Definition at line 7221 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.773 X3D_TwoSidedMaterial Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_Float** **_verifiedBackColor**
- struct **Multi_Float** **_verifiedFrontColor**
- float **ambientIntensity**
- float **backAmbientIntensity**
- struct **SFColor** **backDiffuseColor**
- struct **SFColor** **backEmissiveColor**
- float **backShininess**
- struct **SFColor** **backSpecularColor**
- float **backTransparency**
- struct **SFColor** **diffuseColor**
- struct **SFColor** **emissiveColor**
- struct **X3D_Node** * **metadata**
- int **separateBackColor**
- float **shininess**
- struct **SFColor** **specularColor**
- float **transparency**

3.773.1 Detailed Description

Definition at line 7251 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.774 X3D_Viewpoint Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**

- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- double **bindTime**
- struct **SFVec3f** **centerOfRotation**
- struct **Uni_String** * **description**
- float **fieldOfView**
- int **isBound**
- int **jump**
- struct **X3D_Node** * **metadata**
- struct **SFRotation** **orientation**
- struct **SFVec3f** **position**
- int **retainUserOffsets**
- int **set_bind**

3.774.1 Detailed Description

Definition at line 7284 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.775 X3D_ViewpointGroup Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **X3D_Node** * **__proxNode**
- struct **SFVec3f** **center**
- struct **Multi_Node** **children**
- struct **Uni_String** * **description**
- int **displayed**
- struct **X3D_Node** * **metadata**
- int **retainUserOffsets**
- struct **SFVec3f** **size**

3.775.1 Detailed Description

Definition at line 7312 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.776 X3D_Virt Struct Reference

Data Fields

- void(* **prep**)(void *)
- void(* **rend**)(void *)
- void(* **children**)(void *)
- void(* **fin**)(void *)
- void(* **rendray**)(void *)
- void(* **mkpolyrep**)(void *)
- void(* **proximity**)(void *)
- void(* **other**)(void *)
- void(* **collision**)(void *)
- void(* **compile**)(void *, void *, void *, void *, void *)

3.776.1 Detailed Description

Definition at line 37 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.777 X3D_VisibilitySensor Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- int **__Samples**
- int **__occludeCheckCount**
- int **__oldEnabled**
- struct **Multi_Vec3f** **__points**
- int **__visible**
- struct **SFVec3f** **center**
- int **enabled**
- double **enterTime**
- double **exitTime**
- int **isActive**
- struct **X3D_Node** * **metadata**
- struct **SFVec3f** **size**

3.777.1 Detailed Description

Definition at line 7337 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.778 X3D_WorldInfo Struct Reference

Data Fields

- int **_renderFlags**
- int **_hit**
- int **_change**
- int **_ichange**
- struct **Vector** * **_parentVector**
- double **_dist**
- float **_extent** [6]
- struct **X3D_PolyRep** * **_intern**
- int **_nodeType**
- int **referenceCount**
- int **_defaultContainer**
- struct **X3D_Node** * **_executionContext**
- struct **Multi_String** **info**
- struct **X3D_Node** * **metadata**
- struct **Uni_String** * **title**

3.778.1 Detailed Description

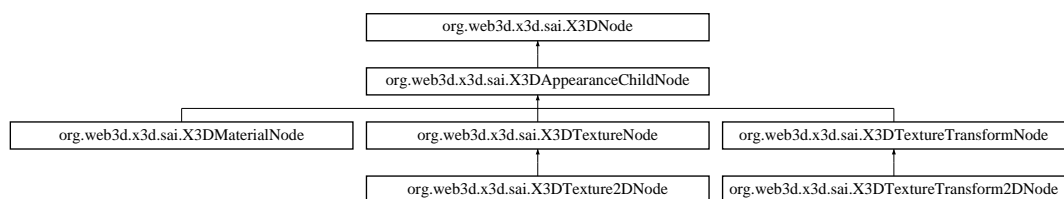
Definition at line 7366 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/Structs.h

3.779 org.web3d.x3d.sai.X3DAppearanceChildNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAppearanceChildNode:



Additional Inherited Members

3.779.1 Detailed Description

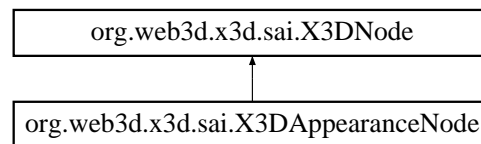
Definition at line 3 of file X3DAppearanceChildNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAppearanceChildNode.java

3.780 org.web3d.x3d.sai.X3DAppearanceNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAppearanceNode:



Additional Inherited Members

3.780.1 Detailed Description

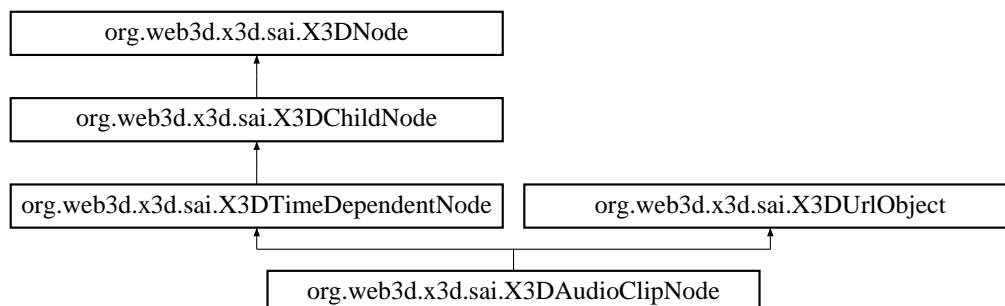
Definition at line 3 of file `X3DAppearanceNode.java`.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAppearanceNode.java

3.781 org.web3d.x3d.sai.X3DAudioClipNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAudioClipNode:



Public Member Functions

- String **getDescription** ()
- void **setDescription** ()
- float **getPitch** ()
- void **setPitch** (float pitch) throws `InvalidFieldValueException`
- double **getDuration** ()
- void **setDuration** (double time)

3.781.1 Detailed Description

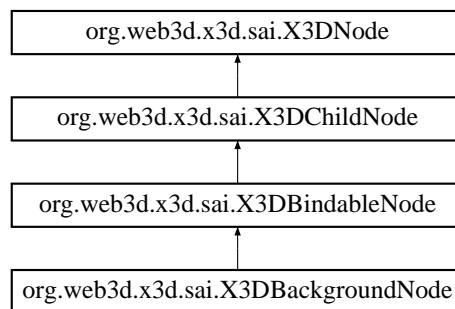
Definition at line 3 of file X3DAudioClipNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAudioClipNode.java

3.782 org.web3d.x3d.sai.X3DBackgroundNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBackgroundNode:



Public Member Functions

- int **getNumSkyAngle** ()
- void **getSkyAngle** (float[] angles)
- void **setSkyAngle** (float[] angles)
- int **getNumGroundAngle** ()
- void **getGroundAngle** (float[] angle)
- void **setGroundAngle** (float[] angle)
- int **getNumSkyColor** ()
- void **getSkyColor** (float[] colors)
- void **setSkyColor** (float[] colors)
- int **getNumGroundColor** ()
- void **getGroundColor** (float[] color)
- void **setGroundColor** (float[] color)

3.782.1 Detailed Description

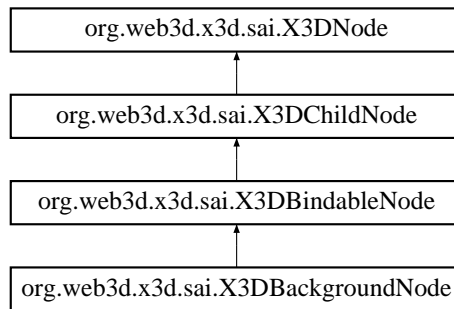
Definition at line 3 of file X3DBackgroundNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBackgroundNode.java

3.783 org.web3d.x3d.sai.X3DBindableNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBindableNode:



Public Member Functions

- void **setBind** (boolean enable)
- boolean **isBound** ()
- double **getBindTime** ()

3.783.1 Detailed Description

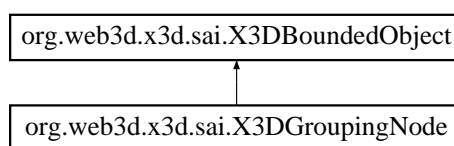
Definition at line 3 of file X3DBindableNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBindableNode.java

3.784 org.web3d.x3d.sai.X3DBoundedObject Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBoundedObject:



3.784.1 Detailed Description

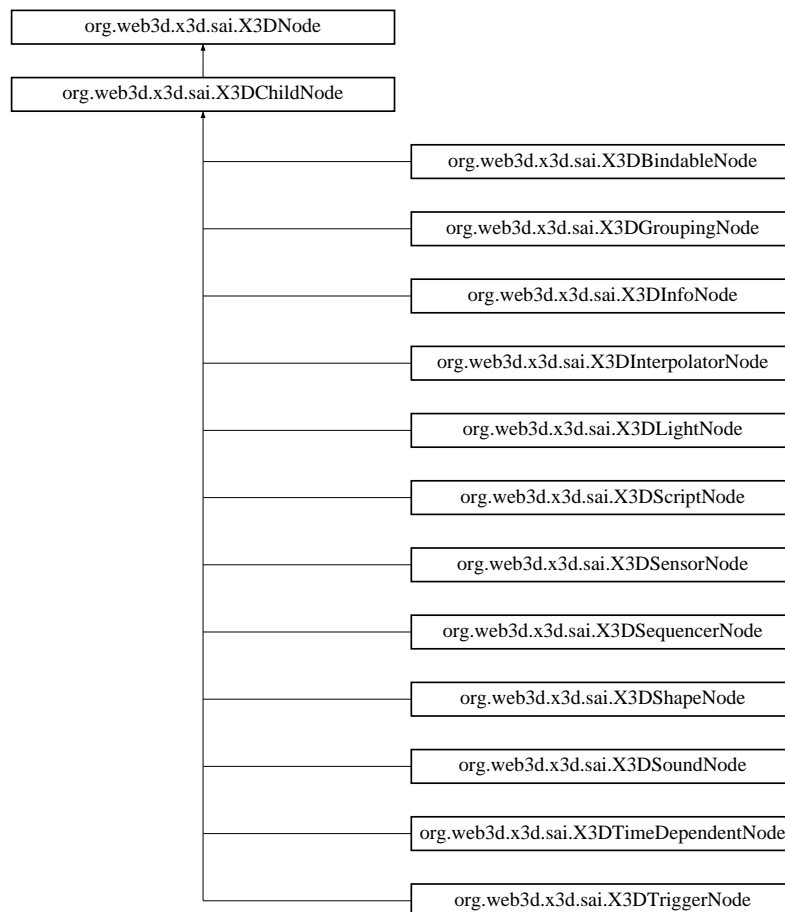
Definition at line 3 of file X3DBoundedObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBoundedObject.java

3.785 org.web3d.x3d.sai.X3DChildNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DChildNode:



Additional Inherited Members

3.785.1 Detailed Description

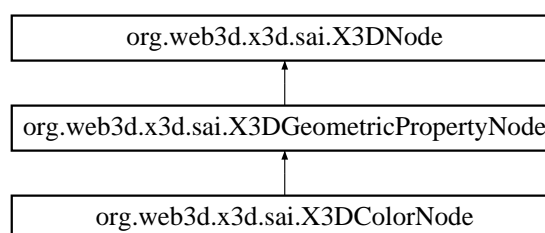
Definition at line 3 of file `X3DChildNode.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DChildNode.java`

3.786 org.web3d.x3d.sai.X3DColorNode Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DColorNode`:



Public Member Functions

- int **getNumColors** ()
- int **getNumComponents** ()
- void **setColor** (float[] colors)
- void **getColor** (float[] color)

3.786.1 Detailed Description

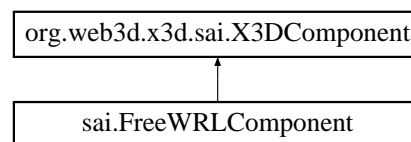
Definition at line 3 of file X3DColorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DColorNode.java

3.787 org.web3d.x3d.sai.X3DComponent Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DComponent:



Public Member Functions

- **ExternalBrowser** **getBrowser** ()
- Object **getImplementation** ()
- void **shutdown** ()

3.787.1 Detailed Description

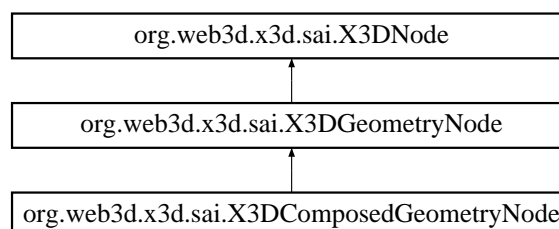
Definition at line 3 of file X3DComponent.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DComponent.java

3.788 org.web3d.x3d.sai.X3DComposedGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DComposedGeometryNode:



Public Member Functions

- **X3DNode** **getColor** ()
- void **setColor** (X3DColorNode node)
- void **setColor** (X3DProtolInstance comp)
- **X3DNode** **getCoord** ()
- void **setCoord** (X3DCoordinateNode node)
- void **setCoord** (X3DProtolInstance node)
- **X3DNode** **getTexCoord** ()
- void **setTexCoord** (X3DTextureCoordinateNode node)
- void **setTexCoord** (X3DProtolInstance node)
- **X3DNode** **getNormal** ()
- void **setNormal** (X3DNormalNode node)
- void **setNormal** (X3DProtolInstance node)
- boolean **getIsSolid** ()
- void **setIsSolid** (boolean solid)
- boolean **getIsCCW** ()
- void **setIsCCW** (boolean ccw)
- boolean **getColorPerVertex** ()
- void **setColorPerVertex** (boolean perVertex)
- boolean **getNormalPerVertex** ()
- void **setNormalPerVertex** (boolean perVertex)

3.788.1 Detailed Description

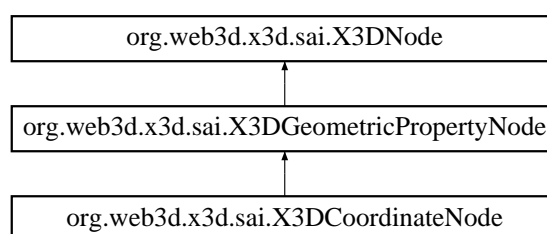
Definition at line 3 of file X3DComposedGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DComposedGeometryNode.java

3.789 org.web3d.x3d.sai.X3DCoordinateNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DCoordinateNode:



Public Member Functions

- int **getNumCoordinates** ()
- void **setPoint** (float[] points)
- void **getPoint** (float[] points)

3.789.1 Detailed Description

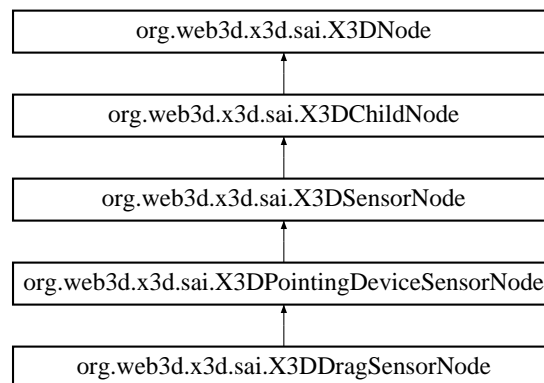
Definition at line 3 of file X3DCoordinateNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DCoordinateNode.java

3.790 org.web3d.x3d.sai.X3DDragSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DDragSensorNode:



Public Member Functions

- void **setAutoOffset** (boolean newAutoOffset)
- boolean **getAutoOffset** ()
- void **getTrackPoint** (float[] points)

3.790.1 Detailed Description

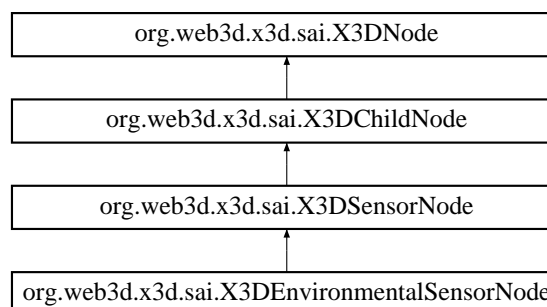
Definition at line 3 of file X3DDragSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DDragSensorNode.java

3.791 org.web3d.x3d.sai.X3DEnvironmentalSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DEnvironmentalSensorNode:



Public Member Functions

- double **getEnterTime** ()
- double **getExitTime** ()
- void **getCenter** (float[] pos)
- void **setCenter** (float[] pos)
- void **getSize** (float[] size)
- void **setSize** (float[] size)

3.791.1 Detailed Description

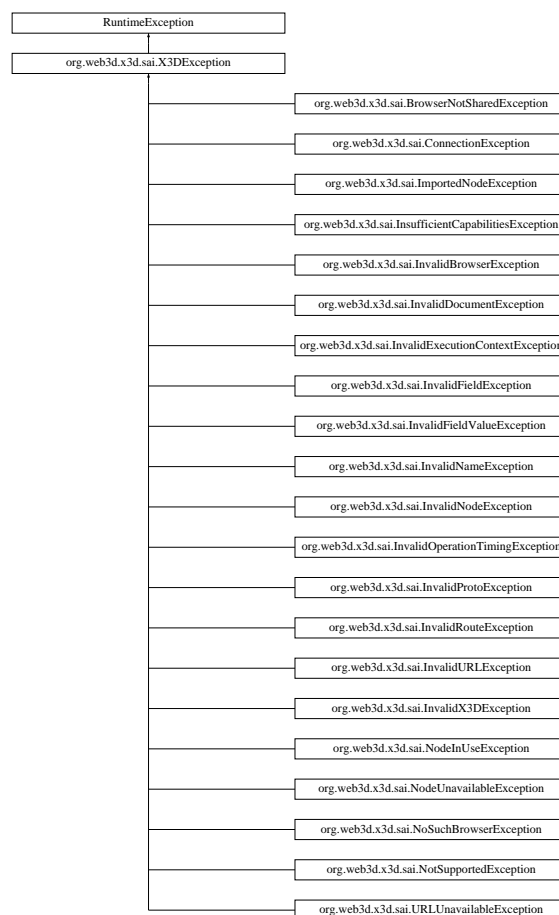
Definition at line 3 of file X3DEnvironmentalSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DEnvironmentalSensorNode.java

3.792 org.web3d.x3d.sai.X3DException Class Reference

Inheritance diagram for org.web3d.x3d.sai.X3DException:



Public Member Functions

- **X3DException** (String msg)

3.792.1 Detailed Description

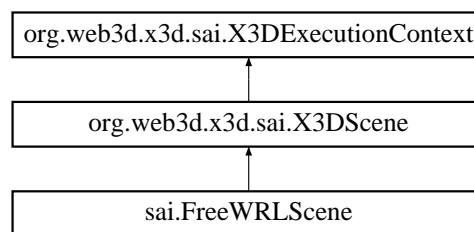
Definition at line 3 of file X3DException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DException.java

3.793 org.web3d.x3d.sai.X3DExecutionContext Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DExecutionContext:



Public Member Functions

- String **getSpecificationVersion** () throws `InvalidExecutionContextException`
- int **getEncoding** () throws `InvalidExecutionContextException`
- **ProfileInfo** **getProfile** () throws `InvalidExecutionContextException`
- **ComponentInfo**[] **getComponents** () throws `InvalidExecutionContextException`
- String **getWorldURL** () throws `InvalidExecutionContextException`
- **X3DNode** **getNamedNode** (String nodeName) throws `InvalidExecutionContextException`, `NodeUnavailableException`, `InvalidNameException`
- **X3DNode** **getImportedNode** (String nodeName) throws `InvalidExecutionContextException`, `NodeUnavailableException`, `InvalidNameException`
- **X3DNode** **createNode** (String nodeName) throws `InvalidExecutionContextException`, `InvalidNameException`
- **X3DProtoInstance** **createProto** (String protoName) throws `InvalidExecutionContextException`, `InvalidNameException`
- void **updateNamedNode** (String nodeName, **X3DNode** nodeRef) throws `InvalidExecutionContextException`, `InvalidNameException`, `ImportedNodeException`
- void **updateImportedNode** (String nodeName, String importedName, **X3DNode** nodeRef) throws `InvalidExecutionContextException`, `InvalidNameException`, `ImportedNodeException`
- void **removeNamedNode** (String nodeName) throws `InvalidExecutionContextException`, `InvalidNameException`
- void **removeImportedNode** (String nodeName) throws `InvalidExecutionContextException`, `InvalidNameException`
- **X3DProtoDeclaration** **getProtoDeclaration** (String protoName) throws `InvalidExecutionContextException`, `InvalidNameException`
- void **updateProtoDeclaration** (String protoName, **X3DProtoDeclaration** newDeclaration) throws `InvalidExecutionContextException`, `InvalidNameException`
- void **removeProtoDeclaration** (String protoName) throws `InvalidExecutionContextException`, `InvalidNameException`
- **X3DExternProtoDeclaration** **getExternProtoDeclaration** (String protoName) throws `InvalidExecutionContextException`, `InvalidNameException`, `URLUnavailableException`
- void **updateExternProtoDeclaration** (String protoName, **X3DExternProtoDeclaration** newDeclaration) throws `InvalidExecutionContextException`
- void **removeExternProtoDeclaration** (String protoName) throws `InvalidExecutionContextException`
- **X3DNode**[] **getRootNodes** () throws `InvalidExecutionContextException`

- **X3DRoute[] getRoutes** () throws `InvalidExecutionContextException`
- **X3DRoute addRoute** (**X3DNode** startNode, String starttName, **X3DNode** endNode, String endEvent) throws `InvalidExecutionContextException`, `InvalidNodeException`, `InvalidFieldException`
- void **removeRoute** (**X3DRoute** route) throws `InvalidExecutionContextException`

3.793.1 Detailed Description

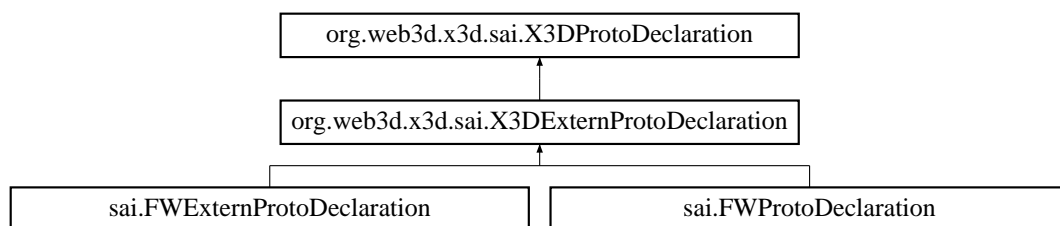
Definition at line 3 of file `X3DExecutionContext.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DExecutionContext.java`

3.794 org.web3d.x3d.sai.X3DExternProtoDeclaration Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DExternProtoDeclaration`:



Public Member Functions

- int **getLoadState** () throws `InvalidOperationTimingException`, `InvalidProtoException`
- void **loadNow** () throws `InvalidOperationTimingException`, `InvalidProtoException`

3.794.1 Detailed Description

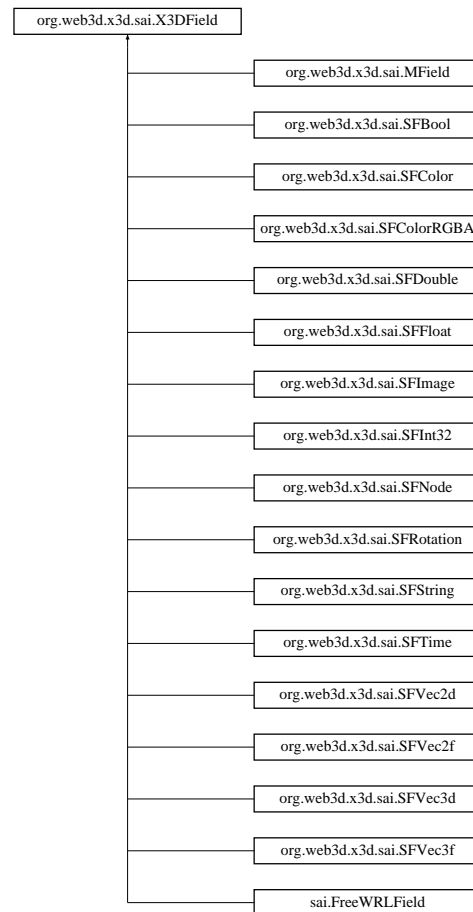
Definition at line 3 of file `X3DExternProtoDeclaration.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DExternProtoDeclaration.java`

3.795 org.web3d.x3d.sai.X3DField Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DField`:



Public Member Functions

- **X3DFieldDefinition** **getDefinition** () throws InvalidFieldException, ConnectionException
- boolean **isReadable** () throws InvalidFieldException, ConnectionException
- boolean **isWritable** () throws InvalidFieldException, ConnectionException
- void **addX3DEventListener** (X3DFieldEventListener l) throws InvalidFieldException, ConnectionException
- void **removeX3DEventListener** (X3DFieldEventListener l) throws InvalidFieldException, ConnectionException
- void **setUserData** (Object data) throws InvalidFieldException, ConnectionException
- Object **getUserData** () throws InvalidFieldException, ConnectionException
- void **dispose** ()

3.795.1 Detailed Description

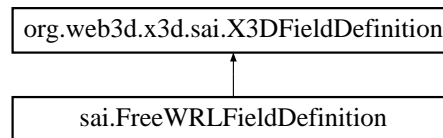
Definition at line 3 of file X3DField.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DField.java

3.796 org.web3d.x3d.sai.X3DFieldDefinition Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldDefinition:



Public Member Functions

- String **getName** ()
- int **getAccessType** ()
- int **getFieldType** ()
- String **getFieldTypeString** ()

3.796.1 Detailed Description

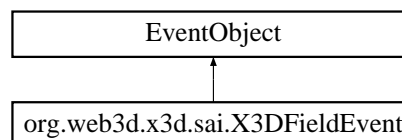
Definition at line 3 of file X3DFieldDefinition.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldDefinition.java

3.797 org.web3d.x3d.sai.X3DFieldEvent Class Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldEvent:



Public Member Functions

- **X3DFieldEvent** (Object src, double t, Object d)
- double **getTime** ()
- Object **getData** ()

3.797.1 Detailed Description

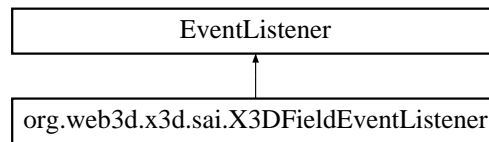
Definition at line 4 of file X3DFieldEvent.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldEvent.java

3.798 org.web3d.x3d.sai.X3DFieldEventListener Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldEventListener:



Public Member Functions

- void **readableFieldChanged** (X3DFieldEvent evt)

3.798.1 Detailed Description

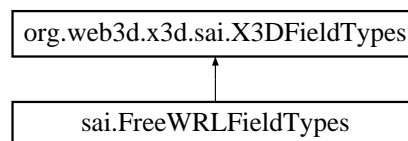
Definition at line 3 of file X3DFieldEventListener.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldEventListener.java

3.799 org.web3d.x3d.sai.X3DFieldTypes Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldTypes:



Data Fields

- int **INPUT_ONLY** = 1
- int **INITIALIZE_ONLY** = 2
- int **INPUT_OUTPUT** = 3
- int **OUTPUT_ONLY** = 4
- int **SFBOOL** = 1
- int **MFBOOL** = 2
- int **SFCOLOR** = 21
- int **MFCOLOR** = 22
- int **SFCOLORRGBA** = 23
- int **MFCOLORRGBA** = 24
- int **SFDOUBLE** = 7
- int **MFDOUBLE** = 8
- int **SFFLOAT** = 5
- int **MFFLOAT** = 6
- int **SFIMAGE** = 25
- int **MFIMAGE** = 26
- int **SFINT32** = 3
- int **MFINT32** = 4
- int **SFNODE** = 11
- int **MFNODE** = 12
- int **SFROTATION** = 19

- int **MFROTATION** = 20
- int **SFSTRING** = 27
- int **MFSTRING** = 28
- int **SFTIME** = 9
- int **MFTIME** = 10
- int **SFVEC2F** = 13
- int **MFVEC2F** = 14
- int **SFVEC3F** = 15
- int **MFVEC3F** = 16
- int **SFVEC3D** = 17
- int **MFVEC3D** = 18
- int **SFVEC2D** = 29
- int **MFVEC2D** = 30

3.799.1 Detailed Description

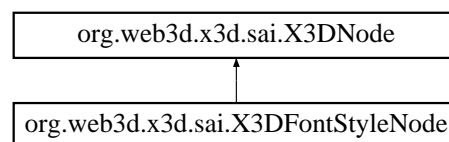
Definition at line 3 of file X3DFieldTypes.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldTypes.java

3.800 org.web3d.x3d.sai.X3DFontStyleNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFontStyleNode:



Public Member Functions

- Font **getFont** ()
- int **getHorizontalJustification** ()
- int **getVerticalJustification** ()
- float **getSpacing** ()
- float **getSize** ()
- boolean **isTopToBottom** ()
- boolean **isLeftToRight** ()

Data Fields

- int **PLAIN_STYLE** = java.awt.Font.PLAIN
- int **ITALIC_STYLE** = java.awt.Font.ITALIC
- int **BOLD_STYLE** = java.awt.Font.BOLD
- int **BOLDITALIC_STYLE** = java.awt.Font.BOLD + java.awt.Font.ITALIC
- int **BEGIN_JUSTIFY** = 1
- int **END_JUSTIFY** = 2
- int **MIDDLE_JUSTIFY** = 3
- int **FIRST_JUSTIFY** = 4

3.800.1 Detailed Description

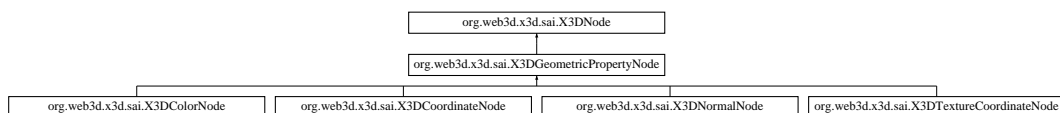
Definition at line 4 of file X3DFontStyleNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFontStyleNode.java

3.801 org.web3d.x3d.sai.X3DGeometricPropertyNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGeometricPropertyNode:



Additional Inherited Members

3.801.1 Detailed Description

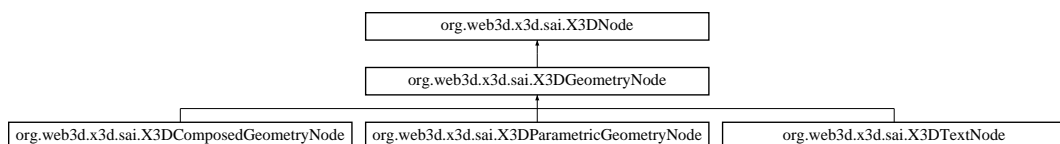
Definition at line 3 of file X3DGeometricPropertyNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGeometricPropertyNode.java

3.802 org.web3d.x3d.sai.X3DGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGeometryNode:



Additional Inherited Members

3.802.1 Detailed Description

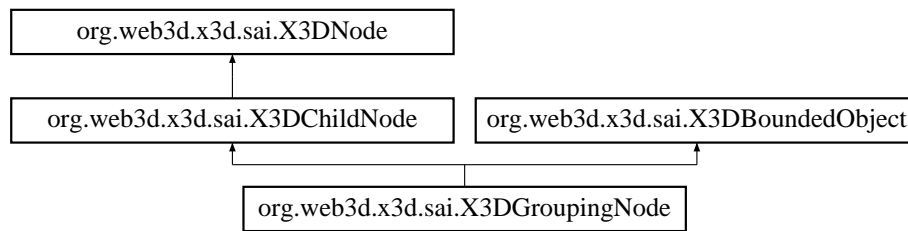
Definition at line 3 of file X3DGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGeometryNode.java

3.803 org.web3d.x3d.sai.X3DGroupingNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGroupingNode:



Public Member Functions

- void **getChildren** (**X3DNode**[] nodes)
- void **setChildren** (**X3DNode**[] kids) throws `InvalidNodeException`
- void **addChildren** (**X3DNode**[] added) throws `InvalidNodeException`
- void **removeChildren** (**X3DNode**[] removed) throws `InvalidNodeException`
- void **removeChild** (**X3DNode** removed) throws `InvalidNodeException`
- int **getNumChildren** ()

3.803.1 Detailed Description

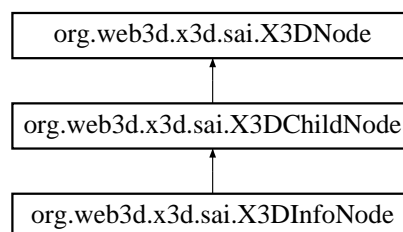
Definition at line 3 of file `X3DGroupingNode.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DGroupingNode.java`

3.804 org.web3d.x3d.sai.X3DInfoNode Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DInfoNode`:



Additional Inherited Members

3.804.1 Detailed Description

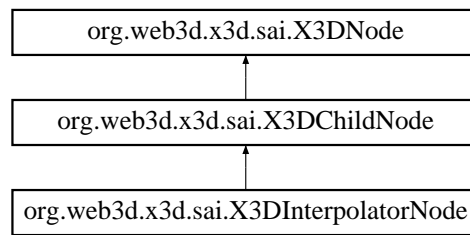
Definition at line 3 of file `X3DInfoNode.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DInfoNode.java`

3.805 org.web3d.x3d.sai.X3DInterpolatorNode Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DInterpolatorNode`:



Public Member Functions

- void **setFraction** (float value)
- int **getNumKeys** ()
- void **setKey** (float[] keys)
- void **getKey** (float[] keys)

3.805.1 Detailed Description

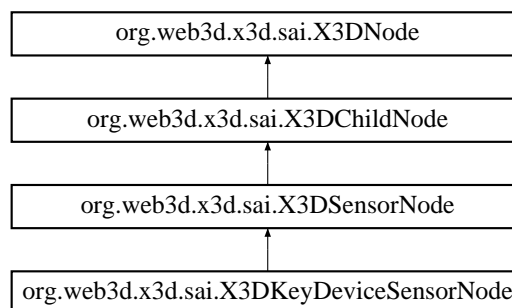
Definition at line 3 of file X3DInterpolatorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DInterpolatorNode.java

3.806 org.web3d.x3d.sai.X3DKeyDeviceSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DKeyDeviceSensorNode:



Additional Inherited Members

3.806.1 Detailed Description

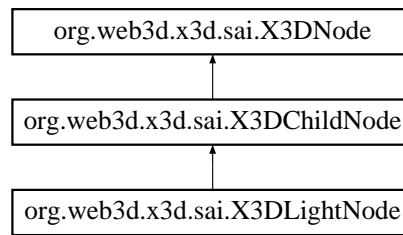
Definition at line 3 of file X3DKeyDeviceSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DKeyDeviceSensorNode.java

3.807 org.web3d.x3d.sai.X3DLightNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DLightNode:



Public Member Functions

- boolean **getOn** ()
- void **setOn** (boolean state)
- float **getAmbientIntensity** ()
- void **setAmbientIntensity** (float intensity) throws InvalidFieldValueException
- void **getColor** (float[] color)
- void **setColor** (float[] color) throws InvalidFieldValueException
- void **getIntensity** ()
- void **setIntensity** (float newIntensity) throws InvalidFieldValueException

3.807.1 Detailed Description

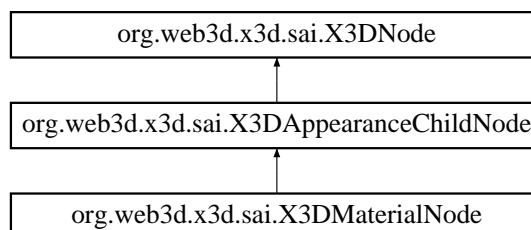
Definition at line 3 of file X3DLightNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DLightNode.java

3.808 org.web3d.x3d.sai.X3DMaterialNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DMaterialNode:



Additional Inherited Members

3.808.1 Detailed Description

Definition at line 3 of file X3DMaterialNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DMaterialNode.java

3.809 org.web3d.x3d.sai.X3DMetadataObject Interface Reference

Public Member Functions

- void **setStandard** (String std)
- String **getStandard** ()
- void **setName** (String name)
- String **getName** ()

3.809.1 Detailed Description

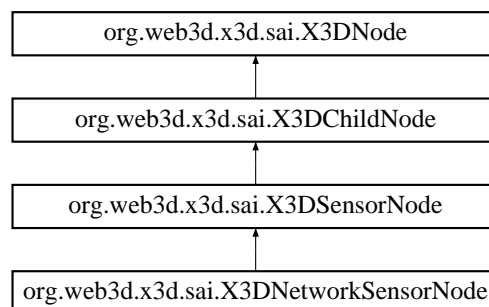
Definition at line 3 of file X3DMetadataObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DMetadataObject.java

3.810 org.web3d.x3d.sai.X3DNetworkSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNetworkSensorNode:



Additional Inherited Members

3.810.1 Detailed Description

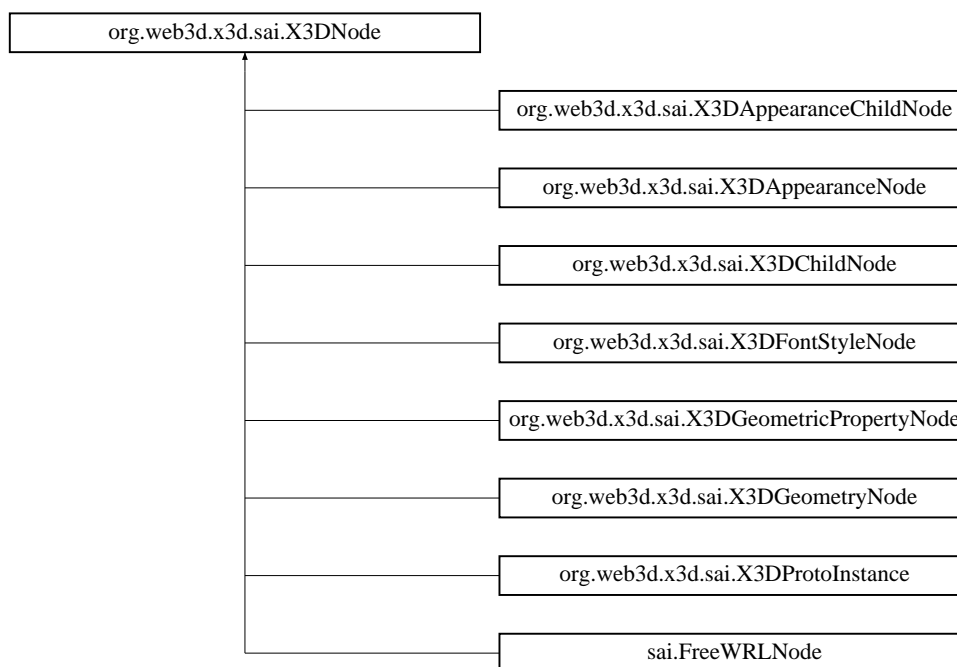
Definition at line 3 of file X3DNetworkSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNetworkSensorNode.java

3.811 org.web3d.x3d.sai.X3DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNode:



Public Member Functions

- void **setMetadata** (**X3DMetadataObject** data) throws InvalidNodeException, ConnectionException
- **X3DMetadataObject** **getMetadata** () throws InvalidNodeException, ConnectionException
- String **getNodeName** () throws InvalidNodeException, ConnectionException
- **X3DFieldDefinition[]** **getFieldDefinitions** () throws InvalidNodeException, ConnectionException
- int[] **getNodeType** () throws InvalidNodeException, ConnectionException
- **X3DField** **getField** (String name) throws InvalidNameException, InvalidNodeException, ConnectionException
- void **dispose** ()

3.811.1 Detailed Description

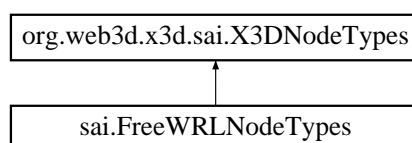
Definition at line 3 of file X3DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNode.java

3.812 org.web3d.x3d.sai.X3DNodeTypes Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNodeTypes:



Data Fields

- `int X3DBoundedObject = 1`
- `int X3DBounded2DObject = 2`
- `int X3DURLObject = 3`
- `int X3DAppearanceNode = 10`
- `int X3DAppearanceChildNode = 11`
- `int X3DMaterialNode = 12`
- `int X3DTextureNode = 13`
- `int X3DTexture2DNode = 14`
- `int X3DTexture3DNode = 15`
- `int X3DTextureTransformNode = 16`
- `int X3DTextureTransform2DNode = 17`
- `int X3DGeometryNode = 18`
- `int X3DTextNode = 19`
- `int X3DParametricGeometryNode = 20`
- `int X3DGeometricPropertyNode = 21`
- `int X3DColorNode = 22`
- `int X3DCoordinateNode = 23`
- `int X3DNormalNode = 24`
- `int X3DTextureCoordinateNode = 25`
- `int X3DFontStyleNode = 26`
- `int X3DProtoInstance = 27`
- `int X3DChildNode = 28`
- `int X3DBindableNode = 29`
- `int X3DBackgroundNode = 30`
- `int X3DGroupingNode = 31`
- `int X3DShapeNode = 32`
- `int X3DInterpolatorNode = 33`
- `int X3DLightNode = 34`
- `int X3DScriptNode = 35`
- `int X3DSensorNode = 36`
- `int X3DEnvironmentalSensorNode = 37`
- `int X3DKeyDeviceSensorNode = 38`
- `int X3DNetworkSensorNode = 39`
- `int X3DPointingDeviceSensorNode = 40`
- `int X3DDragSensorNode = 41`
- `int X3DTouchSensorNode = 42`
- `int X3DSequencerNode = 43`
- `int X3DTimeDependentNode = 44`
- `int X3DSoundSourceNode = 45`
- `int X3DTriggerNode = 46`
- `int X3DInfoNode = 47`

3.812.1 Detailed Description

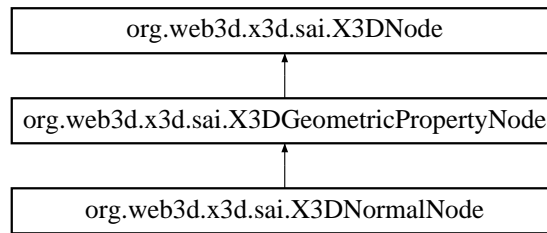
Definition at line 3 of file X3DNodeTypes.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DNodeTypes.java`

3.813 org.web3d.x3d.sai.X3DNormalNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNormalNode:



Public Member Functions

- int **getNumNormals** ()
- void **setVector** (float[] value)
- void **getVector** (float[] value)

3.813.1 Detailed Description

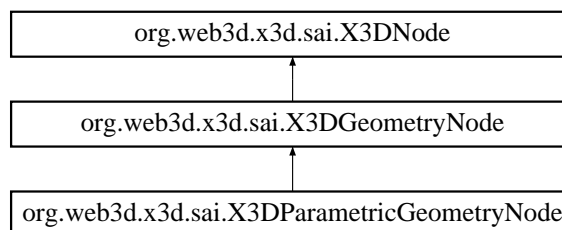
Definition at line 3 of file X3DNormalNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNormalNode.java

3.814 org.web3d.x3d.sai.X3DParametricGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DParametricGeometryNode:



Additional Inherited Members

3.814.1 Detailed Description

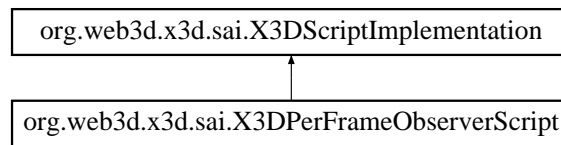
Definition at line 3 of file X3DParametricGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DParametricGeometryNode.java

3.815 org.web3d.x3d.sai.X3DPerFrameObserverScript Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DPerFrameObserverScript:



Public Member Functions

- void **prepareEvents** ()

3.815.1 Detailed Description

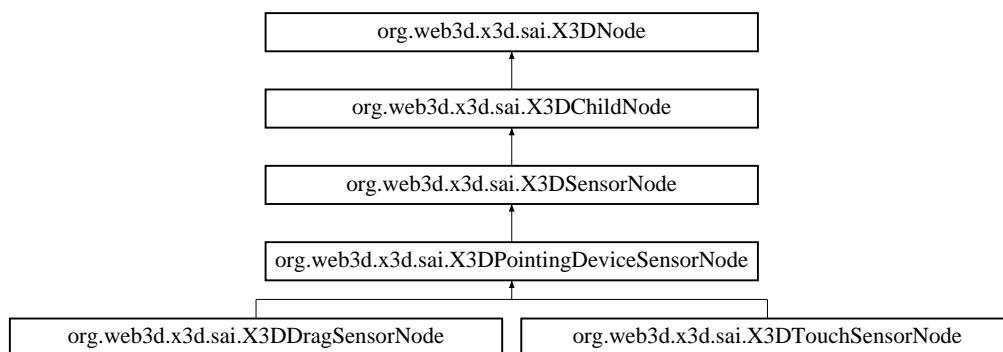
Definition at line 3 of file X3DPerFrameObserverScript.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DPerFrameObserverScript.java

3.816 org.web3d.x3d.sai.X3DPointingDeviceSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DPointingDeviceSensorNode:



Additional Inherited Members

3.816.1 Detailed Description

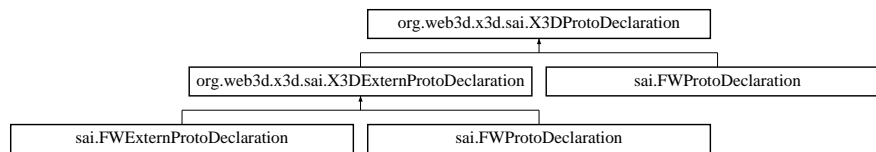
Definition at line 3 of file X3DPointingDeviceSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DPointingDeviceSensorNode.java

3.817 org.web3d.x3d.sai.X3DProtoDeclaration Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DProtoDeclaration:



Public Member Functions

- **X3DProtoInstance** **createInstance** () throws InvalidOperationTimingException, InvalidProtoException
- **X3DFieldDefinition[]** **getFieldDefinitions** () throws InvalidOperationTimingException, InvalidProtoException
- void **dispose** ()

3.817.1 Detailed Description

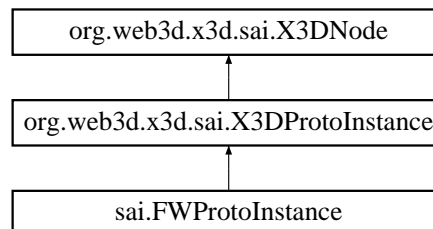
Definition at line 3 of file X3DProtoDeclaration.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DProtoDeclaration.java

3.818 org.web3d.x3d.sai.X3DProtoInstance Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DProtoInstance:



Public Member Functions

- int[] **getImplementationTypes** ()

3.818.1 Detailed Description

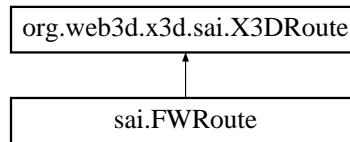
Definition at line 3 of file X3DProtoInstance.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DProtoInstance.java

3.819 org.web3d.x3d.sai.X3DRoute Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DRoute:



Public Member Functions

- **X3DNode** **getSourceNode** () throws InvalidOperationTimingException, InvalidRouteException
- String **getSourceField** () throws InvalidOperationTimingException, InvalidRouteException
- **X3DNode** **getDestinationNode** () throws InvalidOperationTimingException, InvalidRouteException
- String **getDestinationField** () throws InvalidOperationTimingException, InvalidRouteException
- void **dispose** () throws InvalidOperationTimingException

3.819.1 Detailed Description

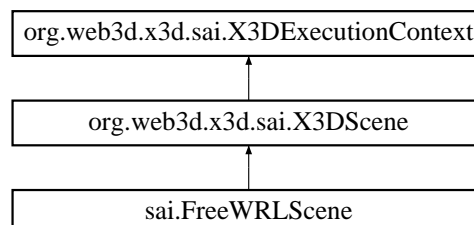
Definition at line 3 of file X3DRoute.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DRoute.java

3.820 org.web3d.x3d.sai.X3DScene Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScene:



Public Member Functions

- String **getMetaData** (String **key**) throws InvalidExecutionContextException
- void **setMetaData** (String **key**, String value) throws InvalidExecutionContextException
- **X3DNode** **getExportedNode** (String nodeName) throws InvalidExecutionContextException, Node← UnavailableException, InvalidNameException
- void **updateExportedNode** (String nodeName, String newName) throws InvalidExecutionContextException, InvalidNameException
- void **removeExportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName← Exception
- void **addRootNode** (**X3DNode** rootNode) throws InvalidExecutionContextException, NodeInUseException, InsufficientCapabilitiesException
- void **removeRootNode** (**X3DNode** rootNode) throws InvalidExecutionContextException
- void **dispose** ()

3.820.1 Detailed Description

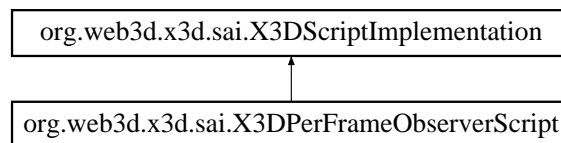
Definition at line 3 of file X3DScene.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScene.java

3.821 org.web3d.x3d.sai.X3DScriptImplementation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScriptImplementation:



Public Member Functions

- void **setBrowser** (**Browser** browser)
- void **setFields** (**X3DScriptNode** externalView, java.util.Map fields)
- void **initialize** ()
- void **eventsProcessed** ()
- void **shutdown** ()

3.821.1 Detailed Description

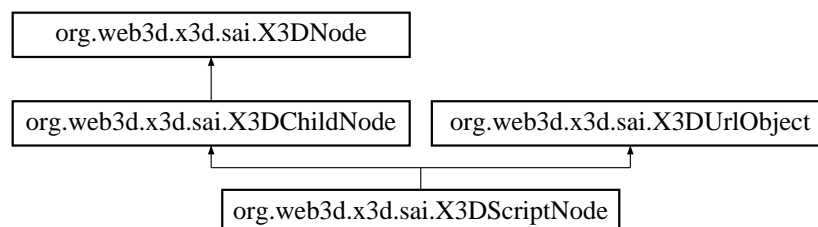
Definition at line 3 of file X3DScriptImplementation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScriptImplementation.java

3.822 org.web3d.x3d.sai.X3DScriptNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScriptNode:



Additional Inherited Members

3.822.1 Detailed Description

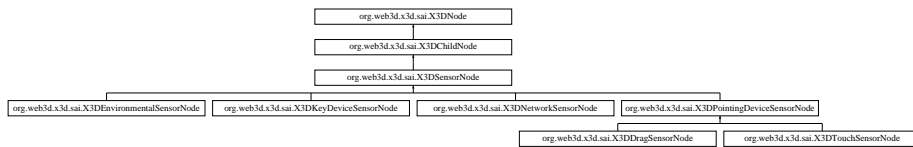
Definition at line 3 of file X3DScriptNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScriptNode.java

3.823 org.web3d.x3d.sai.X3DSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSensorNode:



Public Member Functions

- void **setEnabled** (boolean state)
- boolean **getEnabled** ()
- boolean **getIsActive** ()

3.823.1 Detailed Description

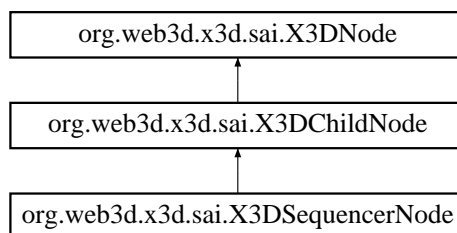
Definition at line 3 of file X3DSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSensorNode.java

3.824 org.web3d.x3d.sai.X3DSequencerNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSequencerNode:



Public Member Functions

- void **setFraction** (float fraction)
- int **getNumKey** ()
- void **getKey** (float[] keys)
- void **setKey** (float[] keys)
- int **getNumKeyValue** ()

3.824.1 Detailed Description

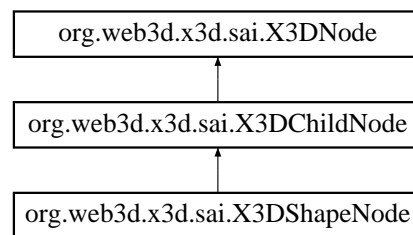
Definition at line 3 of file X3DSequencerNode.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DSequencerNode.java`

3.825 `org.web3d.x3d.sai.X3DShapeNode` Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DShapeNode`:



Public Member Functions

- **X3DNode** `getAppearance ()`
- void **setAppearance** (**X3DAppearanceNode** app)
- void **setAppearance** (**X3DProtolInstance** app)
- **X3DNode** `getGeometry ()`
- void **setGeometry** (**X3DGeometryNode** geom)
- void **setGeometry** (**X3DProtolInstance** geom)

3.825.1 Detailed Description

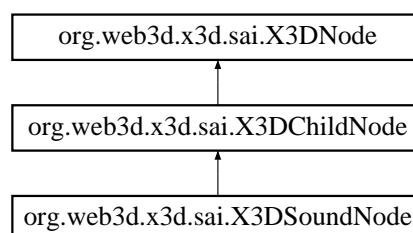
Definition at line 3 of file X3DShapeNode.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DShapeNode.java`

3.826 `org.web3d.x3d.sai.X3DSoundNode` Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DSoundNode`:



Additional Inherited Members

3.826.1 Detailed Description

Definition at line 3 of file X3DSoundNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSoundNode.java

3.827 org.web3d.x3d.sai.X3DSoundSourceNode Interface Reference

Public Member Functions

- float **getPitch** ()
- void **setPitch** (float pitch) throws InvalidFieldValueException
- void **setDescription** (String text)
- String **getDescription** (String text)

3.827.1 Detailed Description

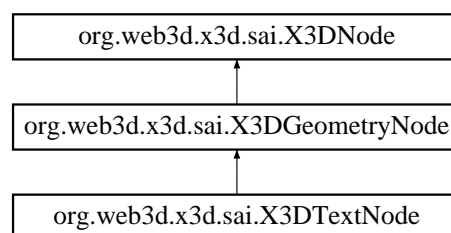
Definition at line 3 of file X3DSoundSourceNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSoundSourceNode.java

3.828 org.web3d.x3d.sai.X3DTextNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextNode:



Public Member Functions

- void **setFontStyle** (X3DFontStyleNode fs)
- void **setFontStyle** (X3DProtoInstance fs)
- X3DNode **getFontStyle** ()
- int **getNumText** ()
- void **setText** (String[] text)
- void **getText** (String[] text)

3.828.1 Detailed Description

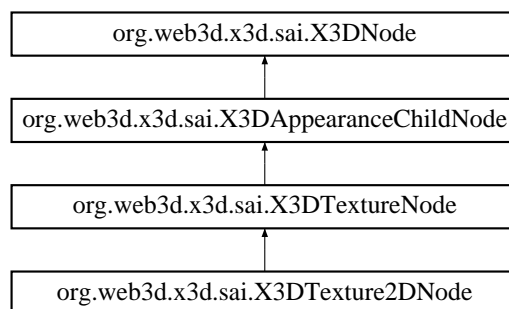
Definition at line 3 of file X3DTextNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextNode.java

3.829 org.web3d.x3d.sai.X3DTexture2DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTexture2DNode:



Public Member Functions

- void **setRepeatS** (boolean state)
- boolean **getRepeatS** ()
- void **setRepeatT** (boolean state)
- boolean **getRepeatT** ()

3.829.1 Detailed Description

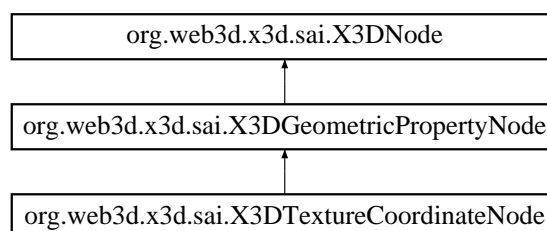
Definition at line 3 of file X3DTexture2DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTexture2DNode.java

3.830 org.web3d.x3d.sai.X3DTextureCoordinateNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureCoordinateNode:



Public Member Functions

- int **getNumCoordinates** ()
- int **getNumComponents** ()
- void **setPoint** (float[] points)
- void **getPoint** (float[] points)

3.830.1 Detailed Description

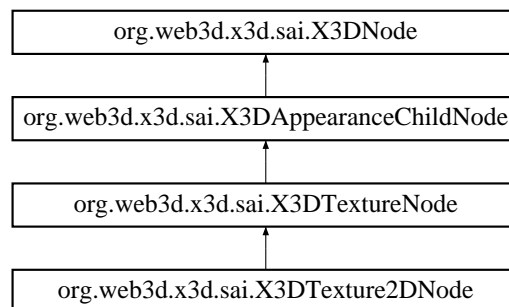
Definition at line 3 of file X3DTextureCoordinateNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureCoordinateNode.java

3.831 org.web3d.x3d.sai.X3DTextureNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureNode:



Additional Inherited Members

3.831.1 Detailed Description

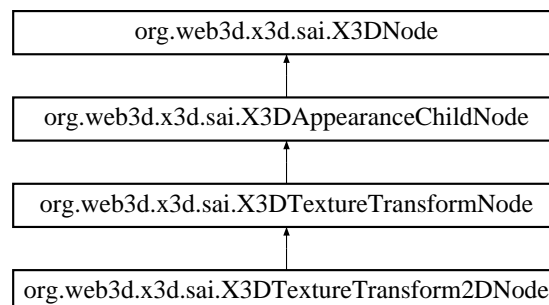
Definition at line 3 of file X3DTextureNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureNode.java

3.832 org.web3d.x3d.sai.X3DTextureTransform2DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureTransform2DNode:



Public Member Functions

- void **getCenter** (float[] position)
- void **setCenter** (float[] position)
- float **getRotation** ()
- void **setRotation** (float angle)
- void **getScale** (float[] scale)
- void **setScale** (float[] scale)
- void **getTranslation** (float[] trans)
- void **setTranslation** (float[] trans)

3.832.1 Detailed Description

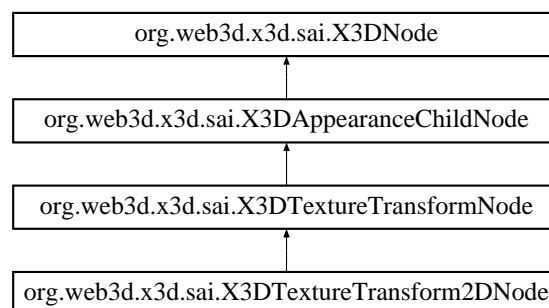
Definition at line 3 of file X3DTextureTransform2DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureTransform2DNode.java

3.833 org.web3d.x3d.sai.X3DTextureTransformNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureTransformNode:



Additional Inherited Members

3.833.1 Detailed Description

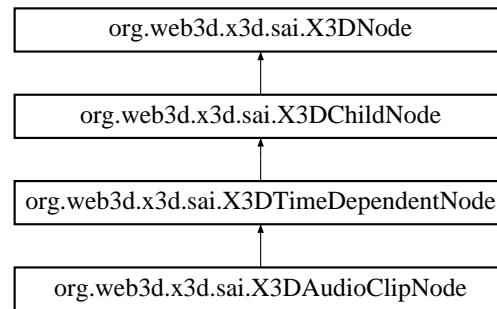
Definition at line 3 of file X3DTextureTransformNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureTransformNode.java

3.834 org.web3d.x3d.sai.X3DTimeDependentNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTimeDependentNode:



Public Member Functions

- boolean **getIsActive** ()
- boolean **getIsPaused** ()
- double **getElapsedTime** ()
- void **setNumLoops** (float count)
- float **getNumLoops** ()
- void **setLoop** (boolean loop)
- boolean **getLoop** ()
- void **setStartTime** (double time)
- double **getStartTime** ()
- void **setStopTime** (double time)
- double **getStopTime** ()
- void **setPauseTime** (double time)
- double **getPauseTime** ()
- void **setUnPauseTime** (double time)
- double **getUnPauseTime** ()

3.834.1 Detailed Description

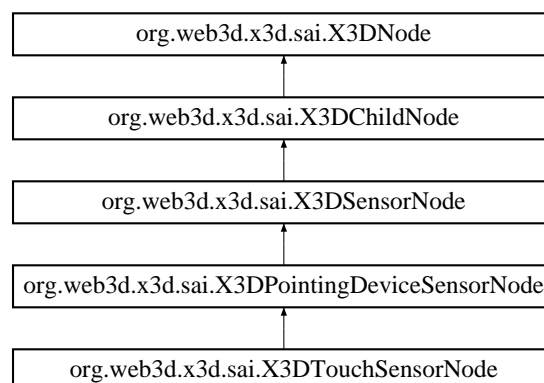
Definition at line 3 of file `X3DTimeDependentNode.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DTimeDependentNode.java`

3.835 org.web3d.x3d.sai.X3DTouchSensorNode Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DTouchSensorNode`:



Public Member Functions

- boolean **getIsOver** ()
- double **getEnterTime** ()
- double **getTouchTime** ()

3.835.1 Detailed Description

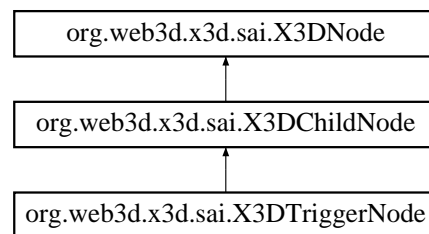
Definition at line 3 of file X3DTouchSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTouchSensorNode.java

3.836 org.web3d.x3d.sai.X3DTriggerNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTriggerNode:



Additional Inherited Members

3.836.1 Detailed Description

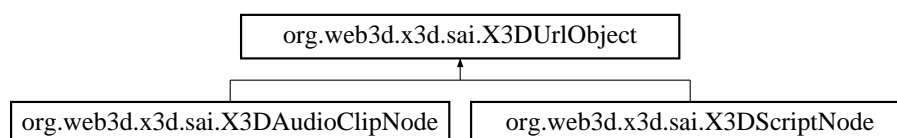
Definition at line 3 of file X3DTriggerNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTriggerNode.java

3.837 org.web3d.x3d.sai.X3DUrlObject Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DUrlObject:



Public Member Functions

- int **getNumUrls** ()
- void **geturl** (String[] urls)
- void **setUrl** (String[] urls)

3.837.1 Detailed Description

Definition at line 3 of file X3DUrlObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DUrlObject.java

3.838 XY Struct Reference

Data Fields

- int **x**
- int **y**

3.838.1 Detailed Description

Definition at line 210 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/CursorDraw.c

Index

`_BrowserNative`, 33
`_CRnodeStruct`, 33
`_FW_PluginInstance`, 34
`_SFColorNative`, 44
`_SFColorRGBANative`, 44
`_SFImageNative`, 44
`_SFNodeNative`, 44
`_SFRotationNative`, 45
`_SFVec2fNative`, 45
`_SFVec3dNative`, 45
`_SFVec3fNative`, 46
`_SFVec4dNative`, 46
`_SFVec4fNative`, 46
`_X3DNode`, 47
`_cd_list_t`, 33
`_intX3D_EventIn`, 43
`_intX3D_MFBool`, 34
`_intX3D_MFColor`, 35
`_intX3D_MFColorRGBA`, 35
`_intX3D_MFFloat`, 35
`_intX3D_MFImage`, 36
`_intX3D_MFInt32`, 36
`_intX3D_MFNode`, 36
`_intX3D_MFRotation`, 37
`_intX3D_MFString`, 37
`_intX3D_MFTime`, 37
`_intX3D_MFVec2d`, 38
`_intX3D_MFVec2f`, 38
`_intX3D_MFVec3d`, 38
`_intX3D_MFVec3f`, 39
`_intX3D_SFBool`, 39
`_intX3D_SFColor`, 39
`_intX3D_SFColorRGBA`, 39
`_intX3D_SFFloat`, 40
`_intX3D_SFImage`, 40
`_intX3D_SFInt32`, 40
`_intX3D_SFNode`, 41
`_intX3D_SFRotation`, 41
`_intX3D_SFString`, 41
`_intX3D_SFTime`, 41
`_intX3D_SFVec2d`, 42
`_intX3D_SFVec2f`, 42
`_intX3D_SFVec3d`, 42
`_intX3D_SFVec3f`, 43
`_s_list_t`, 43
`_urlRequest`, 46

`ActiveRegion`, 48
`anyVrml`, 48

`block`, 49
`brotoDefpair`, 49
`brotoIS`, 49
`brotoRoute`, 50

`CR_RegStruct`, 75
`CRStruct`, 77
`CRjsnameStruct`, 76
`CRscriptStruct`, 76
`CachedVertex`, 57
`cbDataExactName`, 57
`cbDataRootNameAndRouteDir`, 58
`coded_block_pattern_entry`, 58
`currayhit`, 77

`DDS_header`, 78
`datChnk`, 77
`dct_dc_size_entry`, 78
`DdsLoadInfo`, 79
`Dict`, 79
`DictNode`, 79

`EAI_ListenerStruct`, 80
`EAINodeIndexStruct`, 84
`EAINodeParams`, 84
`ECMAValueStruct`, 86
`EdgePair`, 87

`FWBITMAPFILEHEADER`, 126
`FWBITMAPINFO`, 126
`FWBITMAPINFOHEADER`, 126
`FWJavaScriptClassLoader`
 `vrml::FWJavaScriptClassLoader`, 130
`FWRGBQUAD`, 141
`FWSNDMSG`, 150
`FXV`, 150
`FaceCount`, 111
`FieldDecl`, 112
`fieldNodeState`, 113
`FirstStruct`, 114
`fmtChnk`, 114
`freewrl_params`, 115
`fw_MaterialParameters`, 125

`GLUface`, 151
`GLUhalfEdge`, 151
`GLUmesh`, 152
`GLUtessellator`, 152
`GLUvertex`, 153
`GoP`, 153

- iiglobal, 155
- iiglobal::tBindable, 259
- iiglobal::tCParse, 263
- iiglobal::tCParseParser, 263
- iiglobal::tCProto, 264
- iiglobal::tCRoutes, 264
- iiglobal::tCScripts, 264
- iiglobal::tComponent_EnvironSensor, 260
- iiglobal::tComponent_Geometry3D, 261
- iiglobal::tComponent_Geospatial, 261
- iiglobal::tComponent_HAnim, 261
- iiglobal::tComponent_KeyDevice, 261
- iiglobal::tComponent_Shape, 262
- iiglobal::tComponent_Sound, 262
- iiglobal::tComponent_Text, 262
- iiglobal::tComponent_VRML1, 263
- iiglobal::tConsoleMessage, 263
- iiglobal::tCursorDraw, 265
- iiglobal::tEAI_C_CommonFunctions, 266
- iiglobal::tEAICore, 266
- iiglobal::tEAIEventsIn, 266
- iiglobal::tEAIHelpers, 267
- iiglobal::tFrustum, 268
- iiglobal::tJScript, 269
- iiglobal::tLoadTextures, 270
- iiglobal::tMainloop, 270
- iiglobal::tOpenGL_Utills, 271
- iiglobal::tPluginSocket, 271
- iiglobal::tProdCon, 272
- iiglobal::tRasterFont, 272
- iiglobal::tRenderFuncs, 273
- iiglobal::tRenderTextures, 274
- iiglobal::tSensInterps, 274
- iiglobal::tSnapshot, 275
- iiglobal::tStreamPoly, 275
- iiglobal::tTess, 275
- iiglobal::tTextures, 276
- iiglobal::tViewer, 277
- iiglobal::tX3DParser, 277
- iiglobal::tX3DProtoScript, 277
- iiglobal::tcollision, 260
- iiglobal::tcommon, 260
- iiglobal::tdisplay, 265
- iiglobal::tinternalc, 268
- iiglobal::tio_http, 268
- iiglobal::tjsUtils, 269
- iiglobal::tjsVRMLBrowser, 269
- iiglobal::tjsVRMLClasses, 270
- iiglobal::tpluginUtils, 272
- iiglobal::tresources, 274
- iiglobal::tstatusbar, 275
- iiglobal::tthreads, 276
- initialRouteStruct, 157
- InvalidEventInException
 - vrml::external::exception::InvalidEventInException, 160
- InvalidNodeException
 - vrml::external::exception::InvalidNodeException, 165
- InvalidVrmlException
 - vrml::external::exception::InvalidVrmlException, 169
- key, 170
- keypressTuple, 171
- macroblock, 171
- matpropstruct, 171
- mb_addr_inc_entry, 174
- mb_type_entry, 174
- motion_vectors_entry, 195
- mouseTuple, 195
- Multi_Bool, 195
- Multi_Color, 196
- Multi_ColorRGBA, 196
- Multi_Double, 196
- Multi_Float, 197
- Multi_Int32, 197
- Multi_Matrix3d, 197
- Multi_Matrix3f, 198
- Multi_Matrix4d, 198
- Multi_Matrix4f, 198
- Multi_Node, 199
- Multi_Rotation, 199
- Multi_String, 199
- Multi_Time, 200
- Multi_Vec2d, 200
- Multi_Vec2f, 200
- Multi_Vec3d, 201
- Multi_Vec3f, 201
- Multi_Vec4d, 201
- Multi_Vec4f, 202
- multiTexParams, 202
- myArgs, 202
- MyVertex, 203
- nameValuePairs, 203
- NestedProtoField, 203
- opened_file, 207
- org.web3d.x3d.sai.Browser, 50
- org.web3d.x3d.sai.BrowserEvent, 53
- org.web3d.x3d.sai.BrowserFactoryImpl, 54
- org.web3d.x3d.sai.BrowserInterface, 55
- org.web3d.x3d.sai.BrowserListener, 56
- org.web3d.x3d.sai.BrowserNotSharedException, 57
- org.web3d.x3d.sai.ComponentInfo, 59
- org.web3d.x3d.sai.ConnectionException, 59
- org.web3d.x3d.sai.ExternalBrowser, 111
- org.web3d.x3d.sai.ImportedNodeException, 157
- org.web3d.x3d.sai.InsufficientCapabilitiesException, 158
- org.web3d.x3d.sai.InvalidBrowserException, 158
- org.web3d.x3d.sai.InvalidDocumentException, 159
- org.web3d.x3d.sai.InvalidExecutionContextException, 161

- org.web3d.x3d.sai.InvalidFieldException, 163
- org.web3d.x3d.sai.InvalidFieldValueException, 163
- org.web3d.x3d.sai.InvalidNameException, 164
- org.web3d.x3d.sai.InvalidNodeException, 164
- org.web3d.x3d.sai.InvalidOperationTimingException, 166
- org.web3d.x3d.sai.InvalidProtoException, 166
- org.web3d.x3d.sai.InvalidRouteException, 167
- org.web3d.x3d.sai.InvalidURLErrorException, 168
- org.web3d.x3d.sai.InvalidX3DException, 169
- org.web3d.x3d.sai.MFBool, 174
- org.web3d.x3d.sai.MFColor, 176
- org.web3d.x3d.sai.MFColorRGBA, 177
- org.web3d.x3d.sai.MFDouble, 177
- org.web3d.x3d.sai.MFFloat, 179
- org.web3d.x3d.sai.MFImage, 182
- org.web3d.x3d.sai.MFInt32, 182
- org.web3d.x3d.sai.MFNode, 184
- org.web3d.x3d.sai.MFRotation, 185
- org.web3d.x3d.sai.MFString, 187
- org.web3d.x3d.sai.MFTime, 189
- org.web3d.x3d.sai.MFVec2d, 190
- org.web3d.x3d.sai.MFVec2f, 191
- org.web3d.x3d.sai.MFVec3d, 192
- org.web3d.x3d.sai.MFVec3f, 194
- org.web3d.x3d.sai.MField, 179
- org.web3d.x3d.sai.Matrix, 172
- org.web3d.x3d.sai.Matrix3, 172
- org.web3d.x3d.sai.Matrix4, 173
- org.web3d.x3d.sai.NoSuchBrowserException, 206
- org.web3d.x3d.sai.NodeInUseException, 205
- org.web3d.x3d.sai.NodeUnavailableException, 205
- org.web3d.x3d.sai.NotSupportedException, 206
- org.web3d.x3d.sai.ProfileInfo, 224
- org.web3d.x3d.sai.SFBool, 239
- org.web3d.x3d.sai.SFColor, 241
- org.web3d.x3d.sai.SFColorRGBA, 242
- org.web3d.x3d.sai.SFDouble, 242
- org.web3d.x3d.sai.SFFloat, 243
- org.web3d.x3d.sai.SFImage, 244
- org.web3d.x3d.sai.SFInt32, 246
- org.web3d.x3d.sai.SFNode, 248
- org.web3d.x3d.sai.SFRotation, 250
- org.web3d.x3d.sai.SFString, 251
- org.web3d.x3d.sai.SFTime, 252
- org.web3d.x3d.sai.SFVec2d, 253
- org.web3d.x3d.sai.SFVec2f, 254
- org.web3d.x3d.sai.SFVec3d, 255
- org.web3d.x3d.sai.SFVec3f, 257
- org.web3d.x3d.sai.URLUnavailableException, 279
- org.web3d.x3d.sai.X3DAppearanceChildNode, 446
- org.web3d.x3d.sai.X3DAppearanceNode, 447
- org.web3d.x3d.sai.X3DAudioClipNode, 447
- org.web3d.x3d.sai.X3DBackgroundNode, 448
- org.web3d.x3d.sai.X3DBindableNode, 448
- org.web3d.x3d.sai.X3DBoundedObject, 449
- org.web3d.x3d.sai.X3DChildNode, 449
- org.web3d.x3d.sai.X3DColorNode, 450
- org.web3d.x3d.sai.X3DComponent, 451
- org.web3d.x3d.sai.X3DComposedGeometryNode, 451
- org.web3d.x3d.sai.X3DCoordinateNode, 452
- org.web3d.x3d.sai.X3DDragSensorNode, 453
- org.web3d.x3d.sai.X3DEnvironmentalSensorNode, 453
- org.web3d.x3d.sai.X3DException, 454
- org.web3d.x3d.sai.X3DExecutionContext, 455
- org.web3d.x3d.sai.X3DExternProtoDeclaration, 456
- org.web3d.x3d.sai.X3DField, 456
- org.web3d.x3d.sai.X3DFieldDefinition, 457
- org.web3d.x3d.sai.X3DFieldEvent, 458
- org.web3d.x3d.sai.X3DFieldEventListener, 458
- org.web3d.x3d.sai.X3DFieldTypes, 459
- org.web3d.x3d.sai.X3DFontStyleNode, 460
- org.web3d.x3d.sai.X3DGeometricPropertyNode, 461
- org.web3d.x3d.sai.X3DGeometryNode, 461
- org.web3d.x3d.sai.X3DGroupingNode, 461
- org.web3d.x3d.sai.X3DInfoNode, 462
- org.web3d.x3d.sai.X3DInterpolatorNode, 462
- org.web3d.x3d.sai.X3DKeyDeviceSensorNode, 463
- org.web3d.x3d.sai.X3DLightNode, 463
- org.web3d.x3d.sai.X3DMaterialNode, 464
- org.web3d.x3d.sai.X3DMetadataObject, 465
- org.web3d.x3d.sai.X3DNetworkSensorNode, 465
- org.web3d.x3d.sai.X3DNode, 465
- org.web3d.x3d.sai.X3DNodeTypes, 466
- org.web3d.x3d.sai.X3DNormalNode, 468
- org.web3d.x3d.sai.X3DParametricGeometryNode, 468
- org.web3d.x3d.sai.X3DPerFrameObserverScript, 468
- org.web3d.x3d.sai.X3DPointingDeviceSensorNode, 469
- org.web3d.x3d.sai.X3DProtoDeclaration, 469
- org.web3d.x3d.sai.X3DProtoInstance, 470
- org.web3d.x3d.sai.X3DRoute, 470
- org.web3d.x3d.sai.X3DScene, 471
- org.web3d.x3d.sai.X3DScriptImplementation, 472
- org.web3d.x3d.sai.X3DScriptNode, 472
- org.web3d.x3d.sai.X3DSensorNode, 473
- org.web3d.x3d.sai.X3DSequencerNode, 473
- org.web3d.x3d.sai.X3DShapeNode, 474
- org.web3d.x3d.sai.X3DSoundNode, 474
- org.web3d.x3d.sai.X3DSoundSourceNode, 475
- org.web3d.x3d.sai.X3DTextNode, 475
- org.web3d.x3d.sai.X3DTexture2DNode, 476
- org.web3d.x3d.sai.X3DTextureCoordinateNode, 476
- org.web3d.x3d.sai.X3DTextureNode, 477
- org.web3d.x3d.sai.X3DTextureTransform2DNode, 477
- org.web3d.x3d.sai.X3DTextureTransformNode, 478
- org.web3d.x3d.sai.X3DTimeDependentNode, 478
- org.web3d.x3d.sai.X3DTouchSensorNode, 479
- org.web3d.x3d.sai.X3DTriggerNode, 480
- org.web3d.x3d.sai.X3DUrlObject, 480
- orient_XYZA, 207
- pCParse, 212
- pCParseParser, 212
- pCProto, 212
- pCRoutes, 213
- pCScripts, 213
- pComponent_EnvironSensor, 208

pComponent_Geometry3D, 209
pComponent_Geospatial, 209
pComponent_HAnim, 209
pComponent_KeyDevice, 210
pComponent_Shape, 210
pComponent_Sound, 210
pComponent_Text, 211
pConsoleMessage, 211
pCursorDraw, 213
pEAI_C_CommonFunctions, 214
pEAICore, 214
pEAIEventsIn, 214
pEAHelpers, 215
pFrustum, 215
pJScript, 216
pLoadTextures, 217
pMainloop, 217
pOpenGL_Utils, 220
pPluginSocket, 220
pProdCon, 221
PQhandleElem, 221
PQnode, 222
PROTOInstanceEntry, 227
PROTOnameStruct, 227
pRasterFont, 222
pRenderFuncs, 222
pRenderTextures, 223
PSStruct, 229
pSensInterps, 228
pSnapshot, 228
pStreamPoly, 229
pTess, 230
pTextures, 230
pViewer, 230
pX3DParser, 231
pX3DProtoScript, 232
pcollision, 207
pcommon, 208
pict, 215
pict_image, 216
pio_http, 216
playbackRecord, 217
point_XYZ, 219
pointer2pointer, 219
PointerHash, 219
PointerHashEntry, 219
ppuginUtils, 221
PriorityQ, 224
profile_entry, 224
proftablestruct, 225
ProtoDefinition, 225
ProtoElementPointer, 226
ProtoFieldDecl, 226
protoInsert, 226
ProtoRoute, 227
pstatusbar, 229
quaternion, 232
rb1, 232
resource_item, 233
s_renderer_capabilities_t, 233
s_shader_capabilities, 234
sCollisionGeometry, 235
sCollisionInfo, 236
SFCColor, 240
SFCColorRGBA, 241
SFMatrix3d, 246
SFMatrix3f, 247
SFMatrix4d, 247
SFMatrix4f, 247
SFRotation, 249
SFVec2d, 252
SFVec2f, 253
SFVec3d, 255
SFVec3f, 256
SFVec4d, 257
SFVec4f, 257
sFallInfo, 238
SNDFILE, 259
sNavInfo, 259
sai.BrowserFactory, 54
sai.BrowserGlobals, 55
sai.eai.EAIAsyncMessage, 80
sai.eai.EAIAsyncQueue, 81
sai.eai.EAIAsyncThread, 82
sai.eai.EAIMessage, 83
sai.eai.EAIinThread, 82
sai.eai.EAIoutQueue, 85
sai.eai.EAIoutThread, 85
sai.eai.UnsupportedFieldTypeException, 278
sai.eai.VField, 281
sai.eai.VIP, 287
sai.eai.VMFCColor, 289
sai.eai.VMFFloat, 290
sai.eai.VMFInt32, 291
sai.eai.VMFRotation, 292
sai.eai.VMFString, 293
sai.eai.VMFVec2f, 294
sai.eai.VMFVec3f, 295
sai.eai.VRMLObject, 297
sai.eai.VRMLObjectObserver, 298
sai.eai.VSFBBool, 299
sai.eai.VSFCColor, 300
sai.eai.VSFFloat, 301
sai.eai.VSFImage, 303
sai.eai.VSFInt32, 304
sai.eai.VSFRotation, 305
sai.eai.VSFString, 306
sai.eai.VSFTime, 308
sai.eai.VSFVec2f, 309
sai.eai.VSFVec3f, 310
sai.FWComponentInfo, 127
sai.FWExternProtoDeclaration, 128
sai.FWMFCColor, 130
sai.FWMFCColorRGBA, 131
sai.FWMFDouble, 132

- sai.FWMFFloat, 132
- sai.FWMFInt32, 133
- sai.FWMFNode, 134
- sai.FWMFRotation, 134
- sai.FWMFString, 135
- sai.FWMFVec2d, 136
- sai.FWMFVec2f, 136
- sai.FWMFVec3d, 137
- sai.FWMFVec3f, 138
- sai.FWProfInfo, 139
- sai.FWProfileInfo, 138
- sai.FWProtoDeclaration, 139
- sai.FWProtoInstance, 140
- sai.FWRoute, 141
- sai.FWSFBool, 141
- sai.FWSFColor, 142
- sai.FWSFColorRGBA, 143
- sai.FWSFDouble, 143
- sai.FWSFFloat, 144
- sai.FWSFImage, 144
- sai.FWSFInt32, 145
- sai.FWSFNode, 145
- sai.FWSFRotation, 146
- sai.FWSFString, 147
- sai.FWSFTime, 147
- sai.FWSFVec2d, 148
- sai.FWSFVec2f, 148
- sai.FWSFVec3d, 149
- sai.FWSFVec3f, 149
- sai.FreeWRLBrowser, 115
- sai.FreeWRLBrowserInfo, 117
- sai.FreeWRLComponent, 117
- sai.FreeWRLField, 118
- sai.FreeWRLFieldDefinition, 119
- sai.FreeWRLFieldTypes, 120
- sai.FreeWRLMField, 121
- sai.FreeWRLNode, 122
- sai.FreeWRLNodeTypes, 123
- sai.FreeWRLRendererInfo, 123
- sai.FreeWRLScene, 124
- ScriptFieldDecl, 237
- ScriptFieldInstanceInfo, 237
- ScriptParamList, 237
- SensStruct, 238
- Shader_Script, 258
- shaderTableEntry, 258
- slice, 258

- textureTableIndexStruct, 267
- textureVertexInfo, 267
- Touch, 271
- trenderstate, 273

- un1, 278
- Uni_String, 278

- VRMLLexer, 296
- VRMLParser, 299
- Vector, 280
- vid_stream, 283
- viewer, 284
- viewer_examine, 285
- viewer_fly, 286
- viewer_inplane, 286
- viewer_walk, 286
- viewer_ypz, 287
- vrml.BaseNode, 48
- vrml.Browser, 51
- vrml.ConstField, 60
- vrml.ConstMField, 62
- vrml.Event, 87
- vrml.external.Browser, 52
- vrml.external.BrowserGlobals, 55
- vrml.external.BrowserInterface, 56
- vrml.external.exception.InvalidEventInException, 159
- vrml.external.exception.InvalidEventOutException, 161
- vrml.external.exception.InvalidNodeException, 165
- vrml.external.exception.InvalidVrmlException, 168
- vrml.external.field.EventIn, 88
- vrml.external.field.EventInMFColor, 89
- vrml.external.field.EventInMFFloat, 89
- vrml.external.field.EventInMFInt32, 90
- vrml.external.field.EventInMFNode, 90
- vrml.external.field.EventInMFRotation, 91
- vrml.external.field.EventInMFString, 91
- vrml.external.field.EventInMFVec2f, 92
- vrml.external.field.EventInMFVec3f, 92
- vrml.external.field.EventInSFBool, 93
- vrml.external.field.EventInSFColor, 93
- vrml.external.field.EventInSFFloat, 94
- vrml.external.field.EventInSFImage, 94
- vrml.external.field.EventInSFInt32, 95
- vrml.external.field.EventInSFNode, 95
- vrml.external.field.EventInSFRotation, 96
- vrml.external.field.EventInSFString, 96
- vrml.external.field.EventInSFTime, 97
- vrml.external.field.EventInSFVec2f, 97
- vrml.external.field.EventInSFVec3f, 98
- vrml.external.field.EventOut, 98
- vrml.external.field.EventOutMFColor, 100
- vrml.external.field.EventOutMFFloat, 100
- vrml.external.field.EventOutMFInt32, 101
- vrml.external.field.EventOutMFNode, 102
- vrml.external.field.EventOutMFRotation, 103
- vrml.external.field.EventOutMFString, 103
- vrml.external.field.EventOutMFVec2f, 104
- vrml.external.field.EventOutMFVec3f, 104
- vrml.external.field.EventOutMField, 101
- vrml.external.field.EventOutObserver, 105
- vrml.external.field.EventOutSFBool, 105
- vrml.external.field.EventOutSFColor, 106
- vrml.external.field.EventOutSFFloat, 106
- vrml.external.field.EventOutSFImage, 107
- vrml.external.field.EventOutSFInt32, 107
- vrml.external.field.EventOutSFNode, 108
- vrml.external.field.EventOutSFRotation, 108
- vrml.external.field.EventOutSFString, 109

- vrml.external.field.EventOutSFTIME, 109
- vrml.external.field.EventOutSFVec2f, 110
- vrml.external.field.EventOutSFVec3f, 110
- vrml.external.field.FieldTypes, 113
- vrml.external.FreeWRLEAI.EAIAsyncMessage, 80
- vrml.external.FreeWRLEAI.EAIAsyncQueue, 81
- vrml.external.FreeWRLEAI.EAIAsyncThread, 81
- vrml.external.FreeWRLEAI.EAIMessage, 84
- vrml.external.FreeWRLEAI.EAIinThread, 83
- vrml.external.FreeWRLEAI.EAIoutQueue, 85
- vrml.external.FreeWRLEAI.EAIoutThread, 86
- vrml.external.FreeWRLEAI.UnsupportedFieldTypeException, 279
- vrml.external.FreeWRLEAI.VField, 280
- vrml.external.FreeWRLEAI.VIP, 288
- vrml.external.FreeWRLEAI.VMFCOLOR, 289
- vrml.external.FreeWRLEAI.VMFFloat, 290
- vrml.external.FreeWRLEAI.VMFINt32, 291
- vrml.external.FreeWRLEAI.VMFRotation, 292
- vrml.external.FreeWRLEAI.VMFString, 293
- vrml.external.FreeWRLEAI.VMFVec2f, 294
- vrml.external.FreeWRLEAI.VMFVec3f, 296
- vrml.external.FreeWRLEAI.VRMLObject, 297
- vrml.external.FreeWRLEAI.VRMLObjectObserver, 298
- vrml.external.FreeWRLEAI.VSFBool, 300
- vrml.external.FreeWRLEAI.VSFCOLOR, 301
- vrml.external.FreeWRLEAI.VSFFloat, 302
- vrml.external.FreeWRLEAI.VSFImage, 302
- vrml.external.FreeWRLEAI.VSFInt32, 304
- vrml.external.FreeWRLEAI.VSFRotation, 305
- vrml.external.FreeWRLEAI.VSFString, 306
- vrml.external.FreeWRLEAI.VSFTIME, 307
- vrml.external.FreeWRLEAI.VSFVec2f, 308
- vrml.external.FreeWRLEAI.VSFVec3f, 309
- vrml.external.IBrowser, 154
- vrml.external.Node, 204
- vrml.FWCreateField, 127
- vrml.FWHelper, 128
- vrml.FWJavaScript, 129
- vrml.FWJavaScriptBinding, 129
- vrml.FWJavaScriptClassLoader, 129
- vrml.Field, 111
- vrml.field.ConstMFCOLOR, 60
- vrml.field.ConstMFFloat, 61
- vrml.field.ConstMFINt32, 63
- vrml.field.ConstMFNode, 64
- vrml.field.ConstMFRotation, 64
- vrml.field.ConstMFString, 65
- vrml.field.ConstMFTIME, 66
- vrml.field.ConstMFVec2f, 67
- vrml.field.ConstMFVec3f, 67
- vrml.field.ConstSFBool, 68
- vrml.field.ConstSFCOLOR, 69
- vrml.field.ConstSFFloat, 70
- vrml.field.ConstSFImage, 70
- vrml.field.ConstSFInt32, 71
- vrml.field.ConstSFNode, 72
- vrml.field.ConstSFRotation, 72
- vrml.field.ConstSFString, 73
- vrml.field.ConstSFTIME, 73
- vrml.field.ConstSFVec2f, 74
- vrml.field.ConstSFVec3f, 75
- vrml.field.MFCOLOR, 175
- vrml.field.MFFloat, 178
- vrml.field.MFINt32, 183
- vrml.field.MFNode, 184
- vrml.field.MFRotation, 186
- vrml.field.MFString, 188
- vrml.field.MFTIME, 189
- vrml.field.MFVec2f, 191
- vrml.field.MFVec3f, 193
- vrml.field.SFBool, 239
- vrml.field.SFCOLOR, 240
- vrml.field.SFFloat, 243
- vrml.field.SFImage, 244
- vrml.field.SFINt32, 245
- vrml.field.SFNode, 247
- vrml.field.SFRotation, 249
- vrml.field.SFString, 250
- vrml.field.SFTIME, 251
- vrml.field.SFVec2f, 254
- vrml.field.SFVec3f, 256
- vrml.InvalidEventInException, 160
- vrml.InvalidEventOutException, 160
- vrml.InvalidExposedFieldException, 162
- vrml.InvalidFieldChangeException, 162
- vrml.InvalidFieldException, 163
- vrml.InvalidRouteException, 167
- vrml.InvalidVRMLSyntaxException, 169
- vrml.InvalidX3DSyntaxException, 170
- vrml.MField, 180
- vrml.node.Node, 204
- vrml.node.Script, 236
- vrml::FWJavaScriptClassLoader
 - FWJavaScriptClassLoader, 130
- vrml::external::exception::InvalidEventInException
 - InvalidEventInException, 160
- vrml::external::exception::InvalidNodeException
 - InvalidNodeException, 165
- vrml::external::exception::InvalidVrmlException
 - InvalidVrmlException, 169
- X3D_Ancor, 311
- X3D_Appearance, 311
- X3D_Arc2D, 312
- X3D_ArcClose2D, 312
- X3D_AudioClip, 313
- X3D_Background, 314
- X3D_Billboard, 315
- X3D_BooleanFilter, 316
- X3D_BooleanSequencer, 316
- X3D_BooleanToggle, 317
- X3D_BooleanTrigger, 317
- X3D_Box, 318
- X3D_CADAssembly, 318
- X3D_CADFace, 319
- X3D_CADLayer, 320

X3D_CADPart, 320
X3D_Circle2D, 321
X3D_ClipPlane, 322
X3D_Collision, 322
X3D_Color, 323
X3D_ColorInterpolator, 323
X3D_ColorRGBA, 324
X3D_ComposedCubeMapTexture, 324
X3D_ComposedShader, 325
X3D_Cone, 326
X3D_Contour2D, 326
X3D_ContourPolyLine2D, 327
X3D_Coordinate, 327
X3D_CoordinateDouble, 328
X3D_CoordinateInterpolator, 328
X3D_CoordinateInterpolator2D, 329
X3D_Cylinder, 329
X3D_CylinderSensor, 330
X3D_DISEntityManager, 332
X3D_DISEntityTypeMapping, 332
X3D_DirectionalLight, 331
X3D_Disk2D, 333
X3D_EaseInEaseOut, 334
X3D_ElevationGrid, 334
X3D_EspduTransform, 335
X3D_Extrusion, 337
X3D_FillProperties, 338
X3D_FloatVertexAttribute, 338
X3D_Fog, 339
X3D_FogCoordinate, 340
X3D_FontStyle, 340
X3D_GeneratedCubeMapTexture, 341
X3D_GeoCoordinate, 341
X3D_GeoElevationGrid, 342
X3D_GeoLOD, 344
X3D_GeoLocation, 343
X3D_GeoMetadata, 345
X3D_GeoOrigin, 345
X3D_GeoPositionInterpolator, 346
X3D_GeoProximitySensor, 346
X3D_GeoTouchSensor, 347
X3D_GeoTransform, 348
X3D_GeoViewpoint, 349
X3D_Group, 350
X3D_HAnimDisplacer, 351
X3D_HAnimHumanoid, 351
X3D_HAnimJoint, 352
X3D_HAnimSegment, 353
X3D_HAnimSite, 354
X3D_ImageCubeMapTexture, 354
X3D_ImageTexture, 355
X3D_IndexedFaceSet, 356
X3D_IndexedLineSet, 356
X3D_IndexedQuadSet, 357
X3D_IndexedTriangleFanSet, 358
X3D_IndexedTriangleSet, 359
X3D_IndexedTriangleStripSet, 359
X3D_Inline, 360
X3D_IntegerSequencer, 361
X3D_IntegerTrigger, 361
X3D_KeySensor, 362
X3D_LOD, 366
X3D_LineProperties, 363
X3D_LineSensor, 363
X3D_LineSet, 364
X3D_LoadSensor, 365
X3D_LocalFog, 365
X3D_Material, 367
X3D_Matrix3VertexAttribute, 367
X3D_Matrix4VertexAttribute, 368
X3D_MetadataDouble, 368
X3D_MetadataFloat, 369
X3D_MetadataInteger, 370
X3D_MetadataMFBBool, 370
X3D_MetadataMFCColor, 371
X3D_MetadataMFCColorRGBA, 371
X3D_MetadataMFDDouble, 372
X3D_MetadataMFFloat, 372
X3D_MetadataMFInt32, 373
X3D_MetadataMFMatrix3d, 374
X3D_MetadataMFMatrix3f, 374
X3D_MetadataMFMatrix4d, 375
X3D_MetadataMFMatrix4f, 375
X3D_MetadataMFNode, 376
X3D_MetadataMFRotation, 376
X3D_MetadataMFString, 377
X3D_MetadataMFTime, 378
X3D_MetadataMFVec2d, 378
X3D_MetadataMFVec2f, 379
X3D_MetadataMFVec3d, 379
X3D_MetadataMFVec3f, 380
X3D_MetadataMFVec4d, 380
X3D_MetadataMFVec4f, 381
X3D_MetadataSFBool, 382
X3D_MetadataSFColor, 383
X3D_MetadataSFColorRGBA, 383
X3D_MetadataSFDDouble, 384
X3D_MetadataSFFloat, 384
X3D_MetadataSFImage, 385
X3D_MetadataSFInt32, 386
X3D_MetadataSFMMatrix3d, 386
X3D_MetadataSFMMatrix3f, 387
X3D_MetadataSFMMatrix4d, 387
X3D_MetadataSFMMatrix4f, 388
X3D_MetadataSFNode, 388
X3D_MetadataSFRotation, 389
X3D_MetadataSFString, 390
X3D_MetadataSFTime, 390
X3D_MetadataSFVec2d, 391
X3D_MetadataSFVec2f, 391
X3D_MetadataSFVec3d, 392
X3D_MetadataSFVec3f, 392
X3D_MetadataSFVec4d, 393
X3D_MetadataSFVec4f, 394
X3D_MetadataSet, 382
X3D_MetadataString, 394

X3D_MovieTexture, 395
X3D_MultiTexture, 396
X3D_MultiTextureCoordinate, 396
X3D_MultiTextureTransform, 397
X3D_NavigationInfo, 397
X3D_Node, 398
X3D_Normal, 398
X3D_NormalInterpolator, 399
X3D_NurbsCurve, 400
X3D_NurbsCurve2D, 400
X3D_NurbsOrientationInterpolator, 401
X3D_NurbsPatchSurface, 401
X3D_NurbsPositionInterpolator, 402
X3D_NurbsSet, 403
X3D_NurbsSurfaceInterpolator, 403
X3D_NurbsSweptSurface, 404
X3D_NurbsSwungSurface, 405
X3D_NurbsTextureCoordinate, 405
X3D_NurbsTrimmedSurface, 406
X3D_OSC_Sensor, 408
X3D_OrientationInterpolator, 407
X3D_OrthoViewpoint, 407
X3D_PackagedShader, 409
X3D_PickableGroup, 409
X3D_PixelTexture, 410
X3D_PlaneSensor, 411
X3D_PointLight, 412
X3D_PointPickSensor, 412
X3D_PointSet, 413
X3D_PolyRep, 415
X3D_Polyline2D, 414
X3D_Polypoint2D, 414
X3D_PositionInterpolator, 415
X3D_PositionInterpolator2D, 416
X3D_ProgramShader, 417
X3D_Proto, 417
X3D_ProximitySensor, 418
X3D_QuadSet, 419
X3D_ReceiverPdu, 419
X3D_Rectangle2D, 420
X3D_ScalarInterpolator, 421
X3D_Script, 422
X3D_ShaderPart, 422
X3D_ShaderProgram, 423
X3D_Shape, 423
X3D_SignalPdu, 424
X3D_Sound, 425
X3D_Sphere, 426
X3D_SphereSensor, 426
X3D_SplinePositionInterpolator, 427
X3D_SplinePositionInterpolator2D, 428
X3D_SplineScalarInterpolator, 428
X3D_SpotLight, 429
X3D_SquadOrientationInterpolator, 430
X3D_StaticGroup, 430
X3D_StringSensor, 431
X3D_Switch, 431
X3D_Text, 432
X3D_TextureBackground, 433
X3D_TextureCoordinate, 433
X3D_TextureCoordinateGenerator, 434
X3D_TextureProperties, 435
X3D_TextureTransform, 435
X3D_TimeSensor, 436
X3D_TimeTrigger, 437
X3D_TouchSensor, 437
X3D_Transform, 438
X3D_TransmitterPdu, 439
X3D_TriangleFanSet, 440
X3D_TriangleSet, 441
X3D_TriangleSet2D, 441
X3D_TriangleStripSet, 442
X3D_TwoSidedMaterial, 443
X3D_Viewpoint, 443
X3D_ViewpointGroup, 444
X3D_Virt, 445
X3D_VisibilitySensor, 445
X3D_WorldInfo, 446
XY, 481