

FreeWRL/FreeX3D

4.3.0

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1 cson JSON API	1
2 Hierarchical Index	3
2.1 Class Hierarchy	3
3 Data Structure Index	31
3.1 Data Structures	31
4 Data Structure Documentation	57
4.1 _AnyNative Struct Reference	57
4.1.1 Detailed Description	57
4.2 _Atlas Struct Reference	57
4.2.1 Detailed Description	58
4.3 _AtlasEntry Struct Reference	58
4.3.1 Detailed Description	58
4.4 _AtlasFont Struct Reference	58
4.4.1 Detailed Description	58
4.5 _BrowserNative Struct Reference	59
4.5.1 Detailed Description	59
4.6 _BUTitem Struct Reference	59
4.6.1 Detailed Description	59
4.7 _cd_list_t Struct Reference	59
4.7.1 Detailed Description	59
4.8 _contenttype Struct Reference	60
4.8.1 Detailed Description	60
4.9 _CRnodeStruct Struct Reference	60
4.9.1 Detailed Description	60
4.10 _FW_PluginInstance Struct Reference	60
4.10.1 Detailed Description	61
4.11 _geosys Struct Reference	61
4.11.1 Detailed Description	61
4.12 _GLwDrawingAreaClassPart Struct Reference	61
4.12.1 Detailed Description	61
4.13 _GLwDrawingAreaClassRec Struct Reference	62
4.13.1 Detailed Description	62
4.14 _GLwDrawingAreaRec Struct Reference	62
4.14.1 Detailed Description	62
4.15 _GUIElement Struct Reference	62
4.15.1 Detailed Description	62
4.16 _intX3D_MFBool Struct Reference	63
4.16.1 Detailed Description	63
4.17 _intX3D_MFColor Struct Reference	63
4.17.1 Detailed Description	63

4.18	_intX3D_MFColorRGBA Struct Reference	63
4.18.1	Detailed Description	63
4.19	_intX3D_MFFloat Struct Reference	64
4.19.1	Detailed Description	64
4.20	_intX3D_MFImage Struct Reference	64
4.20.1	Detailed Description	64
4.21	_intX3D_MFInt32 Struct Reference	64
4.21.1	Detailed Description	64
4.22	_intX3D_MFNode Struct Reference	65
4.22.1	Detailed Description	65
4.23	_intX3D_MFRotation Struct Reference	65
4.23.1	Detailed Description	65
4.24	_intX3D_MFString Struct Reference	65
4.24.1	Detailed Description	65
4.25	_intX3D_MFTime Struct Reference	66
4.25.1	Detailed Description	66
4.26	_intX3D_MFVec2d Struct Reference	66
4.26.1	Detailed Description	66
4.27	_intX3D_MFVec2f Struct Reference	66
4.27.1	Detailed Description	66
4.28	_intX3D_MFVec3d Struct Reference	67
4.28.1	Detailed Description	67
4.29	_intX3D_MFVec3f Struct Reference	67
4.29.1	Detailed Description	67
4.30	_intX3D_SFBool Struct Reference	67
4.30.1	Detailed Description	67
4.31	_intX3D_SFColor Struct Reference	68
4.31.1	Detailed Description	68
4.32	_intX3D_SFColorRGBA Struct Reference	68
4.32.1	Detailed Description	68
4.33	_intX3D_SFFloat Struct Reference	68
4.33.1	Detailed Description	68
4.34	_intX3D_SFImage Struct Reference	69
4.34.1	Detailed Description	69
4.35	_intX3D_SFInt32 Struct Reference	69
4.35.1	Detailed Description	69
4.36	_intX3D_SFNode Struct Reference	69
4.36.1	Detailed Description	69
4.37	_intX3D_SFRotation Struct Reference	70
4.37.1	Detailed Description	70
4.38	_intX3D_SFString Struct Reference	70
4.38.1	Detailed Description	70

4.39	_intX3D_SFTime Struct Reference	70
4.39.1	Detailed Description	70
4.40	_intX3D_SFVec2d Struct Reference	71
4.40.1	Detailed Description	71
4.41	_intX3D_SFVec2f Struct Reference	71
4.41.1	Detailed Description	71
4.42	_intX3D_SFVec3d Struct Reference	71
4.42.1	Detailed Description	71
4.43	_intX3D_SFVec3f Struct Reference	72
4.43.1	Detailed Description	72
4.44	_intX3DEventIn Struct Reference	72
4.44.1	Detailed Description	72
4.45	_NPByteRange Struct Reference	72
4.45.1	Detailed Description	73
4.46	_NPEmbedPrint Struct Reference	73
4.46.1	Detailed Description	73
4.47	_NPFULLPrint Struct Reference	73
4.47.1	Detailed Description	73
4.48	_NPImageExpose Struct Reference	74
4.48.1	Detailed Description	74
4.49	_NPNetscapeFuncs Struct Reference	74
4.49.1	Detailed Description	75
4.50	_NPP Struct Reference	75
4.50.1	Detailed Description	75
4.51	_NPPluginFuncs Struct Reference	76
4.51.1	Detailed Description	76
4.52	_NPPrint Struct Reference	76
4.52.1	Detailed Description	76
4.53	_NPRect Struct Reference	77
4.53.1	Detailed Description	77
4.54	_NPSavedData Struct Reference	77
4.54.1	Detailed Description	77
4.55	_NPSize Struct Reference	77
4.55.1	Detailed Description	77
4.56	_NPStream Struct Reference	78
4.56.1	Detailed Description	78
4.57	_NPString Struct Reference	78
4.57.1	Detailed Description	78
4.58	_NPVariant Struct Reference	78
4.58.1	Detailed Description	79
4.59	_NPWindow Struct Reference	79
4.59.1	Detailed Description	79

4.60	_s_list_t Struct Reference	79
4.60.1	Detailed Description	79
4.61	freeWRLSAI_cpp::_SAIParameter Class Reference	80
4.61.1	Detailed Description	80
4.62	_SFColorNative Struct Reference	80
4.62.1	Detailed Description	80
4.63	_SFColorRGBANative Struct Reference	80
4.63.1	Detailed Description	80
4.64	_SFImageNative Struct Reference	81
4.64.1	Detailed Description	81
4.65	_SFNodeNative Struct Reference	81
4.65.1	Detailed Description	81
4.66	_SFRotationNative Struct Reference	81
4.66.1	Detailed Description	81
4.67	_SFVec2fNative Struct Reference	82
4.67.1	Detailed Description	82
4.68	_SFVec3dNative Struct Reference	82
4.68.1	Detailed Description	82
4.69	_SFVec3fNative Struct Reference	82
4.69.1	Detailed Description	82
4.70	_SFVec4dNative Struct Reference	83
4.70.1	Detailed Description	83
4.71	_SFVec4fNative Struct Reference	83
4.71.1	Detailed Description	83
4.72	_urlRequest Struct Reference	83
4.72.1	Detailed Description	83
4.73	_X3DNode Union Reference	84
4.73.1	Detailed Description	84
4.74	AcknowledgePdu Struct Reference	84
4.74.1	Detailed Description	85
4.75	AcknowledgeReliablePdu Struct Reference	85
4.75.1	Detailed Description	85
4.76	AcousticBeamData Struct Reference	85
4.76.1	Detailed Description	86
4.77	AcousticBeamFundamentalParameter Struct Reference	86
4.77.1	Detailed Description	86
4.78	AcousticEmitter Struct Reference	86
4.78.1	Detailed Description	87
4.79	AcousticEmitterSystem Struct Reference	87
4.79.1	Detailed Description	87
4.79.2	Field Documentation	87
4.79.2.1	acousticFunction	87

4.79.2.2 acousticID	88
4.80 AcousticEmitterSystemData Struct Reference	88
4.80.1 Detailed Description	88
4.80.2 Field Documentation	88
4.80.2.1 beamRecords	89
4.81 ActionRequestPdu Struct Reference	89
4.81.1 Detailed Description	89
4.82 ActionRequestReliablePdu Struct Reference	90
4.82.1 Detailed Description	90
4.83 ActionResponsePdu Struct Reference	90
4.83.1 Detailed Description	91
4.84 ActionResponseReliablePdu Struct Reference	91
4.84.1 Detailed Description	91
4.85 ActiveRegion Struct Reference	91
4.85.1 Detailed Description	92
4.86 AggregateID Struct Reference	92
4.86.1 Detailed Description	92
4.87 AggregateMarking Struct Reference	92
4.87.1 Detailed Description	92
4.88 AggregateStatePdu Struct Reference	93
4.88.1 Detailed Description	93
4.88.2 Field Documentation	94
4.88.2.1 pad2	94
4.89 AggregateType Struct Reference	94
4.89.1 Detailed Description	94
4.90 AngularVelocityVector Struct Reference	95
4.90.1 Detailed Description	95
4.91 AntennaLocation Struct Reference	95
4.91.1 Detailed Description	95
4.92 anyVrml Union Reference	95
4.92.1 Detailed Description	96
4.93 ApaData Struct Reference	96
4.93.1 Detailed Description	96
4.94 Arc Class Reference	96
4.94.1 Detailed Description	98
4.95 ArcSdirSorter Class Reference	98
4.95.1 Detailed Description	98
4.96 ArcSorter Class Reference	98
4.96.1 Detailed Description	99
4.97 ArcTdirSorter Class Reference	99
4.97.1 Detailed Description	99
4.98 ArcTessellator Class Reference	100

4.98.1 Detailed Description	100
4.99 ArealObjectStatePdu Struct Reference	100
4.99.1 Detailed Description	101
4.100 ArgListType Struct Reference	101
4.100.1 Detailed Description	101
4.101 ArticulationParameter Struct Reference	101
4.101.1 Detailed Description	101
4.102 AtlasEntrySet Struct Reference	102
4.102.1 Detailed Description	102
4.103 Backend Class Reference	102
4.103.1 Detailed Description	103
4.104 vrml.BaseNode Class Reference	103
4.104.1 Detailed Description	104
4.105 BasePlugin Class Reference	104
4.105.1 Detailed Description	104
4.106 BasicCurveEvaluator Class Reference	105
4.106.1 Detailed Description	105
4.107 BasicSurfaceEvaluator Class Reference	105
4.107.1 Detailed Description	106
4.108 BeamAntennaPattern Struct Reference	107
4.108.1 Detailed Description	107
4.108.2 Field Documentation	107
4.108.2.1 beamDirection	107
4.109 BeamData Struct Reference	108
4.109.1 Detailed Description	108
4.109.2 Field Documentation	108
4.109.2.1 beamSweepSync	108
4.110 BezierArc Struct Reference	108
4.110.1 Detailed Description	109
4.111 bezierPatch Struct Reference	109
4.111.1 Detailed Description	109
4.112 bezierPatchMesh Struct Reference	110
4.112.1 Detailed Description	110
4.113 Bin Class Reference	110
4.113.1 Detailed Description	111
4.114 bindablestack Struct Reference	111
4.114.1 Detailed Description	111
4.115 block Struct Reference	111
4.115.1 Detailed Description	112
4.116 Breakpt Struct Reference	112
4.116.1 Detailed Description	112
4.117 brotoDefpair Struct Reference	112

4.117.1 Detailed Description	112
4.118 brotoIS Struct Reference	113
4.118.1 Detailed Description	113
4.119 brotoRoute Struct Reference	113
4.119.1 Detailed Description	113
4.120 brouteEnd Struct Reference	114
4.120.1 Detailed Description	114
4.121 org.web3d.x3d.sai.Browser Interface Reference	114
4.121.1 Detailed Description	115
4.122 vrml.Browser Class Reference	115
4.122.1 Detailed Description	115
4.123 vrml.external.Browser Class Reference	116
4.123.1 Detailed Description	117
4.124 org.web3d.x3d.sai.BrowserEvent Class Reference	117
4.124.1 Detailed Description	118
4.125 sai.BrowserFactory Class Reference	118
4.125.1 Detailed Description	118
4.126 org.web3d.x3d.sai.BrowserFactoryImpl Interface Reference	118
4.126.1 Detailed Description	119
4.127 vrml.external.BrowserGlobals Class Reference	119
4.127.1 Detailed Description	119
4.128 sai.BrowserGlobals Class Reference	119
4.128.1 Detailed Description	119
4.129 org.web3d.x3d.sai.BrowserInterface Interface Reference	120
4.129.1 Detailed Description	120
4.130 vrml.external.BrowserInterface Interface Reference	120
4.130.1 Detailed Description	120
4.131 org.web3d.x3d.sai.BrowserListener Interface Reference	121
4.131.1 Detailed Description	121
4.132 freeWRLSAI_cpp::browserNotSharedException Class Reference	121
4.132.1 Detailed Description	121
4.133 org.web3d.x3d.sai.BrowserNotSharedException Class Reference	122
4.133.1 Detailed Description	122
4.134 Buffer Class Reference	122
4.134.1 Detailed Description	122
4.135 BurstDescriptor Struct Reference	123
4.135.1 Detailed Description	123
4.136 CachedVertex Struct Reference	123
4.136.1 Detailed Description	123
4.137 CachingEvaluator Class Reference	123
4.137.1 Detailed Description	124
4.138 cbDataExactName Struct Reference	124

4.138.1 Detailed Description	124
4.139 cbDataRootNameAndRouteDir Struct Reference	125
4.139.1 Detailed Description	125
4.140 CdIfFreeWRL Class Reference	125
4.140.1 Detailed Description	126
4.141 chardata Struct Reference	126
4.141.1 Detailed Description	126
4.142 chaser_ptrs Struct Reference	127
4.142.1 Detailed Description	127
4.143 cline Struct Reference	127
4.143.1 Detailed Description	127
4.144 ClockTime Struct Reference	127
4.144.1 Detailed Description	128
4.145 coded_block_pattern_entry Struct Reference	128
4.145.1 Detailed Description	128
4.146 CollisionElasticPdu Struct Reference	128
4.146.1 Detailed Description	129
4.146.2 Field Documentation	129
4.146.2.1 unitSurfaceNormal	129
4.147 CollisionPdu Struct Reference	129
4.147.1 Detailed Description	130
4.148 colorScheme Struct Reference	130
4.148.1 Detailed Description	130
4.149 command Struct Reference	130
4.149.1 Detailed Description	130
4.150 CommentPdu Struct Reference	131
4.150.1 Detailed Description	131
4.151 CommentReliablePdu Struct Reference	131
4.151.1 Detailed Description	131
4.152 org.web3d.x3d.sai.ComponentInfo Interface Reference	132
4.152.1 Detailed Description	132
4.153 connection_info_struct Struct Reference	132
4.153.1 Detailed Description	132
4.154 org.web3d.x3d.sai.ConnectionException Class Reference	133
4.154.1 Detailed Description	133
4.155 freeWRLSAI_cpp::connectionException Class Reference	133
4.155.1 Detailed Description	133
4.156 consoleLine Struct Reference	134
4.156.1 Detailed Description	134
4.157 vrml.ConstField Class Reference	134
4.157.1 Detailed Description	135
4.158 vrml.field.ConstMFCOLOR Class Reference	135

4.158.1 Detailed Description	135
4.159 vrml.field.ConstMFFloat Class Reference	136
4.159.1 Detailed Description	136
4.160 vrml.ConstMField Class Reference	136
4.160.1 Detailed Description	137
4.161 vrml.field.ConstMFInt32 Class Reference	138
4.161.1 Detailed Description	138
4.162 vrml.field.ConstMFNode Class Reference	138
4.162.1 Detailed Description	139
4.163 vrml.field.ConstMFRotation Class Reference	139
4.163.1 Detailed Description	140
4.164 vrml.field.ConstMFString Class Reference	140
4.164.1 Detailed Description	140
4.165 vrml.field.ConstMFTime Class Reference	141
4.165.1 Detailed Description	141
4.166 vrml.field.ConstMFVec2f Class Reference	141
4.166.1 Detailed Description	142
4.167 vrml.field.ConstMFVec3f Class Reference	142
4.167.1 Detailed Description	143
4.168 vrml.field.ConstSFBool Class Reference	143
4.168.1 Detailed Description	143
4.169 vrml.field.ConstSFColor Class Reference	144
4.169.1 Detailed Description	144
4.170 vrml.field.ConstSFFloat Class Reference	144
4.170.1 Detailed Description	145
4.171 vrml.field.ConstSFImage Class Reference	145
4.171.1 Detailed Description	146
4.172 vrml.field.ConstSFInt32 Class Reference	146
4.172.1 Detailed Description	146
4.173 vrml.field.ConstSFNode Class Reference	147
4.173.1 Detailed Description	147
4.174 vrml.field.ConstSFRotation Class Reference	147
4.174.1 Detailed Description	148
4.175 vrml.field.ConstSFString Class Reference	148
4.175.1 Detailed Description	148
4.176 vrml.field.ConstSFTime Class Reference	149
4.176.1 Detailed Description	149
4.177 vrml.field.ConstSFVec2f Class Reference	149
4.177.1 Detailed Description	150
4.178 vrml.field.ConstSFVec3f Class Reference	150
4.178.1 Detailed Description	151
4.179 contenttype_captiontext Struct Reference	151

4.179.1 Detailed Description	151
4.180 contenttype_e3dmouse Struct Reference	151
4.180.1 Detailed Description	152
4.181 contenttype_layer Struct Reference	152
4.181.1 Detailed Description	152
4.182 contenttype_multitouch Struct Reference	152
4.182.1 Detailed Description	152
4.183 contenttype_orientation Struct Reference	153
4.183.1 Detailed Description	153
4.184 contenttype_quadrant Struct Reference	153
4.184.1 Detailed Description	153
4.185 contenttype_scene Struct Reference	153
4.185.1 Detailed Description	154
4.186 contenttype_splitter Struct Reference	154
4.186.1 Detailed Description	154
4.187 contenttype_statusbar Struct Reference	154
4.187.1 Detailed Description	154
4.188 contenttype_stereo_anaglyph Struct Reference	154
4.188.1 Detailed Description	155
4.189 contenttype_stereo_shutter Struct Reference	155
4.189.1 Detailed Description	155
4.190 contenttype_stereo_sidebyside Struct Reference	155
4.190.1 Detailed Description	155
4.191 contenttype_stereo_updown Struct Reference	155
4.191.1 Detailed Description	156
4.192 contenttype_switch Struct Reference	156
4.192.1 Detailed Description	156
4.193 contenttype_textpanel Struct Reference	156
4.193.1 Detailed Description	157
4.194 contenttype_texturegrid Struct Reference	157
4.194.1 Detailed Description	157
4.195 CoveAndTiler Class Reference	157
4.195.1 Detailed Description	158
4.196 CPlugin Class Reference	158
4.196.1 Detailed Description	158
4.196.2 Constructor & Destructor Documentation	158
4.196.2.1 CPlugin()	159
4.197 CR_RegStruct Struct Reference	159
4.197.1 Detailed Description	159
4.198 CreateEntityPdu Struct Reference	159
4.198.1 Detailed Description	160
4.199 CreateEntityReliablePdu Struct Reference	160

4.199.1 Detailed Description	160
4.200 CRjsnameStruct Struct Reference	160
4.200.1 Detailed Description	160
4.201 CRscriptStruct Struct Reference	161
4.201.1 Detailed Description	161
4.202 CRStruct Struct Reference	161
4.202.1 Detailed Description	161
4.203 cson_array Struct Reference	162
4.203.1 Detailed Description	162
4.204 cson_buffer Struct Reference	162
4.204.1 Detailed Description	163
4.204.2 Field Documentation	163
4.204.2.1 capacity	163
4.204.2.2 mem	163
4.204.2.3 timesExpanded	164
4.204.2.4 used	164
4.205 cson_data_source_StringSource_Struct Reference	164
4.205.1 Detailed Description	164
4.205.2 Field Documentation	165
4.205.2.1 pos	165
4.206 cson_kvpair Struct Reference	165
4.206.1 Detailed Description	165
4.207 cson_kvpair_list Struct Reference	166
4.207.1 Detailed Description	166
4.208 cson_object Struct Reference	166
4.208.1 Detailed Description	166
4.209 cson_object_iterator Struct Reference	167
4.209.1 Detailed Description	167
4.210 cson_output_opt Struct Reference	167
4.210.1 Detailed Description	168
4.210.2 Field Documentation	168
4.210.2.1 escapeForwardSlashes	168
4.210.2.2 indentation	168
4.210.2.3 maxDepth	169
4.211 cson_parse_info Struct Reference	169
4.211.1 Detailed Description	169
4.212 cson_parse_opt Struct Reference	170
4.212.1 Detailed Description	170
4.212.2 Field Documentation	170
4.212.2.1 allowComments	170
4.213 cson_parser Struct Reference	170
4.213.1 Detailed Description	171

4.214 cson_string Struct Reference	171
4.214.1 Detailed Description	171
4.215 cson_value Struct Reference	172
4.215.1 Detailed Description	172
4.215.2 Field Documentation	173
4.215.2.1 api	173
4.215.2.2 refcount	173
4.215.2.3 value	174
4.216 cson_value_api Struct Reference	174
4.216.1 Detailed Description	174
4.216.2 Field Documentation	174
4.216.2.1 cleanup	174
4.217 cson_value_list Struct Reference	175
4.217.1 Detailed Description	175
4.218 curfile64_info Struct Reference	175
4.218.1 Detailed Description	175
4.219 currayhit Struct Reference	176
4.219.1 Detailed Description	176
4.220 Curve Class Reference	176
4.220.1 Detailed Description	176
4.221 curveEvalMachine Struct Reference	177
4.221.1 Detailed Description	177
4.222 Curvelist Class Reference	177
4.222.1 Detailed Description	177
4.223 damper_ptr Struct Reference	178
4.223.1 Detailed Description	178
4.224 DataPdu Struct Reference	178
4.224.1 Detailed Description	178
4.225 DataQueryPdu Struct Reference	179
4.225.1 Detailed Description	179
4.225.2 Field Documentation	179
4.225.2.1 timeInterval	179
4.226 DataQueryReliablePdu Struct Reference	180
4.226.1 Detailed Description	180
4.227 DataReliablePdu Struct Reference	180
4.227.1 Detailed Description	181
4.228 datChnk Struct Reference	181
4.228.1 Detailed Description	181
4.229 dct_dc_size_entry Struct Reference	181
4.229.1 Detailed Description	181
4.230 DDS_header Union Reference	182
4.230.1 Detailed Description	182

4.231 DdsLoadInfo Struct Reference	182
4.231.1 Detailed Description	183
4.232 DeadReckoningParameter Struct Reference	183
4.232.1 Detailed Description	183
4.233 depth_slice Struct Reference	183
4.233.1 Detailed Description	183
4.234 DesignatorPdu Struct Reference	184
4.234.1 Detailed Description	184
4.235 DetonationPdu Struct Reference	185
4.235.1 Detailed Description	185
4.235.2 Field Documentation	185
4.235.2.1 locationInEntityCoordinates	185
4.236 Dict Struct Reference	186
4.236.1 Detailed Description	186
4.237 DictNode Struct Reference	186
4.237.1 Detailed Description	186
4.238 directedLine Class Reference	187
4.238.1 Detailed Description	188
4.239 dis_class Struct Reference	188
4.239.1 Detailed Description	188
4.240 dis_socket Struct Reference	188
4.240.1 Detailed Description	188
4.241 disfieldattr Struct Reference	189
4.241.1 Detailed Description	189
4.242 DisplayList Class Reference	189
4.242.1 Detailed Description	189
4.243 freeWRLSAI_cpp::disposedException Class Reference	190
4.243.1 Detailed Description	190
4.244 DistributedEmissionsFamilyPdu Struct Reference	190
4.244.1 Detailed Description	190
4.245 Dlnode Struct Reference	190
4.245.1 Detailed Description	191
4.246 draw_call_params Struct Reference	191
4.246.1 Detailed Description	191
4.247 duk__bigint Struct Reference	192
4.247.1 Detailed Description	192
4.248 duk__compile_raw_args Struct Reference	192
4.248.1 Detailed Description	192
4.249 duk__compiler_stkstate Struct Reference	192
4.249.1 Detailed Description	192
4.250 duk__decode_context Struct Reference	193
4.250.1 Detailed Description	193

4.251 duk__encode_context Struct Reference	193
4.251.1 Detailed Description	193
4.252 duk__exp_limits Struct Reference	193
4.252.1 Detailed Description	194
4.253 duk__id_lookup_result Struct Reference	194
4.253.1 Detailed Description	194
4.254 duk__numconv_stringify_ctx Struct Reference	194
4.254.1 Detailed Description	195
4.255 duk__objlit_state Struct Reference	195
4.255.1 Detailed Description	195
4.256 duk__pcall_prop_args Struct Reference	195
4.256.1 Detailed Description	195
4.257 duk__re_disjunction_info Struct Reference	195
4.257.1 Detailed Description	196
4.258 duk__transform_context Struct Reference	196
4.258.1 Detailed Description	196
4.259 duk_activation Struct Reference	196
4.259.1 Detailed Description	196
4.260 duk_bitdecoder_ctx Struct Reference	197
4.260.1 Detailed Description	197
4.261 duk_bitencoder_ctx Struct Reference	197
4.261.1 Detailed Description	197
4.262 duk_breakpoint Struct Reference	197
4.262.1 Detailed Description	198
4.263 duk_bufwriter_ctx Struct Reference	198
4.263.1 Detailed Description	198
4.264 duk_catcher Struct Reference	198
4.264.1 Detailed Description	198
4.265 duk_compiler_ctx Struct Reference	199
4.265.1 Detailed Description	199
4.266 duk_compiler_func Struct Reference	199
4.266.1 Detailed Description	200
4.267 duk_compiler_instr Struct Reference	200
4.267.1 Detailed Description	201
4.268 duk_double_union Union Reference	201
4.268.1 Detailed Description	201
4.269 duk_function_list_entry Struct Reference	201
4.269.1 Detailed Description	201
4.270 duk_harray Struct Reference	202
4.270.1 Detailed Description	202
4.271 duk_hbuffer Struct Reference	202
4.271.1 Detailed Description	202

4.272 duk_hbuffer_dynamic Struct Reference	202
4.272.1 Detailed Description	202
4.273 duk_hbuffer_external Struct Reference	203
4.273.1 Detailed Description	203
4.274 duk_hbuffer_fixed Struct Reference	203
4.274.1 Detailed Description	203
4.275 duk_hbufobj Struct Reference	203
4.275.1 Detailed Description	204
4.276 duk_hcompfunc Struct Reference	204
4.276.1 Detailed Description	204
4.277 duk_heap Struct Reference	204
4.277.1 Detailed Description	205
4.278 duk_heaphdr Struct Reference	205
4.278.1 Detailed Description	205
4.279 duk_heaphdr_string Struct Reference	205
4.279.1 Detailed Description	206
4.280 duk_hnatfunc Struct Reference	206
4.280.1 Detailed Description	206
4.281 duk_hobject Struct Reference	206
4.281.1 Detailed Description	206
4.282 duk_hstring Struct Reference	207
4.282.1 Detailed Description	207
4.283 duk_hstring_external Struct Reference	207
4.283.1 Detailed Description	207
4.284 duk_hthread Struct Reference	208
4.284.1 Detailed Description	208
4.285 duk_internal_thread_state Struct Reference	208
4.285.1 Detailed Description	209
4.286 duk_ispec Struct Reference	209
4.286.1 Detailed Description	209
4.287 duk_ivalue Struct Reference	209
4.287.1 Detailed Description	209
4.288 duk_jmpbuf Struct Reference	209
4.288.1 Detailed Description	210
4.289 duk_json_dec_ctx Struct Reference	210
4.289.1 Detailed Description	210
4.290 duk_json_enc_ctx Struct Reference	210
4.290.1 Detailed Description	211
4.291 duk_labelinfo Struct Reference	211
4.291.1 Detailed Description	211
4.292 duk_lexer_codepoint Struct Reference	211
4.292.1 Detailed Description	211

4.293 duk_lexer_ctx Struct Reference	212
4.293.1 Detailed Description	212
4.294 duk_lexer_point Struct Reference	212
4.294.1 Detailed Description	212
4.295 duk_ljstate Struct Reference	213
4.295.1 Detailed Description	213
4.296 duk_memory_functions Struct Reference	213
4.296.1 Detailed Description	213
4.297 duk_number_list_entry Struct Reference	213
4.297.1 Detailed Description	214
4.298 duk_propaccessor Struct Reference	214
4.298.1 Detailed Description	214
4.299 duk_propdesc Struct Reference	214
4.299.1 Detailed Description	214
4.300 duk_propvalue Union Reference	215
4.300.1 Detailed Description	215
4.301 duk_re_compiler_ctx Struct Reference	215
4.301.1 Detailed Description	215
4.302 duk_re_matcher_ctx Struct Reference	215
4.302.1 Detailed Description	216
4.303 duk_re_token Struct Reference	216
4.303.1 Detailed Description	216
4.304 duk_strcache Struct Reference	216
4.304.1 Detailed Description	216
4.305 duk_strtab_entry Struct Reference	217
4.305.1 Detailed Description	217
4.306 duk_thread_state Struct Reference	217
4.306.1 Detailed Description	217
4.307 duk_time_components Struct Reference	217
4.307.1 Detailed Description	218
4.308 duk_token Struct Reference	218
4.308.1 Detailed Description	218
4.309 duk_tval_unused Struct Reference	218
4.309.1 Detailed Description	218
4.310 EAI_Extra_Data Struct Reference	219
4.310.1 Detailed Description	219
4.311 EAI_ListenerStruct Struct Reference	219
4.311.1 Detailed Description	219
4.312 vrml.external.FreeWRLEAI.EAIAsyncMessage Class Reference	219
4.312.1 Detailed Description	220
4.313 sai.eai.EAIAsyncMessage Class Reference	220
4.313.1 Detailed Description	220

4.314 vrml.external.FreeWRLEAI.EAIAsyncQueue Class Reference	220
4.314.1 Detailed Description	220
4.315 sai.eai.EAIAsyncQueue Class Reference	221
4.315.1 Detailed Description	221
4.316 sai.eai.EAIAsyncThread Class Reference	221
4.316.1 Detailed Description	221
4.317 vrml.external.FreeWRLEAI.EAIAsyncThread Class Reference	221
4.317.1 Detailed Description	222
4.318 sai.eai.EAIInThread Class Reference	222
4.318.1 Detailed Description	222
4.319 vrml.external.FreeWRLEAI.EAIInThread Class Reference	222
4.319.1 Detailed Description	223
4.320 sai.eai.EAIMessage Class Reference	223
4.320.1 Detailed Description	223
4.321 vrml.external.FreeWRLEAI.EAIMessage Class Reference	223
4.321.1 Detailed Description	224
4.322 EAINodeIndexStruct Struct Reference	224
4.322.1 Detailed Description	224
4.323 EAINodeParams Struct Reference	224
4.323.1 Detailed Description	224
4.324 sai.eai.EAIoutQueue Class Reference	225
4.324.1 Detailed Description	225
4.325 vrml.external.FreeWRLEAI.EAIoutQueue Class Reference	225
4.325.1 Detailed Description	225
4.326 sai.eai.EAIoutThread Class Reference	225
4.326.1 Detailed Description	226
4.327 vrml.external.FreeWRLEAI.EAIoutThread Class Reference	226
4.327.1 Detailed Description	226
4.328 EdgePair Struct Reference	226
4.328.1 Detailed Description	227
4.329 EightByteChunk Struct Reference	227
4.329.1 Detailed Description	227
4.330 ElectronicEmissionBeamData Struct Reference	227
4.330.1 Detailed Description	228
4.330.2 Field Documentation	228
4.330.2.1 beamParameterIndex	228
4.331 ElectronicEmissionsPdu Struct Reference	228
4.331.1 Detailed Description	228
4.332 ElectronicEmissionSystemData Struct Reference	229
4.332.1 Detailed Description	229
4.332.2 Field Documentation	229
4.332.2.1 numberOfBeams	229

4.332.2.2 systemDataLength	229
4.333 ellipsoid Struct Reference	230
4.333.1 Detailed Description	230
4.334 EmitterSystem Struct Reference	230
4.334.1 Detailed Description	230
4.335 EntityID Struct Reference	230
4.335.1 Detailed Description	231
4.336 EntityInformationFamilyPdu Struct Reference	231
4.336.1 Detailed Description	231
4.337 EntityManagementFamilyPdu Struct Reference	231
4.337.1 Detailed Description	231
4.338 EntityStatePdu Struct Reference	232
4.338.1 Detailed Description	232
4.339 EntityStateUpdatePdu Struct Reference	233
4.339.1 Detailed Description	233
4.340 EntityType Struct Reference	233
4.340.1 Detailed Description	234
4.341 Environment Struct Reference	234
4.341.1 Detailed Description	234
4.342 EnvironmentalProcessPdu Struct Reference	234
4.342.1 Detailed Description	235
4.343 vrml.Event Class Reference	235
4.343.1 Detailed Description	235
4.344 EventID Struct Reference	235
4.344.1 Detailed Description	236
4.345 vrml.external.field.EventIn Class Reference	236
4.345.1 Detailed Description	237
4.346 vrml.external.field.EventInMFColor Class Reference	237
4.346.1 Detailed Description	237
4.347 vrml.external.field.EventInMFFloat Class Reference	237
4.347.1 Detailed Description	238
4.348 vrml.external.field.EventInMFInt32 Class Reference	238
4.348.1 Detailed Description	238
4.349 vrml.external.field.EventInMFNode Class Reference	239
4.349.1 Detailed Description	239
4.350 vrml.external.field.EventInMFRotation Class Reference	239
4.350.1 Detailed Description	239
4.351 vrml.external.field.EventInMFString Class Reference	240
4.351.1 Detailed Description	240
4.352 vrml.external.field.EventInMFVec2f Class Reference	240
4.352.1 Detailed Description	240
4.353 vrml.external.field.EventInMFVec3f Class Reference	241

4.353.1 Detailed Description	241
4.354 vrml.external.field.EventInSFBool Class Reference	241
4.354.1 Detailed Description	241
4.355 vrml.external.field.EventInSFColor Class Reference	242
4.355.1 Detailed Description	242
4.356 vrml.external.field.EventInSFFloat Class Reference	242
4.356.1 Detailed Description	242
4.357 vrml.external.field.EventInSFImage Class Reference	243
4.357.1 Detailed Description	243
4.358 vrml.external.field.EventInSFInt32 Class Reference	243
4.358.1 Detailed Description	243
4.359 vrml.external.field.EventInSFNode Class Reference	244
4.359.1 Detailed Description	244
4.360 vrml.external.field.EventInSFRotation Class Reference	244
4.360.1 Detailed Description	244
4.361 vrml.external.field.EventInSFString Class Reference	245
4.361.1 Detailed Description	245
4.362 vrml.external.field.EventInSFTime Class Reference	245
4.362.1 Detailed Description	245
4.363 vrml.external.field.EventInSFVec2f Class Reference	246
4.363.1 Detailed Description	246
4.364 vrml.external.field.EventInSFVec3f Class Reference	246
4.364.1 Detailed Description	246
4.365 vrml.external.field.EventOut Class Reference	247
4.365.1 Detailed Description	248
4.366 vrml.external.field.EventOutMFColor Class Reference	248
4.366.1 Detailed Description	248
4.367 vrml.external.field.EventOutMFFloat Class Reference	248
4.367.1 Detailed Description	249
4.368 vrml.external.field.EventOutMField Class Reference	249
4.368.1 Detailed Description	250
4.369 vrml.external.field.EventOutMFInt32 Class Reference	250
4.369.1 Detailed Description	250
4.370 vrml.external.field.EventOutMFNode Class Reference	250
4.370.1 Detailed Description	251
4.371 vrml.external.field.EventOutMFRotation Class Reference	251
4.371.1 Detailed Description	251
4.372 vrml.external.field.EventOutMFString Class Reference	252
4.372.1 Detailed Description	252
4.373 vrml.external.field.EventOutMFVec2f Class Reference	252
4.373.1 Detailed Description	253
4.374 vrml.external.field.EventOutMFVec3f Class Reference	253

4.374.1 Detailed Description	253
4.375 vrml.external.field.EventOutObserver Interface Reference	253
4.375.1 Detailed Description	254
4.376 vrml.external.field.EventOutSFBool Class Reference	254
4.376.1 Detailed Description	254
4.377 vrml.external.field.EventOutSFColor Class Reference	254
4.377.1 Detailed Description	255
4.378 vrml.external.field.EventOutSFFloat Class Reference	255
4.378.1 Detailed Description	255
4.379 vrml.external.field.EventOutSFImage Class Reference	255
4.379.1 Detailed Description	256
4.380 vrml.external.field.EventOutSFInt32 Class Reference	256
4.380.1 Detailed Description	256
4.381 vrml.external.field.EventOutSFNode Class Reference	257
4.381.1 Detailed Description	257
4.382 vrml.external.field.EventOutSFRotation Class Reference	257
4.382.1 Detailed Description	257
4.383 vrml.external.field.EventOutSFString Class Reference	258
4.383.1 Detailed Description	258
4.384 vrml.external.field.EventOutSFTime Class Reference	258
4.384.1 Detailed Description	258
4.385 vrml.external.field.EventOutSFVec2f Class Reference	259
4.385.1 Detailed Description	259
4.386 vrml.external.field.EventOutSFVec3f Class Reference	259
4.386.1 Detailed Description	259
4.387 EventReportPdu Struct Reference	260
4.387.1 Detailed Description	260
4.388 EventReportReliablePdu Struct Reference	260
4.388.1 Detailed Description	261
4.389 org.web3d.x3d.sai.ExternalBrowser Interface Reference	261
4.389.1 Detailed Description	261
4.390 extrusion Struct Reference	261
4.390.1 Detailed Description	262
4.391 FaceCount Struct Reference	262
4.391.1 Detailed Description	262
4.392 FastEntityStatePdu Struct Reference	262
4.392.1 Detailed Description	264
4.393 vrml.Field Class Reference	264
4.393.1 Detailed Description	265
4.394 field_info Struct Reference	265
4.394.1 Detailed Description	265
4.395 FieldDecl Struct Reference	265

4.395.1 Detailed Description	266
4.396 vrml.external.field.FieldTypes Class Reference	266
4.396.1 Detailed Description	266
4.397 file_in_zip64_read_info_s Struct Reference	267
4.397.1 Detailed Description	267
4.398 FirePdu Struct Reference	267
4.398.1 Detailed Description	268
4.399 FirstStruct Struct Reference	268
4.399.1 Detailed Description	268
4.400 FixedDatum Struct Reference	268
4.400.1 Detailed Description	268
4.401 Flist Class Reference	269
4.401.1 Detailed Description	269
4.402 FlistSorter Class Reference	269
4.402.1 Detailed Description	270
4.403 flychord Struct Reference	270
4.403.1 Detailed Description	270
4.404 fmtChnk Struct Reference	270
4.404.1 Detailed Description	271
4.405 FourByteChunk Struct Reference	271
4.405.1 Detailed Description	271
4.406 freewrl_params Struct Reference	271
4.406.1 Detailed Description	272
4.407 sai.FreeWRLBrowser Class Reference	272
4.407.1 Detailed Description	274
4.408 sai.FreeWRLBrowserInfo Class Reference	274
4.408.1 Detailed Description	274
4.409 sai.FreeWRLComponent Class Reference	274
4.409.1 Detailed Description	274
4.410 sai.FreeWRLField Class Reference	275
4.410.1 Detailed Description	276
4.411 sai.FreeWRLFieldDefinition Class Reference	276
4.411.1 Detailed Description	277
4.412 sai.FreeWRLFieldTypes Class Reference	277
4.412.1 Detailed Description	277
4.413 sai.FreeWRLMField Class Reference	278
4.413.1 Detailed Description	278
4.414 sai.FreeWRLNode Class Reference	279
4.414.1 Detailed Description	279
4.415 sai.FreeWRLNodeTypes Class Reference	279
4.415.1 Detailed Description	280
4.416 sai.FreeWRLRendererInfo Class Reference	280

4.416.1 Detailed Description	280
4.417 sai.FreeWRLScene Class Reference	281
4.417.1 Detailed Description	282
4.418 ftype Struct Reference	282
4.418.1 Detailed Description	282
4.419 FundamentalParameterData Struct Reference	283
4.419.1 Detailed Description	283
4.419.2 Field Documentation	283
4.419.2.1 beamSweepSync	283
4.419.2.2 effectiveRadiatedPower	284
4.420 FundamentalParameterDataIff Struct Reference	284
4.420.1 Detailed Description	284
4.421 fw_MaterialParameters Struct Reference	285
4.421.1 Detailed Description	285
4.422 FWBITMAPFILEHEADER Struct Reference	285
4.422.1 Detailed Description	285
4.423 FWBITMAPINFO Struct Reference	285
4.423.1 Detailed Description	286
4.424 FWBITMAPINFOHEADER Struct Reference	286
4.424.1 Detailed Description	286
4.425 sai.FWComponentInfo Class Reference	286
4.425.1 Detailed Description	287
4.426 vrml.FWCreateField Class Reference	287
4.426.1 Detailed Description	287
4.427 sai.FWExternProtoDeclaration Class Reference	287
4.427.1 Detailed Description	288
4.428 FWFunctionSpec Struct Reference	288
4.428.1 Detailed Description	288
4.429 vrml.FWHelper Class Reference	288
4.429.1 Detailed Description	288
4.430 vrml.FWJavaScript Class Reference	289
4.430.1 Detailed Description	289
4.431 vrml.FWJavaScriptBinding Class Reference	289
4.431.1 Detailed Description	289
4.432 vrml.FWJavaScriptClassLoader Class Reference	290
4.432.1 Detailed Description	290
4.432.2 Constructor & Destructor Documentation	290
4.432.2.1 FWJavaScriptClassLoader()	290
4.433 sai.FWMFColor Class Reference	291
4.433.1 Detailed Description	291
4.434 sai.FWMFColorRGBA Class Reference	291
4.434.1 Detailed Description	292

4.435 sai.FWMFDouble Class Reference	292
4.435.1 Detailed Description	293
4.436 sai.FWMFFloat Class Reference	293
4.436.1 Detailed Description	293
4.437 sai.FWMFInt32 Class Reference	294
4.437.1 Detailed Description	294
4.438 sai.FWMFNode Class Reference	294
4.438.1 Detailed Description	295
4.439 sai.FWMFRotation Class Reference	295
4.439.1 Detailed Description	296
4.440 sai.FWMFString Class Reference	296
4.440.1 Detailed Description	296
4.441 sai.FWMFVec2d Class Reference	297
4.441.1 Detailed Description	297
4.442 sai.FWMFVec2f Class Reference	297
4.442.1 Detailed Description	298
4.443 sai.FWMFVec3d Class Reference	298
4.443.1 Detailed Description	299
4.444 sai.FWMFVec3f Class Reference	299
4.444.1 Detailed Description	299
4.445 sai.FWProfileInfo Class Reference	300
4.445.1 Detailed Description	300
4.446 sai.FWProfInfo Class Reference	300
4.446.1 Detailed Description	300
4.447 FWPropertySpec Struct Reference	301
4.447.1 Detailed Description	301
4.448 sai.FWProtoDeclaration Class Reference	301
4.448.1 Detailed Description	302
4.449 sai.FWProtoInstance Class Reference	302
4.449.1 Detailed Description	302
4.450 FWRGBQUAD Struct Reference	302
4.450.1 Detailed Description	303
4.451 sai.FWRoute Class Reference	303
4.451.1 Detailed Description	303
4.452 sai.FWSFBool Class Reference	303
4.452.1 Detailed Description	304
4.453 sai.FWSFColor Class Reference	304
4.453.1 Detailed Description	304
4.454 sai.FWSFColorRGBA Class Reference	305
4.454.1 Detailed Description	305
4.455 sai.FWSFDouble Class Reference	305
4.455.1 Detailed Description	306

4.456 sai.FWSFFloat Class Reference	306
4.456.1 Detailed Description	306
4.457 sai.FWSFImage Class Reference	306
4.457.1 Detailed Description	307
4.458 sai.FWSFInt32 Class Reference	307
4.458.1 Detailed Description	307
4.459 sai.FWSFNode Class Reference	308
4.459.1 Detailed Description	308
4.460 sai.FWSFRotation Class Reference	308
4.460.1 Detailed Description	309
4.461 sai.FWSFString Class Reference	309
4.461.1 Detailed Description	309
4.462 sai.FWSFTime Class Reference	309
4.462.1 Detailed Description	310
4.463 sai.FWSFVec2d Class Reference	310
4.463.1 Detailed Description	310
4.464 sai.FWSFVec2f Class Reference	311
4.464.1 Detailed Description	311
4.465 sai.FWSFVec3d Class Reference	311
4.465.1 Detailed Description	312
4.466 sai.FWSFVec3f Class Reference	312
4.466.1 Detailed Description	312
4.467 FWSNDMSG Struct Reference	312
4.467.1 Detailed Description	313
4.468 FWTYPE Struct Reference	313
4.468.1 Detailed Description	313
4.469 FWVAL Struct Reference	313
4.469.1 Detailed Description	314
4.470 FXY Struct Reference	314
4.470.1 Detailed Description	314
4.471 gcgd Struct Reference	314
4.471.1 Detailed Description	315
4.472 GLUface Struct Reference	315
4.472.1 Detailed Description	315
4.473 GLUhalfEdge Struct Reference	315
4.473.1 Detailed Description	315
4.474 GLUmesh Struct Reference	316
4.474.1 Detailed Description	316
4.475 GLUnurbs Class Reference	316
4.475.1 Detailed Description	317
4.476 GLUtesselator Struct Reference	317
4.476.1 Detailed Description	318

4.477 GLUvertex Struct Reference	318
4.477.1 Detailed Description	318
4.478 GLwDrawingAreaCallbackStruct Struct Reference	318
4.478.1 Detailed Description	319
4.479 GLwDrawingAreaPart Struct Reference	319
4.479.1 Detailed Description	319
4.480 GoP Struct Reference	320
4.480.1 Detailed Description	320
4.481 GridAxisRecord Struct Reference	320
4.481.1 Detailed Description	320
4.482 GridAxisRecordRepresentation0 Struct Reference	320
4.482.1 Detailed Description	321
4.483 GridAxisRecordRepresentation1 Struct Reference	321
4.483.1 Detailed Description	321
4.484 GridAxisRecordRepresentation2 Struct Reference	321
4.484.1 Detailed Description	321
4.485 gridBoundaryChain Class Reference	322
4.485.1 Detailed Description	322
4.486 GriddedDataPdu Struct Reference	322
4.486.1 Detailed Description	323
4.487 Gridline Struct Reference	323
4.487.1 Detailed Description	323
4.488 GridTrimVertex Class Reference	324
4.488.1 Detailed Description	324
4.489 GridVertex Struct Reference	324
4.489.1 Detailed Description	325
4.490 gridWrap Class Reference	325
4.490.1 Detailed Description	325
4.491 GUINamedType Struct Reference	325
4.491.1 Detailed Description	326
4.492 GUIScreen Struct Reference	326
4.492.1 Detailed Description	326
4.493 Hull Class Reference	326
4.493.1 Detailed Description	327
4.494 vrml.external.IBrowser Interface Reference	327
4.494.1 Detailed Description	328
4.495 IffAtcNavAidsLayer1Pdu Struct Reference	328
4.495.1 Detailed Description	328
4.495.2 Field Documentation	328
4.495.2.1 location	329
4.496 IffAtcNavAidsLayer2Pdu Struct Reference	329
4.496.1 Detailed Description	329

4.496.2 Field Documentation	329
4.496.2.1 fundamentalIffParameters	329
4.497 IffFundamentalData Struct Reference	330
4.497.1 Detailed Description	330
4.498 iiglobal Struct Reference	330
4.498.1 Detailed Description	332
4.499 IMEXPORT Struct Reference	333
4.499.1 Detailed Description	333
4.500 org.web3d.x3d.sai.ImportedException Class Reference	333
4.500.1 Detailed Description	333
4.501 initialRouteStruct Struct Reference	333
4.501.1 Detailed Description	334
4.502 freeWRLSAI_cpp::insufficientCapabilitiesException Class Reference	334
4.502.1 Detailed Description	334
4.503 org.web3d.x3d.sai.InsufficientCapabilitiesException Class Reference	334
4.503.1 Detailed Description	335
4.504 IntercomCommunicationsParameters Struct Reference	335
4.504.1 Detailed Description	335
4.504.2 Field Documentation	335
4.504.2.1 recordSpecificField	335
4.505 IntercomControlPdu Struct Reference	336
4.505.1 Detailed Description	336
4.505.2 Field Documentation	336
4.505.2.1 intercomParameters	336
4.506 IntercomSignalPdu Struct Reference	337
4.506.1 Detailed Description	337
4.507 intersection_info Struct Reference	337
4.507.1 Detailed Description	337
4.508 freeWRLSAI_cpp::invalidAccessTypeException Class Reference	338
4.508.1 Detailed Description	338
4.509 freeWRLSAI_cpp::invalidBrowserException Class Reference	338
4.509.1 Detailed Description	339
4.510 org.web3d.x3d.sai.InvalidBrowserException Class Reference	339
4.510.1 Detailed Description	339
4.511 freeWRLSAI_cpp::invalidDocumentException Class Reference	339
4.511.1 Detailed Description	340
4.512 org.web3d.x3d.sai.InvalidDocumentException Class Reference	340
4.512.1 Detailed Description	340
4.513 vrml.InvalidEventInException Class Reference	340
4.513.1 Detailed Description	341
4.514 vrml.external.exception.InvalidEventInException Class Reference	341
4.514.1 Detailed Description	341

4.514.2 Constructor & Destructor Documentation	341
4.514.2.1 InvalidEventInException()	341
4.515 vrml.InvalidEventOutException Class Reference	342
4.515.1 Detailed Description	342
4.516 vrml.external.exception.InvalidEventOutException Class Reference	342
4.516.1 Detailed Description	343
4.517 freeWRLSAI_cpp::invalidExecutionContextException Class Reference	343
4.517.1 Detailed Description	343
4.518 org.web3d.x3d.sai.InvalidExecutionContextException Class Reference	344
4.518.1 Detailed Description	344
4.519 vrml.InvalidExposedFieldException Class Reference	344
4.519.1 Detailed Description	344
4.520 vrml.InvalidFieldChangeException Class Reference	345
4.520.1 Detailed Description	345
4.521 org.web3d.x3d.sai.InvalidFieldException Class Reference	345
4.521.1 Detailed Description	345
4.522 freeWRLSAI_cpp::invalidFieldException Class Reference	346
4.522.1 Detailed Description	346
4.523 vrml.InvalidFieldException Class Reference	346
4.523.1 Detailed Description	347
4.524 org.web3d.x3d.sai.InvalidFieldValueException Class Reference	347
4.524.1 Detailed Description	347
4.525 freeWRLSAI_cpp::invalidImportException Class Reference	347
4.525.1 Detailed Description	348
4.526 org.web3d.x3d.sai.InvalidNameException Class Reference	348
4.526.1 Detailed Description	348
4.527 org.web3d.x3d.sai.InvalidNodeException Class Reference	348
4.527.1 Detailed Description	349
4.528 freeWRLSAI_cpp::invalidNodeException Class Reference	349
4.528.1 Detailed Description	349
4.529 vrml.external.exception.InvalidNodeException Class Reference	349
4.529.1 Detailed Description	350
4.529.2 Constructor & Destructor Documentation	350
4.529.2.1 InvalidNodeException()	350
4.530 org.web3d.x3d.sai.InvalidOperationTimingException Class Reference	350
4.530.1 Detailed Description	351
4.531 freeWRLSAI_cpp::invalidOperationTimingException Class Reference	351
4.531.1 Detailed Description	351
4.532 org.web3d.x3d.sai.InvalidProtoException Class Reference	352
4.532.1 Detailed Description	352
4.533 freeWRLSAI_cpp::InvalidReadableFieldException Class Reference	352
4.533.1 Detailed Description	353

4.534 vrml.InvalidRouteException Class Reference	353
4.534.1 Detailed Description	353
4.535 org.web3d.x3d.sai.InvalidRouteException Class Reference	353
4.535.1 Detailed Description	354
4.536 org.web3d.x3d.sai.InvalidURLErrorException Class Reference	354
4.536.1 Detailed Description	354
4.537 freeWRLSAI_cpp::invalidUrlException Class Reference	354
4.537.1 Detailed Description	355
4.538 vrml.external.exception.InvalidVrmlException Class Reference	355
4.538.1 Detailed Description	355
4.538.2 Constructor & Destructor Documentation	355
4.538.2.1 InvalidVrmlException()	355
4.539 vrml.InvalidVRMLSyntaxException Class Reference	356
4.539.1 Detailed Description	356
4.540 freeWRLSAI_cpp::InvalidWritableFieldException Class Reference	356
4.540.1 Detailed Description	357
4.541 freeWRLSAI_cpp::invalidX3DException Class Reference	357
4.541.1 Detailed Description	357
4.542 org.web3d.x3d.sai.InvalidX3DException Class Reference	358
4.542.1 Detailed Description	358
4.543 vrml.InvalidX3DSyntaxException Class Reference	358
4.543.1 Detailed Description	358
4.544 IsGroupOfPdu Struct Reference	359
4.544.1 Detailed Description	359
4.544.2 Field Documentation	359
4.544.2.1 groupedEntityDescriptions	359
4.545 IsPartOfPdu Struct Reference	360
4.545.1 Detailed Description	360
4.545.2 Field Documentation	360
4.545.2.1 partLocation	360
4.546 ivec2 Struct Reference	360
4.546.1 Detailed Description	361
4.547 ivec4 Struct Reference	361
4.547.1 Detailed Description	361
4.548 Jarcloc Class Reference	361
4.548.1 Detailed Description	361
4.549 JMATRIX Struct Reference	362
4.549.1 Detailed Description	362
4.550 JSON_config Struct Reference	362
4.550.1 Detailed Description	362
4.550.2 Field Documentation	362
4.550.2.1 callback	363

4.550.2.2 callback_ctx	363
4.550.2.3 depth	363
4.550.2.4 free	363
4.550.2.5 malloc	364
4.551 JSON_parser_struct Struct Reference	364
4.551.1 Detailed Description	364
4.552 JSON_value_struct Struct Reference	365
4.552.1 Detailed Description	365
4.553 key Struct Reference	365
4.553.1 Detailed Description	365
4.554 keyHit Struct Reference	365
4.554.1 Detailed Description	366
4.555 keyval Struct Reference	366
4.555.1 Detailed Description	366
4.556 Knotspec Struct Reference	366
4.556.1 Detailed Description	367
4.557 Knotvector Struct Reference	367
4.557.1 Detailed Description	368
4.558 LayerHeader Struct Reference	368
4.558.1 Detailed Description	368
4.559 layout_scale_item Struct Reference	368
4.559.1 Detailed Description	368
4.560 layoutmode Struct Reference	369
4.560.1 Detailed Description	369
4.561 LinearObjectStatePdu Struct Reference	369
4.561.1 Detailed Description	369
4.562 LinearSegmentParameter Struct Reference	370
4.562.1 Detailed Description	370
4.563 linkedlist_data_s Struct Reference	370
4.563.1 Detailed Description	370
4.564 linkedlist_datablock_internal_s Struct Reference	371
4.564.1 Detailed Description	371
4.565 LogisticsFamilyPdu Struct Reference	371
4.565.1 Detailed Description	371
4.566 macroblock Struct Reference	371
4.566.1 Detailed Description	372
4.567 Mapdesc Class Reference	372
4.567.1 Detailed Description	373
4.568 Maplist Class Reference	373
4.568.1 Detailed Description	374
4.569 Marking Struct Reference	374
4.569.1 Detailed Description	374

4.570 matpropstruct Struct Reference	374
4.570.1 Detailed Description	375
4.571 org.web3d.x3d.sai.Matrix Interface Reference	375
4.571.1 Detailed Description	375
4.572 org.web3d.x3d.sai.Matrix3 Class Reference	375
4.572.1 Detailed Description	376
4.573 org.web3d.x3d.sai.Matrix4 Class Reference	376
4.573.1 Detailed Description	377
4.574 mb_addr_inc_entry Struct Reference	377
4.574.1 Detailed Description	377
4.575 mb_type_entry Struct Reference	377
4.575.1 Detailed Description	377
4.576 Mesher Class Reference	378
4.576.1 Detailed Description	378
4.577 org.web3d.x3d.sai.MFBool Interface Reference	378
4.577.1 Detailed Description	379
4.578 vrml.field.MFColor Class Reference	379
4.578.1 Detailed Description	380
4.579 org.web3d.x3d.sai.MFColor Interface Reference	380
4.579.1 Detailed Description	380
4.580 org.web3d.x3d.sai.MFColorRGBA Interface Reference	381
4.580.1 Detailed Description	381
4.581 org.web3d.x3d.sai.MFDouble Interface Reference	381
4.581.1 Detailed Description	382
4.582 org.web3d.x3d.sai.MFFloat Interface Reference	382
4.582.1 Detailed Description	382
4.583 vrml.field.MFFloat Class Reference	383
4.583.1 Detailed Description	383
4.584 org.web3d.x3d.sai.MField Interface Reference	384
4.584.1 Detailed Description	384
4.585 vrml.MField Class Reference	385
4.585.1 Detailed Description	386
4.586 org.web3d.x3d.sai.MFImage Interface Reference	386
4.586.1 Detailed Description	386
4.587 org.web3d.x3d.sai.MFInt32 Interface Reference	387
4.587.1 Detailed Description	387
4.588 vrml.field.MFInt32 Class Reference	387
4.588.1 Detailed Description	388
4.589 org.web3d.x3d.sai.MFNode Interface Reference	388
4.589.1 Detailed Description	389
4.590 vrml.field.MFNode Class Reference	389
4.590.1 Detailed Description	390

4.591 org.web3d.x3d.sai.MFRotation Interface Reference	390
4.591.1 Detailed Description	390
4.592 vrml.field.MFRotation Class Reference	391
4.592.1 Detailed Description	391
4.593 org.web3d.x3d.sai.MFString Interface Reference	392
4.593.1 Detailed Description	392
4.594 vrml.field.MFString Class Reference	392
4.594.1 Detailed Description	393
4.595 org.web3d.x3d.sai.MFTime Interface Reference	393
4.595.1 Detailed Description	394
4.596 vrml.field.MFTime Class Reference	394
4.596.1 Detailed Description	395
4.597 org.web3d.x3d.sai.MFVec2d Interface Reference	395
4.597.1 Detailed Description	395
4.598 org.web3d.x3d.sai.MFVec2f Interface Reference	396
4.598.1 Detailed Description	396
4.599 vrml.field.MFVec2f Class Reference	396
4.599.1 Detailed Description	397
4.600 org.web3d.x3d.sai.MFVec3d Interface Reference	397
4.600.1 Detailed Description	398
4.601 vrml.field.MFVec3f Class Reference	398
4.601.1 Detailed Description	399
4.602 org.web3d.x3d.sai.MFVec3f Interface Reference	399
4.602.1 Detailed Description	399
4.603 MinefieldDataPdu Struct Reference	400
4.603.1 Detailed Description	400
4.603.2 Field Documentation	400
4.603.2.1 pad3	401
4.604 MinefieldFamilyPdu Struct Reference	401
4.604.1 Detailed Description	401
4.605 MinefieldQueryPdu Struct Reference	401
4.605.1 Detailed Description	402
4.606 MinefieldResponseNackPdu Struct Reference	402
4.606.1 Detailed Description	402
4.607 MinefieldStatePdu Struct Reference	402
4.607.1 Detailed Description	403
4.608 mode_name Struct Reference	403
4.608.1 Detailed Description	403
4.609 ModulationType Struct Reference	403
4.609.1 Detailed Description	404
4.610 monoChain Class Reference	404
4.610.1 Detailed Description	404

4.611 Monotonizer Class Reference	405
4.611.1 Detailed Description	405
4.612 motion_vectors_entry Struct Reference	405
4.612.1 Detailed Description	405
4.613 Multi_Any Struct Reference	405
4.613.1 Detailed Description	405
4.614 Multi_Bool Struct Reference	406
4.614.1 Detailed Description	406
4.615 Multi_Color Struct Reference	406
4.615.1 Detailed Description	406
4.616 Multi_ColorRGBA Struct Reference	406
4.616.1 Detailed Description	407
4.617 Multi_Double Struct Reference	407
4.617.1 Detailed Description	407
4.618 Multi_Float Struct Reference	407
4.618.1 Detailed Description	407
4.619 Multi_Int32 Struct Reference	408
4.619.1 Detailed Description	408
4.620 Multi_Matrix3d Struct Reference	408
4.620.1 Detailed Description	408
4.621 Multi_Matrix3f Struct Reference	408
4.621.1 Detailed Description	409
4.622 Multi_Matrix4d Struct Reference	409
4.622.1 Detailed Description	409
4.623 Multi_Matrix4f Struct Reference	409
4.623.1 Detailed Description	409
4.624 Multi_Node Struct Reference	410
4.624.1 Detailed Description	410
4.625 Multi_Rotation Struct Reference	410
4.625.1 Detailed Description	410
4.626 Multi_String Struct Reference	410
4.626.1 Detailed Description	411
4.627 Multi_Time Struct Reference	411
4.627.1 Detailed Description	411
4.628 Multi_Vec2d Struct Reference	411
4.628.1 Detailed Description	411
4.629 Multi_Vec2f Struct Reference	412
4.629.1 Detailed Description	412
4.630 Multi_Vec3d Struct Reference	412
4.630.1 Detailed Description	412
4.631 Multi_Vec3f Struct Reference	412
4.631.1 Detailed Description	413

4.632 Multi_Vec4d Struct Reference	413
4.632.1 Detailed Description	413
4.633 Multi_Vec4f Struct Reference	413
4.633.1 Detailed Description	413
4.634 multiTexParams Struct Reference	414
4.634.1 Detailed Description	414
4.635 myArgs Struct Reference	414
4.635.1 Detailed Description	414
4.636 MyVertex Struct Reference	414
4.636.1 Detailed Description	415
4.637 name_num Struct Reference	415
4.637.1 Detailed Description	415
4.638 NamedLocation Struct Reference	415
4.638.1 Detailed Description	415
4.639 navmode Struct Reference	416
4.639.1 Detailed Description	416
4.640 vrml.node.Node Class Reference	416
4.640.1 Detailed Description	416
4.641 vrml.external.Node Class Reference	416
4.641.1 Detailed Description	417
4.642 nodedistance Struct Reference	417
4.642.1 Detailed Description	417
4.643 org.web3d.x3d.sai.NodeInUseException Class Reference	417
4.643.1 Detailed Description	418
4.644 freeWRLSAI_cpp::nodeInUseException Class Reference	418
4.644.1 Detailed Description	418
4.645 org.web3d.x3d.sai.NodeUnavailableException Class Reference	418
4.645.1 Detailed Description	419
4.646 freeWRLSAI_cpp::nodeUnavailableException Class Reference	419
4.646.1 Detailed Description	419
4.647 org.web3d.x3d.sai.NoSuchBrowserException Class Reference	419
4.647.1 Detailed Description	420
4.648 freeWRLSAI_cpp::noSuchBrowserException Class Reference	420
4.648.1 Detailed Description	420
4.649 freeWRLSAI_cpp::notSupportedException Class Reference	420
4.649.1 Detailed Description	421
4.650 org.web3d.x3d.sai.NotSupportedException Class Reference	421
4.650.1 Detailed Description	421
4.651 NPClass Struct Reference	422
4.651.1 Detailed Description	422
4.652 NPObject Struct Reference	422
4.652.1 Detailed Description	422

4.653 nsByteRange Struct Reference	423
4.653.1 Detailed Description	423
4.654 nsIAuthenticationInfo Interface Reference	423
4.654.1 Detailed Description	423
4.655 nsICookieStorage Interface Reference	424
4.655.1 Detailed Description	424
4.655.2 Member Function Documentation	424
4.655.2.1 getCookie()	424
4.655.2.2 setCookie()	424
4.656 nsIFileUtilities Interface Reference	425
4.656.1 Detailed Description	425
4.656.2 Member Function Documentation	426
4.656.2.1 getProgramPath()	426
4.656.2.2 getTempDirPath()	427
4.656.2.3 newTempFileName()	427
4.657 nsIHTTPHeaderListener Interface Reference	428
4.657.1 Detailed Description	428
4.657.2 Member Function Documentation	428
4.657.2.1 newResponseHeader()	428
4.657.2.2 statusLine()	429
4.658 nsIJVMAuthTools Interface Reference	429
4.658.1 Detailed Description	429
4.658.2 Member Function Documentation	429
4.658.2.1 GetAuthenticationInfo()	429
4.658.2.2 SetAuthenticationInfo()	430
4.659 nsIPlugin Interface Reference	430
4.659.1 Detailed Description	431
4.659.2 Member Function Documentation	431
4.659.2.1 createPluginInstance()	431
4.659.2.2 getMIMEDescription()	431
4.659.2.3 getValue()	432
4.659.2.4 initialize()	432
4.659.2.5 shutdown()	433
4.660 nsIPluginDocument Interface Reference	433
4.660.1 Detailed Description	433
4.660.2 Field Documentation	433
4.660.2.1 willHandleInstantiation	434
4.661 nsIPluginHost Interface Reference	434
4.661.1 Detailed Description	435
4.661.2 Member Function Documentation	435
4.661.2.1 findProxyForURL()	435
4.661.2.2 getPluginName()	436

4.661.2.3 getPluginTagForInstance()	436
4.661.2.4 GetURL()	436
4.661.2.5 instantiateDummyJavaPlugin()	437
4.661.2.6 instantiatePluginForChannel()	437
4.661.2.7 parsePostBufferToFixHeaders()	438
4.661.2.8 PostURL()	438
4.661.2.9 reloadPlugins()	439
4.662 nsIPluginHostOld Interface Reference	439
4.662.1 Detailed Description	440
4.662.2 Member Function Documentation	440
4.662.2.1 instantiatePluginForChannel()	440
4.663 nsIPluginInputStream Interface Reference	441
4.663.1 Detailed Description	441
4.664 nsIPluginInstance Interface Reference	441
4.664.1 Detailed Description	442
4.664.2 Member Function Documentation	443
4.664.2.1 getMimeType()	443
4.664.2.2 getValue()	443
4.664.2.3 handleEvent()	443
4.664.2.4 initialize()	444
4.664.2.5 newStreamFromPlugin()	444
4.664.2.6 newStreamToPlugin()	445
4.664.2.7 print()	445
4.664.2.8 setWindow()	446
4.664.2.9 showStatus()	446
4.664.2.10 start()	446
4.664.2.11 stop()	447
4.664.3 Field Documentation	447
4.664.3.1 JSContext	447
4.665 nsIPluginInstanceInternal Class Reference	447
4.665.1 Detailed Description	448
4.666 nsIPluginInstanceOld Interface Reference	448
4.666.1 Detailed Description	449
4.666.2 Member Function Documentation	449
4.666.2.1 destroy()	450
4.666.2.2 getValue()	450
4.666.2.3 handleEvent()	450
4.666.2.4 initialize()	451
4.666.2.5 newStream()	451
4.666.2.6 print()	452
4.666.2.7 setWindow()	452
4.666.2.8 start()	452

4.666.2.9 stop()	453
4.666.3 Field Documentation	453
4.666.3.1 peer	453
4.667 nsIPluginInstanceOwner Interface Reference	453
4.667.1 Detailed Description	454
4.667.2 Member Function Documentation	454
4.667.2.1 createWidget()	454
4.667.2.2 GetURL()	455
4.667.2.3 getWindow()	455
4.668 nsIPluginInstancePeer Interface Reference	455
4.668.1 Detailed Description	456
4.668.2 Member Function Documentation	456
4.668.2.1 getValue()	456
4.668.2.2 newStream()	457
4.668.2.3 setWindowSize()	457
4.668.2.4 showStatus()	458
4.668.3 Field Documentation	458
4.668.3.1 MIMEType	458
4.668.3.2 mode	458
4.669 nsIPluginInstancePeer2 Interface Reference	459
4.669.1 Detailed Description	459
4.669.2 Field Documentation	460
4.669.2.1 JSContext	460
4.669.2.2 JSThread	460
4.669.2.3 JSWindow	460
4.670 nsIPluginInstancePeer2_1_9_1_BRANCH Interface Reference	461
4.670.1 Detailed Description	461
4.671 nsIPluginManager Interface Reference	462
4.671.1 Detailed Description	462
4.671.2 Member Function Documentation	462
4.671.2.1 GetURL()	463
4.671.2.2 GetURLWithHeaders()	463
4.671.2.3 GetValue()	464
4.671.2.4 PostURL()	464
4.671.2.5 RegisterPlugin()	465
4.671.2.6 reloadPlugins()	466
4.671.2.7 UnregisterPlugin()	466
4.671.2.8 UserAgent()	466
4.672 nsIPluginManager2 Interface Reference	467
4.672.1 Detailed Description	468
4.672.2 Member Function Documentation	468
4.672.2.1 allocateMenuID()	468

4.672.2.2 beginWaitCursor()	468
4.672.2.3 deallocateMenuID()	468
4.672.2.4 endWaitCursor()	469
4.672.2.5 findProxyForURL()	469
4.672.2.6 hasAllocatedMenuID()	469
4.672.2.7 notifyStatusChange()	470
4.672.2.8 registerWindow()	470
4.672.2.9 supportsURLProtocol()	471
4.672.2.10 unregisterWindow()	471
4.673 nsIPluginOld Interface Reference	472
4.673.1 Detailed Description	472
4.673.2 Member Function Documentation	472
4.673.2.1 createPluginInstance()	473
4.673.2.2 getMIMEDescription()	473
4.673.2.3 getValue()	473
4.673.2.4 initialize()	474
4.673.2.5 shutdown()	474
4.674 nsIPluginStreamInfo Interface Reference	474
4.674.1 Detailed Description	475
4.675 nsIPluginStreamListener Interface Reference	475
4.675.1 Detailed Description	476
4.675.2 Member Function Documentation	476
4.675.2.1 onDataAvailable()	476
4.675.2.2 onFileAvailable()	477
4.675.2.3 onStartBinding()	477
4.675.2.4 onStopBinding()	477
4.675.3 Field Documentation	478
4.675.3.1 streamType	478
4.676 nsIPluginTag Interface Reference	478
4.676.1 Detailed Description	479
4.677 nsIPluginTagInfo Interface Reference	479
4.677.1 Detailed Description	480
4.677.2 Member Function Documentation	480
4.677.2.1 getAttribute()	480
4.677.2.2 getAttributes()	481
4.677.2.3 getParameter()	481
4.677.2.4 getParameters()	481
4.677.3 Field Documentation	481
4.677.3.1 DOMElement	481
4.677.3.2 tagType	482
4.678 nsIPluginTagInfo2 Interface Reference	482
4.678.1 Detailed Description	483

4.678.2 Member Function Documentation	483
4.678.2.1 getParameter()	484
4.678.2.2 getParameters()	485
4.678.3 Field Documentation	485
4.678.3.1 DOMElement	485
4.678.3.2 tagType	485
4.679 nsIPluginTagInfoOld Interface Reference	486
4.679.1 Detailed Description	486
4.679.2 Member Function Documentation	486
4.679.2.1 getAttribute()	486
4.679.2.2 getAttributes()	487
4.680 nsIScriptablePlugin Interface Reference	487
4.680.1 Detailed Description	488
4.680.2 Field Documentation	488
4.680.2.1 scriptableInterface	488
4.680.2.2 scriptablePeer	488
4.681 nsIWindowlessPluginInstancePeer Interface Reference	488
4.681.1 Detailed Description	489
4.682 nsPIPluginInstancePeer Interface Reference	489
4.682.1 Detailed Description	489
4.683 nsPluginEmbedPrint Struct Reference	489
4.683.1 Detailed Description	490
4.684 nsPluginEvent Struct Reference	490
4.684.1 Detailed Description	490
4.685 nsPluginFullPrint Struct Reference	490
4.685.1 Detailed Description	490
4.686 nsPluginLogging Class Reference	490
4.686.1 Detailed Description	491
4.687 nsPluginNativeWindow Class Reference	491
4.687.1 Detailed Description	491
4.687.2 Member Function Documentation	491
4.687.2.1 GetPluginInstance()	492
4.688 nsPluginPrint Struct Reference	492
4.688.1 Detailed Description	492
4.689 nsPluginRect Struct Reference	492
4.689.1 Detailed Description	493
4.690 nsPluginWindow Struct Reference	493
4.690.1 Detailed Description	493
4.691 NurbsTessellator Class Reference	493
4.691.1 Detailed Description	494
4.692 O_curve Struct Reference	495
4.692.1 Detailed Description	495

4.693 O_nurbcurve Struct Reference	495
4.693.1 Detailed Description	496
4.694 O_nurbssurface Struct Reference	496
4.694.1 Detailed Description	496
4.695 O_pwlcurve Class Reference	497
4.695.1 Detailed Description	497
4.696 O_surface Struct Reference	497
4.696.1 Detailed Description	498
4.697 O_trim Struct Reference	498
4.697.1 Detailed Description	498
4.698 ObjectType Struct Reference	498
4.698.1 Detailed Description	499
4.699 OneByteChunk Struct Reference	499
4.699.1 Detailed Description	499
4.700 OpenGLCurveEvaluator Class Reference	499
4.700.1 Detailed Description	501
4.701 OpenGLSurfaceEvaluator Class Reference	501
4.701.1 Detailed Description	502
4.702 opened_file Struct Reference	502
4.702.1 Detailed Description	502
4.703 orient_XYZA Struct Reference	503
4.703.1 Detailed Description	503
4.704 Orientation Struct Reference	503
4.704.1 Detailed Description	503
4.705 particle Struct Reference	503
4.705.1 Detailed Description	504
4.706 Patch Class Reference	504
4.706.1 Detailed Description	504
4.707 Patchlist Class Reference	504
4.707.1 Detailed Description	505
4.708 Patchspec Struct Reference	505
4.708.1 Detailed Description	505
4.709 pBindable Struct Reference	506
4.709.1 Detailed Description	506
4.710 pcollision Struct Reference	506
4.710.1 Detailed Description	506
4.711 pcommon Struct Reference	507
4.711.1 Detailed Description	507
4.712 pComponent_CubeMapTexturing Struct Reference	507
4.712.1 Detailed Description	508
4.713 pComponent_EnvionSensor Struct Reference	508
4.713.1 Detailed Description	508

4.714 pComponent_Followers Struct Reference	508
4.714.1 Detailed Description	508
4.715 pComponent_Geometry3D Struct Reference	508
4.715.1 Detailed Description	509
4.716 pComponent_Geospatial Struct Reference	509
4.716.1 Detailed Description	509
4.717 pComponent_HAnim Struct Reference	509
4.717.1 Detailed Description	509
4.718 pComponent_KeyDevice Struct Reference	509
4.718.1 Detailed Description	510
4.719 pComponent_Layering Struct Reference	510
4.719.1 Detailed Description	510
4.720 pComponent_Layout Struct Reference	510
4.720.1 Detailed Description	510
4.721 pComponent_NURBS Struct Reference	510
4.721.1 Detailed Description	511
4.722 pComponent_ParticleSystems Struct Reference	511
4.722.1 Detailed Description	511
4.723 pComponent_Picking Struct Reference	511
4.723.1 Detailed Description	511
4.724 pComponent_ProgrammableShaders Struct Reference	511
4.724.1 Detailed Description	512
4.725 pComponent_Rendering Struct Reference	512
4.725.1 Detailed Description	512
4.726 pComponent_RigidBodyPhysics Struct Reference	512
4.726.1 Detailed Description	512
4.727 pComponent_Shape Struct Reference	512
4.727.1 Detailed Description	513
4.728 pComponent_Sound Struct Reference	513
4.728.1 Detailed Description	513
4.729 pComponent_Text Struct Reference	513
4.729.1 Detailed Description	514
4.730 pComponent_VolumeRendering Struct Reference	514
4.730.1 Detailed Description	515
4.731 pConsoleMessage Struct Reference	515
4.731.1 Detailed Description	515
4.732 pCParse Struct Reference	515
4.732.1 Detailed Description	515
4.733 pCParseParser Struct Reference	516
4.733.1 Detailed Description	516
4.734 pCRoutes Struct Reference	516
4.734.1 Detailed Description	516

4.735 pCScripts Struct Reference	517
4.735.1 Detailed Description	517
4.736 pCursorDraw Struct Reference	517
4.736.1 Detailed Description	517
4.737 pdisplay Struct Reference	517
4.737.1 Detailed Description	517
4.738 Pdu Struct Reference	518
4.738.1 Detailed Description	518
4.738.2 Field Documentation	518
4.738.2.1 protocolVersion	518
4.739 PduContainer Struct Reference	518
4.739.1 Detailed Description	519
4.740 pEAI_C_CommonFunctions Struct Reference	519
4.740.1 Detailed Description	519
4.741 pEAICore Struct Reference	519
4.741.1 Detailed Description	519
4.742 pEAIEventsIn Struct Reference	519
4.742.1 Detailed Description	520
4.743 pEAHelpers Struct Reference	520
4.743.1 Detailed Description	520
4.744 pedal_state Struct Reference	520
4.744.1 Detailed Description	520
4.745 pFrustum Struct Reference	521
4.745.1 Detailed Description	521
4.746 pict Struct Reference	521
4.746.1 Detailed Description	521
4.747 pict_image Struct Reference	522
4.747.1 Detailed Description	522
4.748 Planet Struct Reference	522
4.748.1 Detailed Description	522
4.749 pLoadTextures Struct Reference	522
4.749.1 Detailed Description	523
4.750 pMainloop Struct Reference	523
4.750.1 Detailed Description	524
4.751 Point Struct Reference	524
4.751.1 Detailed Description	524
4.752 point_XYZ Struct Reference	525
4.752.1 Detailed Description	525
4.753 point_XYZ3 Struct Reference	525
4.753.1 Detailed Description	525
4.754 pointer2pointer Struct Reference	525
4.754.1 Detailed Description	525

4.755 PointObjectStatePdu Struct Reference	526
4.755.1 Detailed Description	526
4.756 polygon Struct Reference	526
4.756.1 Detailed Description	527
4.757 polyrep_combiner_data Struct Reference	527
4.757.1 Detailed Description	527
4.758 Pool Class Reference	527
4.758.1 Detailed Description	528
4.759 PooledObj Class Reference	528
4.759.1 Detailed Description	529
4.760 pOpenGL_Utils Struct Reference	529
4.760.1 Detailed Description	529
4.761 pPluginSocket Struct Reference	529
4.761.1 Detailed Description	530
4.762 ppluginUtils Struct Reference	530
4.762.1 Detailed Description	530
4.763 pProdCon Struct Reference	530
4.763.1 Detailed Description	530
4.764 PQhandleElem Struct Reference	531
4.764.1 Detailed Description	531
4.765 PQnode Struct Reference	531
4.765.1 Detailed Description	531
4.766 pRasterFont Struct Reference	531
4.766.1 Detailed Description	531
4.767 pRenderFuncs Struct Reference	532
4.767.1 Detailed Description	533
4.768 pRenderTextures Struct Reference	533
4.768.1 Detailed Description	533
4.769 presources Struct Reference	533
4.769.1 Detailed Description	533
4.770 primStream Class Reference	534
4.770.1 Detailed Description	534
4.771 PriorityQ Struct Reference	534
4.771.1 Detailed Description	535
4.772 profile_entry Struct Reference	535
4.772.1 Detailed Description	535
4.773 org.web3d.x3d.sai.ProfileInfo Interface Reference	535
4.773.1 Detailed Description	536
4.774 proftablestruct Struct Reference	536
4.774.1 Detailed Description	536
4.775 Property Struct Reference	536
4.775.1 Detailed Description	537

4.776 PropulsionSystemData Struct Reference	537
4.776.1 Detailed Description	537
4.777 ProtoDefinition Struct Reference	537
4.777.1 Detailed Description	537
4.778 ProtoFieldDecl Struct Reference	538
4.778.1 Detailed Description	538
4.779 pSensInterps Struct Reference	538
4.779.1 Detailed Description	538
4.780 pSnapshot Struct Reference	538
4.780.1 Detailed Description	539
4.781 Pspec Struct Reference	539
4.781.1 Detailed Description	539
4.782 PSStruct Struct Reference	539
4.782.1 Detailed Description	540
4.783 pstatusbar Struct Reference	540
4.783.1 Detailed Description	540
4.784 pStreamPoly Struct Reference	540
4.784.1 Detailed Description	540
4.785 pTess Struct Reference	541
4.785.1 Detailed Description	541
4.786 pTextures Struct Reference	541
4.786.1 Detailed Description	541
4.787 pViewer Struct Reference	541
4.787.1 Detailed Description	542
4.788 PwlArc Class Reference	542
4.788.1 Detailed Description	542
4.789 pX3DParser Struct Reference	542
4.789.1 Detailed Description	543
4.790 quaternion Struct Reference	543
4.790.1 Detailed Description	543
4.791 Quilt Class Reference	543
4.791.1 Detailed Description	544
4.792 Quiltspec Struct Reference	544
4.792.1 Detailed Description	544
4.793 RadioCommunicationsFamilyPdu Struct Reference	544
4.793.1 Detailed Description	545
4.794 RadioEntityType Struct Reference	545
4.794.1 Detailed Description	545
4.795 rb1 Struct Reference	545
4.795.1 Detailed Description	545
4.796 ReceiverPdu Struct Reference	546
4.796.1 Detailed Description	546

4.797 RecordQueryReliablePdu Struct Reference	546
4.797.1 Detailed Description	547
4.797.2 Field Documentation	547
4.797.2.1 pad1	547
4.798 RecordSet Struct Reference	547
4.798.1 Detailed Description	547
4.799 rectBlock Class Reference	548
4.799.1 Detailed Description	548
4.800 rectBlockArray Class Reference	548
4.800.1 Detailed Description	548
4.801 reflexChain Class Reference	549
4.801.1 Detailed Description	549
4.802 Relationship Struct Reference	549
4.802.1 Detailed Description	549
4.803 RemoveEntityPdu Struct Reference	549
4.803.1 Detailed Description	550
4.804 RemoveEntityReliablePdu Struct Reference	550
4.804.1 Detailed Description	550
4.805 Renderhints Class Reference	550
4.805.1 Detailed Description	551
4.806 RepairCompletePdu Struct Reference	551
4.806.1 Detailed Description	551
4.807 RepairResponsePdu Struct Reference	551
4.807.1 Detailed Description	552
4.808 resource_item Struct Reference	552
4.808.1 Detailed Description	552
4.809 ResupplyCancelPdu Struct Reference	553
4.809.1 Detailed Description	553
4.810 ResupplyOfferPdu Struct Reference	553
4.810.1 Detailed Description	553
4.811 ResupplyReceivedPdu Struct Reference	554
4.811.1 Detailed Description	554
4.812 row32 Struct Reference	554
4.812.1 Detailed Description	554
4.813 s_renderer_capabilities_t Struct Reference	555
4.813.1 Detailed Description	555
4.814 s_shader_capabilities Struct Reference	555
4.814.1 Detailed Description	556
4.815 freeWRLSAI_cpp::saiBrowser Class Reference	557
4.815.1 Detailed Description	557
4.816 freeWRLSAI_cpp::saiComponent Class Reference	557
4.816.1 Detailed Description	558

4.817 freeWRLSAI_cpp::saiCustomException Class Reference	558
4.817.1 Detailed Description	558
4.818 freeWRLSAI_cpp::saiException Class Reference	559
4.818.1 Detailed Description	559
4.819 freeWRLSAI_cpp::saiExecutionContext Class Reference	560
4.819.1 Detailed Description	560
4.820 freeWRLSAI_cpp::saiField Class Reference	560
4.820.1 Detailed Description	561
4.821 freeWRLSAI_cpp::saiNode Class Reference	561
4.821.1 Detailed Description	561
4.822 freeWRLSAI_cpp::saiProfileDeclaration Class Reference	561
4.822.1 Detailed Description	561
4.823 freeWRLSAI_cpp::saiProto Class Reference	561
4.823.1 Detailed Description	562
4.824 freeWRLSAI_cpp::saiRoute Class Reference	562
4.824.1 Detailed Description	562
4.825 freeWRLSAI_cpp::saiScene Class Reference	562
4.825.1 Detailed Description	563
4.826 sampledLine Class Reference	563
4.826.1 Detailed Description	563
4.827 sCollisionGeometry Struct Reference	563
4.827.1 Detailed Description	564
4.828 sCollisionInfo Struct Reference	564
4.828.1 Detailed Description	564
4.829 screentextdata Struct Reference	564
4.829.1 Detailed Description	564
4.830 vrml.node.Script Class Reference	565
4.830.1 Detailed Description	565
4.831 ScriptablePluginObjectBase Class Reference	565
4.831.1 Detailed Description	566
4.832 ScriptFieldDecl Struct Reference	567
4.832.1 Detailed Description	567
4.833 ScriptFieldInstanceInfo Struct Reference	567
4.833.1 Detailed Description	567
4.834 ScriptParamList Struct Reference	567
4.834.1 Detailed Description	568
4.835 SeesPdu Struct Reference	568
4.835.1 Detailed Description	568
4.836 SensStruct Struct Reference	568
4.836.1 Detailed Description	569
4.837 ServiceRequestPdu Struct Reference	569
4.837.1 Detailed Description	569

4.838 SetDataPdu Struct Reference	569
4.838.1 Detailed Description	570
4.839 SetDataReliablePdu Struct Reference	570
4.839.1 Detailed Description	570
4.840 SetRecordReliablePdu Struct Reference	571
4.840.1 Detailed Description	571
4.840.2 Field Documentation	571
4.840.2.1 pad1	571
4.841 sFallInfo Struct Reference	572
4.841.1 Detailed Description	572
4.842 org.web3d.x3d.sai.SFBool Interface Reference	572
4.842.1 Detailed Description	573
4.843 vrml.field.SFBool Class Reference	573
4.843.1 Detailed Description	573
4.844 vrml.field.SFColor Class Reference	574
4.844.1 Detailed Description	574
4.845 SFColor Struct Reference	574
4.845.1 Detailed Description	575
4.846 org.web3d.x3d.sai.SFColor Interface Reference	575
4.846.1 Detailed Description	575
4.847 SFColorRGBA Struct Reference	575
4.847.1 Detailed Description	576
4.848 org.web3d.x3d.sai.SFColorRGBA Interface Reference	576
4.848.1 Detailed Description	576
4.849 org.web3d.x3d.sai.SFDouble Interface Reference	576
4.849.1 Detailed Description	577
4.850 vrml.field.SFFloat Class Reference	577
4.850.1 Detailed Description	577
4.851 org.web3d.x3d.sai.SFFloat Interface Reference	578
4.851.1 Detailed Description	578
4.852 vrml.field.SFImage Class Reference	578
4.852.1 Detailed Description	579
4.853 org.web3d.x3d.sai.SFImage Interface Reference	579
4.853.1 Detailed Description	579
4.854 org.web3d.x3d.sai.SFInt32 Interface Reference	580
4.854.1 Detailed Description	580
4.855 vrml.field.SFInt32 Class Reference	580
4.855.1 Detailed Description	581
4.856 SFMatrix3d Struct Reference	581
4.856.1 Detailed Description	581
4.857 SFMatrix3f Struct Reference	581
4.857.1 Detailed Description	581

4.858 SFMatrix4d Struct Reference	581
4.858.1 Detailed Description	582
4.859 SFMatrix4f Struct Reference	582
4.859.1 Detailed Description	582
4.860 org.web3d.x3d.sai.SFNode Interface Reference	582
4.860.1 Detailed Description	582
4.861 vrml.field.SFNode Class Reference	583
4.861.1 Detailed Description	583
4.862 SFRotation Struct Reference	583
4.862.1 Detailed Description	583
4.863 vrml.field.SFRotation Class Reference	584
4.863.1 Detailed Description	584
4.864 org.web3d.x3d.sai.SFRotation Interface Reference	584
4.864.1 Detailed Description	585
4.865 vrml.field.SFString Class Reference	585
4.865.1 Detailed Description	585
4.866 org.web3d.x3d.sai.SFString Interface Reference	586
4.866.1 Detailed Description	586
4.867 vrml.field.SFTime Class Reference	586
4.867.1 Detailed Description	587
4.868 org.web3d.x3d.sai.SFTime Interface Reference	587
4.868.1 Detailed Description	587
4.869 SFVec2d Struct Reference	587
4.869.1 Detailed Description	588
4.870 org.web3d.x3d.sai.SFVec2d Interface Reference	588
4.870.1 Detailed Description	588
4.871 vrml.field.SFVec2f Class Reference	588
4.871.1 Detailed Description	589
4.872 SFVec2f Struct Reference	589
4.872.1 Detailed Description	589
4.873 org.web3d.x3d.sai.SFVec2f Interface Reference	589
4.873.1 Detailed Description	590
4.874 SFVec3d Struct Reference	590
4.874.1 Detailed Description	590
4.875 org.web3d.x3d.sai.SFVec3d Interface Reference	590
4.875.1 Detailed Description	591
4.876 vrml.field.SFVec3f Class Reference	591
4.876.1 Detailed Description	591
4.877 SFVec3f Struct Reference	592
4.877.1 Detailed Description	592
4.878 org.web3d.x3d.sai.SFVec3f Interface Reference	592
4.878.1 Detailed Description	592

4.879 SFVec4d Struct Reference	592
4.879.1 Detailed Description	593
4.880 SFVec4f Struct Reference	593
4.880.1 Detailed Description	593
4.881 Shader_Script Struct Reference	593
4.881.1 Detailed Description	593
4.882 shaderflagsstruct Struct Reference	594
4.882.1 Detailed Description	594
4.883 shaderTableEntry Struct Reference	594
4.883.1 Detailed Description	594
4.884 ShaftRPMs Struct Reference	594
4.884.1 Detailed Description	595
4.885 SignalPdu Struct Reference	595
4.885.1 Detailed Description	595
4.886 SimulationAddress Struct Reference	595
4.886.1 Detailed Description	596
4.887 SimulationManagementFamilyPdu Struct Reference	596
4.887.1 Detailed Description	596
4.888 SimulationManagementWithReliabilityFamilyPdu Struct Reference	596
4.888.1 Detailed Description	596
4.889 SixByteChunk Struct Reference	597
4.889.1 Detailed Description	597
4.890 slice Struct Reference	597
4.890.1 Detailed Description	597
4.891 Slicer Class Reference	597
4.891.1 Detailed Description	598
4.892 sNavInfo Struct Reference	598
4.892.1 Detailed Description	598
4.893 SNDFILE Struct Reference	599
4.893.1 Detailed Description	599
4.894 Sorter Class Reference	599
4.894.1 Detailed Description	600
4.895 SphericalHarmonicAntennaPattern Struct Reference	600
4.895.1 Detailed Description	600
4.896 Splinespec Struct Reference	600
4.896.1 Detailed Description	601
4.897 ssr Struct Reference	601
4.897.1 Detailed Description	601
4.898 SSR_request Struct Reference	601
4.898.1 Detailed Description	602
4.899 stage Struct Reference	602
4.899.1 Detailed Description	602

4.900 StartResumePdu Struct Reference	602
4.900.1 Detailed Description	602
4.901 StartResumeReliablePdu Struct Reference	603
4.901.1 Detailed Description	603
4.902 StopFreezePdu Struct Reference	603
4.902.1 Detailed Description	603
4.903 StopFreezeReliablePdu Struct Reference	604
4.903.1 Detailed Description	604
4.904 StoredVertex Class Reference	604
4.904.1 Detailed Description	604
4.905 stringint Struct Reference	605
4.905.1 Detailed Description	605
4.906 Subdivider Class Reference	605
4.906.1 Detailed Description	605
4.907 SupplyQuantity Struct Reference	606
4.907.1 Detailed Description	606
4.908 surfEvalMachine Struct Reference	606
4.908.1 Detailed Description	606
4.909 sweepRange Struct Reference	607
4.909.1 Detailed Description	607
4.910 SyntheticEnvironmentFamilyPdu Struct Reference	607
4.910.1 Detailed Description	607
4.911 SystemID Struct Reference	607
4.911.1 Detailed Description	608
4.912 targetwindow Struct Reference	608
4.912.1 Detailed Description	608
4.913 iiglobal::tBindable Struct Reference	608
4.913.1 Detailed Description	608
4.914 iiglobal::tcollision Struct Reference	609
4.914.1 Detailed Description	609
4.915 iiglobal::tcommon Struct Reference	609
4.915.1 Detailed Description	609
4.916 iiglobal::tComponent_CubeMapTexturing Struct Reference	609
4.916.1 Detailed Description	609
4.917 iiglobal::tComponent_EnvironSensor Struct Reference	610
4.917.1 Detailed Description	610
4.918 iiglobal::tComponent_Followers Struct Reference	610
4.918.1 Detailed Description	610
4.919 iiglobal::tComponent_Geometry3D Struct Reference	610
4.919.1 Detailed Description	610
4.920 iiglobal::tComponent_Geospatial Struct Reference	611
4.920.1 Detailed Description	611

4.921	iiglobal::tComponent_HAnim Struct Reference	611
4.921.1	Detailed Description	611
4.922	iiglobal::tComponent_KeyDevice Struct Reference	611
4.922.1	Detailed Description	611
4.923	iiglobal::tComponent_Layering Struct Reference	612
4.923.1	Detailed Description	612
4.924	iiglobal::tComponent_Layout Struct Reference	612
4.924.1	Detailed Description	612
4.925	iiglobal::tComponent_NURBS Struct Reference	612
4.925.1	Detailed Description	612
4.926	iiglobal::tComponent_ParticleSystems Struct Reference	613
4.926.1	Detailed Description	613
4.927	iiglobal::tComponent_Picking Struct Reference	613
4.927.1	Detailed Description	613
4.928	iiglobal::tComponent_ProgrammableShaders Struct Reference	613
4.928.1	Detailed Description	613
4.929	iiglobal::tComponent_Rendering Struct Reference	614
4.929.1	Detailed Description	614
4.930	iiglobal::tComponent_RigidBodyPhysics Struct Reference	614
4.930.1	Detailed Description	614
4.931	iiglobal::tComponent_Shape Struct Reference	614
4.931.1	Detailed Description	614
4.932	iiglobal::tComponent_Sound Struct Reference	615
4.932.1	Detailed Description	615
4.933	iiglobal::tComponent_Text Struct Reference	615
4.933.1	Detailed Description	615
4.934	iiglobal::tComponent_VolumeRendering Struct Reference	615
4.934.1	Detailed Description	615
4.935	iiglobal::tComponent_VRML1 Struct Reference	616
4.935.1	Detailed Description	616
4.936	iiglobal::tConsoleMessage Struct Reference	616
4.936.1	Detailed Description	616
4.937	tcontenttype Struct Reference	616
4.937.1	Detailed Description	617
4.938	iiglobal::tCParse Struct Reference	617
4.938.1	Detailed Description	617
4.939	iiglobal::tCParseParser Struct Reference	617
4.939.1	Detailed Description	617
4.940	iiglobal::tCRoutes Struct Reference	617
4.940.1	Detailed Description	618
4.941	iiglobal::tCScripts Struct Reference	618
4.941.1	Detailed Description	618

4.942 iiglobal::tCursorDraw Struct Reference	618
4.942.1 Detailed Description	618
4.943 iiglobal::tdisplay Struct Reference	618
4.943.1 Detailed Description	619
4.944 iiglobal::tEAI_C_CommonFunctions Struct Reference	619
4.944.1 Detailed Description	619
4.945 iiglobal::tEAICore Struct Reference	619
4.945.1 Detailed Description	619
4.946 iiglobal::tEAIEventsIn Struct Reference	619
4.946.1 Detailed Description	620
4.947 iiglobal::tEAIHelpers Struct Reference	620
4.947.1 Detailed Description	620
4.948 text_combiner_data Struct Reference	620
4.948.1 Detailed Description	620
4.949 textureTableIndexStruct Struct Reference	621
4.949.1 Detailed Description	621
4.950 textureVertexInfo Struct Reference	621
4.950.1 Detailed Description	621
4.951 iiglobal::tFrustum Struct Reference	622
4.951.1 Detailed Description	622
4.952 iiglobal::tinternalc Struct Reference	622
4.952.1 Detailed Description	622
4.953 iiglobal::tLoadTextures Struct Reference	622
4.953.1 Detailed Description	623
4.954 tm_unz_s Struct Reference	623
4.954.1 Detailed Description	623
4.955 tm_zip_s Struct Reference	623
4.955.1 Detailed Description	623
4.956 iiglobal::tMainloop Struct Reference	624
4.956.1 Detailed Description	624
4.957 iiglobal::tOpenGL_Utils Struct Reference	624
4.957.1 Detailed Description	625
4.958 Touch Struct Reference	625
4.958.1 Detailed Description	625
4.959 iiglobal::tPluginSocket Struct Reference	626
4.959.1 Detailed Description	626
4.960 iiglobal::tpluginUtils Struct Reference	626
4.960.1 Detailed Description	626
4.961 iiglobal::tProdCon Struct Reference	626
4.961.1 Detailed Description	627
4.962 TrackJamTarget Struct Reference	627
4.962.1 Detailed Description	627

4.963 TransferControlRequestPdu Struct Reference	627
4.963.1 Detailed Description	628
4.964 TransmitterPdu Struct Reference	628
4.964.1 Detailed Description	629
4.965 treeNode Struct Reference	629
4.965.1 Detailed Description	629
4.966 iiglobal::tRenderFuncs Struct Reference	629
4.966.1 Detailed Description	630
4.967 trenderstate Struct Reference	630
4.967.1 Detailed Description	630
4.968 iiglobal::tRenderTextures Struct Reference	630
4.968.1 Detailed Description	630
4.969 iiglobal::tresources Struct Reference	631
4.969.1 Detailed Description	631
4.970 Trimline Class Reference	631
4.970.1 Detailed Description	631
4.971 TrimRegion Class Reference	632
4.971.1 Detailed Description	632
4.972 TrimVertex Class Reference	632
4.972.1 Detailed Description	633
4.973 TrimVertexPool Class Reference	633
4.973.1 Detailed Description	633
4.974 iiglobal::tSensInterps Struct Reference	633
4.974.1 Detailed Description	633
4.975 iiglobal::tSnapshot Struct Reference	633
4.975.1 Detailed Description	634
4.976 iiglobal::tstatusbar Struct Reference	634
4.976.1 Detailed Description	634
4.977 iiglobal::tStreamPoly Struct Reference	634
4.977.1 Detailed Description	634
4.978 iiglobal::tTess Struct Reference	634
4.978.1 Detailed Description	635
4.979 iiglobal::tTextures Struct Reference	635
4.979.1 Detailed Description	635
4.980 iiglobal::tthreads Struct Reference	635
4.980.1 Detailed Description	636
4.981 iiglobal::tViewer Struct Reference	636
4.981.1 Detailed Description	636
4.982 TwoByteChunk Struct Reference	636
4.982.1 Detailed Description	636
4.983 iiglobal::tX3DParser Struct Reference	636
4.983.1 Detailed Description	637

4.984 UaPdu Struct Reference	637
4.984.1 Detailed Description	637
4.984.2 Field Documentation	637
4.984.2.1 passiveParameterIndex	638
4.984.2.2 propulsionPlantConfiguration	638
4.985 Uarray Class Reference	638
4.985.1 Detailed Description	638
4.986 un1 Union Reference	639
4.986.1 Detailed Description	639
4.987 unca Struct Reference	639
4.987.1 Detailed Description	639
4.988 Uni_String Struct Reference	639
4.988.1 Detailed Description	640
4.989 unitsB Struct Reference	640
4.989.1 Detailed Description	640
4.990 vrml.external.FreeWRLEAI.UnsupportedFieldTypeException Class Reference	640
4.990.1 Detailed Description	641
4.991 sai.eai.UnsupportedFieldTypeException Class Reference	641
4.991.1 Detailed Description	641
4.992 unz64_file_pos_s Struct Reference	641
4.992.1 Detailed Description	641
4.993 unz64_s Struct Reference	642
4.993.1 Detailed Description	642
4.994 unz_file_info64_internal_s Struct Reference	642
4.994.1 Detailed Description	642
4.995 unz_file_info64_s Struct Reference	643
4.995.1 Detailed Description	643
4.996 unz_file_info_s Struct Reference	643
4.996.1 Detailed Description	644
4.997 unz_file_pos_s Struct Reference	644
4.997.1 Detailed Description	644
4.998 unz_global_info64_s Struct Reference	644
4.998.1 Detailed Description	644
4.999 unz_global_info_s Struct Reference	644
4.999.1 Detailed Description	645
4.1000 org.web3d.x3d.sai.URLUnavailableException Class Reference	645
4.1000.1 Detailed Description	645
4.1001 freeWRLSAI_cpp::urlUnavailableException Class Reference	645
4.1001.1 Detailed Description	646
4.1002 usehit Struct Reference	646
4.1002.1 Detailed Description	646
4.1003 VariableDatum Struct Reference	646

4.1003.1 Detailed Description	647
4.1004 Varray Class Reference	647
4.1004.1 Detailed Description	647
4.1005 vec2 Struct Reference	647
4.1005.1 Detailed Description	647
4.1006 vec4 Struct Reference	648
4.1006.1 Detailed Description	648
4.1007 Vector Struct Reference	648
4.1007.1 Detailed Description	648
4.1008 Vector3Double Struct Reference	648
4.1008.1 Detailed Description	649
4.1009 Vector3Float Struct Reference	649
4.1009.1 Detailed Description	649
4.1010 VectoringNozzleSystemData Struct Reference	649
4.1010.1 Detailed Description	649
4.1011 vertexArray Class Reference	650
4.1011.1 Detailed Description	650
4.1012 sai.eai.VField Class Reference	650
4.1012.1 Detailed Description	652
4.1013 vrml.external.FreeWRLEAI.VField Class Reference	652
4.1013.1 Detailed Description	653
4.1014 vid_stream Struct Reference	653
4.1014.1 Detailed Description	654
4.1015 viewer Struct Reference	655
4.1015.1 Detailed Description	656
4.1016 viewer_examine Struct Reference	656
4.1016.1 Detailed Description	656
4.1017 viewer_fly Struct Reference	657
4.1017.1 Detailed Description	657
4.1018 viewer_inplane Struct Reference	657
4.1018.1 Detailed Description	657
4.1019 viewer_walk Struct Reference	657
4.1019.1 Detailed Description	658
4.1020 viewer_ypz Struct Reference	658
4.1020.1 Detailed Description	658
4.1021 sai.eai.VIP Class Reference	658
4.1021.1 Detailed Description	659
4.1022 vrml.external.FreeWRLEAI.VIP Class Reference	659
4.1022.1 Detailed Description	660
4.1023 sai.eai.VMFCOLOR Class Reference	660
4.1023.1 Detailed Description	660
4.1024 vrml.external.FreeWRLEAI.VMFCOLOR Class Reference	660

4.1024.1 Detailed Description	661
4.1025 sai.eai.VMFFloat Class Reference	661
4.1025.1 Detailed Description	661
4.1026 vrml.external.FreeWRLEAI.VMFFloat Class Reference	662
4.1026.1 Detailed Description	662
4.1027 sai.eai.VMFInt32 Class Reference	662
4.1027.1 Detailed Description	663
4.1028 vrml.external.FreeWRLEAI.VMFInt32 Class Reference	663
4.1028.1 Detailed Description	663
4.1029 sai.eai.VMFRotation Class Reference	663
4.1029.1 Detailed Description	664
4.1030 vrml.external.FreeWRLEAI.VMFRotation Class Reference	664
4.1030.1 Detailed Description	664
4.1031 sai.eai.VMFString Class Reference	665
4.1031.1 Detailed Description	665
4.1032 vrml.external.FreeWRLEAI.VMFString Class Reference	665
4.1032.1 Detailed Description	666
4.1033 vrml.external.FreeWRLEAI.VMFVec2f Class Reference	666
4.1033.1 Detailed Description	666
4.1034 sai.eai.VMFVec2f Class Reference	666
4.1034.1 Detailed Description	667
4.1035 sai.eai.VMFVec3f Class Reference	667
4.1035.1 Detailed Description	667
4.1036 vrml.external.FreeWRLEAI.VMFVec3f Class Reference	668
4.1036.1 Detailed Description	668
4.1037 void3 Struct Reference	668
4.1037.1 Detailed Description	668
4.1038 VRMLLexer Struct Reference	669
4.1038.1 Detailed Description	669
4.1039 sai.eai.VRMLObject Class Reference	669
4.1039.1 Detailed Description	670
4.1040 vrml.external.FreeWRLEAI.VRMLObject Class Reference	670
4.1040.1 Detailed Description	671
4.1041 sai.eai.VRMLObjectObserver Interface Reference	671
4.1041.1 Detailed Description	671
4.1042 vrml.external.FreeWRLEAI.VRMLObjectObserver Interface Reference	671
4.1042.1 Detailed Description	671
4.1043 VRMLParser Struct Reference	672
4.1043.1 Detailed Description	672
4.1044 vrml.external.FreeWRLEAI.VSFBool Class Reference	672
4.1044.1 Detailed Description	672
4.1045 sai.eai.VSFBool Class Reference	673

4.1045.1 Detailed Description	673
4.1046 vrml.external.FreeWRLEAI.VSFCOLOR Class Reference	673
4.1046.1 Detailed Description	674
4.1047 sai.eai.VSFCOLOR Class Reference	674
4.1047.1 Detailed Description	674
4.1048 vrml.external.FreeWRLEAI.VSFLOAT Class Reference	674
4.1048.1 Detailed Description	675
4.1049 sai.eai.VSFLOAT Class Reference	675
4.1049.1 Detailed Description	675
4.1050 vrml.external.FreeWRLEAI.VSFIMAGE Class Reference	676
4.1050.1 Detailed Description	676
4.1051 sai.eai.VSFIMAGE Class Reference	676
4.1051.1 Detailed Description	677
4.1052 sai.eai.VSFINT32 Class Reference	677
4.1052.1 Detailed Description	677
4.1053 vrml.external.FreeWRLEAI.VSFINT32 Class Reference	677
4.1053.1 Detailed Description	678
4.1054 vrml.external.FreeWRLEAI.VSFROTATION Class Reference	678
4.1054.1 Detailed Description	678
4.1055 sai.eai.VSFROTATION Class Reference	679
4.1055.1 Detailed Description	679
4.1056 sai.eai.VSFSTRING Class Reference	679
4.1056.1 Detailed Description	680
4.1057 vrml.external.FreeWRLEAI.VSFSTRING Class Reference	680
4.1057.1 Detailed Description	680
4.1058 sai.eai.VSFTIME Class Reference	680
4.1058.1 Detailed Description	681
4.1059 vrml.external.FreeWRLEAI.VSFTIME Class Reference	681
4.1059.1 Detailed Description	681
4.1060 sai.eai.VSFVEC2f Class Reference	682
4.1060.1 Detailed Description	682
4.1061 vrml.external.FreeWRLEAI.VSFVEC2f Class Reference	682
4.1061.1 Detailed Description	683
4.1062 sai.eai.VSFVEC3f Class Reference	683
4.1062.1 Detailed Description	683
4.1063 vrml.external.FreeWRLEAI.VSFVEC3f Class Reference	684
4.1063.1 Detailed Description	684
4.1064 walk_cbdata Struct Reference	684
4.1064.1 Detailed Description	685
4.1065 WarfareFamilyPdu Struct Reference	685
4.1065.1 Detailed Description	685
4.1066 WEB3DNATIVE Struct Reference	685

4.1066.1 Detailed Description	685
4.1067 X3D_Anchor Struct Reference	686
4.1067.1 Detailed Description	686
4.1068 X3D_Appearance Struct Reference	686
4.1068.1 Detailed Description	687
4.1069 X3D_Arc2D Struct Reference	687
4.1069.1 Detailed Description	687
4.1070 X3D_ArcClose2D Struct Reference	688
4.1070.1 Detailed Description	688
4.1071 X3D_AudioClip Struct Reference	688
4.1071.1 Detailed Description	689
4.1072 X3D_BackdropBackground Struct Reference	689
4.1072.1 Detailed Description	690
4.1073 X3D_Background Struct Reference	690
4.1073.1 Detailed Description	691
4.1074 X3D_BallJoint Struct Reference	691
4.1074.1 Detailed Description	691
4.1075 X3D_Billboard Struct Reference	692
4.1075.1 Detailed Description	692
4.1076 X3D_BlendedVolumeStyle Struct Reference	692
4.1076.1 Detailed Description	693
4.1077 X3D_BooleanFilter Struct Reference	693
4.1077.1 Detailed Description	694
4.1078 X3D_BooleanSequencer Struct Reference	694
4.1078.1 Detailed Description	694
4.1079 X3D_BooleanToggle Struct Reference	695
4.1079.1 Detailed Description	695
4.1080 X3D_BooleanTrigger Struct Reference	695
4.1080.1 Detailed Description	696
4.1081 X3D_BoundaryEnhancementVolumeStyle Struct Reference	696
4.1081.1 Detailed Description	696
4.1082 X3D_BoundedPhysicsModel Struct Reference	697
4.1082.1 Detailed Description	697
4.1083 X3D_Box Struct Reference	697
4.1083.1 Detailed Description	698
4.1084 X3D_CADAssembly Struct Reference	698
4.1084.1 Detailed Description	698
4.1085 X3D_CADFace Struct Reference	699
4.1085.1 Detailed Description	699
4.1086 X3D_CADLayer Struct Reference	699
4.1086.1 Detailed Description	700
4.1087 X3D_CADPart Struct Reference	700

4.1087.1 Detailed Description	700
4.1088 X3D_CalibratedCameraSensor Struct Reference	701
4.1088.1 Detailed Description	701
4.1089 X3D_CartoonVolumeStyle Struct Reference	701
4.1089.1 Detailed Description	702
4.1090 X3D_Circle2D Struct Reference	702
4.1090.1 Detailed Description	702
4.1091 X3D_ClipPlane Struct Reference	702
4.1091.1 Detailed Description	703
4.1092 X3D_CollidableOffset Struct Reference	703
4.1092.1 Detailed Description	703
4.1093 X3D_CollidableShape Struct Reference	704
4.1093.1 Detailed Description	704
4.1094 X3D_Collision Struct Reference	704
4.1094.1 Detailed Description	705
4.1095 X3D_CollisionCollection Struct Reference	705
4.1095.1 Detailed Description	706
4.1096 X3D_CollisionSensor Struct Reference	706
4.1096.1 Detailed Description	706
4.1097 X3D_CollisionSpace Struct Reference	707
4.1097.1 Detailed Description	707
4.1098 X3D_Color Struct Reference	707
4.1098.1 Detailed Description	708
4.1099 X3D_ColorChaser Struct Reference	708
4.1099.1 Detailed Description	708
4.1100 X3D_ColorDamper Struct Reference	709
4.1100.1 Detailed Description	709
4.1101 X3D_ColorInterpolator Struct Reference	710
4.1101.1 Detailed Description	710
4.1102 X3D_ColorRGBA Struct Reference	710
4.1102.1 Detailed Description	711
4.1103 X3D_ComposedCubeMapTexture Struct Reference	711
4.1103.1 Detailed Description	711
4.1104 X3D_ComposedShader Struct Reference	712
4.1104.1 Detailed Description	712
4.1105 X3D_ComposedTexture3D Struct Reference	712
4.1105.1 Detailed Description	713
4.1106 X3D_ComposedVolumeStyle Struct Reference	713
4.1106.1 Detailed Description	713
4.1107 X3D_CompositeVolumeStyle Struct Reference	714
4.1107.1 Detailed Description	714
4.1108 X3D_Cone Struct Reference	714

4.1108.1 Detailed Description	715
4.1109 X3D_ConeEmitter Struct Reference	715
4.1109.1 Detailed Description	715
4.1110 X3D_Contact Struct Reference	716
4.1110.1 Detailed Description	716
4.1111 X3D_Contour2D Struct Reference	717
4.1111.1 Detailed Description	717
4.1112 X3D_ContourPolyline2D Struct Reference	717
4.1112.1 Detailed Description	718
4.1113 X3D_Coordinate Struct Reference	718
4.1113.1 Detailed Description	718
4.1114 X3D_CoordinateChaser Struct Reference	718
4.1114.1 Detailed Description	719
4.1115 X3D_CoordinateDamper Struct Reference	719
4.1115.1 Detailed Description	720
4.1116 X3D_CoordinateDouble Struct Reference	720
4.1116.1 Detailed Description	720
4.1117 X3D_CoordinateInterpolator Struct Reference	721
4.1117.1 Detailed Description	721
4.1118 X3D_CoordinateInterpolator2D Struct Reference	721
4.1118.1 Detailed Description	722
4.1119 X3D_Cylinder Struct Reference	722
4.1119.1 Detailed Description	722
4.1120 X3D_CylinderSensor Struct Reference	723
4.1120.1 Detailed Description	723
4.1121 X3D_DirectionalLight Struct Reference	724
4.1121.1 Detailed Description	724
4.1122 X3D_DISEntityManager Struct Reference	724
4.1122.1 Detailed Description	725
4.1123 X3D_DISEntityTypeMapping Struct Reference	726
4.1123.1 Detailed Description	726
4.1124 X3D_Disk2D Struct Reference	726
4.1124.1 Detailed Description	727
4.1125 X3D_DoubleAxisHingeJoint Struct Reference	727
4.1125.1 Detailed Description	728
4.1126 X3D_EaseInEaseOut Struct Reference	728
4.1126.1 Detailed Description	729
4.1127 X3D_EdgeEnhancementVolumeStyle Struct Reference	729
4.1127.1 Detailed Description	729
4.1128 X3D_Effect Struct Reference	730
4.1128.1 Detailed Description	730
4.1129 X3D_EffectPart Struct Reference	730

4.1129.1 Detailed Description	731
4.1130 X3D_ElevationGrid Struct Reference	731
4.1130.1 Detailed Description	732
4.1131 X3D_EspduTransform Struct Reference	732
4.1131.1 Detailed Description	734
4.1132 X3D_ExplosionEmitter Struct Reference	735
4.1132.1 Detailed Description	735
4.1133 X3D_Extrusion Struct Reference	735
4.1133.1 Detailed Description	736
4.1134 X3D_FillProperties Struct Reference	736
4.1134.1 Detailed Description	737
4.1135 X3D_FloatVertexAttribute Struct Reference	737
4.1135.1 Detailed Description	737
4.1136 X3D_Fog Struct Reference	738
4.1136.1 Detailed Description	738
4.1137 X3D_FogCoordinate Struct Reference	738
4.1137.1 Detailed Description	739
4.1138 X3D_FontStyle Struct Reference	739
4.1138.1 Detailed Description	739
4.1139 X3D_ForcePhysicsModel Struct Reference	740
4.1139.1 Detailed Description	740
4.1140 X3D_GeneratedCubeMapTexture Struct Reference	740
4.1140.1 Detailed Description	741
4.1141 X3D_GeoConvert Struct Reference	741
4.1141.1 Detailed Description	741
4.1142 X3D_GeoCoordinate Struct Reference	742
4.1142.1 Detailed Description	742
4.1143 X3D_GeoElevationGrid Struct Reference	742
4.1143.1 Detailed Description	743
4.1144 X3D_GeoLocation Struct Reference	743
4.1144.1 Detailed Description	744
4.1145 X3D_GeoLOD Struct Reference	744
4.1145.1 Detailed Description	745
4.1146 X3D_GeoMetadata Struct Reference	745
4.1146.1 Detailed Description	746
4.1147 X3D_GeoOrigin Struct Reference	746
4.1147.1 Detailed Description	746
4.1148 X3D_GeoPlanet Struct Reference	747
4.1148.1 Detailed Description	747
4.1149 X3D_GeoPositionInterpolator Struct Reference	747
4.1149.1 Detailed Description	748
4.1150 X3D_GeoProximitySensor Struct Reference	748

4.1150.1 Detailed Description	749
4.1151 X3D_GeoTouchSensor Struct Reference	749
4.1151.1 Detailed Description	750
4.1152 X3D_GeoTransform Struct Reference	750
4.1152.1 Detailed Description	751
4.1153 X3D_GeoViewpoint Struct Reference	751
4.1153.1 Detailed Description	752
4.1154 X3D_Group Struct Reference	752
4.1154.1 Detailed Description	752
4.1155 X3D_HAnimDisplacer Struct Reference	753
4.1155.1 Detailed Description	753
4.1156 X3D_HAnimHumanoid Struct Reference	753
4.1156.1 Detailed Description	754
4.1157 X3D_HAnimJoint Struct Reference	754
4.1157.1 Detailed Description	755
4.1158 X3D_HAnimSegment Struct Reference	755
4.1158.1 Detailed Description	756
4.1159 X3D_HAnimSite Struct Reference	756
4.1159.1 Detailed Description	757
4.1160 X3D_ImageBackdropBackground Struct Reference	757
4.1160.1 Detailed Description	757
4.1161 X3D_ImageCubeMapTexture Struct Reference	758
4.1161.1 Detailed Description	758
4.1162 X3D_ImageTexture Struct Reference	758
4.1162.1 Detailed Description	759
4.1163 X3D_ImageTexture3D Struct Reference	759
4.1163.1 Detailed Description	759
4.1164 X3D_IndexedFaceSet Struct Reference	760
4.1164.1 Detailed Description	760
4.1165 X3D_IndexedLineSet Struct Reference	761
4.1165.1 Detailed Description	761
4.1166 X3D_IndexedQuadSet Struct Reference	762
4.1166.1 Detailed Description	762
4.1167 X3D_IndexedTriangleFanSet Struct Reference	762
4.1167.1 Detailed Description	763
4.1168 X3D_IndexedTriangleSet Struct Reference	763
4.1168.1 Detailed Description	764
4.1169 X3D_IndexedTriangleStripSet Struct Reference	764
4.1169.1 Detailed Description	765
4.1170 X3D_Inline Struct Reference	765
4.1170.1 Detailed Description	766
4.1171 X3D_IntegerSequencer Struct Reference	766

4.1171.1 Detailed Description	766
4.1172 X3D_IntegerTrigger Struct Reference	767
4.1172.1 Detailed Description	767
4.1173 X3D_IsoSurfaceVolumeData Struct Reference	767
4.1173.1 Detailed Description	768
4.1174 X3D_KeySensor Struct Reference	768
4.1174.1 Detailed Description	768
4.1175 X3D_Layer Struct Reference	769
4.1175.1 Detailed Description	769
4.1176 X3D_LayerSet Struct Reference	769
4.1176.1 Detailed Description	770
4.1177 X3D_Layout Struct Reference	770
4.1177.1 Detailed Description	770
4.1178 X3D_LayoutGroup Struct Reference	771
4.1178.1 Detailed Description	771
4.1179 X3D_LayoutLayer Struct Reference	771
4.1179.1 Detailed Description	772
4.1180 X3D_LinePickSensor Struct Reference	772
4.1180.1 Detailed Description	773
4.1181 X3D_LineProperties Struct Reference	773
4.1181.1 Detailed Description	773
4.1182 X3D_LineSensor Struct Reference	774
4.1182.1 Detailed Description	774
4.1183 X3D_LineSet Struct Reference	775
4.1183.1 Detailed Description	775
4.1184 X3D_LoadSensor Struct Reference	775
4.1184.1 Detailed Description	776
4.1185 X3D_LocalFog Struct Reference	776
4.1185.1 Detailed Description	777
4.1186 X3D_LOD Struct Reference	777
4.1186.1 Detailed Description	777
4.1187 X3D_Material Struct Reference	778
4.1187.1 Detailed Description	778
4.1188 X3D_Matrix3VertexAttribute Struct Reference	778
4.1188.1 Detailed Description	779
4.1189 X3D_Matrix4VertexAttribute Struct Reference	779
4.1189.1 Detailed Description	779
4.1190 X3D_MetadataBoolean Struct Reference	779
4.1190.1 Detailed Description	780
4.1191 X3D_MetadataDouble Struct Reference	780
4.1191.1 Detailed Description	780
4.1192 X3D_MetadataFloat Struct Reference	781

4.1192.1 Detailed Description	781
4.1193 X3D_MetadataInteger Struct Reference	781
4.1193.1 Detailed Description	782
4.1194 X3D_MetadataMFBool Struct Reference	782
4.1194.1 Detailed Description	782
4.1195 X3D_MetadataMFColor Struct Reference	783
4.1195.1 Detailed Description	783
4.1196 X3D_MetadataMFColorRGBA Struct Reference	783
4.1196.1 Detailed Description	784
4.1197 X3D_MetadataMFDouble Struct Reference	784
4.1197.1 Detailed Description	784
4.1198 X3D_MetadataMFFloat Struct Reference	785
4.1198.1 Detailed Description	785
4.1199 X3D_MetadataMFInt32 Struct Reference	785
4.1199.1 Detailed Description	786
4.1200 X3D_MetadataMFMatrix3d Struct Reference	786
4.1200.1 Detailed Description	786
4.1201 X3D_MetadataMFMatrix3f Struct Reference	787
4.1201.1 Detailed Description	787
4.1202 X3D_MetadataMFMatrix4d Struct Reference	787
4.1202.1 Detailed Description	788
4.1203 X3D_MetadataMFMatrix4f Struct Reference	788
4.1203.1 Detailed Description	788
4.1204 X3D_MetadataMFNode Struct Reference	789
4.1204.1 Detailed Description	789
4.1205 X3D_MetadataMFRotation Struct Reference	789
4.1205.1 Detailed Description	790
4.1206 X3D_MetadataMFString Struct Reference	790
4.1206.1 Detailed Description	790
4.1207 X3D_MetadataMFTime Struct Reference	791
4.1207.1 Detailed Description	791
4.1208 X3D_MetadataMFVec2d Struct Reference	791
4.1208.1 Detailed Description	792
4.1209 X3D_MetadataMFVec2f Struct Reference	792
4.1209.1 Detailed Description	792
4.1210 X3D_MetadataMFVec3d Struct Reference	793
4.1210.1 Detailed Description	793
4.1211 X3D_MetadataMFVec3f Struct Reference	793
4.1211.1 Detailed Description	794
4.1212 X3D_MetadataMFVec4d Struct Reference	794
4.1212.1 Detailed Description	794
4.1213 X3D_MetadataMFVec4f Struct Reference	795

4.1213.1 Detailed Description	795
4.1214 X3D_MetadataSet Struct Reference	795
4.1214.1 Detailed Description	796
4.1215 X3D_MetadataSFBool Struct Reference	796
4.1215.1 Detailed Description	796
4.1216 X3D_MetadataSFColor Struct Reference	797
4.1216.1 Detailed Description	797
4.1217 X3D_MetadataSFColorRGBA Struct Reference	797
4.1217.1 Detailed Description	798
4.1218 X3D_MetadataSFDouble Struct Reference	798
4.1218.1 Detailed Description	798
4.1219 X3D_MetadataSFFloat Struct Reference	799
4.1219.1 Detailed Description	799
4.1220 X3D_MetadataSFImage Struct Reference	799
4.1220.1 Detailed Description	800
4.1221 X3D_MetadataSFInt32 Struct Reference	800
4.1221.1 Detailed Description	800
4.1222 X3D_MetadataSFMatrix3d Struct Reference	801
4.1222.1 Detailed Description	801
4.1223 X3D_MetadataSFMatrix3f Struct Reference	801
4.1223.1 Detailed Description	802
4.1224 X3D_MetadataSFMatrix4d Struct Reference	802
4.1224.1 Detailed Description	802
4.1225 X3D_MetadataSFMatrix4f Struct Reference	803
4.1225.1 Detailed Description	803
4.1226 X3D_MetadataSFNode Struct Reference	803
4.1226.1 Detailed Description	804
4.1227 X3D_MetadataSFRotation Struct Reference	804
4.1227.1 Detailed Description	804
4.1228 X3D_MetadataSFString Struct Reference	805
4.1228.1 Detailed Description	805
4.1229 X3D_MetadataSFTime Struct Reference	805
4.1229.1 Detailed Description	806
4.1230 X3D_MetadataSFVec2d Struct Reference	806
4.1230.1 Detailed Description	806
4.1231 X3D_MetadataSFVec2f Struct Reference	807
4.1231.1 Detailed Description	807
4.1232 X3D_MetadataSFVec3d Struct Reference	807
4.1232.1 Detailed Description	808
4.1233 X3D_MetadataSFVec3f Struct Reference	808
4.1233.1 Detailed Description	808
4.1234 X3D_MetadataSFVec4d Struct Reference	809

4.1234.1 Detailed Description	809
4.1235 X3D_MetadataSFVec4f Struct Reference	809
4.1235.1 Detailed Description	810
4.1236 X3D_MetadataString Struct Reference	810
4.1236.1 Detailed Description	810
4.1237 X3D_MotorJoint Struct Reference	811
4.1237.1 Detailed Description	812
4.1238 X3D_MovieTexture Struct Reference	812
4.1238.1 Detailed Description	813
4.1239 X3D_MultiTexture Struct Reference	813
4.1239.1 Detailed Description	813
4.1240 X3D_MultiTextureCoordinate Struct Reference	814
4.1240.1 Detailed Description	814
4.1241 X3D_MultiTextureTransform Struct Reference	814
4.1241.1 Detailed Description	815
4.1242 X3D_NavigationInfo Struct Reference	815
4.1242.1 Detailed Description	815
4.1243 X3D_Node Struct Reference	816
4.1243.1 Detailed Description	816
4.1244 X3D_Normal Struct Reference	816
4.1244.1 Detailed Description	817
4.1245 X3D_NormalInterpolator Struct Reference	817
4.1245.1 Detailed Description	817
4.1246 X3D_NurbsCurve Struct Reference	818
4.1246.1 Detailed Description	818
4.1247 X3D_NurbsCurve2D Struct Reference	818
4.1247.1 Detailed Description	819
4.1248 X3D_NurbsOrientationInterpolator Struct Reference	819
4.1248.1 Detailed Description	820
4.1249 X3D_NurbsPatchSurface Struct Reference	820
4.1249.1 Detailed Description	820
4.1250 X3D_NurbsPositionInterpolator Struct Reference	821
4.1250.1 Detailed Description	821
4.1251 X3D_NurbsSet Struct Reference	821
4.1251.1 Detailed Description	822
4.1252 X3D_NurbsSurfaceInterpolator Struct Reference	822
4.1252.1 Detailed Description	823
4.1253 X3D_NurbsSweptSurface Struct Reference	823
4.1253.1 Detailed Description	823
4.1254 X3D_NurbsSwungSurface Struct Reference	824
4.1254.1 Detailed Description	824
4.1255 X3D_NurbsTextureCoordinate Struct Reference	824

4.1255.1 Detailed Description	825
4.1256 X3D_NurbsTrimmedSurface Struct Reference	825
4.1256.1 Detailed Description	826
4.1257 X3D_OpacityMapVolumeStyle Struct Reference	826
4.1257.1 Detailed Description	826
4.1258 X3D_OrientationChaser Struct Reference	827
4.1258.1 Detailed Description	827
4.1259 X3D_OrientationDamper Struct Reference	828
4.1259.1 Detailed Description	828
4.1260 X3D_OrientationInterpolator Struct Reference	829
4.1260.1 Detailed Description	829
4.1261 X3D_OrthoViewpoint Struct Reference	829
4.1261.1 Detailed Description	830
4.1262 X3D_OSC_Sensor Struct Reference	830
4.1262.1 Detailed Description	831
4.1263 X3D_PackagedShader Struct Reference	831
4.1263.1 Detailed Description	832
4.1264 X3D_ParticleSystem Struct Reference	832
4.1264.1 Detailed Description	833
4.1265 X3D_PickableGroup Struct Reference	833
4.1265.1 Detailed Description	833
4.1266 X3D_PixelTexture Struct Reference	834
4.1266.1 Detailed Description	834
4.1267 X3D_PixelTexture3D Struct Reference	834
4.1267.1 Detailed Description	835
4.1268 X3D_PlaneSensor Struct Reference	835
4.1268.1 Detailed Description	836
4.1269 X3D_PointEmitter Struct Reference	836
4.1269.1 Detailed Description	836
4.1270 X3D_PointLight Struct Reference	837
4.1270.1 Detailed Description	837
4.1271 X3D_PointPickSensor Struct Reference	837
4.1271.1 Detailed Description	838
4.1272 X3D_PointSensor Struct Reference	838
4.1272.1 Detailed Description	839
4.1273 X3D_PointSet Struct Reference	839
4.1273.1 Detailed Description	840
4.1274 X3D_Polyline2D Struct Reference	840
4.1274.1 Detailed Description	840
4.1275 X3D_PolylineEmitter Struct Reference	840
4.1275.1 Detailed Description	841
4.1276 X3D_Polypoint2D Struct Reference	841

4.1276.1 Detailed Description	842
4.1277 X3D_PolyRep Struct Reference	842
4.1277.1 Detailed Description	842
4.1278 X3D_PositionChaser Struct Reference	843
4.1278.1 Detailed Description	843
4.1279 X3D_PositionChaser2D Struct Reference	844
4.1279.1 Detailed Description	844
4.1280 X3D_PositionDamper Struct Reference	845
4.1280.1 Detailed Description	845
4.1281 X3D_PositionDamper2D Struct Reference	846
4.1281.1 Detailed Description	846
4.1282 X3D_PositionInterpolator Struct Reference	847
4.1282.1 Detailed Description	847
4.1283 X3D_PositionInterpolator2D Struct Reference	847
4.1283.1 Detailed Description	848
4.1284 X3D_PrimitivePickSensor Struct Reference	848
4.1284.1 Detailed Description	848
4.1285 X3D_ProgramShader Struct Reference	849
4.1285.1 Detailed Description	849
4.1286 X3D_ProjectionVolumeStyle Struct Reference	849
4.1286.1 Detailed Description	850
4.1287 X3D_Proto Struct Reference	850
4.1287.1 Detailed Description	851
4.1288 X3D_ProximitySensor Struct Reference	851
4.1288.1 Detailed Description	852
4.1289 X3D_QuadSet Struct Reference	852
4.1289.1 Detailed Description	852
4.1290 X3D_ReceiverPdu Struct Reference	853
4.1290.1 Detailed Description	854
4.1291 X3D_Rectangle2D Struct Reference	854
4.1291.1 Detailed Description	854
4.1292 X3D_RigidBody Struct Reference	855
4.1292.1 Detailed Description	856
4.1293 X3D_RigidBodyCollection Struct Reference	856
4.1293.1 Detailed Description	856
4.1294 X3D_ScalarChaser Struct Reference	857
4.1294.1 Detailed Description	857
4.1295 X3D_ScalarDamper Struct Reference	858
4.1295.1 Detailed Description	858
4.1296 X3D_ScalarInterpolator Struct Reference	859
4.1296.1 Detailed Description	859
4.1297 X3D_ScreenFontStyle Struct Reference	859

4.1297.1 Detailed Description	860
4.1298 X3D_ScreenGroup Struct Reference	860
4.1298.1 Detailed Description	860
4.1299 X3D_Script Struct Reference	861
4.1299.1 Detailed Description	861
4.1300 X3D_SegmentedVolumeData Struct Reference	861
4.1300.1 Detailed Description	862
4.1301 X3D_ShadedVolumeStyle Struct Reference	862
4.1301.1 Detailed Description	862
4.1302 X3D_ShaderPart Struct Reference	863
4.1302.1 Detailed Description	863
4.1303 X3D_ShaderProgram Struct Reference	863
4.1303.1 Detailed Description	864
4.1304 X3D_Shape Struct Reference	864
4.1304.1 Detailed Description	864
4.1305 X3D_SignalPdu Struct Reference	865
4.1305.1 Detailed Description	866
4.1306 X3D_SilhouetteEnhancementVolumeStyle Struct Reference	866
4.1306.1 Detailed Description	866
4.1307 X3D_SingleAxisHingeJoint Struct Reference	867
4.1307.1 Detailed Description	867
4.1308 X3D_SliderJoint Struct Reference	868
4.1308.1 Detailed Description	868
4.1309 X3D_Sound Struct Reference	869
4.1309.1 Detailed Description	869
4.1310 X3D_Sphere Struct Reference	869
4.1310.1 Detailed Description	870
4.1311 X3D_SphereSensor Struct Reference	870
4.1311.1 Detailed Description	871
4.1312 X3D_SplinePositionInterpolator Struct Reference	871
4.1312.1 Detailed Description	871
4.1313 X3D_SplinePositionInterpolator2D Struct Reference	872
4.1313.1 Detailed Description	872
4.1314 X3D_SplineScalarInterpolator Struct Reference	872
4.1314.1 Detailed Description	873
4.1315 X3D_SpotLight Struct Reference	873
4.1315.1 Detailed Description	874
4.1316 X3D_SquadOrientationInterpolator Struct Reference	874
4.1316.1 Detailed Description	874
4.1317 X3D_StaticGroup Struct Reference	875
4.1317.1 Detailed Description	875
4.1318 X3D_StringSensor Struct Reference	875

4.1318.1 Detailed Description	876
4.1319 X3D_SurfaceEmitter Struct Reference	876
4.1319.1 Detailed Description	877
4.1320 X3D_Switch Struct Reference	877
4.1320.1 Detailed Description	877
4.1321 X3D_Teapot Struct Reference	878
4.1321.1 Detailed Description	878
4.1322 X3D_TexCoordChaser2D Struct Reference	878
4.1322.1 Detailed Description	879
4.1323 X3D_TexCoordDamper2D Struct Reference	879
4.1323.1 Detailed Description	880
4.1324 X3D_Text Struct Reference	880
4.1324.1 Detailed Description	880
4.1325 X3D_TextureBackground Struct Reference	881
4.1325.1 Detailed Description	881
4.1326 X3D_TextureCoordinate Struct Reference	882
4.1326.1 Detailed Description	882
4.1327 X3D_TextureCoordinate3D Struct Reference	882
4.1327.1 Detailed Description	883
4.1328 X3D_TextureCoordinate4D Struct Reference	883
4.1328.1 Detailed Description	883
4.1329 X3D_TextureCoordinateGenerator Struct Reference	883
4.1329.1 Detailed Description	884
4.1330 X3D_TextureProperties Struct Reference	884
4.1330.1 Detailed Description	884
4.1331 X3D_TextureTransform Struct Reference	885
4.1331.1 Detailed Description	885
4.1332 X3D_TextureTransform3D Struct Reference	885
4.1332.1 Detailed Description	886
4.1333 X3D_TextureTransformMatrix3D Struct Reference	886
4.1333.1 Detailed Description	886
4.1334 X3D_TimeSensor Struct Reference	886
4.1334.1 Detailed Description	887
4.1335 X3D_TimeTrigger Struct Reference	887
4.1335.1 Detailed Description	888
4.1336 X3D_ToneMappedVolumeStyle Struct Reference	888
4.1336.1 Detailed Description	888
4.1337 X3D_TouchSensor Struct Reference	889
4.1337.1 Detailed Description	889
4.1338 X3D_TrackingSensor Struct Reference	889
4.1338.1 Detailed Description	890
4.1339 X3D_Transform Struct Reference	890

4.1339.1 Detailed Description	891
4.1340 X3D_TransformSensor Struct Reference	891
4.1340.1 Detailed Description	892
4.1341 X3D_TransmitterPdu Struct Reference	892
4.1341.1 Detailed Description	893
4.1342 X3D_TriangleFanSet Struct Reference	893
4.1342.1 Detailed Description	894
4.1343 X3D_TriangleSet Struct Reference	894
4.1343.1 Detailed Description	895
4.1344 X3D_TriangleSet2D Struct Reference	895
4.1344.1 Detailed Description	895
4.1345 X3D_TriangleStripSet Struct Reference	896
4.1345.1 Detailed Description	896
4.1346 X3D_TwoSidedMaterial Struct Reference	896
4.1346.1 Detailed Description	897
4.1347 X3D_UniversalJoint Struct Reference	897
4.1347.1 Detailed Description	898
4.1348 X3D_Viewpoint Struct Reference	898
4.1348.1 Detailed Description	899
4.1349 X3D_ViewpointGroup Struct Reference	899
4.1349.1 Detailed Description	900
4.1350 X3D_Viewport Struct Reference	900
4.1350.1 Detailed Description	900
4.1351 X3D_Virt Struct Reference	901
4.1351.1 Detailed Description	901
4.1352 X3D_VisibilitySensor Struct Reference	901
4.1352.1 Detailed Description	902
4.1353 X3D_VolumeData Struct Reference	902
4.1353.1 Detailed Description	902
4.1354 X3D_VolumeEmitter Struct Reference	903
4.1354.1 Detailed Description	903
4.1355 X3D_VolumePickSensor Struct Reference	903
4.1355.1 Detailed Description	904
4.1356 X3D_WindPhysicsModel Struct Reference	904
4.1356.1 Detailed Description	905
4.1357 X3D_WorldInfo Struct Reference	905
4.1357.1 Detailed Description	905
4.1358 org.web3d.x3d.sai.X3DAppearanceChildNode Interface Reference	905
4.1358.1 Detailed Description	906
4.1359 org.web3d.x3d.sai.X3DAppearanceNode Interface Reference	906
4.1359.1 Detailed Description	906
4.1360 org.web3d.x3d.sai.X3DAudioClipNode Interface Reference	906

4.1360.1 Detailed Description	907
4.1361 org.web3d.x3d.sai.X3DBackgroundNode Interface Reference	907
4.1361.1 Detailed Description	908
4.1362 org.web3d.x3d.sai.X3DBindableNode Interface Reference	908
4.1362.1 Detailed Description	908
4.1363 org.web3d.x3d.sai.X3DBoundedObject Interface Reference	908
4.1363.1 Detailed Description	909
4.1364 org.web3d.x3d.sai.X3DChildNode Interface Reference	909
4.1364.1 Detailed Description	909
4.1365 org.web3d.x3d.sai.X3DColorNode Interface Reference	910
4.1365.1 Detailed Description	910
4.1366 org.web3d.x3d.sai.X3DComponent Interface Reference	910
4.1366.1 Detailed Description	911
4.1367 org.web3d.x3d.sai.X3DComposedGeometryNode Interface Reference	911
4.1367.1 Detailed Description	911
4.1368 org.web3d.x3d.sai.X3DCoordinateNode Interface Reference	912
4.1368.1 Detailed Description	912
4.1369 org.web3d.x3d.sai.X3DDragSensorNode Interface Reference	912
4.1369.1 Detailed Description	913
4.1370 org.web3d.x3d.sai.X3DEnvironmentalSensorNode Interface Reference	913
4.1370.1 Detailed Description	913
4.1371 org.web3d.x3d.sai.X3DException Class Reference	914
4.1371.1 Detailed Description	914
4.1372 org.web3d.x3d.sai.X3DExecutionContext Interface Reference	915
4.1372.1 Detailed Description	916
4.1373 org.web3d.x3d.sai.X3DExternProtoDeclaration Interface Reference	916
4.1373.1 Detailed Description	916
4.1374 org.web3d.x3d.sai.X3DField Interface Reference	916
4.1374.1 Detailed Description	917
4.1375 org.web3d.x3d.sai.X3DFieldDefinition Interface Reference	918
4.1375.1 Detailed Description	918
4.1376 org.web3d.x3d.sai.X3DFieldEvent Class Reference	918
4.1376.1 Detailed Description	918
4.1377 org.web3d.x3d.sai.X3DFieldEventListener Interface Reference	919
4.1377.1 Detailed Description	919
4.1378 org.web3d.x3d.sai.X3DFieldTypes Interface Reference	919
4.1378.1 Detailed Description	920
4.1379 org.web3d.x3d.sai.X3DFontStyleNode Interface Reference	920
4.1379.1 Detailed Description	921
4.1380 org.web3d.x3d.sai.X3DGeometricPropertyNode Interface Reference	921
4.1380.1 Detailed Description	921
4.1381 org.web3d.x3d.sai.X3DGeometryNode Interface Reference	921

4.1381.1 Detailed Description	922
4.1382 org.web3d.x3d.sai.X3DGroupingNode Interface Reference	922
4.1382.1 Detailed Description	922
4.1383 org.web3d.x3d.sai.X3DInfoNode Interface Reference	922
4.1383.1 Detailed Description	923
4.1384 org.web3d.x3d.sai.X3DInterpolatorNode Interface Reference	923
4.1384.1 Detailed Description	923
4.1385 org.web3d.x3d.sai.X3DKeyDeviceSensorNode Interface Reference	923
4.1385.1 Detailed Description	924
4.1386 org.web3d.x3d.sai.X3DLightNode Interface Reference	924
4.1386.1 Detailed Description	924
4.1387 org.web3d.x3d.sai.X3DMaterialNode Interface Reference	925
4.1387.1 Detailed Description	925
4.1388 org.web3d.x3d.sai.X3DMetadataObject Interface Reference	925
4.1388.1 Detailed Description	925
4.1389 org.web3d.x3d.sai.X3DNetworkSensorNode Interface Reference	926
4.1389.1 Detailed Description	926
4.1390 org.web3d.x3d.sai.X3DNode Interface Reference	926
4.1390.1 Detailed Description	927
4.1391 org.web3d.x3d.sai.X3DNodeTypes Interface Reference	927
4.1391.1 Detailed Description	928
4.1392 org.web3d.x3d.sai.X3DNormalNode Interface Reference	928
4.1392.1 Detailed Description	929
4.1393 org.web3d.x3d.sai.X3DParametricGeometryNode Interface Reference	929
4.1393.1 Detailed Description	929
4.1394 org.web3d.x3d.sai.X3DPerFrameObserverScript Interface Reference	929
4.1394.1 Detailed Description	930
4.1395 org.web3d.x3d.sai.X3DPointingDeviceSensorNode Interface Reference	930
4.1395.1 Detailed Description	930
4.1396 org.web3d.x3d.sai.X3DProtoDeclaration Interface Reference	930
4.1396.1 Detailed Description	931
4.1397 org.web3d.x3d.sai.X3DProtoInstance Interface Reference	931
4.1397.1 Detailed Description	931
4.1398 org.web3d.x3d.sai.X3DRoute Interface Reference	931
4.1398.1 Detailed Description	932
4.1399 org.web3d.x3d.sai.X3DScene Interface Reference	932
4.1399.1 Detailed Description	932
4.1400 org.web3d.x3d.sai.X3DScriptImplementation Interface Reference	933
4.1400.1 Detailed Description	933
4.1401 org.web3d.x3d.sai.X3DScriptNode Interface Reference	933
4.1401.1 Detailed Description	933
4.1402 org.web3d.x3d.sai.X3DSensorNode Interface Reference	934

4.1402.1 Detailed Description	934
4.1403 org.web3d.x3d.sai.X3DSequencerNode Interface Reference	934
4.1403.1 Detailed Description	935
4.1404 org.web3d.x3d.sai.X3DShapeNode Interface Reference	935
4.1404.1 Detailed Description	935
4.1405 org.web3d.x3d.sai.X3DSoundNode Interface Reference	935
4.1405.1 Detailed Description	936
4.1406 org.web3d.x3d.sai.X3DSoundSourceNode Interface Reference	936
4.1406.1 Detailed Description	936
4.1407 org.web3d.x3d.sai.X3DTextNode Interface Reference	936
4.1407.1 Detailed Description	937
4.1408 org.web3d.x3d.sai.X3DTexture2DNode Interface Reference	937
4.1408.1 Detailed Description	937
4.1409 org.web3d.x3d.sai.X3DTextureCoordinateNode Interface Reference	937
4.1409.1 Detailed Description	938
4.1410 org.web3d.x3d.sai.X3DTextureNode Interface Reference	938
4.1410.1 Detailed Description	938
4.1411 org.web3d.x3d.sai.X3DTextureTransform2DNode Interface Reference	939
4.1411.1 Detailed Description	939
4.1412 org.web3d.x3d.sai.X3DTextureTransformNode Interface Reference	939
4.1412.1 Detailed Description	940
4.1413 org.web3d.x3d.sai.X3DTimeDependentNode Interface Reference	940
4.1413.1 Detailed Description	940
4.1414 org.web3d.x3d.sai.X3DTouchSensorNode Interface Reference	941
4.1414.1 Detailed Description	941
4.1415 org.web3d.x3d.sai.X3DTriggerNode Interface Reference	941
4.1415.1 Detailed Description	942
4.1416 org.web3d.x3d.sai.X3DUrlObject Interface Reference	942
4.1416.1 Detailed Description	942
4.1417 xml_user_data Struct Reference	942
4.1417.1 Detailed Description	943
4.1418 XY Struct Reference	943
4.1418.1 Detailed Description	943
4.1419 zip64_internal Struct Reference	943
4.1419.1 Detailed Description	943
4.1420 zip_fileinfo Struct Reference	944
4.1420.1 Detailed Description	944
4.1421 zlib_filefunc64_32_def_s Struct Reference	944
4.1421.1 Detailed Description	944
4.1422 zlib_filefunc64_def_s Struct Reference	944
4.1422.1 Detailed Description	945
4.1423 zlib_filefunc_def_s Struct Reference	945

4.1423.1 Detailed Description	945
4.1424 zone Struct Reference	945
4.1424.1 Detailed Description	945
Index	947

Chapter 1

cson JSON API

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

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

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

Author: Stephan Beal (<http://www.wanderinghorse.net/home/stephan/>)

License: Dual Public Domain/MIT

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

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

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

_AnyNative	57
_Atlas	57
_AtlasEntry	58
_AtlasFont	58
_BrowserNative	59
_BUTitem	59
_cd_list_t	59
_contenttype	60
_CRnodeStruct	60
_FW_PluginInstance	60
_geosys	61
_GLwDrawingAreaClassPart	61
_GLwDrawingAreaClassRec	62
_GLwDrawingAreaRec	62
_GUIElement	62
_intX3D_MFBool	63
_intX3D_MFColor	63
_intX3D_MFColorRGBA	63
_intX3D_MFFloat	64
_intX3D_MFImage	64
_intX3D_MFInt32	64
_intX3D_MFNode	65
_intX3D_MFRotation	65
_intX3D_MFString	65
_intX3D_MFTime	66
_intX3D_MFVec2d	66
_intX3D_MFVec2f	66
_intX3D_MFVec3d	67
_intX3D_MFVec3f	67
_intX3D_SFBool	67
_intX3D_SFColor	68
_intX3D_SFColorRGBA	68
_intX3D_SFFloat	68
_intX3D_SFImage	69
_intX3D_SFInt32	69

_intX3D_SFNode	69
_intX3D_SFRotation	70
_intX3D_SFString	70
_intX3D_SFTime	70
_intX3D_SFVec2d	71
_intX3D_SFVec2f	71
_intX3D_SFVec3d	71
_intX3D_SFVec3f	72
_intX3DEventIn	72
_NPByteRange	72
_NPEmbedPrint	73
_NPFullPrint	73
_NPImageExpose	74
_NPNetscapeFuncs	74
_NPP	75
_NPPluginFuncs	76
_NPPrint	76
_NPRect	77
_NPSavedData	77
_NPSize	77
_NPStream	78
_NPString	78
_NPVariant	78
_NPWindow	79
_s_list_t	79
freeWRLSAI_cpp::_SAIParameter	80
_SFColorNative	80
_SFColorRGBANative	80
_SFImageNative	81
_SFNodeNative	81
_SFRotationNative	81
_SFVec2fNative	82
_SFVec3dNative	82
_SFVec3fNative	82
_SFVec4dNative	83
_SFVec4fNative	83
_urlRequest	83
_X3DNode	84
AcknowledgePdu	84
AcknowledgeReliablePdu	85
AcousticBeamData	85
AcousticBeamFundamentalParameter	86
AcousticEmitter	86
AcousticEmitterSystem	87
AcousticEmitterSystemData	88
ActionRequestPdu	89
ActionRequestReliablePdu	90
ActionResponsePdu	90
ActionResponseReliablePdu	91
ActiveRegion	91
AggregateID	92
AggregateMarking	92
AggregateStatePdu	93
AggregateType	94
AngularVelocityVector	95
AntennaLocation	95
anyVrml	95
ApaData	96

ArcTessellator	100
ArealObjectStatePdu	100
ArgListType	101
ArticulationParameter	101
AtlasEntrySet	102
Backend	102
vrml.BaseNode	103
vrml.node.Node	416
vrml.node.Script	565
BeamAntennaPattern	107
BeamData	108
bezierPatch	109
bezierPatchMesh	110
Bin	110
bindablestack	111
block	111
Breakpt	112
brotoDefpair	112
brotoIS	113
brotoRoute	113
brouteEnd	114
org.web3d.x3d.sai.Browser	114
org.web3d.x3d.sai.ExternalBrowser	261
sai.FreeWRLBrowser	272
vrml.Browser	115
sai.BrowserFactory	118
org.web3d.x3d.sai.BrowserFactoryImpl	118
vrml.external.BrowserGlobals	119
sai.BrowserGlobals	119
org.web3d.x3d.sai.BrowserInterface	120
sai.FreeWRLBrowser	272
vrml.external.BrowserInterface	120
vrml.external.Browser	116
Buffer	122
BurstDescriptor	123
CachedVertex	123
CachingEvaluator	123
BasicCurveEvaluator	105
OpenGLCurveEvaluator	499
BasicSurfaceEvaluator	105
OpenGLSurfaceEvaluator	501
cbDataExactName	124
cbDataRootNameAndRouteDir	125
CdIIFreeWRL	125
chardata	126
chaser_ptrs	127
cline	127
ClockTime	127
Cloneable	
vrml.Event	235
vrml.Field	264
vrml.ConstField	134
vrml.ConstMField	136
vrml.field.ConstMFColor	135
vrml.field.ConstMFFloat	136
vrml.field.ConstMFInt32	138

vrml.field.ConstMFNode	138
vrml.field.ConstMFRotation	139
vrml.field.ConstMFString	140
vrml.field.ConstMFTime	141
vrml.field.ConstMFVec2f	141
vrml.field.ConstMFVec3f	142
vrml.field.ConstSFBool	143
vrml.field.ConstSFCOLOR	144
vrml.field.ConstSFFloat	144
vrml.field.ConstSFImage	145
vrml.field.ConstSFInt32	146
vrml.field.ConstSFNode	147
vrml.field.ConstSFRotation	147
vrml.field.ConstSFString	148
vrml.field.ConstSFTime	149
vrml.field.ConstSFVec2f	149
vrml.field.ConstSFVec3f	150
vrml.field.SFBool	573
vrml.field.SFCOLOR	574
vrml.field.SFFloat	577
vrml.field.SFImage	578
vrml.field.SFInt32	580
vrml.field.SFNode	583
vrml.field.SFRotation	584
vrml.field.SFString	585
vrml.field.SFTime	586
vrml.field.SFVec2f	588
vrml.field.SFVec3f	591
vrml.MField	385
vrml.field.MFCOLOR	379
vrml.field.MFFloat	383
vrml.field.MFInt32	387
vrml.field.MFNode	389
vrml.field.MFRotation	391
vrml.field.MFString	392
vrml.field.MFTime	394
vrml.field.MFVec2f	396
vrml.field.MFVec3f	398
coded_block_pattern_entry	128
CollisionElasticPdu	128
CollisionPdu	129
colorScheme	130
command	130
CommentPdu	131
CommentReliablePdu	131
org.web3d.x3d.sai.ComponentInfo	132
sai.FWComponentInfo	286
connection_info_struct	132
consoleLine	134
contenttype_captiontext	151
contenttype_e3dmouse	151
contenttype_layer	152
contenttype_multitouch	152
contenttype_orientation	153
contenttype_quadrant	153
contenttype_scene	153
contenttype_splitter	154
contenttype_statusbar	154

contenttype_stereo_anaglyph	154
contenttype_stereo_shutter	155
contenttype_stereo_sidebyside	155
contenttype_stereo_updown	155
contenttype_switch	156
contenttype_textpanel	156
contenttype_texturegrid	157
CPlugin	158
CR_RegStruct	159
CreateEntityPdu	159
CreateEntityReliablePdu	160
CRjsnameStruct	160
CRscriptStruct	161
CRStruct	161
cson_array	162
cson_buffer	162
cson_data_source_StringSource_	164
cson_kvp	165
cson_kvp_list	166
cson_object	166
cson_object_iterator	167
cson_output_opt	167
cson_parse_info	169
cson_parse_opt	170
cson_parser	170
cson_string	171
cson_value	172
cson_value_api	174
cson_value_list	175
curfile64_info	175
currayhit	176
Curve	176
curveEvalMachine	177
Curvelist	177
damper_ptr	178
DataPdu	178
DataQueryPdu	179
DataQueryReliablePdu	180
DataReliablePdu	180
datChnk	181
dct_dc_size_entry	181
DDS_header	182
DdsLoadInfo	182
DeadReckoningParameter	183
depth_slice	183
DesignatorPdu	184
DetonationPdu	185
Dict	186
DictNode	186
directedLine	187
dis_class	188
dis_socket	188
disfieldattr	189
DisplayList	189
DistributedEmissionsFamilyPdu	190
draw_call_params	191
duk__bigint	192
duk__compile_raw_args	192

duk_compiler_stkstate	192
duk_decode_context	193
duk_encode_context	193
duk_exp_limits	193
duk_id_lookup_result	194
duk_numconv_stringify_ctx	194
duk_objlit_state	195
duk_pcall_prop_args	195
duk_re_disjunction_info	195
duk_transform_context	196
duk_activation	196
duk_bitdecoder_ctx	197
duk_bitencoder_ctx	197
duk_breakpoint	197
duk_bufwriter_ctx	198
duk_catcher	198
duk_compiler_ctx	199
duk_compiler_func	199
duk_compiler_instr	200
duk_double_union	201
duk_function_list_entry	201
duk_harray	202
duk_hbuffer	202
duk_hbuffer_dynamic	202
duk_hbuffer_external	203
duk_hbuffer_fixed	203
duk_hbufobj	203
duk_hcompfunc	204
duk_heap	204
duk_heaphdr	205
duk_heaphdr_string	205
duk_hnatfunc	206
duk_hobject	206
duk_hstring	207
duk_hstring_external	207
duk_hthread	208
duk_internal_thread_state	208
duk_ispec	209
duk_ivalue	209
duk_jmpbuf	209
duk_json_dec_ctx	210
duk_json_enc_ctx	210
duk_labelinfo	211
duk_lexer_codepoint	211
duk_lexer_ctx	212
duk_lexer_point	212
duk_ljstate	213
duk_memory_functions	213
duk_number_list_entry	213
duk_propaccessor	214
duk_propdesc	214
duk_propvalue	215
duk_re_compiler_ctx	215
duk_re_matcher_ctx	215
duk_re_token	216
duk_strcache	216
duk_strtab_entry	217
duk_thread_state	217

duk_time_components	217
duk_token	218
duk_tval_unused	218
EAI_Extra_Data	219
EAI_ListenerStruct	219
vrml.external.FreeWRLEAI.EAIAsyncMessage	219
sai.eai.EAIAsyncMessage	220
vrml.external.FreeWRLEAI.EAIAsyncQueue	220
sai.eai.EAIAsyncQueue	221
sai.eai.EAIMessage	223
vrml.external.FreeWRLEAI.EAIMessage	223
EAINodeIndexStruct	224
EAINodeParams	224
sai.eai.EAIoutQueue	225
vrml.external.FreeWRLEAI.EAIoutQueue	225
EdgePair	226
EightByteChunk	227
ElectronicEmissionBeamData	227
ElectronicEmissionsPdu	228
ElectronicEmissionSystemData	229
ellipsoid	230
EmitterSystem	230
EntityID	230
EntityInformationFamilyPdu	231
EntityManagementFamilyPdu	231
EntityStatePdu	232
EntityStateUpdatePdu	233
EntityType	233
Environment	234
EnvironmentalProcessPdu	234
EventID	235
vrml.external.field.EventIn	236
vrml.external.field.EventInMFColor	237
vrml.external.field.EventInMFFloat	237
vrml.external.field.EventInMFInt32	238
vrml.external.field.EventInMFNode	239
vrml.external.field.EventInMFRotation	239
vrml.external.field.EventInMFString	240
vrml.external.field.EventInMFVec2f	240
vrml.external.field.EventInMFVec3f	241
vrml.external.field.EventInSFBool	241
vrml.external.field.EventInSFColor	242
vrml.external.field.EventInSFFloat	242
vrml.external.field.EventInSFImage	243
vrml.external.field.EventInSFInt32	243
vrml.external.field.EventInSFNode	244
vrml.external.field.EventInSFRotation	244
vrml.external.field.EventInSFString	245
vrml.external.field.EventInSFTime	245
vrml.external.field.EventInSFVec2f	246
vrml.external.field.EventInSFVec3f	246
EventListener	
org.web3d.x3d.sai.BrowserListener	121
org.web3d.x3d.sai.X3DFieldEventListener	919
EventObject	
org.web3d.x3d.sai.BrowserEvent	117
org.web3d.x3d.sai.X3DFieldEvent	918
vrml.external.field.EventOut	247

vrml.external.field.EventOutMField	249
vrml.external.field.EventOutMFColor	248
vrml.external.field.EventOutMFFloat	248
vrml.external.field.EventOutMFInt32	250
vrml.external.field.EventOutMFNode	250
vrml.external.field.EventOutMFRotation	251
vrml.external.field.EventOutMFString	252
vrml.external.field.EventOutMFVec2f	252
vrml.external.field.EventOutMFVec3f	253
vrml.external.field.EventOutSFBool	254
vrml.external.field.EventOutSFColor	254
vrml.external.field.EventOutSFFloat	255
vrml.external.field.EventOutSFImage	255
vrml.external.field.EventOutSFInt32	256
vrml.external.field.EventOutSFNode	257
vrml.external.field.EventOutSFRotation	257
vrml.external.field.EventOutSFString	258
vrml.external.field.EventOutSFTime	258
vrml.external.field.EventOutSFVec2f	259
vrml.external.field.EventOutSFVec3f	259
vrml.external.field.EventOutObserver	253
EventReportPdu	260
EventReportReliablePdu	260
exception	
freeWRLSAI_cpp::saiException	559
freeWRLSAI_cpp::browserNotSharedException	121
freeWRLSAI_cpp::connectionException	133
freeWRLSAI_cpp::disposedException	190
freeWRLSAI_cpp::invalidBrowserException	338
freeWRLSAI_cpp::invalidExecutionContextException	343
freeWRLSAI_cpp::invalidFieldException	346
freeWRLSAI_cpp::InvalidReadableFieldException	352
freeWRLSAI_cpp::InvalidWritableFieldException	356
freeWRLSAI_cpp::invalidNodeException	349
freeWRLSAI_cpp::insufficientCapabilitiesException	334
freeWRLSAI_cpp::invalidAccessTypeException	338
freeWRLSAI_cpp::InvalidReadableFieldException	352
freeWRLSAI_cpp::InvalidWritableFieldException	356
freeWRLSAI_cpp::invalidDocumentException	339
freeWRLSAI_cpp::invalidImportException	347
freeWRLSAI_cpp::invalidOperationTimingException	351
freeWRLSAI_cpp::invalidUrlException	354
freeWRLSAI_cpp::invalidX3DException	357
freeWRLSAI_cpp::nodeInUseException	418
freeWRLSAI_cpp::nodeUnavailableException	419
freeWRLSAI_cpp::noSuchBrowserException	420
freeWRLSAI_cpp::notSupportedException	420
freeWRLSAI_cpp::saiCustomException	558
freeWRLSAI_cpp::urlUnavailableException	645
Exception	
vrml.InvalidVRMLSyntaxException	356
vrml.InvalidX3DSyntaxException	358
extrusion	261
FaceCount	262
FastEntityStatePdu	262
field_info	265
FieldDecl	265
vrml.external.field.FieldTypes	266

file_in_zip64_read_info_s	267
FirePdu	267
FirstStruct	268
FixedDatum	268
Flist	269
flychord	270
fmtChnk	270
FourByteChunk	271
freewrl_params	271
sai.FreeWRLBrowserInfo	274
sai.FreeWRLRendererInfo	280
ftype	282
FundamentalParameterData	283
FundamentalParameterDataIff	284
fw_MaterialParameters	285
FWBITMAPFILEHEADER	285
FWBITMAPINFO	285
FWBITMAPINFOHEADER	286
vrml.FWCreateField	287
FWFunctionSpec	288
vrml.FWHelper	288
vrml.FWJavaScript	289
vrml.FWJavaScriptBinding	289
sai.FWProfInfo	300
FWPropertySpec	301
FWRGBQUAD	302
FWSNDMSG	312
FWTYPE	313
FWVAL	313
FXV	314
gcgd	314
GLUface	315
GLUhalfEdge	315
GLUmesh	316
GLUtesselator	317
GLUvertex	318
GLwDrawingAreaCallbackStruct	318
GLwDrawingAreaPart	319
GoP	320
GridAxisRecord	320
GridAxisRecordRepresentation0	320
GridAxisRecordRepresentation1	321
GridAxisRecordRepresentation2	321
gridBoundaryChain	322
GriddedDataPdu	322
Gridline	323
GridVertex	324
gridWrap	325
GUINamedType	325
GUIScreen	326
vrml.external.IBrowser	327
vrml.external.Browser	116
IffAtcNavAidsLayer1Pdu	328
IffAtcNavAidsLayer2Pdu	329
IffFundamentalData	330
iiglobal	330
IllegalArgumentException	
vrml.InvalidEventInException	340

vrml.InvalidEventOutException	342
vrml.InvalidExposedFieldException	344
vrml.InvalidFieldChangeException	345
vrml.InvalidFieldException	346
vrml.InvalidRouteException	353
IMEXPORT	333
initialRouteStruct	333
IntercomCommunicationsParameters	335
IntercomControlPdu	336
IntercomSignalPdu	337
intersection_info	337
IsGroupOfPdu	359
IsPartOfPdu	360
ivec2	360
ivec4	361
Jarcloc	361
JMATRIX	362
JSON_config	362
JSON_parser_struct	364
JSON_value_struct	365
key	365
keyHit	365
keyval	366
Knotspec	366
Knotvector	367
LayerHeader	368
layout_scale_item	368
layoutmode	369
LinearObjectStatePdu	369
LinearSegmentParameter	370
linkedlist_data_s	370
linkedlist_datablock_internal_s	371
LogisticsFamilyPdu	371
macroblock	371
Maplist	373
Marking	374
matpropstruct	374
org.web3d.x3d.sai.Matrix	375
org.web3d.x3d.sai.Matrix3	375
org.web3d.x3d.sai.Matrix4	376
mb_addr_inc_entry	377
mb_type_entry	377
MinefieldDataPdu	400
MinefieldFamilyPdu	401
MinefieldQueryPdu	401
MinefieldResponseNackPdu	402
MinefieldStatePdu	402
mode_name	403
ModulationType	403
monoChain	404
Monotonizer	405
motion_vectors_entry	405
Multi_Any	405
Multi_Bool	406
Multi_Color	406
Multi_ColorRGBA	406
Multi_Double	407
Multi_Float	407

Multi_Int32	408
Multi_Matrix3d	408
Multi_Matrix3f	408
Multi_Matrix4d	409
Multi_Matrix4f	409
Multi_Node	410
Multi_Rotation	410
Multi_String	410
Multi_Time	411
Multi_Vec2d	411
Multi_Vec2f	412
Multi_Vec3d	412
Multi_Vec3f	412
Multi_Vec4d	413
Multi_Vec4f	413
multiTexParams	414
myArgs	414
MyVertex	414
name_num	415
NamedLocation	415
navmode	416
vrml.external.Node	416
nodedistance	417
NPCClass	422
NPObject	422
ScriptableObjectBase	565
BasePlugin	104
nsByteRange	423
nsIFactory	
nsIPluginHostOld	439
nsIPluginOld	472
nsIInputStream	
nsIPluginInputStream	441
nsISupports	
nsIAuthenticationInfo	423
nsICookieStorage	424
nsIFileUtilities	425
nsIHTTPHeaderListener	428
nsIJVMAuthTools	429
nsIPlugin	430
nsIPluginDocument	433
nsIPluginHost	434
nsIPluginInstance	441
nsIPluginInstanceInternal	447
nsIPluginInstanceOld	448
nsIPluginInstanceOwner	453
nsIPluginInstancePeer	455
nsIPluginInstancePeer2	459
nsIPluginInstancePeer2_1_9_1_BRANCH	461
nsIPluginManager	462
nsIPluginManager2	467
nsIPluginStreamInfo	474
nsIPluginStreamListener	475
nsIPluginTag	478
nsIPluginTagInfo	479
nsIPluginTagInfoOld	486
nsIPluginTagInfo2	482
nsIScriptablePlugin	487

nsIWindowlessPluginInstancePeer	488
nsPIPluginInstancePeer	489
nsPluginEmbedPrint	489
nsPluginEvent	490
nsPluginFullPrint	490
nsPluginLogging	490
nsPluginPrint	492
nsPluginRect	492
nsPluginWindow	493
nsPluginNativeWindow	491
NurbsTessellator	493
GLUnurbs	316
ObjectType	498
OneByteChunk	499
opened_file	502
orient_XYZA	503
Orientation	503
particle	503
Patch	504
Patchlist	504
pBindable	506
pcollision	506
pcommon	507
pComponent_CubeMapTexturing	507
pComponent_EnviroSensor	508
pComponent_Followers	508
pComponent_Geometry3D	508
pComponent_Geospatial	509
pComponent_HAnim	509
pComponent_KeyDevice	509
pComponent_Layering	510
pComponent_Layout	510
pComponent_NURBS	510
pComponent_ParticleSystems	511
pComponent_Picking	511
pComponent_ProgrammableShaders	511
pComponent_Rendering	512
pComponent_RigidBodyPhysics	512
pComponent_Shape	512
pComponent_Sound	513
pComponent_Text	513
pComponent_VolumeRendering	514
pConsoleMessage	515
pCParse	515
pCParseParser	516
pCRoutes	516
pCScripts	517
pCursorDraw	517
pdisplay	517
Pdu	518
PduContainer	518
pEAI_C_CommonFunctions	519
pEAICore	519
pEAIEventsIn	519
pEAIShaders	520
pedal_state	520
pFrustum	521
pict	521

pict_image	522
Planet	522
pLoadTextures	522
pMainloop	523
Point	524
point_XYZ	525
point_XYZ3	525
pointer2pointer	525
PointObjectStatePdu	526
polygon	526
polyrep_combiner_data	527
Pool	527
PooledObj	528
Arc	96
BezierArc	108
Dlnode	190
GridTrimVertex	324
Mapdesc	372
O_curve	495
O_nurbscurve	495
O_nurbssurface	496
O_pwlcurve	497
O_surface	497
O_trim	498
Property	536
PwlArc	542
Quilt	543
pOpenGL_Utils	529
pPluginSocket	529
ppluginUtils	530
pProdCon	530
PQhandleElem	531
PQnode	531
pRasterFont	531
pRenderFuncs	532
pRenderTextures	533
presources	533
primStream	534
PriorityQ	534
profile_entry	535
org.web3d.x3d.sai.ProfileInfo	535
sai.FWProfileInfo	300
proftablestruct	536
PropulsionSystemData	537
ProtoDefinition	537
ProtoFieldDecl	538
pSensInterps	538
pSnapshot	538
Pspec	539
Patchspec	505
PSStruct	539
pstatusbar	540
pStreamPoly	540
pTess	541
pTextures	541
pViewer	541
pX3DParser	542

quaternion	543
QuiltSpec	544
RadioCommunicationsFamilyPdu	544
RadioEntityType	545
rb1	545
ReceiverPdu	546
RecordQueryReliablePdu	546
RecordSet	547
rectBlock	548
rectBlockArray	548
reflexChain	549
Relationship	549
RemoveEntityPdu	549
RemoveEntityReliablePdu	550
RenderHints	550
RepairCompletePdu	551
RepairResponsePdu	551
resource_item	552
ResupplyCancelPdu	553
ResupplyOfferPdu	553
ResupplyReceivedPdu	554
row32	554
Runnable	
sai.eai.EAInThread	222
vrml.external.FreeWRLEAI.EAInThread	222
RuntimeException	
org.web3d.x3d.sai.X3DException	914
org.web3d.x3d.sai.BrowserNotSharedException	122
org.web3d.x3d.sai.ConnectionException	133
org.web3d.x3d.sai.ImportedNodeException	333
org.web3d.x3d.sai.InsufficientCapabilitiesException	334
org.web3d.x3d.sai.InvalidBrowserException	339
org.web3d.x3d.sai.InvalidDocumentException	340
org.web3d.x3d.sai.InvalidExecutionContextException	344
org.web3d.x3d.sai.InvalidFieldException	345
org.web3d.x3d.sai.InvalidFieldValueException	347
org.web3d.x3d.sai.InvalidNameException	348
org.web3d.x3d.sai.InvalidNodeException	348
org.web3d.x3d.sai.InvalidOperationTimingException	350
org.web3d.x3d.sai.InvalidProtoException	352
org.web3d.x3d.sai.InvalidRouteException	353
org.web3d.x3d.sai.InvalidURLErrorException	354
org.web3d.x3d.sai.InvalidX3DException	358
org.web3d.x3d.sai.NodeInUseException	417
org.web3d.x3d.sai.NodeUnavailableException	418
org.web3d.x3d.sai.NoSuchBrowserException	419
org.web3d.x3d.sai.NotSupportedException	421
org.web3d.x3d.sai.URLUnavailableException	645
sai.eai.UnsupportedFieldTypeException	641
vrml.external.exception.InvalidEventInException	341
vrml.external.exception.InvalidEventOutException	342
vrml.external.exception.InvalidNodeException	349
vrml.external.exception.InvalidVrmlException	355
vrml.external.FreeWRLEAI.UnsupportedFieldTypeException	640
s_renderer_capabilities_t	555
s_shader_capabilities	555
freeWRLSAI_cpp::saiBrowser	557
freeWRLSAI_cpp::saiComponent	557

freeWRLSAI_cpp::saiExecutionContext	560
freeWRLSAI_cpp::saiField	560
freeWRLSAI_cpp::saiNode	561
freeWRLSAI_cpp::saiProfileDeclaration	561
freeWRLSAI_cpp::saiProto	561
freeWRLSAI_cpp::saiRoute	562
freeWRLSAI_cpp::saiScene	562
sampledLine	563
sCollisionGeometry	563
sCollisionInfo	564
screenextdata	564
ScriptFieldDecl	567
ScriptFieldInstanceInfo	567
ScriptParamList	567
SecureClassLoader	
vrml.FWJavaScriptClassLoader	290
SeesPdu	568
SensStruct	568
ServiceRequestPdu	569
SetDataPdu	569
SetDataReliablePdu	570
SetRecordReliablePdu	571
sFallInfo	572
SFColor	574
SFColorRGBA	575
SFMatrix3d	581
SFMatrix3f	581
SFMatrix4d	581
SFMatrix4f	582
SFRotation	583
SFVec2d	587
SFVec2f	589
SFVec3d	590
SFVec3f	592
SFVec4d	592
SFVec4f	593
Shader_Script	593
shaderflagsstruct	594
shaderTableEntry	594
ShaftRPMs	594
SignalPdu	595
SimulationAddress	595
SimulationManagementFamilyPdu	596
SimulationManagementWithReliabilityFamilyPdu	596
SixByteChunk	597
slice	597
sNavInfo	598
SNDFILE	599
Sorter	599
ArcSorter	98
ArcSdirSorter	98
ArcTdirSorter	99
FlistSorter	269
SphericalHarmonicAntennaPattern	600
Splinespec	600
ssr	601
SSR_request	601
stage	602

StartResumePdu	602
StartResumeReliablePdu	603
StopFreezePdu	603
StopFreezeReliablePdu	604
StoredVertex	604
stringint	605
Subdivider	605
SupplyQuantity	606
surfEvalMachine	606
sweepRange	607
SyntheticEnvironmentFamilyPdu	607
SystemID	607
targetwindow	608
iiglobal::tBindable	608
iiglobal::tcollision	609
iiglobal::tcommon	609
iiglobal::tComponent_CubeMapTexturing	609
iiglobal::tComponent_EnvironSensor	610
iiglobal::tComponent_Followers	610
iiglobal::tComponent_Geometry3D	610
iiglobal::tComponent_Geospatial	611
iiglobal::tComponent_HAnim	611
iiglobal::tComponent_KeyDevice	611
iiglobal::tComponent_Layering	612
iiglobal::tComponent_Layout	612
iiglobal::tComponent_NURBS	612
iiglobal::tComponent_ParticleSystems	613
iiglobal::tComponent_Picking	613
iiglobal::tComponent_ProgrammableShaders	613
iiglobal::tComponent_Rendering	614
iiglobal::tComponent_RigidBodyPhysics	614
iiglobal::tComponent_Shape	614
iiglobal::tComponent_Sound	615
iiglobal::tComponent_Text	615
iiglobal::tComponent_VolumeRendering	615
iiglobal::tComponent_VRML1	616
iiglobal::tConsoleMessage	616
tcontenttype	616
iiglobal::tCParse	617
iiglobal::tCParseParser	617
iiglobal::tCRoutes	617
iiglobal::tCScripts	618
iiglobal::tCursorDraw	618
iiglobal::tdisplay	618
iiglobal::tEAI_C_CommonFunctions	619
iiglobal::tEAICore	619
iiglobal::tEAIEventsIn	619
iiglobal::tEAHelpers	620
text_combiner_data	620
textureTableIndexStruct	621
textureVertexInfo	621
iiglobal::tFrustum	622
Thread	
sai.eai.EAIAsyncThread	221
sai.eai.EAIoutThread	225
vrml.external.FreeWRLEAI.EAIAsyncThread	221
vrml.external.FreeWRLEAI.EAIoutThread	226
iiglobal::tinternalc	622

iiglobal::tLoadTextures	622
tm_unz_s	623
tm_zip_s	623
iiglobal::tMainloop	624
iiglobal::tOpenGL_Utils	624
Touch	625
iiglobal::tPluginSocket	626
iiglobal::tpluginUtils	626
iiglobal::tProdCon	626
TrackJamTarget	627
TransferControlRequestPdu	627
TransmitterPdu	628
treeNode	629
iiglobal::tRenderFuncs	629
trenderstate	630
iiglobal::tRenderTextures	630
iiglobal::tresources	631
Trimline	631
TrimRegion	632
CoveAndTiler	157
Slicer	597
Hull	326
Mesher	378
Slicer	597
Mesher	378
TrimVertex	632
TrimVertexPool	633
iiglobal::tSensInterps	633
iiglobal::tSnapshot	633
iiglobal::tstatusbar	634
iiglobal::tStreamPoly	634
iiglobal::tTess	634
iiglobal::tTextures	635
iiglobal::tthreads	635
iiglobal::tViewer	636
TwoByteChunk	636
iiglobal::tX3DParser	636
UaPdu	637
Uarray	638
un1	639
unca	639
Uni_String	639
unitsB	640
unz64_file_pos_s	641
unz64_s	642
unz_file_info64_internal_s	642
unz_file_info64_s	643
unz_file_info_s	643
unz_file_pos_s	644
unz_global_info64_s	644
unz_global_info_s	644
usehit	646
VariableDatum	646
Varray	647
vec2	647
vec4	648
Vector	648
Vector3Double	648

Vector3Float	649
VectoringNozzleSystemData	649
vertexArray	650
sai.eai.VField	650
sai.eai.VMFCOLOR	660
sai.eai.VMFFloat	661
sai.eai.VMFInt32	662
sai.eai.VMFRotation	663
sai.eai.VMFString	665
sai.eai.VMFVec2f	666
sai.eai.VMFVec3f	667
sai.eai.VSFBool	673
sai.eai.VSFColor	674
sai.eai.VSFFloat	675
sai.eai.VSFImage	676
sai.eai.VSFInt32	677
sai.eai.VSFRotation	679
sai.eai.VSFString	679
sai.eai.VSFTime	680
sai.eai.VSFVec2f	682
sai.eai.VSFVec3f	683
vrml.external.FreeWRLEAI.VField	652
vrml.external.FreeWRLEAI.VMFCOLOR	660
vrml.external.FreeWRLEAI.VMFFloat	662
vrml.external.FreeWRLEAI.VMFInt32	663
vrml.external.FreeWRLEAI.VMFRotation	664
vrml.external.FreeWRLEAI.VMFString	665
vrml.external.FreeWRLEAI.VMFVec2f	666
vrml.external.FreeWRLEAI.VMFVec3f	668
vrml.external.FreeWRLEAI.VSFBool	672
vrml.external.FreeWRLEAI.VSFColor	673
vrml.external.FreeWRLEAI.VSFFloat	674
vrml.external.FreeWRLEAI.VSFImage	676
vrml.external.FreeWRLEAI.VSFInt32	677
vrml.external.FreeWRLEAI.VSFRotation	678
vrml.external.FreeWRLEAI.VSFString	680
vrml.external.FreeWRLEAI.VSFTime	681
vrml.external.FreeWRLEAI.VSFVec2f	682
vrml.external.FreeWRLEAI.VSFVec3f	684
vid_stream	653
viewer	655
viewer_examine	656
viewer_fly	657
viewer_inplane	657
viewer_walk	657
viewer_ypz	658
sai.eai.VIP	658
vrml.external.FreeWRLEAI.VIP	659
void3	668
VRMLLexer	669
sai.eai.VRMLObject	669
vrml.external.FreeWRLEAI.VRMLObject	670
sai.eai.VRMLObjectObserver	671
vrml.external.FreeWRLEAI.VRMLObjectObserver	671
VRMLParser	672
walk_cbdata	684
WarfareFamilyPdu	685
WEB3DNATIVE	685

X3D_Anchor	686
X3D_Appearance	686
X3D_Arc2D	687
X3D_ArcClose2D	688
X3D_AudioClip	688
X3D_BackdropBackground	689
X3D_Background	690
X3D_BallJoint	691
X3D_Billboard	692
X3D_BlendedVolumeStyle	692
X3D_BooleanFilter	693
X3D_BooleanSequencer	694
X3D_BooleanToggle	695
X3D_BooleanTrigger	695
X3D_BoundaryEnhancementVolumeStyle	696
X3D_BoundedPhysicsModel	697
X3D_Box	697
X3D_CADAssembly	698
X3D_CADFace	699
X3D_CADLayer	699
X3D_CADPart	700
X3D_CalibratedCameraSensor	701
X3D_CartoonVolumeStyle	701
X3D_Circle2D	702
X3D_ClipPlane	702
X3D_CollidableOffset	703
X3D_CollidableShape	704
X3D_Collision	704
X3D_CollisionCollection	705
X3D_CollisionSensor	706
X3D_CollisionSpace	707
X3D_Color	707
X3D_ColorChaser	708
X3D_ColorDamper	709
X3D_ColorInterpolator	710
X3D_ColorRGBA	710
X3D_ComposedCubeMapTexture	711
X3D_ComposedShader	712
X3D_ComposedTexture3D	712
X3D_ComposedVolumeStyle	713
X3D_CompositeVolumeStyle	714
X3D_Cone	714
X3D_ConeEmitter	715
X3D_Contact	716
X3D_Contour2D	717
X3D_ContourPolyline2D	717
X3D_Coordinate	718
X3D_CoordinateChaser	718
X3D_CoordinateDamper	719
X3D_CoordinateDouble	720
X3D_CoordinateInterpolator	721
X3D_CoordinateInterpolator2D	721
X3D_Cylinder	722
X3D_CylinderSensor	723
X3D_DirectionalLight	724
X3D_DISEntityManager	724
X3D_DISEntityTypeMapping	726
X3D_Disk2D	726

X3D_DoubleAxisHingeJoint	727
X3D_EaseInEaseOut	728
X3D_EdgeEnhancementVolumeStyle	729
X3D_Effect	730
X3D_EffectPart	730
X3D_ElevationGrid	731
X3D_EspduTransform	732
X3D_ExplosionEmitter	735
X3D_Extrusion	735
X3D_FillProperties	736
X3D_FloatVertexAttribute	737
X3D_Fog	738
X3D_FogCoordinate	738
X3D_FontStyle	739
X3D_ForcePhysicsModel	740
X3D_GeneratedCubeMapTexture	740
X3D_GeoConvert	741
X3D_GeoCoordinate	742
X3D_GeoElevationGrid	742
X3D_GeoLocation	743
X3D_GeoLOD	744
X3D_GeoMetadata	745
X3D_GeoOrigin	746
X3D_GeoPlanet	747
X3D_GeoPositionInterpolator	747
X3D_GeoProximitySensor	748
X3D_GeoTouchSensor	749
X3D_GeoTransform	750
X3D_GeoViewpoint	751
X3D_Group	752
X3D_HAnimDisplacer	753
X3D_HAnimHumanoid	753
X3D_HAnimJoint	754
X3D_HAnimSegment	755
X3D_HAnimSite	756
X3D_ImageBackdropBackground	757
X3D_ImageCubeMapTexture	758
X3D_ImageTexture	758
X3D_ImageTexture3D	759
X3D_IndexedFaceSet	760
X3D_IndexedLineSet	761
X3D_IndexedQuadSet	762
X3D_IndexedTriangleFanSet	762
X3D_IndexedTriangleSet	763
X3D_IndexedTriangleStripSet	764
X3D_Inline	765
X3D_IntegerSequencer	766
X3D_IntegerTrigger	767
X3D_IsoSurfaceVolumeData	767
X3D_KeySensor	768
X3D_Layer	769
X3D_LayerSet	769
X3D_Layout	770
X3D_LayoutGroup	771
X3D_LayoutLayer	771
X3D_LinePickSensor	772
X3D_LineProperties	773
X3D_LineSensor	774

X3D_LineSet	775
X3D_LoadSensor	775
X3D_LocalFog	776
X3D_LOD	777
X3D_Material	778
X3D_Matrix3VertexAttribute	778
X3D_Matrix4VertexAttribute	779
X3D_MetadataBoolean	779
X3D_MetadataDouble	780
X3D_MetadataFloat	781
X3D_MetadataInteger	781
X3D_MetadataMFBool	782
X3D_MetadataMFColor	783
X3D_MetadataMFColorRGBA	783
X3D_MetadataMFDouble	784
X3D_MetadataMFFloat	785
X3D_MetadataMFInt32	785
X3D_MetadataMFMatrix3d	786
X3D_MetadataMFMatrix3f	787
X3D_MetadataMFMatrix4d	787
X3D_MetadataMFMatrix4f	788
X3D_MetadataMFNode	789
X3D_MetadataMFRotation	789
X3D_MetadataMFString	790
X3D_MetadataMFTime	791
X3D_MetadataMFVec2d	791
X3D_MetadataMFVec2f	792
X3D_MetadataMFVec3d	793
X3D_MetadataMFVec3f	793
X3D_MetadataMFVec4d	794
X3D_MetadataMFVec4f	795
X3D_MetadataSet	795
X3D_MetadataSFBool	796
X3D_MetadataSFColor	797
X3D_MetadataSFColorRGBA	797
X3D_MetadataSFDouble	798
X3D_MetadataSFFloat	799
X3D_MetadataSFImage	799
X3D_MetadataSFInt32	800
X3D_MetadataSFMatrix3d	801
X3D_MetadataSFMatrix3f	801
X3D_MetadataSFMatrix4d	802
X3D_MetadataSFMatrix4f	803
X3D_MetadataSFNode	803
X3D_MetadataSFRotation	804
X3D_MetadataSFString	805
X3D_MetadataSFTime	805
X3D_MetadataSFVec2d	806
X3D_MetadataSFVec2f	807
X3D_MetadataSFVec3d	807
X3D_MetadataSFVec3f	808
X3D_MetadataSFVec4d	809
X3D_MetadataSFVec4f	809
X3D_MetadataString	810
X3D_MotorJoint	811
X3D_MovieTexture	812
X3D_MultiTexture	813
X3D_MultiTextureCoordinate	814

X3D_MultiTextureTransform	814
X3D_NavigationInfo	815
X3D_Node	816
X3D_Normal	816
X3D_NormalInterpolator	817
X3D_NurbsCurve	818
X3D_NurbsCurve2D	818
X3D_NurbsOrientationInterpolator	819
X3D_NurbsPatchSurface	820
X3D_NurbsPositionInterpolator	821
X3D_NurbsSet	821
X3D_NurbsSurfaceInterpolator	822
X3D_NurbsSweptSurface	823
X3D_NurbsSwungSurface	824
X3D_NurbsTextureCoordinate	824
X3D_NurbsTrimmedSurface	825
X3D_OpacityMapVolumeStyle	826
X3D_OrientationChaser	827
X3D_OrientationDamper	828
X3D_OrientationInterpolator	829
X3D_OrthoViewpoint	829
X3D_OSC_Sensor	830
X3D_PackagedShader	831
X3D_ParticleSystem	832
X3D_PickableGroup	833
X3D_PixelTexture	834
X3D_PixelTexture3D	834
X3D_PlaneSensor	835
X3D_PointEmitter	836
X3D_PointLight	837
X3D_PointPickSensor	837
X3D_PointSensor	838
X3D_PointSet	839
X3D_Polyline2D	840
X3D_PolylineEmitter	840
X3D_Polypoint2D	841
X3D_PolyRep	842
X3D_PositionChaser	843
X3D_PositionChaser2D	844
X3D_PositionDamper	845
X3D_PositionDamper2D	846
X3D_PositionInterpolator	847
X3D_PositionInterpolator2D	847
X3D_PrimitivePickSensor	848
X3D_ProgramShader	849
X3D_ProjectionVolumeStyle	849
X3D_Proto	850
X3D_ProximitySensor	851
X3D_QuadSet	852
X3D_ReceiverPdu	853
X3D_Rectangle2D	854
X3D_RigidBody	855
X3D_RigidBodyCollection	856
X3D_ScalarChaser	857
X3D_ScalarDamper	858
X3D_ScalarInterpolator	859
X3D_ScreenFontStyle	859
X3D_ScreenGroup	860

X3D_Script	861
X3D_SegmentedVolumeData	861
X3D_ShadedVolumeStyle	862
X3D_ShaderPart	863
X3D_ShaderProgram	863
X3D_Shape	864
X3D_SignalPdu	865
X3D_SilhouetteEnhancementVolumeStyle	866
X3D_SingleAxisHingeJoint	867
X3D_SliderJoint	868
X3D_Sound	869
X3D_Sphere	869
X3D_SphereSensor	870
X3D_SplinePositionInterpolator	871
X3D_SplinePositionInterpolator2D	872
X3D_SplineScalarInterpolator	872
X3D_SpotLight	873
X3D_SquadOrientationInterpolator	874
X3D_StaticGroup	875
X3D_StringSensor	875
X3D_SurfaceEmitter	876
X3D_Switch	877
X3D_Teapot	878
X3D_TexCoordChaser2D	878
X3D_TexCoordDamper2D	879
X3D_Text	880
X3D_TextureBackground	881
X3D_TextureCoordinate	882
X3D_TextureCoordinate3D	882
X3D_TextureCoordinate4D	883
X3D_TextureCoordinateGenerator	883
X3D_TextureProperties	884
X3D_TextureTransform	885
X3D_TextureTransform3D	885
X3D_TextureTransformMatrix3D	886
X3D_TimeSensor	886
X3D_TimeTrigger	887
X3D_ToneMappedVolumeStyle	888
X3D_TouchSensor	889
X3D_TrackingSensor	889
X3D_Transform	890
X3D_TransformSensor	891
X3D_TransmitterPdu	892
X3D_TriangleFanSet	893
X3D_TriangleSet	894
X3D_TriangleSet2D	895
X3D_TriangleStripSet	896
X3D_TwoSidedMaterial	896
X3D_UniversalJoint	897
X3D_Viewpoint	898
X3D_ViewpointGroup	899
X3D_Viewport	900
X3D_Virt	901
X3D_VisibilitySensor	901
X3D_VolumeData	902
X3D_VolumeEmitter	903
X3D_VolumePickSensor	903
X3D_WindPhysicsModel	904

X3D_WorldInfo	905
org.web3d.x3d.sai.X3DBoundedObject	908
org.web3d.x3d.sai.X3DGroupingNode	922
org.web3d.x3d.sai.X3DComponent	910
sai.FreeWRLComponent	274
org.web3d.x3d.sai.X3DExecutionContext	915
org.web3d.x3d.sai.X3DScene	932
sai.FreeWRLScene	281
org.web3d.x3d.sai.X3DField	916
org.web3d.x3d.sai.MField	384
org.web3d.x3d.sai.MFBool	378
org.web3d.x3d.sai.MFColor	380
sai.FWMFColor	291
org.web3d.x3d.sai.MFColorRGBA	381
sai.FWMFColorRGBA	291
org.web3d.x3d.sai.MFDouble	381
sai.FWMFDouble	292
org.web3d.x3d.sai.MFFloat	382
sai.FWMFFloat	293
org.web3d.x3d.sai.MFImage	386
org.web3d.x3d.sai.MFInt32	387
sai.FWMFInt32	294
org.web3d.x3d.sai.MFNode	388
sai.FWMFNode	294
org.web3d.x3d.sai.MFRotation	390
sai.FWMFRotation	295
org.web3d.x3d.sai.MFString	392
sai.FWMFString	296
org.web3d.x3d.sai.MFTime	393
org.web3d.x3d.sai.MFVec2d	395
sai.FWMFVec2d	297
org.web3d.x3d.sai.MFVec2f	396
sai.FWMFVec2f	297
org.web3d.x3d.sai.MFVec3d	397
sai.FWMFVec3d	298
org.web3d.x3d.sai.MFVec3f	399
sai.FWMFVec3f	299
sai.FreeWRLMField	278
sai.FWMFColor	291
sai.FWMFColorRGBA	291
sai.FWMFDouble	292
sai.FWMFFloat	293
sai.FWMFInt32	294
sai.FWMFNode	294
sai.FWMFRotation	295
sai.FWMFString	296
sai.FWMFVec2d	297
sai.FWMFVec2f	297
sai.FWMFVec3d	298
sai.FWMFVec3f	299
org.web3d.x3d.sai.SFBool	572
sai.FWSFBool	303
org.web3d.x3d.sai.SFColor	575
sai.FWSFColor	304
org.web3d.x3d.sai.SFColorRGBA	576

sai.FWSFColorRGBA	305
org.web3d.x3d.sai.SFDouble	576
sai.FWSFDouble	305
org.web3d.x3d.sai.SFFloat	578
sai.FWSFFloat	306
org.web3d.x3d.sai.SFImage	579
sai.FWSFImage	306
org.web3d.x3d.sai.SFInt32	580
sai.FWSFInt32	307
org.web3d.x3d.sai.SFNode	582
sai.FWSFNode	308
org.web3d.x3d.sai.SFRotation	584
sai.FWSFRotation	308
org.web3d.x3d.sai.SFString	586
sai.FWSFString	309
org.web3d.x3d.sai.SFTime	587
sai.FWSFTime	309
org.web3d.x3d.sai.SFVec2d	588
sai.FWSFVec2d	310
org.web3d.x3d.sai.SFVec2f	589
sai.FWSFVec2f	311
org.web3d.x3d.sai.SFVec3d	590
sai.FWSFVec3d	311
org.web3d.x3d.sai.SFVec3f	592
sai.FWSFVec3f	312
sai.FreeWRLField	275
sai.FreeWRLMField	278
sai.FWSFBool	303
sai.FWSFColor	304
sai.FWSFColorRGBA	305
sai.FWSFDouble	305
sai.FWSFFloat	306
sai.FWSFImage	306
sai.FWSFInt32	307
sai.FWSFNode	308
sai.FWSFRotation	308
sai.FWSFString	309
sai.FWSFTime	309
sai.FWSFVec2d	310
sai.FWSFVec2f	311
sai.FWSFVec3d	311
sai.FWSFVec3f	312
org.web3d.x3d.sai.X3DFieldDefinition	918
sai.FreeWRLFieldDefinition	276
org.web3d.x3d.sai.X3DFieldTypes	919
sai.FreeWRLFieldTypes	277
org.web3d.x3d.sai.X3DMetadataObject	925
org.web3d.x3d.sai.X3DNode	926
org.web3d.x3d.sai.X3DAppearanceChildNode	905
org.web3d.x3d.sai.X3DMaterialNode	925
org.web3d.x3d.sai.X3DTextureNode	938
org.web3d.x3d.sai.X3DTexture2DNode	937
org.web3d.x3d.sai.X3DTextureTransformNode	939
org.web3d.x3d.sai.X3DTextureTransform2DNode	939
org.web3d.x3d.sai.X3DAppearanceNode	906

org.web3d.x3d.sai.X3DChildNode	909
org.web3d.x3d.sai.X3DBindableNode	908
org.web3d.x3d.sai.X3DBackgroundNode	907
org.web3d.x3d.sai.X3DGroupingNode	922
org.web3d.x3d.sai.X3DInfoNode	922
org.web3d.x3d.sai.X3DInterpolatorNode	923
org.web3d.x3d.sai.X3DLightNode	924
org.web3d.x3d.sai.X3DScriptNode	933
org.web3d.x3d.sai.X3DSensorNode	934
org.web3d.x3d.sai.X3DEnvironmentalSensorNode	913
org.web3d.x3d.sai.X3DKeyDeviceSensorNode	923
org.web3d.x3d.sai.X3DNetworkSensorNode	926
org.web3d.x3d.sai.X3DPointingDeviceSensorNode	930
org.web3d.x3d.sai.X3DDragSensorNode	912
org.web3d.x3d.sai.X3DTouchSensorNode	941
org.web3d.x3d.sai.X3DSequencerNode	934
org.web3d.x3d.sai.X3DShapeNode	935
org.web3d.x3d.sai.X3DSoundNode	935
org.web3d.x3d.sai.X3DTimeDependentNode	940
org.web3d.x3d.sai.X3DAudioClipNode	906
org.web3d.x3d.sai.X3DTriggerNode	941
org.web3d.x3d.sai.X3DFontStyleNode	920
org.web3d.x3d.sai.X3DGeometricPropertyNode	921
org.web3d.x3d.sai.X3DColorNode	910
org.web3d.x3d.sai.X3DCoordinateNode	912
org.web3d.x3d.sai.X3DNormalNode	928
org.web3d.x3d.sai.X3DTextureCoordinateNode	937
org.web3d.x3d.sai.X3DGeometryNode	921
org.web3d.x3d.sai.X3DComposedGeometryNode	911
org.web3d.x3d.sai.X3DParametricGeometryNode	929
org.web3d.x3d.sai.X3DTextNode	936
org.web3d.x3d.sai.X3DProtoInstance	931
sai.FWProtoInstance	302
sai.FreeWRLNode	279
sai.FWProtoInstance	302
org.web3d.x3d.sai.X3DNodeTypes	927
sai.FreeWRLNodeTypes	279
org.web3d.x3d.sai.X3DProtoDeclaration	930
org.web3d.x3d.sai.X3DExternProtoDeclaration	916
sai.FWExternProtoDeclaration	287
sai.FWProtoDeclaration	301
sai.FWProtoDeclaration	301
org.web3d.x3d.sai.X3DRoute	931
sai.FWRoute	303
org.web3d.x3d.sai.X3DScriptImplementation	933
org.web3d.x3d.sai.X3DPerFrameObserverScript	929
org.web3d.x3d.sai.X3DSoundSourceNode	936
org.web3d.x3d.sai.X3DUrlObject	942
org.web3d.x3d.sai.X3DAudioClipNode	906
org.web3d.x3d.sai.X3DScriptNode	933
xml_user_data	942
XY	943
zip64_internal	943
zip_fileinfo	944
zlib_filefunc64_32_def_s	944
zlib_filefunc64_def_s	944

zlib_filefunc_def_s	945
zone	945

Chapter 3

Data Structure Index

3.1 Data Structures

Here are the data structures with brief descriptions:

_AnyNative	57
_Atlas	57
_AtlasEntry	58
_AtlasFont	58
_BrowserNative	59
_BUTitem	59
_cd_list_t	59
_contenttype	60
_CRnodeStruct	60
_FW_PluginInstance	60
_geosys	61
_GLwDrawingAreaClassPart	61
_GLwDrawingAreaClassRec	62
_GLwDrawingAreaRec	62
_GUIElement	62
_intX3D_MFBool	63
_intX3D_MFColor	63
_intX3D_MFColorRGBA	63
_intX3D_MFFloat	64
_intX3D_MFImage	64
_intX3D_MFInt32	64
_intX3D_MFNode	65
_intX3D_MFRotation	65
_intX3D_MFString	65
_intX3D_MFTime	66
_intX3D_MFVec2d	66
_intX3D_MFVec2f	66
_intX3D_MFVec3d	67
_intX3D_MFVec3f	67
_intX3D_SFBool	67
_intX3D_SFColor	68
_intX3D_SFColorRGBA	68
_intX3D_SFFloat	68
_intX3D_SFImage	69
_intX3D_SFInt32	69

<code>_intX3D_SFNode</code>	69
<code>_intX3D_SFRotation</code>	70
<code>_intX3D_SFString</code>	70
<code>_intX3D_SFTime</code>	70
<code>_intX3D_SFVec2d</code>	71
<code>_intX3D_SFVec2f</code>	71
<code>_intX3D_SFVec3d</code>	71
<code>_intX3D_SFVec3f</code>	72
<code>_intX3DEventIn</code>	72
<code>NPByteRange</code>	72
<code>NPEmbedPrint</code>	73
<code>NPFFullPrint</code>	73
<code>NPImageExpose</code>	74
<code>NPNetscapeFuncs</code>	74
<code>NPP</code>	75
<code>NPPluginFuncs</code>	76
<code>NPPrint</code>	76
<code>NPRect</code>	77
<code>NPSavedData</code>	77
<code>NPSize</code>	77
<code>NPStream</code>	78
<code>NPString</code>	78
<code>NPVariant</code>	78
<code>NPWindow</code>	79
<code>_s_list_t</code>	79
<code>freeWRLSAI_cpp::_SAIParameter</code>	80
<code>SFColorNative</code>	80
<code>SFColorRGBANative</code>	80
<code>SFImageNative</code>	81
<code>SFNodeNative</code>	81
<code>SFRotationNative</code>	81
<code>SFVec2fNative</code>	82
<code>SFVec3dNative</code>	82
<code>SFVec3fNative</code>	82
<code>SFVec4dNative</code>	83
<code>SFVec4fNative</code>	83
<code>_urlRequest</code>	83
<code>_X3DNode</code>	84
<code>AcknowledgePdu</code>	84
<code>AcknowledgeReliablePdu</code>	85
<code>AcousticBeamData</code>	85
<code>AcousticBeamFundamentalParameter</code>	86
<code>AcousticEmitter</code>	86
<code>AcousticEmitterSystem</code>	87
<code>AcousticEmitterSystemData</code>	88
<code>ActionRequestPdu</code>	89
<code>ActionRequestReliablePdu</code>	90
<code>ActionResponsePdu</code>	90
<code>ActionResponseReliablePdu</code>	91
<code>ActiveRegion</code>	91
<code>AggregateID</code>	92
<code>AggregateMarking</code>	92
<code>AggregateStatePdu</code>	93
<code>AggregateType</code>	94
<code>AngularVelocityVector</code>	95
<code>AntennaLocation</code>	95
<code>anyVrml</code>	95
<code>ApaData</code>	96

Arc	96
ArcSdirSorter	98
ArcSorter	98
ArcTdirSorter	99
ArcTessellator	100
ArealObjectStatePdu	100
ArgListType	101
ArticulationParameter	101
AtlasEntrySet	102
Backend	102
vrml.BaseNode	103
BasePlugin	104
BasicCurveEvaluator	105
BasicSurfaceEvaluator	105
BeamAntennaPattern	107
BeamData	108
BezierArc	108
bezierPatch	109
bezierPatchMesh	110
Bin	110
bindablestack	111
block	111
Breakpt	112
brotoDefpair	112
brotoIS	113
brotoRoute	113
brouteEnd	114
org.web3d.x3d.sai.Browser	114
vrml.Browser	115
vrml.external.Browser	116
org.web3d.x3d.sai.BrowserEvent	117
sai.BrowserFactory	118
org.web3d.x3d.sai.BrowserFactoryImpl	118
vrml.external.BrowserGlobals	119
sai.BrowserGlobals	119
org.web3d.x3d.sai.BrowserInterface	120
vrml.external.BrowserInterface	120
org.web3d.x3d.sai.BrowserListener	121
freeWRLSAI_cpp::browserNotSharedException	121
org.web3d.x3d.sai.BrowserNotSharedException	122
Buffer	122
BurstDescriptor	123
CachedVertex	123
CachingEvaluator	123
cbDataExactName	124
cbDataRootNameAndRouteDir	125
CdIIFreeWRL	125
chardata	126
chaser_ptrs	127
cline	127
ClockTime	127
coded_block_pattern_entry	128
CollisionElasticPdu	128
CollisionPdu	129
colorScheme	130
command	130
CommentPdu	131
CommentReliablePdu	131

<code>org.web3d.x3d.sai.ComponentInfo</code>	132
<code>connection_info_struct</code>	132
<code>org.web3d.x3d.sai.ConnectionException</code>	133
<code>freeWRLSAI_cpp::connectionException</code>	133
<code>consoleLine</code>	134
<code>vrml.ConstField</code>	134
<code>vrml.field.ConstMFColor</code>	135
<code>vrml.field.ConstMFFloat</code>	136
<code>vrml.ConstMField</code>	136
<code>vrml.field.ConstMFInt32</code>	138
<code>vrml.field.ConstMFNode</code>	138
<code>vrml.field.ConstMFRotation</code>	139
<code>vrml.field.ConstMFString</code>	140
<code>vrml.field.ConstMFTime</code>	141
<code>vrml.field.ConstMFVec2f</code>	141
<code>vrml.field.ConstMFVec3f</code>	142
<code>vrml.field.ConstSFBool</code>	143
<code>vrml.field.ConstSFColor</code>	144
<code>vrml.field.ConstSFFloat</code>	144
<code>vrml.field.ConstSFImage</code>	145
<code>vrml.field.ConstSFInt32</code>	146
<code>vrml.field.ConstSFNode</code>	147
<code>vrml.field.ConstSFRotation</code>	147
<code>vrml.field.ConstSFString</code>	148
<code>vrml.field.ConstSFTime</code>	149
<code>vrml.field.ConstSFVec2f</code>	149
<code>vrml.field.ConstSFVec3f</code>	150
<code>contenttype_captiontext</code>	151
<code>contenttype_e3dmouse</code>	151
<code>contenttype_layer</code>	152
<code>contenttype_multitouch</code>	152
<code>contenttype_orientation</code>	153
<code>contenttype_quadrant</code>	153
<code>contenttype_scene</code>	153
<code>contenttype_splitter</code>	154
<code>contenttype_statusbar</code>	154
<code>contenttype_stereo_anaglyph</code>	154
<code>contenttype_stereo_shutter</code>	155
<code>contenttype_stereo_sidebyside</code>	155
<code>contenttype_stereo_updown</code>	155
<code>contenttype_switch</code>	156
<code>contenttype_textpanel</code>	156
<code>contenttype_texturegrid</code>	157
<code>CoveAndTiler</code>	157
<code>CPlugin</code>	158
<code>CR_RegStruct</code>	159
<code>CreateEntityPdu</code>	159
<code>CreateEntityReliablePdu</code>	160
<code>CRjsnameStruct</code>	160
<code>CRscriptStruct</code>	161
<code>CRStruct</code>	161
<code>cson_array</code>	162
<code>cson_buffer</code>	
A generic buffer class	162
<code>cson_data_source_StringSource_</code>	
Internal type to hold state for a JSON input string	164
<code>cson_kvp</code>	
A key/value pair collection	165

cson_kvp_list	166
cson_object	166
cson_object_iterator	
An iterator type for traversing object properties	167
cson_output_opt	
Client-configurable options for the cson_output() family of functions	167
cson_parse_info	
A class for holding JSON parser information	169
cson_parse_opt	170
cson_parser	170
cson_string	
Strings are allocated as an instances of this class with N+1 trailing bytes, where N is the length of the string being allocated	171
cson_value	172
cson_value_api	
This type holds the "vtbl" for type-specific operations when working with cson_value (p. 172) objects	174
cson_value_list	175
curfile64_info	175
curarrayhit	176
Curve	176
curveEvalMachine	177
Curvelist	177
damper_ptr	178
DataPdu	178
DataQueryPdu	179
DataQueryReliablePdu	180
DataReliablePdu	180
datChnk	181
dct_dc_size_entry	181
DDS_header	182
DdsLoadInfo	182
DeadReckoningParameter	183
depth_slice	183
DesignatorPdu	184
DetonationPdu	185
Dict	186
DictNode	186
directedLine	187
dis_class	188
dis_socket	188
disfieldattr	189
DisplayList	189
freeWRLSAI_cpp::disposedException	190
DistributedEmissionsFamilyPdu	190
DlNode	190
draw_call_params	191
duk_bigint	192
duk_compile_raw_args	192
duk_compiler_stkstate	192
duk_decode_context	193
duk_encode_context	193
duk_exp_limits	193
duk_id_lookup_result	194
duk_numconv_stringify_ctx	194
duk_objlit_state	195
duk_pcall_prop_args	195
duk_re_disjunction_info	195

<code>duk_transform_context</code>	196
<code>duk_activation</code>	196
<code>duk_bitdecoder_ctx</code>	197
<code>duk_bitencoder_ctx</code>	197
<code>duk_breakpoint</code>	197
<code>duk_bufwriter_ctx</code>	198
<code>duk_catcher</code>	198
<code>duk_compiler_ctx</code>	199
<code>duk_compiler_func</code>	199
<code>duk_compiler_instr</code>	200
<code>duk_double_union</code>	201
<code>duk_function_list_entry</code>	201
<code>duk_harray</code>	202
<code>duk_hbuffer</code>	202
<code>duk_hbuffer_dynamic</code>	202
<code>duk_hbuffer_external</code>	203
<code>duk_hbuffer_fixed</code>	203
<code>duk_hbufobj</code>	203
<code>duk_hcompfunc</code>	204
<code>duk_heap</code>	204
<code>duk_heaphdr</code>	205
<code>duk_heaphdr_string</code>	205
<code>duk_hnatfunc</code>	206
<code>duk_hobject</code>	206
<code>duk_hstring</code>	207
<code>duk_hstring_external</code>	207
<code>duk_hthread</code>	208
<code>duk_internal_thread_state</code>	208
<code>duk_ispec</code>	209
<code>duk_ivalue</code>	209
<code>duk_jmpbuf</code>	209
<code>duk_json_dec_ctx</code>	210
<code>duk_json_enc_ctx</code>	210
<code>duk_labelinfo</code>	211
<code>duk_lexer_codepoint</code>	211
<code>duk_lexer_ctx</code>	212
<code>duk_lexer_point</code>	212
<code>duk_ljstate</code>	213
<code>duk_memory_functions</code>	213
<code>duk_number_list_entry</code>	213
<code>duk_propaccessor</code>	214
<code>duk_propdesc</code>	214
<code>duk_propvalue</code>	215
<code>duk_re_compiler_ctx</code>	215
<code>duk_re_matcher_ctx</code>	215
<code>duk_re_token</code>	216
<code>duk_strcache</code>	216
<code>duk_strtab_entry</code>	217
<code>duk_thread_state</code>	217
<code>duk_time_components</code>	217
<code>duk_token</code>	218
<code>duk_tval_unused</code>	218
<code>EAI_Extra_Data</code>	219
<code>EAI_ListenerStruct</code>	219
<code>vrml.external.FreeWRLEAI.EAIAsyncMessage</code>	219
<code>sai.eai.EAIAsyncMessage</code>	220
<code>vrml.external.FreeWRLEAI.EAIAsyncQueue</code>	220
<code>sai.eai.EAIAsyncQueue</code>	221

sai.eai.EAIAsyncThread	221
vrml.external.FreeWRLEAI.EAIAsyncThread	221
sai.eai.EAInThread	222
vrml.external.FreeWRLEAI.EAInThread	222
sai.eai.EAIMessage	223
vrml.external.FreeWRLEAI.EAIMessage	223
EAIModelIndexStruct	224
EAINodeParams	224
sai.eai.EAOutQueue	225
vrml.external.FreeWRLEAI.EAOutQueue	225
sai.eai.EAOutThread	225
vrml.external.FreeWRLEAI.EAOutThread	226
EdgePair	226
EightByteChunk	227
ElectronicEmissionBeamData	227
ElectronicEmissionsPdu	228
ElectronicEmissionSystemData	229
ellipsoid	230
EmitterSystem	230
EntityID	230
EntityInformationFamilyPdu	231
EntityManagementFamilyPdu	231
EntityStatePdu	232
EntityStateUpdatePdu	233
EntityType	233
Environment	234
EnvironmentalProcessPdu	234
vrml.Event	235
EventID	235
vrml.external.field.EventIn	236
vrml.external.field.EventInMFColor	237
vrml.external.field.EventInMFFloat	237
vrml.external.field.EventInMFInt32	238
vrml.external.field.EventInMFNode	239
vrml.external.field.EventInMFRotation	239
vrml.external.field.EventInMFString	240
vrml.external.field.EventInMFVec2f	240
vrml.external.field.EventInMFVec3f	241
vrml.external.field.EventInSFBool	241
vrml.external.field.EventInSFColor	242
vrml.external.field.EventInSFFloat	242
vrml.external.field.EventInSFImage	243
vrml.external.field.EventInSFInt32	243
vrml.external.field.EventInSFNode	244
vrml.external.field.EventInSFRotation	244
vrml.external.field.EventInSFString	245
vrml.external.field.EventInSFTime	245
vrml.external.field.EventInSFVec2f	246
vrml.external.field.EventInSFVec3f	246
vrml.external.field.EventOut	247
vrml.external.field.EventOutMFColor	248
vrml.external.field.EventOutMFFloat	248
vrml.external.field.EventOutMField	249
vrml.external.field.EventOutMFInt32	250
vrml.external.field.EventOutMFNode	250
vrml.external.field.EventOutMFRotation	251
vrml.external.field.EventOutMFString	252
vrml.external.field.EventOutMFVec2f	252

vrml.external.field.EventOutMFVec3f	253
vrml.external.field.EventOutObserver	253
vrml.external.field.EventOutSFBool	254
vrml.external.field.EventOutSFColor	254
vrml.external.field.EventOutSFFloat	255
vrml.external.field.EventOutSFImage	255
vrml.external.field.EventOutSFInt32	256
vrml.external.field.EventOutSFNode	257
vrml.external.field.EventOutSFRotation	257
vrml.external.field.EventOutSFString	258
vrml.external.field.EventOutSFTime	258
vrml.external.field.EventOutSFVec2f	259
vrml.external.field.EventOutSFVec3f	259
EventReportPdu	260
EventReportReliablePdu	260
org.web3d.x3d.sai.ExternalBrowser	261
extrusion	261
FaceCount	262
FastEntityStatePdu	262
vrml.Field	264
field_info	265
FieldDecl	265
vrml.external.field.FieldTypes	266
file_in_zip64_read_info_s	267
FirePdu	267
FirstStruct	268
FixedDatum	268
Flist	269
FlistSorter	269
flychord	270
fmtChnk	270
FourByteChunk	271
freewrl_params	
Initialization	271
sai.FreeWRLBrowser	272
sai.FreeWRLBrowserInfo	274
sai.FreeWRLComponent	274
sai.FreeWRLField	275
sai.FreeWRLFieldDefinition	276
sai.FreeWRLFieldTypes	277
sai.FreeWRLMField	278
sai.FreeWRLNode	279
sai.FreeWRLNodeTypes	279
sai.FreeWRLRendererInfo	280
sai.FreeWRLScene	281
ftype	282
FundamentalParameterData	283
FundamentalParameterDataIff	284
fw_MaterialParameters	285
FWBITMAPFILEHEADER	285
FWBITMAPINFO	285
FWBITMAPINFOHEADER	286
sai.FWComponentInfo	286
vrml.FWCreateField	287
sai.FWExternProtoDeclaration	287
FWFunctionSpec	288
vrml.FWHelper	288
vrml.FWJavaScript	289

vrml.FWJavaScriptBinding	289
vrml.FWJavaScriptClassLoader	290
sai.FWMFColor	291
sai.FWMFColorRGBA	291
sai.FWMFDouble	292
sai.FWMFFloat	293
sai.FWMFInt32	294
sai.FWMFNode	294
sai.FWMFRotation	295
sai.FWMFString	296
sai.FWMFVec2d	297
sai.FWMFVec2f	297
sai.FWMFVec3d	298
sai.FWMFVec3f	299
sai.FWProfileInfo	300
sai.FWProfInfo	300
FWPropertySpec	301
sai.FWProtoDeclaration	301
sai.FWProtoInstance	302
FWRGBQUAD	302
sai.FWRoute	303
sai.FWSFBool	303
sai.FWSFColor	304
sai.FWSFColorRGBA	305
sai.FWSFDouble	305
sai.FWSFFloat	306
sai.FWSFImage	306
sai.FWSFInt32	307
sai.FWSFNode	308
sai.FWSFRotation	308
sai.FWSFString	309
sai.FWSFTime	309
sai.FWSFVec2d	310
sai.FWSFVec2f	311
sai.FWSFVec3d	311
sai.FWSFVec3f	312
FWSNDMSG	312
FWTYPE	313
FWVAL	313
FXV	314
gcgd	314
GLUface	315
GLUhalfEdge	315
GLUmesh	316
GLUnurbs	316
GLUtesselator	317
GLUvertex	318
GLwDrawingAreaCallbackStruct	318
GLwDrawingAreaPart	319
GoP	320
GridAxisRecord	320
GridAxisRecordRepresentation0	320
GridAxisRecordRepresentation1	321
GridAxisRecordRepresentation2	321
gridBoundaryChain	322
GriddedDataPdu	322
Gridline	323
GridTrimVertex	324

GridVertex	324
gridWrap	325
GUINamedType	325
GUIScreen	326
Hull	326
vrml.external.IBrowser	327
IffAtcNavAidsLayer1Pdu	328
IffAtcNavAidsLayer2Pdu	329
IffFundamentalData	330
iiglobal	330
IMEXPORT	333
org.web3d.x3d.sai.ImportedException	333
initialRouteStruct	333
freeWRLSAI_cpp::insufficientCapabilitiesException	334
org.web3d.x3d.sai.InsufficientCapabilitiesException	334
IntercomCommunicationsParameters	335
IntercomControlPdu	336
IntercomSignalPdu	337
intersection_info	337
freeWRLSAI_cpp::invalidAccessTypeException	338
freeWRLSAI_cpp::invalidBrowserException	338
org.web3d.x3d.sai.InvalidBrowserException	339
freeWRLSAI_cpp::invalidDocumentException	339
org.web3d.x3d.sai.InvalidDocumentException	340
vrml.InvalidEventInException	340
vrml.external.exception.InvalidEventInException	341
vrml.InvalidEventOutException	342
vrml.external.exception.InvalidEventOutException	342
freeWRLSAI_cpp::invalidExecutionContextException	343
org.web3d.x3d.sai.InvalidExecutionContextException	344
vrml.InvalidExposedFieldException	344
vrml.InvalidFieldChangeException	345
org.web3d.x3d.sai.InvalidFieldException	345
freeWRLSAI_cpp::invalidFieldException	346
vrml.InvalidFieldException	346
org.web3d.x3d.sai.InvalidFieldValueException	347
freeWRLSAI_cpp::invalidImportException	347
org.web3d.x3d.sai.InvalidNameException	348
org.web3d.x3d.sai.InvalidNodeException	348
freeWRLSAI_cpp::invalidNodeException	349
vrml.external.exception.InvalidNodeException	349
org.web3d.x3d.sai.InvalidOperationTimingException	350
freeWRLSAI_cpp::invalidOperationTimingException	351
org.web3d.x3d.sai.InvalidProtoException	352
freeWRLSAI_cpp::InvalidReadableFieldException	352
vrml.InvalidRouteException	353
org.web3d.x3d.sai.InvalidRouteException	353
org.web3d.x3d.sai.InvalidURLException	354
freeWRLSAI_cpp::invalidUriException	354
vrml.external.exception.InvalidVrmlException	355
vrml.InvalidVRMLSyntaxException	356
freeWRLSAI_cpp::InvalidWritableFieldException	356
freeWRLSAI_cpp::invalidX3DException	357
org.web3d.x3d.sai.InvalidX3DException	358
vrml.InvalidX3DSyntaxException	358
IsGroupOfPdu	359
IsPartOfPdu	360
ivec2	360

ivec4	361
Jarcloc	361
JMATRIX	362
JSON_config	
The structure used to configure a JSON parser object	362
JSON_parser_struct	364
JSON_value_struct	365
key	365
keyHit	365
keyval	366
Knotspec	366
Knotvector	367
LayerHeader	368
layout_scale_item	368
layoutmode	369
LinearObjectStatePdu	369
LinearSegmentParameter	370
linkedlist_data_s	370
linkedlist_datablock_internal_s	371
LogisticsFamilyPdu	371
macroblock	371
Mapdesc	372
Maplist	373
Marking	374
matpropstruct	374
org.web3d.x3d.sai.Matrix	375
org.web3d.x3d.sai.Matrix3	375
org.web3d.x3d.sai.Matrix4	376
mb_addr_inc_entry	377
mb_type_entry	377
Mesh	378
org.web3d.x3d.sai.MFBool	378
vrml.field.MFColor	379
org.web3d.x3d.sai.MFColor	380
org.web3d.x3d.sai.MFColorRGBA	381
org.web3d.x3d.sai.MFDouble	381
org.web3d.x3d.sai.MFFloat	382
vrml.field.MFFloat	383
org.web3d.x3d.sai.MField	384
vrml.MField	385
org.web3d.x3d.sai.MFImage	386
org.web3d.x3d.sai.MFInt32	387
vrml.field.MFInt32	387
org.web3d.x3d.sai.MFNode	388
vrml.field.MFNode	389
org.web3d.x3d.sai.MFRotation	390
vrml.field.MFRotation	391
org.web3d.x3d.sai.MFString	392
vrml.field.MFString	392
org.web3d.x3d.sai.MFTime	393
vrml.field.MFTime	394
org.web3d.x3d.sai.MFVec2d	395
org.web3d.x3d.sai.MFVec2f	396
vrml.field.MFVec2f	396
org.web3d.x3d.sai.MFVec3d	397
vrml.field.MFVec3f	398
org.web3d.x3d.sai.MFVec3f	399
MinefieldDataPdu	400

MinefieldFamilyPdu	401
MinefieldQueryPdu	401
MinefieldResponseNackPdu	402
MinefieldStatePdu	402
mode_name	403
ModulationType	403
monoChain	404
Monotonizer	405
motion_vectors_entry	405
Multi_Any	405
Multi_Bool	406
Multi_Color	406
Multi_ColorRGBA	406
Multi_Double	407
Multi_Float	407
Multi_Int32	408
Multi_Matrix3d	408
Multi_Matrix3f	408
Multi_Matrix4d	409
Multi_Matrix4f	409
Multi_Node	410
Multi_Rotation	410
Multi_String	410
Multi_Time	411
Multi_Vec2d	411
Multi_Vec2f	412
Multi_Vec3d	412
Multi_Vec3f	412
Multi_Vec4d	413
Multi_Vec4f	413
multiTexParams	414
myArgs	414
MyVertex	414
name_num	415
NamedLocation	415
navmode	416
vrml.node.Node	416
vrml.external.Node	416
nodedistance	417
org.web3d.x3d.sai.NodeInUseException	417
freeWRLSAI_cpp::nodeInUseException	418
org.web3d.x3d.sai.NodeUnavailableException	418
freeWRLSAI_cpp::nodeUnavailableException	419
org.web3d.x3d.sai.NoSuchBrowserException	419
freeWRLSAI_cpp::noSuchBrowserException	420
freeWRLSAI_cpp::notSupportedException	420
org.web3d.x3d.sai.NotSupportedException	421
NPCClass	422
NPObject	422
nsByteRange	423
nsIAuthenticationInfo	423
nsICookieStorage	424
nsIFileUtilities	
The nsIFileUtilities (p. 425) interface provides access to random file operations	425
nsIHTTPHeaderListener	
The nsIHTTPHeaderListener (p. 428) interface allows plugin authors to access HTTP Response headers after issuing an nsIPluginHost (p. 434)::{GetURL,PostURL}() call	428
nsIJVMAuthTools	429

nsIPlugin	430
nsIPluginDocument	433
nsIPluginHost	434
nsIPluginHostOld	439
nsIPluginInputStream	
The nsIPluginInputStream (p. 441) interface ..	441
nsIPluginInstance	441
nsIPluginInstanceInternal	447
nsIPluginInstanceOld	
The nsIPluginInstance (p. 441) interface is the minimum interface plugin developers need to support in order to implement a plugin instance	448
nsIPluginInstanceOwner	453
nsIPluginInstancePeer	
The nsIPluginInstancePeer (p. 455) interface is the set of operations implemented by the browser to support a plugin instance	455
nsIPluginInstancePeer2	
The nsIPluginInstancePeer2 (p. 459) interface extends the nsIPluginInstancePeer (p. 455) interface, providing access to functionality provided by newer browsers	459
nsIPluginInstancePeer2_1_9_1_BRANCH	461
nsIPluginManager	462
nsIPluginManager2	
Plugin Manager 2 Interface These extensions to nsIPluginManager (p. 462) are only available in Communicator 5.0	467
nsIPluginOld	
The nsIPlugin (p. 430) interface is the minimum interface plugin developers need to support in order to implement a plugin	472
nsIPluginStreamInfo	
NsIPluginStreamInfo	474
nsIPluginStreamListener	
NsIPluginStreamListener	475
nsIPluginTag	478
nsIPluginTagInfo	
Plugin Tag Info Interface This interface provides information about the HTML tag on the page	479
nsIPluginTagInfo2	
NsIPluginTagInfo2	482
nsIPluginTagInfoOld	
Plugin Tag Info Interface This interface provides information about the HTML tag on the page	486
nsIScriptablePlugin	
Interface for exposing scriptable plugin methods to JavaScript via XPConnect	487
nsIWindowlessPluginInstancePeer	488
nsPIPluginInstancePeer	489
nsPluginEmbedPrint	489
nsPluginEvent	490
nsPluginFullPrint	490
nsPluginLogging	490
nsPluginNativeWindow	
Base class for native plugin window implementations	491
nsPluginPrint	492
nsPluginRect	492
nsPluginWindow	493
NurbsTessellator	493
O_curve	495
O_nurbscurve	495
O_nurbssurface	496
O_pwlcurve	497
O_surface	497
O_trim	498
ObjectType	498

OneByteChunk	499
OpenGLCurveEvaluator	499
OpenGLSurfaceEvaluator	501
opened_file	502
orient_XYZA	503
Orientation	503
particle	503
Patch	504
Patchlist	504
Patchspec	505
pBindable	506
pcollision	506
pcommon	507
pComponent_CubeMapTexturing	507
pComponent_EnvironSensor	508
pComponent_Followers	508
pComponent_Geometry3D	508
pComponent_Geospatial	509
pComponent_HAnim	509
pComponent_KeyDevice	509
pComponent_Layering	510
pComponent_Layout	510
pComponent_NURBS	510
pComponent_ParticleSystems	511
pComponent_Picking	511
pComponent_ProgrammableShaders	511
pComponent_Rendering	512
pComponent_RigidBodyPhysics	512
pComponent_Shape	512
pComponent_Sound	513
pComponent_Text	513
pComponent_VolumeRendering	514
pConsoleMessage	515
pCParse	515
pCParseParser	516
pCRoutes	516
pCScripts	517
pCursorDraw	517
pdisplay	517
Pdu	518
PduContainer	518
pEAI_C_CommonFunctions	519
pEAICore	519
pEAIEventsIn	519
pEAHelpers	520
pedal_state	520
pFrustum	521
pict	521
pict_image	522
Planet	522
pLoadTextures	522
pMainloop	523
Point	524
point_XYZ	525
point_XYZ3	525
pointer2pointer	525
PointObjectStatePdu	526
polygon	526

polyrep_combiner_data	527
Pool	527
PooledObj	528
pOpenGL_Utils	529
pPluginSocket	529
ppluginUtils	530
pProdCon	530
PQhandleElem	531
PQnode	531
pRasterFont	531
pRenderFuncs	532
pRenderTextures	533
presources	533
primStream	534
PriorityQ	534
profile_entry	535
org.web3d.x3d.sai.ProfileInfo	535
proftablestruct	536
Property	536
PropulsionSystemData	537
ProtoDefinition	537
ProtoFieldDecl	538
pSensInterps	538
pSnapshot	538
Pspec	539
PSStruct	539
pstatusbar	540
pStreamPoly	540
pTess	541
pTextures	541
pViewer	541
PwlArc	542
pX3DParser	542
quaternion	543
Quilt	543
Quiltspec	544
RadioCommunicationsFamilyPdu	544
RadioEntityType	545
rb1	545
ReceiverPdu	546
RecordQueryReliablePdu	546
RecordSet	547
rectBlock	548
rectBlockArray	548
reflexChain	549
Relationship	549
RemoveEntityPdu	549
RemoveEntityReliablePdu	550
Renderhints	550
RepairCompletePdu	551
RepairResponsePdu	551
resource_item	552
ResupplyCancelPdu	553
ResupplyOfferPdu	553
ResupplyReceivedPdu	554
row32	554
s_renderer_capabilities_t	555
s_shader_capabilities	555

freeWRLSAI_cpp::saiBrowser	557
freeWRLSAI_cpp::saiComponent	557
freeWRLSAI_cpp::saiCustomException	558
freeWRLSAI_cpp::saiException	559
freeWRLSAI_cpp::saiExecutionContext	560
freeWRLSAI_cpp::saiField	560
freeWRLSAI_cpp::saiNode	561
freeWRLSAI_cpp::saiProfileDeclaration	561
freeWRLSAI_cpp::saiProto	561
freeWRLSAI_cpp::saiRoute	562
freeWRLSAI_cpp::saiScene	562
sampledLine	563
sCollisionGeometry	563
sCollisionInfo	564
screenextdata	564
vrml.node.Script	565
ScriptablePluginObjectBase	565
ScriptFieldDecl	567
ScriptFieldInstanceInfo	567
ScriptParamList	567
SeesPdu	568
SensStruct	568
ServiceRequestPdu	569
SetDataPdu	569
SetDataReliablePdu	570
SetRecordReliablePdu	571
sFallInfo	572
org.web3d.x3d.sai.SFBool	572
vrml.field.SFBool	573
vrml.field.SFColor	574
SFColor	574
org.web3d.x3d.sai.SFColor	575
SFColorRGBA	575
org.web3d.x3d.sai.SFColorRGBA	576
org.web3d.x3d.sai.SFDouble	576
vrml.field.SFFloat	577
org.web3d.x3d.sai.SFFloat	578
vrml.field.SFImage	578
org.web3d.x3d.sai.SFImage	579
org.web3d.x3d.sai.SFInt32	580
vrml.field.SFInt32	580
SFMatrix3d	581
SFMatrix3f	581
SFMatrix4d	581
SFMatrix4f	582
org.web3d.x3d.sai.SFNode	582
vrml.field.SFNode	583
SFRotation	583
vrml.field.SFRotation	584
org.web3d.x3d.sai.SFRotation	584
vrml.field.SFString	585
org.web3d.x3d.sai.SFString	586
vrml.field.SFTime	586
org.web3d.x3d.sai.SFTime	587
SFVec2d	587
org.web3d.x3d.sai.SFVec2d	588
vrml.field.SFVec2f	588
SFVec2f	589

org.web3d.x3d.sai.SFVec2f	589
SFVec3d	590
org.web3d.x3d.sai.SFVec3d	590
vrml.field.SFVec3f	591
SFVec3f	592
org.web3d.x3d.sai.SFVec3f	592
SFVec4d	592
SFVec4f	593
Shader_Script	593
shaderflagsstruct	594
shaderTableEntry	594
ShaftRPMs	594
SignalPdu	595
SimulationAddress	595
SimulationManagementFamilyPdu	596
SimulationManagementWithReliabilityFamilyPdu	596
SixByteChunk	597
slice	597
Slicer	597
sNavInfo	598
SNDFILE	599
Sorter	599
SphericalHarmonicAntennaPattern	600
Splinespec	600
ssr	601
SSR_request	601
stage	602
StartResumePdu	602
StartResumeReliablePdu	603
StopFreezePdu	603
StopFreezeReliablePdu	604
StoredVertex	604
stringint	605
Subdivider	605
SupplyQuantity	606
surfEvalMachine	606
sweepRange	607
SyntheticEnvironmentFamilyPdu	607
SystemID	607
targetwindow	608
iiglobal::tBindable	608
iiglobal::tcollision	609
iiglobal::tcommon	609
iiglobal::tComponent_CubeMapTexturing	609
iiglobal::tComponent_EnvironSensor	610
iiglobal::tComponent_Followers	610
iiglobal::tComponent_Geometry3D	610
iiglobal::tComponent_Geospatial	611
iiglobal::tComponent_HAnim	611
iiglobal::tComponent_KeyDevice	611
iiglobal::tComponent_Layering	612
iiglobal::tComponent_Layout	612
iiglobal::tComponent_NURBS	612
iiglobal::tComponent_ParticleSystems	613
iiglobal::tComponent_Picking	613
iiglobal::tComponent_ProgrammableShaders	613
iiglobal::tComponent_Rendering	614
iiglobal::tComponent_RigidBodyPhysics	614

iiglobal::tComponent_Shape	614
iiglobal::tComponent_Sound	615
iiglobal::tComponent_Text	615
iiglobal::tComponent_VolumeRendering	615
iiglobal::tComponent_VRML1	616
iiglobal::tConsoleMessage	616
tcontenttype	616
iiglobal::tCParse	617
iiglobal::tCParseParser	617
iiglobal::tCRoutes	617
iiglobal::tCScripts	618
iiglobal::tCursorDraw	618
iiglobal::tdisplay	618
iiglobal::tEAI_C_CommonFunctions	619
iiglobal::tEAICore	619
iiglobal::tEAIEventsIn	619
iiglobal::tEAHelpers	620
text_combiner_data	620
textureTableIndexStruct	621
textureVertexInfo	621
iiglobal::tFrustum	622
iiglobal::tinternalc	622
iiglobal::tLoadTextures	622
tm_unz_s	623
tm_zip_s	623
iiglobal::tMainloop	624
iiglobal::tOpenGL_Utils	624
Touch	625
iiglobal::tPluginSocket	626
iiglobal::tpluginUtils	626
iiglobal::tProdCon	626
TrackJamTarget	627
TransferControlRequestPdu	627
TransmitterPdu	628
treeNode	629
iiglobal::tRenderFuncs	629
trenderstate	630
iiglobal::tRenderTextures	630
iiglobal::tresources	631
Trimline	631
TrimRegion	632
TrimVertex	632
TrimVertexPool	633
iiglobal::tSensInterps	633
iiglobal::tSnapshot	633
iiglobal::tstatusbar	634
iiglobal::tStreamPoly	634
iiglobal::tTess	634
iiglobal::tTextures	635
iiglobal::tthreads	635
iiglobal::tViewer	636
TwoByteChunk	636
iiglobal::tX3DParser	636
UaPdu	637
Uarray	638
un1	639
unca	639
Uni_String	639

unitsB	640
vrml.external.FreeWRLEAI.UnsupportedFieldTypeException	640
sai.eai.UnsupportedFieldTypeException	641
unz64_file_pos_s	641
unz64_s	642
unz_file_info64_internal_s	642
unz_file_info64_s	643
unz_file_info_s	643
unz_file_pos_s	644
unz_global_info64_s	644
unz_global_info_s	644
org.web3d.x3d.sai.URLUnavailableException	645
freeWRLSAI_cpp::urlUnavailableException	645
usehit	646
VariableDatum	646
Varray	647
vec2	647
vec4	648
Vector	648
Vector3Double	648
Vector3Float	649
VectoringNozzleSystemData	649
vertexArray	650
sai.eai.VField	650
vrml.external.FreeWRLEAI.VField	652
vid_stream	653
viewer	655
viewer_examine	656
viewer_fly	657
viewer_inplane	657
viewer_walk	657
viewer_ypz	658
sai.eai.VIP	658
vrml.external.FreeWRLEAI.VIP	659
sai.eai.VMFColor	660
vrml.external.FreeWRLEAI.VMFColor	660
sai.eai.VMFFloat	661
vrml.external.FreeWRLEAI.VMFFloat	662
sai.eai.VMFInt32	662
vrml.external.FreeWRLEAI.VMFInt32	663
sai.eai.VMFRotation	663
vrml.external.FreeWRLEAI.VMFRotation	664
sai.eai.VMFString	665
vrml.external.FreeWRLEAI.VMFString	665
vrml.external.FreeWRLEAI.VMFVec2f	666
sai.eai.VMFVec2f	666
sai.eai.VMFVec3f	667
vrml.external.FreeWRLEAI.VMFVec3f	668
void3	668
VRMLLexer	669
sai.eai.VRMLObject	669
vrml.external.FreeWRLEAI.VRMLObject	670
sai.eai.VRMLObjectObserver	671
vrml.external.FreeWRLEAI.VRMLObjectObserver	671
VRMLParser	672
vrml.external.FreeWRLEAI.VSFBool	672
sai.eai.VSFBool	673
vrml.external.FreeWRLEAI.VSFColor	673

sai.eai.VSFColor	674
vrml.external.FreeWRLEAI.VSFFloat	674
sai.eai.VSFFloat	675
vrml.external.FreeWRLEAI.VSFImage	676
sai.eai.VSFImage	676
sai.eai.VSFInt32	677
vrml.external.FreeWRLEAI.VSFInt32	677
vrml.external.FreeWRLEAI.VSFRotation	678
sai.eai.VSFRotation	679
sai.eai.VSFString	679
vrml.external.FreeWRLEAI.VSFString	680
sai.eai.VSFTime	680
vrml.external.FreeWRLEAI.VSFTime	681
sai.eai.VSFVec2f	682
vrml.external.FreeWRLEAI.VSFVec2f	682
sai.eai.VSFVec3f	683
vrml.external.FreeWRLEAI.VSFVec3f	684
walk_cbdata	684
WarfareFamilyPdu	685
WEB3DNATIVE	685
X3D_Anchor	686
X3D_Appearance	686
X3D_Arc2D	687
X3D_ArcClose2D	688
X3D_AudioClip	688
X3D_BackdropBackground	689
X3D_Background	690
X3D_BallJoint	691
X3D_Billboard	692
X3D_BlendedVolumeStyle	692
X3D_BooleanFilter	693
X3D_BooleanSequencer	694
X3D_BooleanToggle	695
X3D_BooleanTrigger	695
X3D_BoundaryEnhancementVolumeStyle	696
X3D_BoundedPhysicsModel	697
X3D_Box	697
X3D_CADAssembly	698
X3D_CADFace	699
X3D_CADLayer	699
X3D_CADPart	700
X3D_CalibratedCameraSensor	701
X3D_CartoonVolumeStyle	701
X3D_Circle2D	702
X3D_ClipPlane	702
X3D_CollidableOffset	703
X3D_CollidableShape	704
X3D_Collision	704
X3D_CollisionCollection	705
X3D_CollisionSensor	706
X3D_CollisionSpace	707
X3D_Color	707
X3D_ColorChaser	708
X3D_ColorDamper	709
X3D_ColorInterpolator	710
X3D_ColorRGBA	710
X3D_ComposedCubeMapTexture	711
X3D_ComposedShader	712

X3D_ComposedTexture3D	712
X3D_ComposedVolumeStyle	713
X3D_CompositeVolumeStyle	714
X3D_Cone	714
X3D_ConeEmitter	715
X3D_Contact	716
X3D_Contour2D	717
X3D_ContourPolyline2D	717
X3D_Coordinate	718
X3D_CoordinateChaser	718
X3D_CoordinateDamper	719
X3D_CoordinateDouble	720
X3D_CoordinateInterpolator	721
X3D_CoordinateInterpolator2D	721
X3D_Cylinder	722
X3D_CylinderSensor	723
X3D_DirectionalLight	724
X3D_DISEntityManager	724
X3D_DISEntityTypeMapping	726
X3D_Disk2D	726
X3D_DoubleAxisHingeJoint	727
X3D_EaseInEaseOut	728
X3D_EdgeEnhancementVolumeStyle	729
X3D_Effect	730
X3D_EffectPart	730
X3D_ElevationGrid	731
X3D_EspduTransform	732
X3D_ExplosionEmitter	735
X3D_Extrusion	735
X3D_FillProperties	736
X3D_FloatVertexAttribute	737
X3D_Fog	738
X3D_FogCoordinate	738
X3D_FontStyle	739
X3D_ForcePhysicsModel	740
X3D_GeneratedCubeMapTexture	740
X3D_GeoConvert	741
X3D_GeoCoordinate	742
X3D_GeoElevationGrid	742
X3D_GeoLocation	743
X3D_GeoLOD	744
X3D_GeoMetadata	745
X3D_GeoOrigin	746
X3D_GeoPlanet	747
X3D_GeoPositionInterpolator	747
X3D_GeoProximitySensor	748
X3D_GeoTouchSensor	749
X3D_GeoTransform	750
X3D_GeoViewpoint	751
X3D_Group	752
X3D_HAnimDisplacer	753
X3D_HAnimHumanoid	753
X3D_HAnimJoint	754
X3D_HAnimSegment	755
X3D_HAnimSite	756
X3D_ImageBackdropBackground	757
X3D_ImageCubeMapTexture	758
X3D_ImageTexture	758

X3D_ImageTexture3D	759
X3D_IndexedFaceSet	760
X3D_IndexedLineSet	761
X3D_IndexedQuadSet	762
X3D_IndexedTriangleFanSet	762
X3D_IndexedTriangleSet	763
X3D_IndexedTriangleStripSet	764
X3D_Inline	765
X3D_IntegerSequencer	766
X3D_IntegerTrigger	767
X3D_IsoSurfaceVolumeData	767
X3D_KeySensor	768
X3D_Layer	769
X3D_LayerSet	769
X3D_Layout	770
X3D_LayoutGroup	771
X3D_LayoutLayer	771
X3D_LinePickSensor	772
X3D_LineProperties	773
X3D_LineSensor	774
X3D_LineSet	775
X3D_LoadSensor	775
X3D_LocalFog	776
X3D_LOD	777
X3D_Material	778
X3D_Matrix3VertexAttribute	778
X3D_Matrix4VertexAttribute	779
X3D_MetadataBoolean	779
X3D_MetadataDouble	780
X3D_MetadataFloat	781
X3D_MetadataInteger	781
X3D_MetadataMFBool	782
X3D_MetadataMFColor	783
X3D_MetadataMFColorRGBA	783
X3D_MetadataMFDouble	784
X3D_MetadataMFFloat	785
X3D_MetadataMFInt32	785
X3D_MetadataMFMatrix3d	786
X3D_MetadataMFMatrix3f	787
X3D_MetadataMFMatrix4d	787
X3D_MetadataMFMatrix4f	788
X3D_MetadataMFNode	789
X3D_MetadataMFRotation	789
X3D_MetadataMFString	790
X3D_MetadataMFTime	791
X3D_MetadataMFVec2d	791
X3D_MetadataMFVec2f	792
X3D_MetadataMFVec3d	793
X3D_MetadataMFVec3f	793
X3D_MetadataMFVec4d	794
X3D_MetadataMFVec4f	795
X3D_MetadataSet	795
X3D_MetadataSFBool	796
X3D_MetadataSFColor	797
X3D_MetadataSFColorRGBA	797
X3D_MetadataSFDouble	798
X3D_MetadataSFFloat	799
X3D_MetadataSFImage	799

X3D_MetadataSFlnt32	800
X3D_MetadataSFMatrix3d	801
X3D_MetadataSFMatrix3f	801
X3D_MetadataSFMatrix4d	802
X3D_MetadataSFMatrix4f	803
X3D_MetadataSFNode	803
X3D_MetadataSFRotation	804
X3D_MetadataSFString	805
X3D_MetadataSFTime	805
X3D_MetadataSFVec2d	806
X3D_MetadataSFVec2f	807
X3D_MetadataSFVec3d	807
X3D_MetadataSFVec3f	808
X3D_MetadataSFVec4d	809
X3D_MetadataSFVec4f	809
X3D_MetadataString	810
X3D_MotorJoint	811
X3D_MovieTexture	812
X3D_MultiTexture	813
X3D_MultiTextureCoordinate	814
X3D_MultiTextureTransform	814
X3D_NavigationInfo	815
X3D_Node	816
X3D_Normal	816
X3D_NormalInterpolator	817
X3D_NurbsCurve	818
X3D_NurbsCurve2D	818
X3D_NurbsOrientationInterpolator	819
X3D_NurbsPatchSurface	820
X3D_NurbsPositionInterpolator	821
X3D_NurbsSet	821
X3D_NurbsSurfaceInterpolator	822
X3D_NurbsSweptSurface	823
X3D_NurbsSwungSurface	824
X3D_NurbsTextureCoordinate	824
X3D_NurbsTrimmedSurface	825
X3D_OpacityMapVolumeStyle	826
X3D_OrientationChaser	827
X3D_OrientationDamper	828
X3D_OrientationInterpolator	829
X3D_OrthoViewpoint	829
X3D_OSC_Sensor	830
X3D_PackagedShader	831
X3D_ParticleSystem	832
X3D_PickableGroup	833
X3D_PixelTexture	834
X3D_PixelTexture3D	834
X3D_PlaneSensor	835
X3D_PointEmitter	836
X3D_PointLight	837
X3D_PointPickSensor	837
X3D_PointSensor	838
X3D_PointSet	839
X3D_Polyline2D	840
X3D_PolylineEmitter	840
X3D_Polypoint2D	841
X3D_PolyRep	842
X3D_PositionChaser	843

X3D_PositionChaser2D	844
X3D_PositionDamper	845
X3D_PositionDamper2D	846
X3D_PositionInterpolator	847
X3D_PositionInterpolator2D	847
X3D_PrimitivePickSensor	848
X3D_ProgramShader	849
X3D_ProjectionVolumeStyle	849
X3D_Proto	850
X3D_ProximitySensor	851
X3D_QuadSet	852
X3D_ReceiverPdu	853
X3D_Rectangle2D	854
X3D_RigidBody	855
X3D_RigidBodyCollection	856
X3D_ScalarChaser	857
X3D_ScalarDamper	858
X3D_ScalarInterpolator	859
X3D_ScreenFontStyle	859
X3D_ScreenGroup	860
X3D_Script	861
X3D_SegmentedVolumeData	861
X3D_ShadedVolumeStyle	862
X3D_ShaderPart	863
X3D_ShaderProgram	863
X3D_Shape	864
X3D_SignalPdu	865
X3D_SilhouetteEnhancementVolumeStyle	866
X3D_SingleAxisHingeJoint	867
X3D_SliderJoint	868
X3D_Sound	869
X3D_Sphere	869
X3D_SphereSensor	870
X3D_SplinePositionInterpolator	871
X3D_SplinePositionInterpolator2D	872
X3D_SplineScalarInterpolator	872
X3D_SpotLight	873
X3D_SquadOrientationInterpolator	874
X3D_StaticGroup	875
X3D_StringSensor	875
X3D_SurfaceEmitter	876
X3D_Switch	877
X3D_Teapot	878
X3D_TexCoordChaser2D	878
X3D_TexCoordDamper2D	879
X3D_Text	880
X3D_TextureBackground	881
X3D_TextureCoordinate	882
X3D_TextureCoordinate3D	882
X3D_TextureCoordinate4D	883
X3D_TextureCoordinateGenerator	883
X3D_TextureProperties	884
X3D_TextureTransform	885
X3D_TextureTransform3D	885
X3D_TextureTransformMatrix3D	886
X3D_TimeSensor	886
X3D_TimeTrigger	887
X3D_ToneMappedVolumeStyle	888

X3D_TouchSensor	889
X3D_TrackingSensor	889
X3D_Transform	890
X3D_TransformSensor	891
X3D_TransmitterPdu	892
X3D_TriangleFanSet	893
X3D_TriangleSet	894
X3D_TriangleSet2D	895
X3D_TriangleStripSet	896
X3D_TwoSidedMaterial	896
X3D_UniversalJoint	897
X3D_Viewpoint	898
X3D_ViewpointGroup	899
X3D_Viewport	900
X3D_Virt	901
X3D_VisibilitySensor	901
X3D_VolumeData	902
X3D_VolumeEmitter	903
X3D_VolumePickSensor	903
X3D_WindPhysicsModel	904
X3D_WorldInfo	905
org.web3d.x3d.sai.X3DAppearanceChildNode	905
org.web3d.x3d.sai.X3DAppearanceNode	906
org.web3d.x3d.sai.X3DAudioClipNode	906
org.web3d.x3d.sai.X3DBackgroundNode	907
org.web3d.x3d.sai.X3DBindableNode	908
org.web3d.x3d.sai.X3DBoundedObject	908
org.web3d.x3d.sai.X3DChildNode	909
org.web3d.x3d.sai.X3DColorNode	910
org.web3d.x3d.sai.X3DComponent	910
org.web3d.x3d.sai.X3DComposedGeometryNode	911
org.web3d.x3d.sai.X3DCoordinateNode	912
org.web3d.x3d.sai.X3DDragSensorNode	912
org.web3d.x3d.sai.X3DEnvironmentalSensorNode	913
org.web3d.x3d.sai.X3DException	914
org.web3d.x3d.sai.X3DExecutionContext	915
org.web3d.x3d.sai.X3DExternProtoDeclaration	916
org.web3d.x3d.sai.X3DField	916
org.web3d.x3d.sai.X3DFieldDefinition	918
org.web3d.x3d.sai.X3DFieldEvent	918
org.web3d.x3d.sai.X3DFieldEventListener	919
org.web3d.x3d.sai.X3DFieldTypes	919
org.web3d.x3d.sai.X3DFontStyleNode	920
org.web3d.x3d.sai.X3DGeometricPropertyNode	921
org.web3d.x3d.sai.X3DGeometryNode	921
org.web3d.x3d.sai.X3DGroupingNode	922
org.web3d.x3d.sai.X3DInfoNode	922
org.web3d.x3d.sai.X3DInterpolatorNode	923
org.web3d.x3d.sai.X3DKeyDeviceSensorNode	923
org.web3d.x3d.sai.X3DLightNode	924
org.web3d.x3d.sai.X3DMaterialNode	925
org.web3d.x3d.sai.X3DMetadataObject	925
org.web3d.x3d.sai.X3DNetworkSensorNode	926
org.web3d.x3d.sai.X3DNode	926
org.web3d.x3d.sai.X3DNodeTypes	927
org.web3d.x3d.sai.X3DNormalNode	928
org.web3d.x3d.sai.X3DParametricGeometryNode	929
org.web3d.x3d.sai.X3DPerFrameObserverScript	929

org.web3d.x3d.sai.X3DPointingDeviceSensorNode	930
org.web3d.x3d.sai.X3DProtoDeclaration	930
org.web3d.x3d.sai.X3DProtoInstance	931
org.web3d.x3d.sai.X3DRoute	931
org.web3d.x3d.sai.X3DScene	932
org.web3d.x3d.sai.X3DScriptImplementation	933
org.web3d.x3d.sai.X3DScriptNode	933
org.web3d.x3d.sai.X3DSensorNode	934
org.web3d.x3d.sai.X3DSequencerNode	934
org.web3d.x3d.sai.X3DShapeNode	935
org.web3d.x3d.sai.X3DSoundNode	935
org.web3d.x3d.sai.X3DSoundSourceNode	936
org.web3d.x3d.sai.X3DTextNode	936
org.web3d.x3d.sai.X3DTexture2DNode	937
org.web3d.x3d.sai.X3DTextureCoordinateNode	937
org.web3d.x3d.sai.X3DTextureNode	938
org.web3d.x3d.sai.X3DTextureTransform2DNode	939
org.web3d.x3d.sai.X3DTextureTransformNode	939
org.web3d.x3d.sai.X3DTimeDependentNode	940
org.web3d.x3d.sai.X3DTouchSensorNode	941
org.web3d.x3d.sai.X3DTriggerNode	941
org.web3d.x3d.sai.X3DUrlObject	942
xml_user_data	942
XY	943
zip64_internal	943
zip_fileinfo	944
zlib_filefunc64_32_def_s	944
zlib_filefunc64_def_s	944
zlib_filefunc_def_s	945
zone	945

Chapter 4

Data Structure Documentation

4.1 `_AnyNative` Struct Reference

Data Fields

- `int type`
- `int gc`
- `int * valueChanged`
- `union anyVrml * v`

4.1.1 Detailed Description

Definition at line 45 of file `jsNative.h`.

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

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

4.2 `_Atlas` Struct Reference

Data Fields

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

4.2.1 Detailed Description

Definition at line 2264 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.3 _AtlasEntry Struct Reference

Data Fields

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

4.3.1 Detailed Description

Definition at line 2243 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.4 _AtlasFont Struct Reference

Data Fields

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

4.4.1 Detailed Description

Definition at line 2287 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.5 `_BrowserNative` Struct Reference

Data Fields

- `int dummyEntry`

4.5.1 Detailed Description

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

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

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

4.6 `_BUTitem` Struct Reference

Data Fields

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

4.6.1 Detailed Description

Definition at line 816 of file `MainLoop.c`.

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

- `src/lib/main/MainLoop.c`

4.7 `_cd_list_t` Struct Reference

Data Fields

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

4.7.1 Detailed Description

Definition at line 85 of file `list.h`.

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

- `src/lib/list.h`

4.8 `_contenttype` Struct Reference

Data Fields

- `tcontenttype t1`

4.8.1 Detailed Description

Definition at line 458 of file `MainLoop.c`.

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

- `src/lib/main/MainLoop.c`

4.9 `_CRnodeStruct` Struct Reference

Data Fields

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

4.9.1 Detailed Description

Definition at line 38 of file `CRoutes.h`.

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

- `src/lib/vrml_parser/CRoutes.h`

4.10 `_FW_PluginInstance` Struct Reference

Data Fields

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

4.10.1 Detailed Description

Definition at line 96 of file plugin_main.c.

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

- src/plugin/plugin_main.c

4.11 **_geosys Struct Reference**

Data Fields

- int **spatial_system**
- int **ellipsoid**
- int **xm_zone**
- int **xm_northing_first**
- int **utm_northern_hemisphere**
- int **gd_latitude_first**
- int **geoid_height**
- int **gd_degrees**
- int **relativeHeight**

4.11.1 Detailed Description

Definition at line 301 of file Component_Geospatial.c.

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

- src/lib/scenegraph/Component_Geospatial.c

4.12 **_GLwDrawingAreaClassPart Struct Reference**

Data Fields

- caddr_t **extension**

4.12.1 Detailed Description

Definition at line 49 of file GLwDrawAP.h.

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

- src/lib/ui/GLwDrawAP.h

4.13 **_GLwDrawingAreaClassRec Struct Reference**

Data Fields

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

4.13.1 Detailed Description

Definition at line 68 of file GLwDrawAP.h.

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

- src/lib/ui/GLwDrawAP.h

4.14 **_GLwDrawingAreaRec Struct Reference**

Data Fields

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

4.14.1 Detailed Description

Definition at line 123 of file GLwDrawAP.h.

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

- src/lib/ui/GLwDrawAP.h

4.15 **_GUIElement Struct Reference**

Data Fields

- char * **name**
- GUIElementType **type**
- void * **userData**

4.15.1 Detailed Description

Definition at line 2301 of file Component_Text.c.

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

- src/lib/scenegraph/Component_Text.c

4.16 `_intX3D_MFBool` Struct Reference

Data Fields

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

4.16.1 Detailed Description

Definition at line 81 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.17 `_intX3D_MFColor` Struct Reference

Data Fields

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

4.17.1 Detailed Description

Definition at line 72 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.18 `_intX3D_MFColorRGBA` Struct Reference

Data Fields

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

4.18.1 Detailed Description

Definition at line 73 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.19 `_intX3D_MFFloat` Struct Reference

Data Fields

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

4.19.1 Detailed Description

Definition at line 74 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.20 `_intX3D_MFImage` Struct Reference

Data Fields

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

4.20.1 Detailed Description

Definition at line 85 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.21 `_intX3D_MFInt32` Struct Reference

Data Fields

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

4.21.1 Detailed Description

Definition at line 82 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.22 _intX3D_MFNode Struct Reference

Data Fields

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

4.22.1 Detailed Description

Definition at line 83 of file X3DNode.h.

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

- src/libeai/X3DNode.h

4.23 _intX3D_MFRotation Struct Reference

Data Fields

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

4.23.1 Detailed Description

Definition at line 76 of file X3DNode.h.

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

- src/libeai/X3DNode.h

4.24 _intX3D_MFString Struct Reference

Data Fields

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

4.24.1 Detailed Description

Definition at line 84 of file X3DNode.h.

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

- src/libeai/X3DNode.h

4.25 `_intX3D_MFTime` Struct Reference

Data Fields

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

4.25.1 Detailed Description

Definition at line 75 of file X3DNode.h.

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

- `src/libeai/X3DNode.h`

4.26 `_intX3D_MFVec2d` Struct Reference

Data Fields

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

4.26.1 Detailed Description

Definition at line 78 of file X3DNode.h.

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

- `src/libeai/X3DNode.h`

4.27 `_intX3D_MFVec2f` Struct Reference

Data Fields

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

4.27.1 Detailed Description

Definition at line 80 of file X3DNode.h.

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

- `src/libeai/X3DNode.h`

4.28 `_intX3D_MFVec3d` Struct Reference

Data Fields

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

4.28.1 Detailed Description

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

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

- `src/libeai/X3DNode.h`

4.29 `_intX3D_MFVec3f` Struct Reference

Data Fields

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

4.29.1 Detailed Description

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

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

- `src/libeai/X3DNode.h`

4.30 `_intX3D_SFBool` Struct Reference

Data Fields

- `int type`
- `int value`

4.30.1 Detailed Description

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

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

- `src/libeai/X3DNode.h`

4.31 `_intX3D_SFColor` Struct Reference

Data Fields

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

4.31.1 Detailed Description

Definition at line 65 of file X3DNode.h.

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

- src/libeai/X3DNode.h

4.32 `_intX3D_SFColorRGBA` Struct Reference

Data Fields

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

4.32.1 Detailed Description

Definition at line 68 of file X3DNode.h.

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

- src/libeai/X3DNode.h

4.33 `_intX3D_SFFloat` Struct Reference

Data Fields

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

4.33.1 Detailed Description

Definition at line 58 of file X3DNode.h.

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

- src/libeai/X3DNode.h

4.34 _intX3D_SFImage Struct Reference

Data Fields

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

4.34.1 Detailed Description

Definition at line 70 of file X3DNode.h.

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

- src/libeai/X3DNode.h

4.35 _intX3D_SFInt32 Struct Reference

Data Fields

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

4.35.1 Detailed Description

Definition at line 60 of file X3DNode.h.

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

- src/libeai/X3DNode.h

4.36 _intX3D_SFNode Struct Reference

Data Fields

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

4.36.1 Detailed Description

Definition at line 61 of file X3DNode.h.

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

- src/libeai/X3DNode.h

4.37 `_intX3D_SFRotation` Struct Reference

Data Fields

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

4.37.1 Detailed Description

Definition at line 62 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.38 `_intX3D_SFString` Struct Reference

Data Fields

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

4.38.1 Detailed Description

Definition at line 69 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.39 `_intX3D_SFTime` Struct Reference

Data Fields

- `int type`
- `double value`

4.39.1 Detailed Description

Definition at line 59 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.40 `_intX3D_SFVec2d` Struct Reference

Data Fields

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

4.40.1 Detailed Description

Definition at line 64 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.41 `_intX3D_SFVec2f` Struct Reference

Data Fields

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

4.41.1 Detailed Description

Definition at line 63 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.42 `_intX3D_SFVec3d` Struct Reference

Data Fields

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

4.42.1 Detailed Description

Definition at line 67 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.43 `_intX3D_SFVec3f` Struct Reference

Data Fields

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

4.43.1 Detailed Description

Definition at line 66 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.44 `_intX3DEventIn` Struct Reference

Data Fields

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

4.44.1 Detailed Description

Definition at line 133 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

4.45 `_NPByteRange` Struct Reference

Data Fields

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

4.45.1 Detailed Description

Definition at line 176 of file `npapi.h`.

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

- `src/plugin_win32/include/npapi.h`

4.46 `_NPEmbedPrint` Struct Reference

Data Fields

- `NPWindow window`
- `void * platformPrint`

4.46.1 Detailed Description

Definition at line 441 of file `npapi.h`.

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

- `src/plugin_win32/include/npapi.h`

4.47 `_NPFullPrint` Struct Reference

Data Fields

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

4.47.1 Detailed Description

Definition at line 433 of file `npapi.h`.

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

- `src/plugin_win32/include/npapi.h`

4.48 _NPImageExpose Struct Reference

Data Fields

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

4.48.1 Detailed Description

Definition at line 417 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.49 _NPNetscapeFuncs Struct Reference

Data Fields

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

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

4.49.1 Detailed Description

Definition at line 139 of file npfunctions.h.

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

- src/plugin_win32/include/npfunctions.h

4.50 **_NPP Struct Reference**

Data Fields

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

4.50.1 Detailed Description

Definition at line 148 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.51 **_NPPPluginFuncs Struct Reference**

Data Fields

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

4.51.1 Detailed Description

Definition at line 120 of file npfunctions.h.

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

- src/plugin_win32/include/npfunctions.h

4.52 **_NPPrint Struct Reference**

Data Fields

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

4.52.1 Detailed Description

Definition at line 447 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.53 **_NPRect Struct Reference**

Data Fields

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

4.53.1 Detailed Description

Definition at line 189 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.54 **_NPSavedData Struct Reference**

Data Fields

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

4.54.1 Detailed Description

Definition at line 183 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.55 **_NPSize Struct Reference**

Data Fields

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

4.55.1 Detailed Description

Definition at line 197 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.56 `_NPStream` Struct Reference

Data Fields

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

4.56.1 Detailed Description

Definition at line 156 of file npapi.h.

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

- src/plugin_win32/include/npapi.h

4.57 `_NPString` Struct Reference

Data Fields

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

4.57.1 Detailed Description

Definition at line 117 of file npruntime.h.

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

- src/plugin_win32/include/npruntime.h

4.58 `_NPVariant` Struct Reference

Data Fields

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

### 4.58.1 Detailed Description

Definition at line 132 of file npruntime.h.

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

- src/plugin\_win32/include/npruntime.h

## 4.59 \_NPWindow Struct Reference

### Data Fields

- void \* **window**
- int32\_t **x**
- int32\_t **y**
- uint32\_t **width**
- uint32\_t **height**
- **NPRect clipRect**
- NPWindowType **type**

### 4.59.1 Detailed Description

Definition at line 400 of file npapi.h.

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

- src/plugin\_win32/include/npapi.h

## 4.60 \_s\_list\_t Struct Reference

### Data Fields

- void \* **elem**
- struct \_s\_list\_t \* **next**

### 4.60.1 Detailed Description

Definition at line 37 of file list.h.

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

- src/lib/list.h

## 4.61 freeWRLSAI\_cpp::\_SAIParameter Class Reference

### Data Fields

- void \* **interactor**

### 4.61.1 Detailed Description

Definition at line 48 of file SAIGlobals.h.

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

- src/SAI\_Cpp/SAIGlobals.h

## 4.62 \_SFColorNative Struct Reference

### Data Fields

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

### 4.62.1 Detailed Description

Definition at line 83 of file jsNative.h.

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

- src/lib/world\_script/jsNative.h

## 4.63 \_SFColorRGBANative Struct Reference

### Data Fields

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

### 4.63.1 Detailed Description

Definition at line 88 of file jsNative.h.

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

- src/lib/world\_script/jsNative.h

## 4.64 `_SfImageNative` Struct Reference

### Data Fields

- int `valueChanged`

#### 4.64.1 Detailed Description

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

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

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

## 4.65 `_SfNodeNative` Struct Reference

### Data Fields

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

#### 4.65.1 Detailed Description

Definition at line 52 of file `jsNative.h`.

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

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

## 4.66 `_SfRotationNative` Struct Reference

### Data Fields

- int `valueChanged`
- struct `SfRotation` v

#### 4.66.1 Detailed Description

Definition at line 59 of file `jsNative.h`.

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

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

## 4.67 **\_SFVec2fNative Struct Reference**

### Data Fields

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

### 4.67.1 Detailed Description

Definition at line 64 of file jsNative.h.

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

- src/lib/world\_script/jsNative.h

## 4.68 **\_SFVec3dNative Struct Reference**

### Data Fields

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

### 4.68.1 Detailed Description

Definition at line 74 of file jsNative.h.

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

- src/lib/world\_script/jsNative.h

## 4.69 **\_SFVec3fNative Struct Reference**

### Data Fields

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

### 4.69.1 Detailed Description

Definition at line 69 of file jsNative.h.

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

- src/lib/world\_script/jsNative.h

## 4.70 `_SFVec4dNative` Struct Reference

### Data Fields

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

#### 4.70.1 Detailed Description

Definition at line 98 of file `jsNative.h`.

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

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

## 4.71 `_SFVec4fNative` Struct Reference

### Data Fields

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

#### 4.71.1 Detailed Description

Definition at line 93 of file `jsNative.h`.

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

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

## 4.72 `_urlRequest` Struct Reference

### Data Fields

- char **url** [FILENAME\_MAX]
- void \* **instance**
- unsigned int **notifyCode**

#### 4.72.1 Detailed Description

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

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

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

## 4.73 `_X3DNode` Union Reference

### Data Fields

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

### 4.73.1 Detailed Description

Definition at line 87 of file `X3DNode.h`.

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

- `src/libeai/X3DNode.h`

## 4.74 `AcknowledgePdu` Struct Reference

### Data Fields

- struct **SimulationManagementFamilyPdu** `mySimulationManagementFamilyPdu`
- unsigned short **acknowledgeFlag**  
*type of message being acknowledged*
- unsigned short **responseFlag**  
*Whether or not the receiving entity was able to comply with the request.*
- unsigned int **requestID**  
*Request ID that is unique.*



### 4.74.1 Detailed Description

Definition at line 1044 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.75 AcknowledgeReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** **mySimulationManagementWithReliability**  
**FamilyPdu**
- unsigned short **acknowledgeFlag**  
*ack flags*
- unsigned short **responseFlag**  
*response flags*
- unsigned int **requestID**  
*Request ID.*

### 4.75.1 Detailed Description

Definition at line 1502 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.76 AcousticBeamData Struct Reference

### Data Fields

- unsigned short **beamDataLength**  
*beam data length*
- unsigned char **beamIDNumber**  
*beamIDNumber*
- unsigned short **pad2**  
*padding*
- struct **AcousticBeamFundamentalParameter** **fundamentalDataParameters**  
*fundamental data parameters*

### 4.76.1 Detailed Description

Definition at line 885 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.77 AcousticBeamFundamentalParameter Struct Reference

### Data Fields

- unsigned short **activeEmissionParameterIndex**  
*parameter index*
- unsigned short **scanPattern**  
*scan pattern*
- float **beamCenterAzimuth**  
*beam center azimuth*
- float **azimuthalBeamwidth**  
*azimuthal beamwidth*
- float **beamCenterDE**  
*beam center*
- float **deBeamwidth**  
*DE beamwidth (vertical beamwidth)*

### 4.77.1 Detailed Description

Definition at line 462 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.78 AcousticEmitter Struct Reference

### Data Fields

- unsigned short **acousticName**  
*the system for a particular UA emitter, and an enumeration*
- unsigned char **function**  
*The function of the acoustic system.*
- unsigned char **acousticIdNumber**  
*The UA emitter identification number relative to a specific system.*

### 4.78.1 Detailed Description

Definition at line 543 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.79 AcousticEmitterSystem Struct Reference

### Data Fields

- unsigned short **acousticName**  
*This field shall specify the system for a particular UA emitter.*
- unsigned char **acousticFunction**  
*This field shall describe the function of the acoustic system.*
- unsigned char **acousticID**  
*This field shall specify the UA emitter identification number relative to a specific system.*

### 4.79.1 Detailed Description

Definition at line 193 of file DIS.h.

### 4.79.2 Field Documentation

#### 4.79.2.1 acousticFunction

```
unsigned char AcousticEmitterSystem::acousticFunction
```

This field shall describe the function of the acoustic system.

Definition at line 197 of file DIS.h.

#### 4.79.2.2 acousticID

```
unsigned char AcousticEmitterSystem::acousticID
```

This field shall specify the UA emitter identification number relative to a specific system.

This field shall be represented by an 8-bit unsigned integer. This field allows the differentiation of multiple systems on an entity, even if in some instances two or more of the systems may be identical UA emitter types. Numbering of systems shall begin with the value 1.

Definition at line 199 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.80 AcousticEmitterSystemData Struct Reference

### Data Fields

- unsigned char **emitterSystemDataLength**  
*Length of emitter system data.*
- unsigned char **numberOfBeams**  
*Number of beams.*
- unsigned short **pad2**  
*padding*
- struct **AcousticEmitterSystem** **acousticEmitterSystem**  
*This field shall specify the system for a particular UA emitter.*
- struct **Vector3Float** **emitterLocation**  
*Represents the location wrt the entity.*
- void \* **beamRecords**  
*For each beam in numberOfBeams, an emitter system.*

### 4.80.1 Detailed Description

Definition at line 767 of file DIS.h.

### 4.80.2 Field Documentation

#### 4.80.2.1 beamRecords

```
void* AcousticEmitterSystemData::beamRecords
```

For each beam in numberOfBeams, an emitter system.

This is not right—the beam records need to be at the end of the PDU, rather than attached to each system.

Definition at line 779 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.81 ActionRequestPdu Struct Reference

### Data Fields

- struct **SimulationManagementFamilyPdu** mySimulationManagementFamilyPdu
- unsigned int **requestID**  
*Request ID that is unique.*
- unsigned int **actionID**  
*identifies the action being requested*
- unsigned int **numberOfFixedDatumRecords**  
*Number of fixed datum records.*
- unsigned int **numberOfVariableDatumRecords**  
*Number of variable datum records.*
- void \* **fixedDatums**  
*variable length list of fixed datums*
- void \* **variableDatums**  
*variable length list of variable length datums*

#### 4.81.1 Detailed Description

Definition at line 1019 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.82 ActionRequestReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** **mySimulationManagementWithReliabilityFamilyPdu**
- unsigned char **requiredReliabilityService**  
*level of reliability service used for this transaction*
- unsigned short **pad1**  
*padding*
- unsigned char **pad2**  
*padding*
- unsigned int **requestID**  
*request ID*
- unsigned int **actionID**  
*request ID*
- unsigned int **numberOfFixedDatumRecords**  
*Fixed datum record count.*
- unsigned int **numberOfVariableDatumRecords**  
*variable datum record count*
- void \* **fixedDatumRecords**  
*Fixed datum records.*
- void \* **variableDatumRecords**  
*Variable datum records.*

### 4.82.1 Detailed Description

Definition at line 1086 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.83 ActionResponsePdu Struct Reference

### Data Fields

- struct **SimulationManagementFamilyPdu** **mySimulationManagementFamilyPdu**
- unsigned int **requestID**  
*Request ID that is unique.*
- unsigned int **requestStatus**  
*Status of response.*
- unsigned int **numberOfFixedDatumRecords**  
*Number of fixed datum records.*
- unsigned int **numberOfVariableDatumRecords**  
*Number of variable datum records.*
- void \* **fixedDatums**  
*variable length list of fixed datums*
- void \* **variableDatums**  
*variable length list of variable length datums*

### 4.83.1 Detailed Description

Definition at line 1819 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.84 ActionResponseReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** mySimulationManagementWithReliability↔  
**FamilyPdu**
- unsigned int **requestID**  
*request ID*
- unsigned int **responseStatus**  
*status of response*
- unsigned int **numberOfFixedDatumRecords**  
*Fixed datum record count.*
- unsigned int **numberOfVariableDatumRecords**  
*variable datum record count*
- void \* **fixedDatumRecords**  
*Fixed datum records.*
- void \* **variableDatumRecords**  
*Variable datum records.*

### 4.84.1 Detailed Description

Definition at line 2074 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.85 ActiveRegion Struct Reference

### Data Fields

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

### 4.85.1 Detailed Description

Definition at line 59 of file sweep.h.

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

- src/libtess/sweep.h

## 4.86 AggregateID Struct Reference

### Data Fields

- unsigned short **site**  
*The site ID.*
- unsigned short **application**  
*The application ID.*
- unsigned short **aggregateID**  
*the aggregate ID*

### 4.86.1 Detailed Description

Definition at line 296 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.87 AggregateMarking Struct Reference

### Data Fields

- unsigned char **characterSet**  
*The character set.*
- char **characters** [31]  
*The characters.*

### 4.87.1 Detailed Description

Definition at line 563 of file DIS.h.

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

- src/lib/DIS/DIS.h



## 4.88 AggregateStatePdu Struct Reference

### Data Fields

- struct **EntityManagementFamilyPdu** **myEntityManagementFamilyPdu**
- struct **EntityID** **aggregateID**  
*ID of aggregated entities.*
- unsigned char **forceID**  
*force ID*
- unsigned char **aggregateState**  
*state of aggregate*
- struct **EntityType** **aggregateType**  
*entity type of the aggregated entities*
- unsigned int **formation**  
*formation of aggregated entities*
- struct **AggregateMarking** **aggregateMarking**  
*marking for aggregate; first char is charset type, rest is char data*
- struct **Vector3Float** **dimensions**  
*dimensions of bounding box for the aggregated entities, origin at the center of mass*
- struct **Orientation** **orientation**  
*orientation of the bounding box*
- struct **Vector3Double** **centerOfMass**  
*center of mass of the aggregation*
- struct **Vector3Float** **velocity**  
*velocity of aggregation*
- unsigned short **numberOfDisAggregates**  
*number of aggregates*
- unsigned short **numberOfDisEntities**  
*number of entities*
- unsigned short **numberOfSilentAggregateTypes**  
*number of silent aggregate types*
- unsigned short **numberOfSilentEntityTypes**  
*number of silent entity types*
- void \* **aggregateIDList**  
*aggregates list*
- void \* **entityIDList**  
*entity ID list*
- unsigned char **pad2**  
*^^^padding to put the start of the next list on a 32 bit boundary.*
- void \* **silentAggregateSystemList**  
*silent entity types*
- void \* **silentEntitySystemList**  
*silent entity types*
- unsigned int **numberOfVariableDatumRecords**  
*number of variable datum records*
- void \* **variableDatumList**  
*variableDatums*

### 4.88.1 Detailed Description

Definition at line 1593 of file DIS.h.

## 4.88.2 Field Documentation

### 4.88.2.1 pad2

```
unsigned char AggregateStatePdu::pad2
```

^^^padding to put the start of the next list on a 32 bit boundary.

This needs to be fixed

Definition at line 1628 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.89 AggregateType Struct Reference

### Data Fields

- unsigned char **aggregateKind**  
*Kind of entity.*
- unsigned char **domain**  
*Domain of entity (air, surface, subsurface, space, etc)*
- unsigned short **country**  
*country to which the design of the entity is attributed*
- unsigned char **category**  
*category of entity*
- unsigned char **subcategory**  
*subcategory of entity*
- unsigned char **specific**  
*specific info based on subcategory field*
- unsigned char **extra**

### 4.89.1 Detailed Description

Definition at line 382 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.90 AngularVelocityVector Struct Reference

### Data Fields

- float **x**  
*velocity about the x axis*
- float **y**  
*velocity about the y axis*
- float **z**  
*velocity about the z axis*

### 4.90.1 Detailed Description

Definition at line 553 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.91 AntennaLocation Struct Reference

### Data Fields

- struct **Vector3Double** **antennaLocation**  
*Location of the radiating portion of the antenna in world coordinates.*
- struct **Vector3Float** **relativeAntennaLocation**  
*Location of the radiating portion of the antenna in entity coordinates.*

### 4.91.1 Detailed Description

Definition at line 807 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.92 anyVrml Union Reference

### Data Fields

- int **nothing**

### 4.92.1 Detailed Description

Definition at line 55 of file CParseGeneral.h.

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

- src/lib/vrml\_parser/CParseGeneral.h
- src/lib/world\_script/JScript\_stub.c

## 4.93 ApaData Struct Reference

### Data Fields

- unsigned short **parameterIndex**  
*Index of APA parameter.*
- short **parameterValue**  
*Index of APA parameter.*

### 4.93.1 Detailed Description

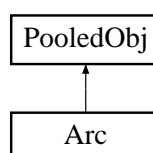
Definition at line 519 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.94 Arc Class Reference

Inheritance diagram for Arc:



## Public Member Functions

- **Arc** ( **Arc** \*, **PwlArc** \*)
- **Arc** (arc\_side, long)
- Arc\_ptr **append** (Arc\_ptr)
- int **check** (void)
- int **isMonotone** (void)
- int **isDisconnected** (void)
- int **numpts** (void)
- void **markverts** (void)
- void **getextrema** (Arc\_ptr[4])
- void **print** (void)
- void **show** (void)
- void **makeSide** ( **PwlArc** \*, arc\_side)
- int **isTessellated** ()
- long **isbezier** ()
- void **setbezier** ()
- void **clearbezier** ()
- long **npts** ()
- **TrimVertex** \* **pts** ()
- REAL \* **tail** ()
- REAL \* **head** ()
- REAL \* **rhead** ()
- long **ismarked** ()
- void **setmark** ()
- void **clearmark** ()
- void **clearside** ()
- void **setside** (arc\_side s)
- arc\_side **getside** ()
- int **getitail** ()
- void **setitail** ()
- void **clearitail** ()

## Data Fields

- Arc\_ptr **prev**
- Arc\_ptr **next**
- Arc\_ptr **link**
- **BezierArc** \* **bezierArc**
- **PwlArc** \* **pwlArc**
- long **type**
- long **nuid**

## Static Public Attributes

- static const int **bezier\_tag** = (1<<13)
- static const int **arc\_tag** = (1<<3)
- static const int **tail\_tag** = (1<<6)

### 4.94.1 Detailed Description

Definition at line 55 of file arc.h.

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

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

## 4.95 ArcSdirSorter Class Reference

Inheritance diagram for ArcSdirSorter:



### Public Member Functions

- ArcSdirSorter ( Subdivider &)

### Additional Inherited Members

### 4.95.1 Detailed Description

Definition at line 58 of file arcsorter.h.

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

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

## 4.96 ArcSorter Class Reference

Inheritance diagram for ArcSorter:



## Public Member Functions

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

## Protected Member Functions

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

## Protected Attributes

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

### 4.96.1 Detailed Description

Definition at line 45 of file arcsorter.h.

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

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

## 4.97 ArcTdirSorter Class Reference

Inheritance diagram for ArcTdirSorter:



## Public Member Functions

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

## Additional Inherited Members

### 4.97.1 Detailed Description

Definition at line 66 of file arcsorter.h.

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

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

## 4.98 ArcTessellator Class Reference

### Public Member Functions

- **ArcTessellator** ( **TrimVertexPool** &, **Pool** &)
- void **bezier** (Arc\_ptr, REAL, REAL, REAL, REAL)
- void **pwl** (Arc\_ptr, REAL, REAL, REAL, REAL, REAL)
- void **pwl\_left** (Arc\_ptr, REAL, REAL, REAL, REAL)
- void **pwl\_right** (Arc\_ptr, REAL, REAL, REAL, REAL)
- void **pwl\_top** (Arc\_ptr, REAL, REAL, REAL, REAL)
- void **pwl\_bottom** (Arc\_ptr, REAL, REAL, REAL, REAL)
- void **tessellateLinear** (Arc\_ptr, REAL, REAL, int)
- void **tessellateNonlinear** (Arc\_ptr, REAL, REAL, int)

### 4.98.1 Detailed Description

Definition at line 47 of file arctess.h.

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

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

## 4.99 ArealObjectStatePdu Struct Reference

### Data Fields

- struct **SyntheticEnvironmentFamilyPdu** **mySyntheticEnvironmentFamilyPdu**
- struct **EntityID** **objectID**  
*Object in synthetic environment.*
- struct **EntityID** **referencedObjectID**  
*Object with which this point object is associated.*
- unsigned short **updateNumber**  
*unique update number of each state transition of an object*
- unsigned char **forceID**  
*force ID*
- unsigned char **modifications**  
*modifications enumeration*
- struct **EntityType** **objectType**  
*Object type.*
- struct **SixByteChunk** **objectAppearance**  
*Object appearance.*
- unsigned short **numberOfPoints**  
*Number of points.*
- struct **SimulationAddress** **requesterID**  
*requesterID*
- struct **SimulationAddress** **receivingID**  
*receiver ID*
- void \* **objectLocation**  
*location of object*



### 4.99.1 Detailed Description

Definition at line 1543 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.100 ArgListType Struct Reference

### Data Fields

- char **nfixedArg**
- char **iVarArgStartsAt**
- char **fillMissingFixedWithZero**
- char \* **argtypes**

### 4.100.1 Detailed Description

Definition at line 40 of file FWTYPE.h.

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

- src/lib/world\_script/FWTYPE.h

## 4.101 ArticulationParameter Struct Reference

### Data Fields

- unsigned char **parameterTypeDesignator**
- unsigned char **changeIndicator**
- unsigned short **partAttachedTo**
- int **parameterType**
- double **parameterValue**

### 4.101.1 Detailed Description

Definition at line 625 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.102 AtlasEntrySet Struct Reference

### Data Fields

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

### 4.102.1 Detailed Description

Definition at line 2227 of file Component\_Text.c.

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

- src/lib/scenegraph/Component\_Text.c

## 4.103 Backend Class Reference

### Public Member Functions

- **Backend** ( **BasicCurveEvaluator** &c, **BasicSurfaceEvaluator** &e)
- void **bgnsurf** (int, int, long)
- void **patch** (REAL, REAL, REAL, REAL)
- void **surfpnts** (long, REAL \*, long, long, int, int, REAL, REAL, REAL, REAL)
- void **surfbbox** (long, REAL \*, REAL \*)
- void **surfgrid** (REAL, REAL, long, REAL, REAL, long)
- void **surfmesh** (long, long, long, long)
- void **bgntmesh** (const char \*)
- void **endtmesh** (void)
- void **swaptmesh** (void)
- void **tmeshvert** ( **GridTrimVertex** \*)
- void **tmeshvert** ( **TrimVertex** \*)
- void **tmeshvert** ( **GridVertex** \*)
- void **tmeshvert** (REAL u, REAL v)
- void **linevert** ( **TrimVertex** \*)
- void **linevert** ( **GridVertex** \*)
- void **bgnoutline** (void)
- void **endoutline** (void)
- void **endsurf** (void)
- void **triangle** ( **TrimVertex** \*, **TrimVertex** \*, **TrimVertex** \*)
- void **bgntfan** ()
- void **endtfan** ()

- void **bgnqstrip** ()
- void **endqstrip** ()
- void **evalUStrip** (int n\_upper, REAL v\_upper, REAL \*upper\_val, int n\_lower, REAL v\_lower, REAL \*lower\_val)
- void **evalVStrip** (int n\_left, REAL u\_left, REAL \*left\_val, int n\_right, REAL v\_right, REAL \*right\_val)
- void **tmeshvertNOGE** ( TrimVertex \*t)
- void **tmeshvertNOGE\_BU** ( TrimVertex \*t)
- void **tmeshvertNOGE\_BV** ( TrimVertex \*t)
- void **preEvaluateBU** (REAL u)
- void **preEvaluateBV** (REAL v)
- void **bgncurv** (void)
- void **segment** (REAL, REAL)
- void **curvpts** (long, REAL \*, long, int, REAL, REAL)
- void **curvgrid** (REAL, REAL, long)
- void **curvmesh** (long, long)
- void **curvpt** (REAL)
- void **bgnline** (void)
- void **endline** (void)
- void **endcurv** (void)

### 4.103.1 Detailed Description

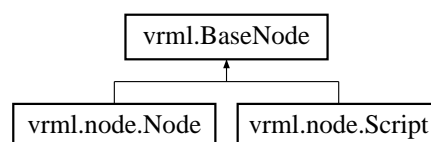
Definition at line 46 of file backend.h.

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

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

## 4.104 vrml.BaseNode Class Reference

Inheritance diagram for vrml.BaseNode:



### Public Member Functions

- **BaseNode** (String id)
- void **\_set\_nodeid** (String id)
- String **\_get\_nodeid** ()
- String **getType** ()
- **Browser** **getBrowser** ()

#### 4.104.1 Detailed Description

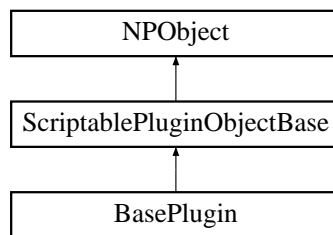
Definition at line 5 of file BaseNode.java.

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

- src/java/vrml/BaseNode.java

### 4.105 BasePlugin Class Reference

Inheritance diagram for BasePlugin:



#### Public Member Functions

- **BasePlugin** ( **NPP** npp)
- virtual bool **HasMethod** (NPIdentifier name)
- virtual bool **HasProperty** (NPIdentifier name)  
*Returns true if the NPIdentifier passed is managed as a scriptable property.*
- virtual bool **GetProperty** (NPIdentifier name, **NPVariant** \*result)  
*Returns true if the scriptable property is managed and fills the NPVariant pointer with the value.*
- virtual bool **Invoke** (NPIdentifier name, const **NPVariant** \*args, uint32\_t argCount, **NPVariant** \*result)  
*returns true if the invoked method is managed and executes the appropriate code filling the NPVariant pointer with data if needed*
- virtual bool **InvokeDefault** (const **NPVariant** \*args, uint32\_t argCount, **NPVariant** \*result)  
*Manages the invocation of the default '()' method.*

#### Additional Inherited Members

#### 4.105.1 Detailed Description

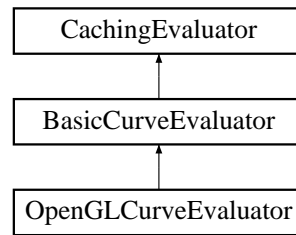
Definition at line 62 of file BasePlugin.h.

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

- src/plugin\_win32/BasePlugin.h
- src/plugin\_win32/BasePlugin.cpp

## 4.106 BasicCurveEvaluator Class Reference

Inheritance diagram for BasicCurveEvaluator:



### Public Member Functions

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

### Additional Inherited Members

#### 4.106.1 Detailed Description

Definition at line 43 of file basiccrveval.h.

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

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

## 4.107 BasicSurfaceEvaluator Class Reference

Inheritance diagram for BasicSurfaceEvaluator:



## Public Member Functions

- virtual void **range2f** (long, REAL \*, REAL \*)
- virtual void **domain2f** (REAL, REAL, REAL, REAL)
- virtual void **enable** (long)
- virtual void **disable** (long)
- virtual void **bgnmap2f** (long)
- virtual void **map2f** (long, REAL, REAL, long, long, REAL, REAL, long, long, REAL \*)
- virtual void **mapgrid2f** (long, REAL, REAL, long, REAL, REAL)
- virtual void **mapmesh2f** (long, long, long, long, long)
- virtual void **evalcoord2f** (long, REAL, REAL)
- virtual void **evalpoint2i** (long, long)
- virtual void **endmap2f** (void)
- virtual void **polymode** (long)
- virtual void **bgnline** (void)
- virtual void **endline** (void)
- virtual void **bgnclosedline** (void)
- virtual void **endclosedline** (void)
- virtual void **bgntmesh** (void)
- virtual void **swaptmesh** (void)
- virtual void **endtmesh** (void)
- virtual void **bgnqstrip** (void)
- virtual void **endqstrip** (void)
- virtual void **bgntfan** (void)
- virtual void **endtfan** (void)
- virtual void **evalUStrip** (int n\_upper, REAL v\_upper, REAL \*upper\_val, int n\_lower, REAL v\_lower, REAL \*lower\_val)=0
- virtual void **evalVStrip** (int n\_left, REAL u\_left, REAL \*left\_val, int n\_right, REAL u\_right, REAL \*right\_val)=0
- virtual void **inDoEvalCoord2NOGE** (REAL u, REAL v, REAL \*ret\_point, REAL \*ret\_normal)=0
- virtual void **inDoEvalCoord2NOGE\_BU** (REAL u, REAL v, REAL \*ret\_point, REAL \*ret\_normal)=0
- virtual void **inDoEvalCoord2NOGE\_BV** (REAL u, REAL v, REAL \*ret\_point, REAL \*ret\_normal)=0
- virtual void **inPreEvaluateBV\_intfac** (REAL v)=0
- virtual void **inPreEvaluateBU\_intfac** (REAL u)=0

## Additional Inherited Members

### 4.107.1 Detailed Description

Definition at line 43 of file basicsurfeval.h.

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

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

## 4.108 BeamAntennaPattern Struct Reference

### Data Fields

- struct **Orientation** **beamDirection**

*The rotation that transformst he reference coordinate sytem into the beam coordinate system.*

- float **azimuthBeamwidth**
- float **referenceSystem**
- short **padding1**
- char **padding2**
- float **ez**

*Magnigute of the z-component in beam coordinates at some arbitrary single point in the mainbeam and in the far field of the antenna.*

- float **ex**

*Magnigute of the x-component in beam coordinates at some arbitrary single point in the mainbeam and in the far field of the antenna.*

- float **phase**

*The phase angle between Ez and Ex in radians.*

### 4.108.1 Detailed Description

Definition at line 746 of file DIS.h.

### 4.108.2 Field Documentation

#### 4.108.2.1 beamDirection

```
struct Orientation BeamAntennaPattern::beamDirection
```

The rotation that transformst he reference coordinate sytem into the beam coordinate system.

Either world coordinates or entity coordinates may be used as the reference coordinate system, as specified by teh reference system field of the antenna pattern record.

Definition at line 738 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.109 BeamData Struct Reference

### Data Fields

- float **beamAzimuthCenter**  
*Specifies the beam azimuth an elevation centers and corresponding half-angles to describe the scan volume.*
- float **beamAzimuthSweep**  
*Specifies the beam azimuth sweep to determine scan volume.*
- float **beamElevationCenter**  
*Specifies the beam elevation center to determine scan volume.*
- float **beamElevationSweep**  
*Specifies the beam elevation sweep to determine scan volume.*
- float **beamSweepSync**  
*allows receiver to synchronize its regenerated scan pattern to that of the emmitter.*

### 4.109.1 Detailed Description

Definition at line 399 of file DIS.h.

### 4.109.2 Field Documentation

#### 4.109.2.1 beamSweepSync

```
float BeamData::beamSweepSync
```

allows receiver to synchronize its regenerated scan pattern to that of the emmitter.

Specifies the percentage of time a scan is through its pattern from its origion.

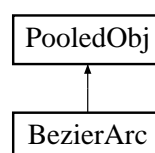
Definition at line 409 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.110 BezierArc Struct Reference

Inheritance diagram for BezierArc:





## Data Fields

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

## Additional Inherited Members

### 4.110.1 Detailed Description

Definition at line 43 of file bezierarc.h.

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

- src/libnurbs/internals/bezierarc.h

## 4.111 bezierPatch Struct Reference

## Data Fields

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

### 4.111.1 Detailed Description

Definition at line 36 of file bezierPatch.h.

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

- src/libnurbs/interface/bezierPatch.h

## 4.112 bezierPatchMesh Struct Reference

### Data Fields

- **bezierPatch** \* **bpatch**
- **bezierPatch** \* **bpatch\_normal**
- **bezierPatch** \* **bpatch\_texcoord**
- **bezierPatch** \* **bpatch\_color**
- float \* **UVarray**
- int \* **length\_array**
- GLenum \* **type\_array**
- int **size\_UVarray**
- int **index\_UVarray**
- int **size\_length\_array**
- int **index\_length\_array**
- int **counter**
- GLenum **type**
- float \* **vertex\_array**
- float \* **normal\_array**
- float \* **color\_array**
- float \* **texcoord\_array**
- struct **bezierPatchMesh** \* **next**

### 4.112.1 Detailed Description

Definition at line 38 of file bezierPatchMesh.h.

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

- src/libnurbs/interface/bezierPatchMesh.h

## 4.113 Bin Class Reference

### Public Member Functions

- Arc\_ptr **firstarc** (void)
- Arc\_ptr **nextarc** (void)
- Arc\_ptr **removearc** (void)
- int **isnonempty** (void)
- void **addarc** (Arc\_ptr)
- void **remove\_this\_arc** (Arc\_ptr)
- int **numarcs** (void)
- void **adopt** (void)
- void **markall** (void)
- void **show** (char \*)
- void **listBezier** (void)

### 4.113.1 Detailed Description

Definition at line 43 of file bin.h.

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

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

## 4.114 bindablestack Struct Reference

### Data Fields

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

### 4.114.1 Detailed Description

Definition at line 64 of file Bindable.h.

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

- src/lib/x3d\_parser/Bindable.h

## 4.115 block Struct Reference

### Data Fields

- short int **dct\_recon** [8][8]
- short int **dct\_dc\_y\_past**
- short int **dct\_dc\_cr\_past**
- short int **dct\_dc\_cb\_past**

#### 4.115.1 Detailed Description

Definition at line 182 of file mpeg\_berkley.h.

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

- src/lib/scenegraph/mpeg\_berkley.h

### 4.116 Breakpt Struct Reference

#### Data Fields

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

#### 4.116.1 Detailed Description

Definition at line 48 of file tobezier.cc.

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

- src/libnurbs/internals/tobezier.cc

### 4.117 brotoDefpair Struct Reference

#### Data Fields

- struct **X3D\_Node** \* **node**
- char \* **name**

#### 4.117.1 Detailed Description

Definition at line 236 of file CParseParser.h.

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

- src/lib/vrml\_parser/CParseParser.h

## 4.118 brotoIS Struct Reference

### Data Fields

- struct **X3D\_Proto** \* **proto**
- char \* **protofieldname**
- int **pmode**
- int **iprotofield**
- int **pBuiltin**
- int **type**
- struct **X3D\_Node** \* **node**
- char \* **nodefieldname**
- int **mode**
- int **ifield**
- int **builtin**
- int **source**

### 4.118.1 Detailed Description

Definition at line 4699 of file CParseParser.c.

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

- src/lib/vrml\_parser/CParseParser.c

## 4.119 brotoRoute Struct Reference

### Data Fields

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

### 4.119.1 Detailed Description

Definition at line 74 of file CRoutes.h.

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

- src/lib/vrml\_parser/CRoutes.h

## 4.120 brouteEnd Struct Reference

### Data Fields

- int **weak**
- char \* **cnode**
- char \* **cfield**
- struct **X3D\_Node** \* **node**
- int **ifield**
- int **builtin**
- int **ftype**

### 4.120.1 Detailed Description

Definition at line 62 of file CRoutes.h.

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

- src/lib/vrml\_parser/CRoutes.h

## 4.121 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** ()

#### 4.121.1 Detailed Description

Definition at line 5 of file Browser.java.

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

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

## 4.122 vrml.Browser Class Reference

### Public Member Functions

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

#### 4.122.1 Detailed Description

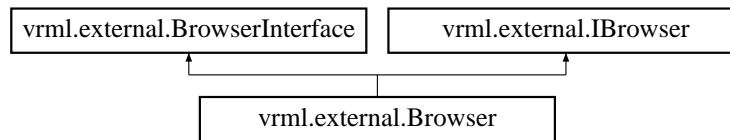
Definition at line 4 of file Browser.java.

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

- src/java/vrml/Browser.java

## 4.123 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 **SendNodeEAType** (int nodeptr)
- static String **SendEventType** (int nodeptr, String FieldName, String direction)
- static synchronized String **getVRMLreply** (int queryno)

### 4.123.1 Detailed Description

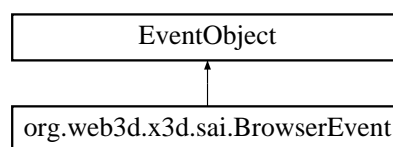
Definition at line 27 of file Browser.java.

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

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

## 4.124 org.web3d.x3d.sai.BrowserEvent Class Reference

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



## Public Member Functions

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

## Static Public Attributes

- static final int **INITIALIZED** = 0
- static final int **SHUTDOWN** = 1
- static final int **URL\_ERROR** = 2
- static final int **CONNECTION\_ERROR** = 10
- static final int **LAST\_IDENTIFIER** = 100

### 4.124.1 Detailed Description

Definition at line 5 of file BrowserEvent.java.

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

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

## 4.125 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

### 4.125.1 Detailed Description

Definition at line 8 of file BrowserFactory.java.

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

- src/java/sai/BrowserFactory.java

## 4.126 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

### 4.126.1 Detailed Description

Definition at line 8 of file BrowserFactoryImpl.java.

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

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

## 4.127 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

### 4.127.1 Detailed Description

Definition at line 4 of file BrowserGlobals.java.

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

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

## 4.128 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

### 4.128.1 Detailed Description

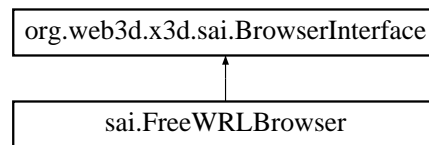
Definition at line 7 of file BrowserGlobals.java.

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

- src/java/sai/BrowserGlobals.java

## 4.129 org.web3d.x3d.sai.BrowserInterface Interface Reference

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



### Public Member Functions

- int **get\_Browser\_EVtype** (int event)
- X3DFieldEventListener **get\_Browser\_EVObserver** (int eventno)
- void **Browser\_RL\_Async\_send** (String EVentreply, int eventno)

### 4.129.1 Detailed Description

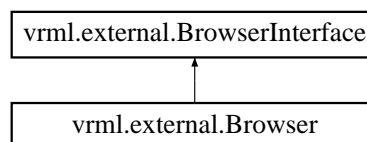
Definition at line 6 of file BrowserInterface.java.

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

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

## 4.130 vrml.external.BrowserInterface Interface Reference

Inheritance diagram for vrml.external.BrowserInterface:



### Public Member Functions

- int **get\_Browser\_EVtype** (int event)
- EventOutObserver **get\_Browser\_EVObserver** (int eventno)
- void **Browser\_RL\_Async\_send** (String EVentreply, int eventno)

### 4.130.1 Detailed Description

Definition at line 8 of file BrowserInterface.java.

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

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

## 4.131 org.web3d.x3d.sai.BrowserListener Interface Reference

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



### Public Member Functions

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

#### 4.131.1 Detailed Description

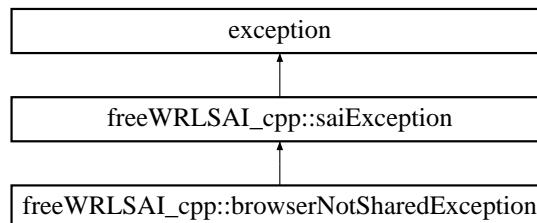
Definition at line 6 of file BrowserListener.java.

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

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

## 4.132 freeWRLSAI\_cpp::browserNotSharedException Class Reference

Inheritance diagram for freeWRLSAI\_cpp::browserNotSharedException:



### Public Member Functions

- virtual const char \* **what** ()

### Additional Inherited Members

#### 4.132.1 Detailed Description

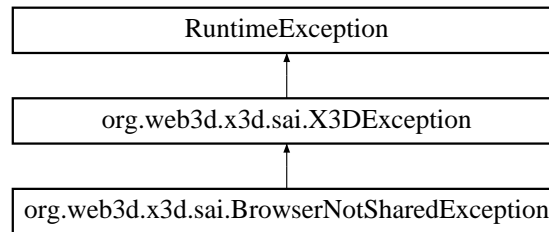
Definition at line 218 of file SAexception.h.

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

- src/SAI\_Cpp/SAexception.h

## 4.133 org.web3d.x3d.sai.BrowserNotSharedException Class Reference

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



### Public Member Functions

- **BrowserNotSharedException** (String msg)

### 4.133.1 Detailed Description

Definition at line 3 of file BrowserNotSharedException.java.

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

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

## 4.134 Buffer Class Reference

### Friends

- class **Pool**

### 4.134.1 Detailed Description

Definition at line 45 of file bufpool.h.

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

- src/libnurbs/internals/bufpool.h

## 4.135 BurstDescriptor Struct Reference

### Data Fields

- struct **EntityType** **munition**  
*What munition was used in the burst.*
- unsigned short **warhead**  
*type of warhead*
- unsigned short **fuse**  
*type of fuse used*
- unsigned short **quantity**  
*how many of the munition were fired*
- unsigned short **rate**  
*rate at which the munition was fired*

### 4.135.1 Detailed Description

Definition at line 832 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.136 CachedVertex Struct Reference

### Data Fields

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

### 4.136.1 Detailed Description

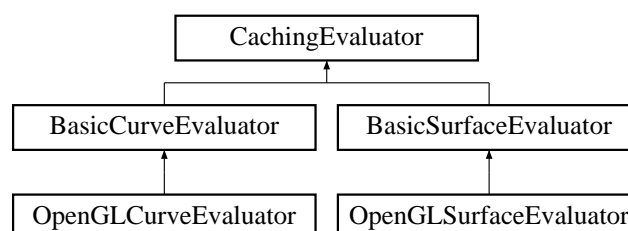
Definition at line 54 of file tess.h.

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

- src/libtess/tess.h

## 4.137 CachingEvaluator Class Reference

Inheritance diagram for CachingEvaluator:



## Public Types

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

## Public Member Functions

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

### 4.137.1 Detailed Description

Definition at line 39 of file cachingeval.h.

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

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

## 4.138 cbDataExactName Struct Reference

### Data Fields

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

### 4.138.1 Detailed Description

Definition at line 5828 of file CParseParser.c.

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

- src/lib/vrml\_parser/CParseParser.c



## 4.139 cbDataRootNameAndRouteDir Struct Reference

### Data Fields

- char \* **fname**
- int **PKW\_eventType**
- union **anyVrml** \* **fieldValue**
- int **mode**
- int **type**
- int **jfield**
- int **builtin**
- int **source**
- BOOL **publicfield**

### 4.139.1 Detailed Description

Definition at line 5870 of file CParseParser.c.

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

- src/lib/vrml\_parser/CParseParser.c

## 4.140 CdIfFreeWRL Class Reference

### Public Types

- enum **KeyAction** { **KEYDOWN** =2, **KEYUP** =3, **KEYPRESS** =1 }
- enum **MouseButton** { **MOUSEMOVE** =6, **MOUSEDOWN** =4, **MOUSEUP** =5 }
- enum **MouseButton** { **LEFT** =1, **MIDDLE** =2, **RIGHT** =3, **NONE** =0 }
- enum **resource\_status** {  
**ress\_none**, **ress\_starts\_good**, **ress\_invalid**, **ress\_downloaded**,  
**ress\_failed**, **ress\_loaded**, **ress\_not\_loaded**, **ress\_parsed**,  
**ress\_not\_parsed** }
- enum **resource\_media\_type** {  
**resm\_unknown**, **resm\_vrml**, **resm\_x3d**, **resm\_image**,  
**resm\_movie**, **resm\_script**, **resm\_pshader**, **resm\_fshader**,  
**resm\_audio**, **resm\_x3z**, **resm\_external** }

### Public Member Functions

- **CdIfFreeWRL** (int width, int height, void \*windowhandle=0, bool bEai=false)
- **CdIfFreeWRL** (char \*scene\_url, int width, int height, void \*windowhandle=0, bool bEai=false)
- void **setDensityFactor** (float density\_factor)
- void **onInit** (int width, int height, void \*windowhandle=0, bool bEai=false, bool frontend\_handles\_display\_thread=false)
- void **onInitArgv** (int argc, char \*\*argv, bool frontend\_handles\_display\_thread)
- void **onLoad** (char \*scene\_url)
- void **onResize** (int width, int height)
- int **onMouse** (int mouseAction, int mouseButton, int x, int y)

- int **onTouch** (int touchAction, unsigned int ID, int x, int y)
- void **onGyro** (float rx, float ry, float rz)
- void **onAccelerometer** (float ax, float ay, float az)
- void **onMagnetic** (float azimuth, float pitch, float roll)
- void **onKey** (int keyAction, int keyValue)
- void **onDraw** ()
- void **onClose** ()
- void **print** (char \*str)
- void **setTempFolder** (char \*tmpFolder)
- void **setFontFolder** (char \*fontFolder)
- int **getUpdatedCursorStyle** ()
- void \* **frontenditem\_dequeue** ()
- char \* **resitem\_getURL** (void \*res)
- int **resitem\_getStatus** (void \*res)
- void **resitem\_setStatus** (void \*res, int status)
- int **resitem\_getType** (void \*res)
- int **resitem\_getMediaType** (void \*res)
- void **resitem\_enqueueNextMulti** (void \*res)
- void **resitem\_setLocalPath** (void \*res, char \*path)
- void **resitem\_enqueue** (void \*res)
- void **resitem\_load** (void \*res)
- void **commandline** (char \*cmdline)

#### 4.140.1 Detailed Description

Definition at line 18 of file dllFreeWRL.h.

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

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

### 4.141 chardata Struct Reference

#### Data Fields

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

#### 4.141.1 Detailed Description

Definition at line 203 of file Component\_Text.c.

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

- src/lib/scenegraph/Component\_Text.c

## 4.142 chaser\_ptr Struct Reference

### Data Fields

- void \* **value\_changed**
- void \* **initialDestination**
- void \* **initialValue**
- void \* **set\_destination**
- void \* **set\_value**
- void \* **\_buffer**
- void \* **\_previousValue**
- void \* **\_destination**

### 4.142.1 Detailed Description

Definition at line 164 of file Component\_Followers.c.

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

- src/lib/scenegraph/Component\_Followers.c

## 4.143 cline Struct Reference

### Data Fields

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

### 4.143.1 Detailed Description

Definition at line 235 of file CursorDraw.c.

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

- src/lib/ui/CursorDraw.c

## 4.144 ClockTime Struct Reference

### Data Fields

- int **hour**  
*Hours in UTC.*
- unsigned int **timePastHour**  
*Time past the hour.*

#### 4.144.1 Detailed Description

Definition at line 312 of file DIS.h.

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

- src/lib/DIS/DIS.h

### 4.145 coded\_block\_pattern\_entry Struct Reference

#### Data Fields

- unsigned int **cbp**
- int **num\_bits**

#### 4.145.1 Detailed Description

Definition at line 768 of file mpeg\_berkley.h.

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

- src/lib/scenegraph/mpeg\_berkley.h

### 4.146 CollisionElasticPdu Struct Reference

#### Data Fields

- struct **EntityInformationFamilyPdu** **myEntityInformationFamilyPdu**
- struct **EntityID** **issuingEntityID**  
*ID of the entity that issued the collision PDU.*
- struct **EntityID** **collidingEntityID**  
*ID of entity that has collided with the issuing entity ID.*
- struct **EventID** **collisionEventID**  
*ID of event.*
- short **pad**  
*some padding*
- struct **Vector3Float** **contactVelocity**  
*velocity at collision*
- float **mass**  
*mass of issuing entity*
- struct **Vector3Float** **location**  
*Location with respect to entity the issuing entity collided with.*
- float **collisionResultXX**  
*tensor values*
- float **collisionResultXY**  
*tensor values*

- float **collisionResultXZ**  
*tensor values*
- float **collisionResultYY**  
*tensor values*
- float **collisionResultYZ**  
*tensor values*
- float **collisionResultZZ**  
*tensor values*
- struct **Vector3Float unitSurfaceNormal**  
*This record shall represent the normal vector to the surface at the point of collision detection.*
- float **coefficientOfRestitution**  
*This field shall represent the degree to which energy is conserved in a collision.*

### 4.146.1 Detailed Description

Definition at line 2039 of file DIS.h.

### 4.146.2 Field Documentation

#### 4.146.2.1 unitSurfaceNormal

```
struct Vector3Float CollisionElasticPdu::unitSurfaceNormal
```

This record shall represent the normal vector to the surface at the point of collision detection.

The surface normal shall be represented in world coordinates.

Definition at line 2066 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.147 CollisionPdu Struct Reference

### Data Fields

- struct **EntityInformationFamilyPdu myEntityInformationFamilyPdu**
- struct **EntityID issuingEntityID**  
*ID of the entity that issued the collision PDU.*
- struct **EntityID collidingEntityID**  
*ID of entity that has collided with the issuing entity ID.*
- struct **EventID eventID**  
*ID of event.*
- unsigned char **collisionType**  
*ID of event.*
- char **pad**  
*some padding*
- struct **Vector3Float velocity**  
*velocity at collision*
- float **mass**  
*mass of issuing entity*
- struct **Vector3Float location**  
*Location with respect to entity the issuing entity collided with.*

#### 4.147.1 Detailed Description

Definition at line 1798 of file DIS.h.

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

- src/lib/DIS/DIS.h

### 4.148 colorScheme Struct Reference

#### Data Fields

- char \* **name**
- char \* **panel**
- char \* **menulcon**
- char \* **statusText**
- char \* **messageText**

#### 4.148.1 Detailed Description

Definition at line 407 of file common.c.

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

- src/lib/ui/common.c

### 4.149 command Struct Reference

#### Data Fields

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

#### 4.149.1 Detailed Description

Definition at line 764 of file common.c.

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

- src/lib/ui/common.c

## 4.150 CommentPdu Struct Reference

### Data Fields

- struct **SimulationManagementFamilyPdu** **mySimulationManagementFamilyPdu**
- unsigned int **numberOfFixedDatumRecords**  
*Number of fixed datum records.*
- unsigned int **numberOfVariableDatumRecords**  
*Number of variable datum records.*
- void \* **fixedDatums**  
*variable length list of fixed datums*
- void \* **variableDatums**  
*variable length list of variable length datums*

### 4.150.1 Detailed Description

Definition at line 1710 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.151 CommentReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** **mySimulationManagementWithReliability**[!\[\]\(029651ce9ee64da8525b17c64e266edc\_img.jpg\)](#)  
**FamilyPdu**
- unsigned int **numberOfFixedDatumRecords**  
*Fixed datum record count.*
- unsigned int **numberOfVariableDatumRecords**  
*variable datum record count*
- void \* **fixedDatumRecords**  
*Fixed datum records.*
- void \* **variableDatumRecords**  
*Variable datum records.*

### 4.151.1 Detailed Description

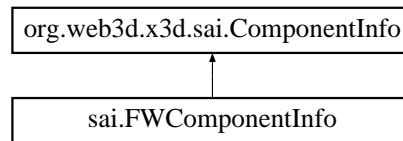
Definition at line 1723 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.152 org.web3d.x3d.sai.ComponentInfo Interface Reference

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



### Public Member Functions

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

#### 4.152.1 Detailed Description

Definition at line 3 of file ComponentInfo.java.

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

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

## 4.153 connection\_info\_struct Struct Reference

### Data Fields

- int **connectiontype**
- char \* **answerstring**
- int **len**
- struct MHD\_PostProcessor \* **postprocessor**

#### 4.153.1 Detailed Description

Definition at line 811 of file SSRServer.c.

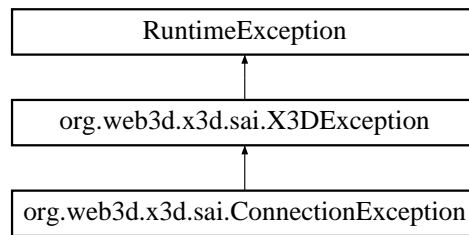
The documentation for this struct was generated from the following file:

- src/SSR/SSRServer.c



## 4.154 org.web3d.x3d.sai.ConnectionException Class Reference

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



### Public Member Functions

- **ConnectionException** (String msg)

#### 4.154.1 Detailed Description

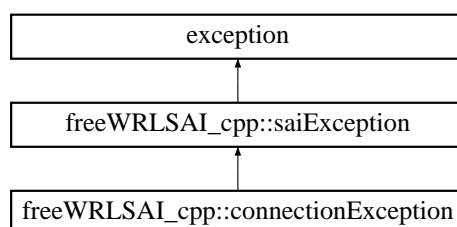
Definition at line 3 of file ConnectionException.java.

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

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

## 4.155 freeWRLSAI\_cpp::connectionException Class Reference

Inheritance diagram for freeWRLSAI\_cpp::connectionException:



### Public Member Functions

- virtual const char \* **what** ()

### Additional Inherited Members

#### 4.155.1 Detailed Description

Definition at line 85 of file SAlexception.h.

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

- src/SAI\_Cpp/SAlexception.h

## 4.156 consoleLine Struct Reference

### Data Fields

- char \* **line**
- int **len**
- int **endline**

### 4.156.1 Detailed Description

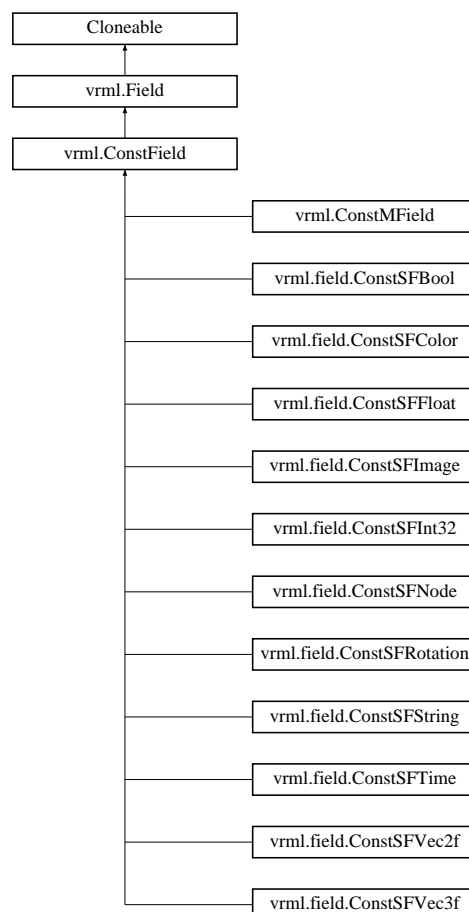
Definition at line 808 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.157 vrml.ConstField Class Reference

Inheritance diagram for vrml.ConstField:



## Additional Inherited Members

### 4.157.1 Detailed Description

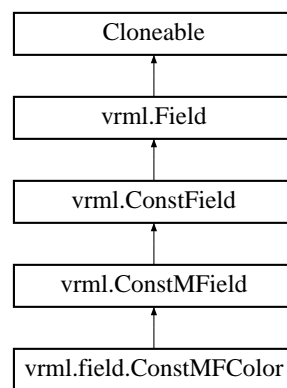
Definition at line 3 of file ConstField.java.

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

- src/java/vrml/ConstField.java

## 4.158 vrml.field.ConstMFCOLOR Class Reference

Inheritance diagram for vrml.field.ConstMFCOLOR:



## Public Member Functions

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

## Additional Inherited Members

### 4.158.1 Detailed Description

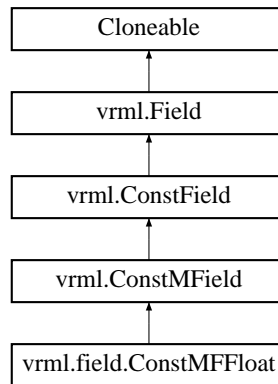
Definition at line 10 of file ConstMFCOLOR.java.

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

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

## 4.159 vrml.field.ConstMFFloat Class Reference

Inheritance diagram for vrml.field.ConstMFFloat:



### Public Member Functions

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

### Additional Inherited Members

#### 4.159.1 Detailed Description

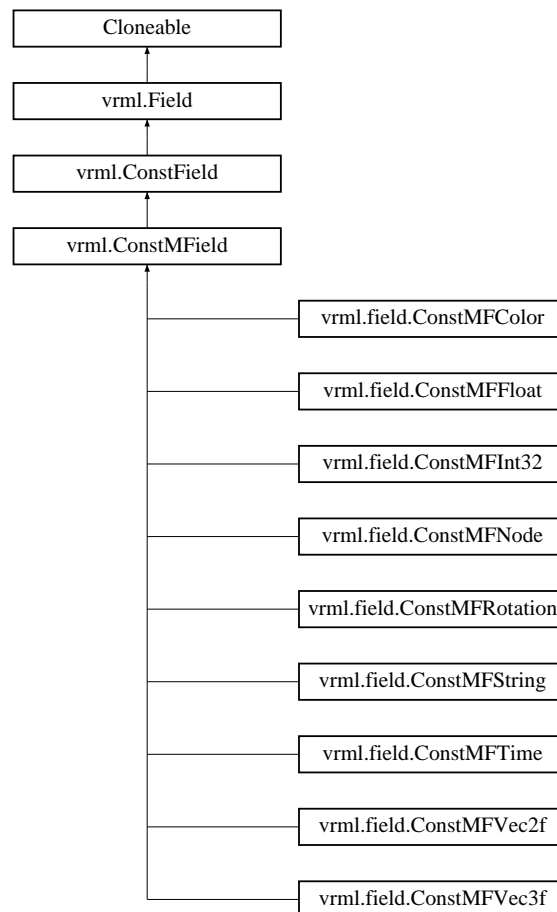
Definition at line 10 of file `ConstMFFloat.java`.

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

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

## 4.160 vrml.ConstMField Class Reference

Inheritance diagram for `vrml.ConstMField`:



## Public Member Functions

- int **getSize** ()

## Data Fields

- **Vector** **\_\_vect** = new **Vector**()

## Protected Member Functions

- final void **\_\_update1Read** (int index)

### 4.160.1 Detailed Description

Definition at line 4 of file ConstMField.java.

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

- src/java/vrml/ConstMField.java

## 4.161 vrml.field.ConstMInt32 Class Reference

Inheritance diagram for vrml.field.ConstMInt32:



### Public Member Functions

- **ConstMInt32** (int[] value)
- **ConstMInt32** (int size, int[] value)
- void **getValue** (int[] value)
- int **get1Value** (int index)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 4.161.1 Detailed Description

Definition at line 10 of file ConstMInt32.java.

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

- src/java/vrml/field/ConstMInt32.java

## 4.162 vrml.field.ConstMFNode Class Reference

Inheritance diagram for vrml.field.ConstMFNode:



## Public Member Functions

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

## Additional Inherited Members

### 4.162.1 Detailed Description

Definition at line 10 of file ConstMFNode.java.

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

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

## 4.163 vrml.field.ConstMFRotation Class Reference

Inheritance diagram for vrml.field.ConstMFRotation:



## Public Member Functions

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

## Additional Inherited Members

### 4.163.1 Detailed Description

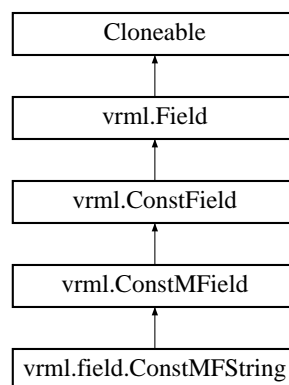
Definition at line 10 of file ConstMFRotation.java.

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

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

## 4.164 vrml.field.ConstMFString Class Reference

Inheritance diagram for vrml.field.ConstMFString:



## Public Member Functions

- **ConstMFString** (String[] s)
- **ConstMFString** (int size, String[] s)
- void **getValue** (String[] s)
- String **get1Value** (int index)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.164.1 Detailed Description

Definition at line 10 of file ConstMFString.java.

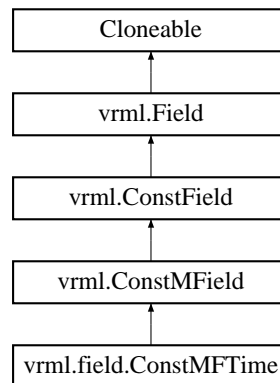
The documentation for this class was generated from the following file:

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



## 4.165 vrml.field.ConstMFTIME Class Reference

Inheritance diagram for vrml.field.ConstMFTIME:



### Public Member Functions

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

### Additional Inherited Members

#### 4.165.1 Detailed Description

Definition at line 10 of file ConstMFTIME.java.

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

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

## 4.166 vrml.field.ConstMFVec2f Class Reference

Inheritance diagram for vrml.field.ConstMFVec2f:



## Public Member Functions

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

## Additional Inherited Members

### 4.166.1 Detailed Description

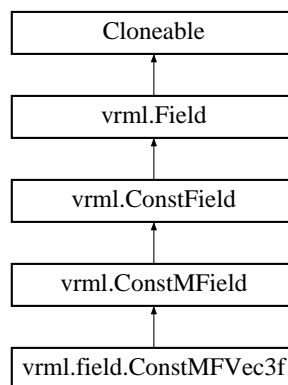
Definition at line 10 of file ConstMFVec2f.java.

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

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

## 4.167 vrml.field.ConstMFVec3f Class Reference

Inheritance diagram for vrml.field.ConstMFVec3f:



## Public Member Functions

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

## Additional Inherited Members

### 4.167.1 Detailed Description

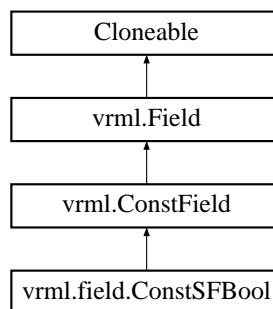
Definition at line 10 of file ConstMFVec3f.java.

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

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

## 4.168 vrml.field.ConstSFBBool Class Reference

Inheritance diagram for vrml.field.ConstSFBBool:



## Public Member Functions

- **ConstSFBBool** (boolean value)
- boolean **getValue** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.168.1 Detailed Description

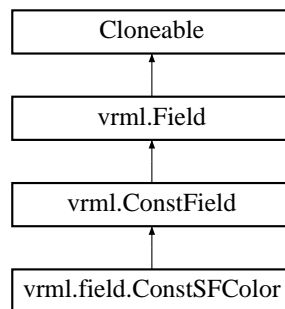
Definition at line 10 of file ConstSFBBool.java.

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

- src/java/vrml/field/ConstSFBBool.java

## 4.169 vrml.field.ConstSFCOLOR Class Reference

Inheritance diagram for vrml.field.ConstSFCOLOR:



### Public Member Functions

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

### Additional Inherited Members

#### 4.169.1 Detailed Description

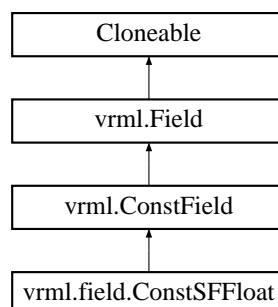
Definition at line 10 of file ConstSFCOLOR.java.

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

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

## 4.170 vrml.field.ConstSFFloat Class Reference

Inheritance diagram for vrml.field.ConstSFFloat:



## Public Member Functions

- **ConstSFFloat** (float f)
- float **getValue** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.170.1 Detailed Description

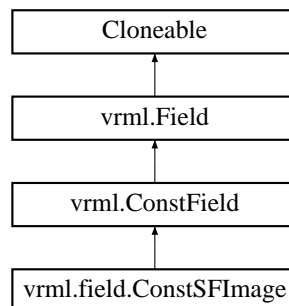
Definition at line 10 of file ConstSFFloat.java.

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

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

## 4.171 vrml.field.ConstSfImage Class Reference

Inheritance diagram for vrml.field.ConstSfImage:



## Public Member Functions

- **ConstSfImage** (int width, int height, int components, byte[] pixels)
- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()
- byte[] **getPixels** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.171.1 Detailed Description

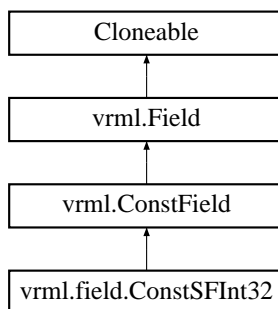
Definition at line 10 of file ConstSFImage.java.

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

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

## 4.172 vrml.field.ConstSFInt32 Class Reference

Inheritance diagram for vrml.field.ConstSFInt32:



## Public Member Functions

- **ConstSFInt32** (int value)
- int **getValue** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.172.1 Detailed Description

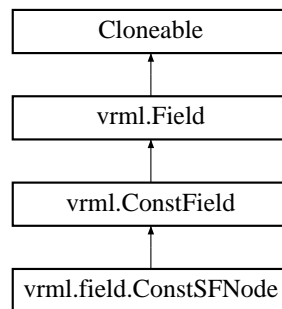
Definition at line 10 of file ConstSFInt32.java.

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

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

## 4.173 vrml.field.ConstSFNode Class Reference

Inheritance diagram for vrml.field.ConstSFNode:



### Public Member Functions

- **ConstSFNode** ( **BaseNode** node)
- **BaseNode** **getValue** ()
- **String** **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 4.173.1 Detailed Description

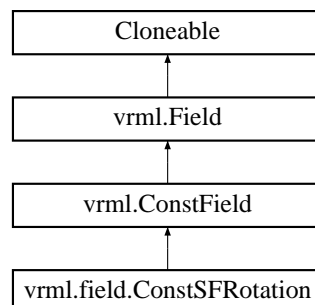
Definition at line 10 of file ConstSFNode.java.

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

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

## 4.174 vrml.field.ConstSFRotation Class Reference

Inheritance diagram for vrml.field.ConstSFRotation:



## Public Member Functions

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

## Additional Inherited Members

### 4.174.1 Detailed Description

Definition at line 10 of file ConstSFRotation.java.

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

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

## 4.175 vrml.field.ConstSFString Class Reference

Inheritance diagram for vrml.field.ConstSFString:



## Public Member Functions

- **ConstSFString** (String s)
- String **getValue** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.175.1 Detailed Description

Definition at line 10 of file ConstSFString.java.

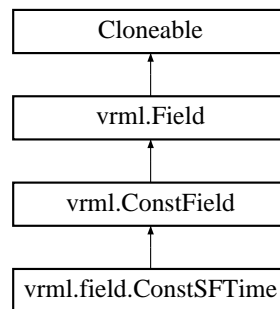
The documentation for this class was generated from the following file:

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



## 4.176 vrml.field.ConstSFTTime Class Reference

Inheritance diagram for vrml.field.ConstSFTTime:



### Public Member Functions

- **ConstSFTTime** (double value)
- double **getValue** ()
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 4.176.1 Detailed Description

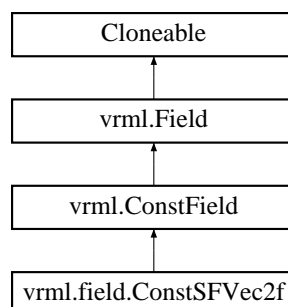
Definition at line 10 of file ConstSFTTime.java.

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

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

## 4.177 vrml.field.ConstSFVec2f Class Reference

Inheritance diagram for vrml.field.ConstSFVec2f:



## Public Member Functions

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

## Additional Inherited Members

### 4.177.1 Detailed Description

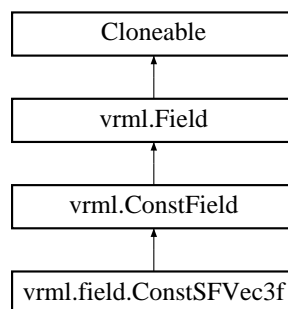
Definition at line 10 of file ConstSFVec2f.java.

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

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

## 4.178 vrml.field.ConstSFVec3f Class Reference

Inheritance diagram for vrml.field.ConstSFVec3f:



## Public Member Functions

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

## Additional Inherited Members

### 4.178.1 Detailed Description

Definition at line 10 of file ConstSFVec3f.java.

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

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

## 4.179 contenttype\_captiontext Struct Reference

### Data Fields

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

### 4.179.1 Detailed Description

Definition at line 731 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.180 contenttype\_e3dmouse Struct Reference

### Data Fields

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

### 4.180.1 Detailed Description

Definition at line 1411 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.181 contenttype\_layer Struct Reference

### Data Fields

- **tcontenttype t1**

### 4.181.1 Detailed Description

Definition at line 1276 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.182 contenttype\_multitouch Struct Reference

### Data Fields

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

### 4.182.1 Detailed Description

Definition at line 1336 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.183 contenttype\_orientation Struct Reference

### Data Fields

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

### 4.183.1 Detailed Description

Definition at line 2706 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.184 contenttype\_quadrant Struct Reference

### Data Fields

- **tcontenttype t1**
- float **offset\_fraction** [2]

### 4.184.1 Detailed Description

Definition at line 1519 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.185 contenttype\_scene Struct Reference

### Data Fields

- **tcontenttype t1**

#### 4.185.1 Detailed Description

Definition at line 504 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

### 4.186 contenttype\_splitter Struct Reference

#### Data Fields

- **tcontenttype t1**
- float **offset\_fraction**
- int **offset\_pixels**
- int **orientation**

#### 4.186.1 Detailed Description

Definition at line 2112 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

### 4.187 contenttype\_statusbar Struct Reference

#### Data Fields

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

#### 4.187.1 Detailed Description

Definition at line 549 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

### 4.188 contenttype\_stereo\_anaglyph Struct Reference

#### Data Fields

- **tcontenttype t1**

### 4.188.1 Detailed Description

Definition at line 1801 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.189 contenttype\_stereo\_shutter Struct Reference

### Data Fields

- tcontenttype t1

### 4.189.1 Detailed Description

Definition at line 2002 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.190 contenttype\_stereo\_sidebyside Struct Reference

### Data Fields

- tcontenttype t1

### 4.190.1 Detailed Description

Definition at line 1649 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.191 contenttype\_stereo\_updown Struct Reference

### Data Fields

- tcontenttype t1

### 4.191.1 Detailed Description

Definition at line 1894 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.192 contenttype\_switch Struct Reference

### Data Fields

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

### 4.192.1 Detailed Description

Definition at line 647 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.193 contenttype\_textpanel Struct Reference

### Data Fields

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



### 4.193.1 Detailed Description

Definition at line 821 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.194 contenttype\_texturegrid Struct Reference

### Data Fields

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

### 4.194.1 Detailed Description

Definition at line 2333 of file MainLoop.c.

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

- src/lib/main/MainLoop.c

## 4.195 CoveAndTiler Class Reference

Inheritance diagram for CoveAndTiler:



## Public Member Functions

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

## Additional Inherited Members

### 4.195.1 Detailed Description

Definition at line 46 of file coveandtiler.h.

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

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

## 4.196 CPlugin Class Reference

### Public Member Functions

- **CPlugin** ( **NPP** pNPInstance)  
*CPlugin* (p. 158) *class.constructor.*
- NPBool **init** ( **NPWindow** \*pNPWindow)
- void **shut** ()
- NPBool **isInitialized** ()
- int16\_t **handleEvent** (void \*event)
- void **showVersion** ()
- void **clear** ()
- void **getVersion** (char \*\*aVersion)
- void **setSceneUrl** (char \*sceneUrl)
- void **setEAIFlag** ()
- **NPObject** \* **GetScriptableObject** ()

### Data Fields

- char **m\_String** [128]
- UINT\_PTR **m\_pTimerID**

### 4.196.1 Detailed Description

Definition at line 46 of file plugin.h.

### 4.196.2 Constructor & Destructor Documentation

#### 4.196.2.1 CPlugin()

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

**CPlugin** (p. 158) class.constructor.

Base initialization goes here.

Definition at line 73 of file plugin.cpp.

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

- src/plugin\_win32/plugin.h
- src/plugin\_win32/plugin.cpp

## 4.197 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 **sccdir**
- void \* **extra**

#### 4.197.1 Detailed Description

Definition at line 177 of file CRoutes.c.

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

- src/lib/vrml\_parser/CRoutes.c

## 4.198 CreateEntityPdu Struct Reference

### Data Fields

- struct **SimulationManagementFamilyPdu** **mySimulationManagementFamilyPdu**
- unsigned int **requestID**  
*Identifier for the request.*

### 4.198.1 Detailed Description

Definition at line 869 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.199 CreateEntityReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** mySimulationManagementWithReliability↔  
**FamilyPdu**
- unsigned char **requiredReliabilityService**  
*level of reliability service used for this transaction*
- unsigned short **pad1**  
*padding*
- unsigned char **pad2**  
*padding*
- unsigned int **requestID**  
*Request ID.*

### 4.199.1 Detailed Description

Definition at line 1977 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.200 CRjsnameStruct Struct Reference

### Data Fields

- int **type**
- int **kind**
- char **name** [MAXJSVARIABLELENGTH]
- void \* **eventInFunction**

### 4.200.1 Detailed Description

Definition at line 186 of file CScripts.h.

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

- src/lib/world\_script/CScripts.h

## 4.201 CRscriptStruct Struct Reference

### Data Fields

- int **thisScriptType**
- int **\_initialized**
- void \* **cx**
- void \* **glob**
- void \* **eventsProcessed**
- char \* **scriptText**
- struct **ScriptParamList** \* **paramList**
- int **scriptOK**
- struct **Shader\_Script** \* **script**
- int **scr\_act**

### 4.201.1 Detailed Description

Definition at line 154 of file CScripts.h.

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

- src/lib/world\_script/CScripts.h

## 4.202 CRStruct Struct Reference

### Data Fields

- struct **X3D\_Node** \* **routeFromNode**
- int **fnptr**
- int **tonode\_count**
- **CRnodeStruct** \* **tonodes**
- int **isActive**
- int **len**
- void(\* **interpPtr**)(void \*)
- int **direction\_flag**
- void \* **extra**
- int **intTimeStamp**

### 4.202.1 Detailed Description

Definition at line 44 of file CRoutes.h.

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

- src/lib/vrml\_parser/CRoutes.h

## 4.203 cson\_array Struct Reference

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

### Data Fields

- **cson\_value\_list** list

### 4.203.1 Detailed Description

**cson\_array** (p. 162) is an opaque handle to an Array value.

They are used like:

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

They can be created like:

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

See also

```
cson_value_new_array()
cson_value_get_array()
cson_value_free()
```

Definition at line 2142 of file cson\_amalgamation\_core.c.

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

- src/SSR/cson/cson\_amalgamation\_core.c

## 4.204 cson\_buffer Struct Reference

A generic buffer class.

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

### Data Fields

- **cson\_size\_t** **capacity**  
*The number of bytes allocated for this object.*
- **cson\_size\_t** **used**  
*The number of bytes "used" by this object.*
- **cson\_size\_t** **timesExpanded**  
*This is a debugging/metric-counting value intended to help certain malloc()-conscious clients tweak their memory reservation sizes.*
- **unsigned char \*** **mem**  
*The memory allocated for and owned by this buffer.*

## 4.204.1 Detailed Description

A generic buffer class.

They can be used like this:

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

To take over ownership of a buffer's memory:

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

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

Definition at line 1826 of file cson\_amalgamation\_core.h.

## 4.204.2 Field Documentation

### 4.204.2.1 capacity

```
cson_size_t cson_buffer::capacity
```

The number of bytes allocated for this object.

Use cson\_buffer\_reserve() to change its value.

Definition at line 1832 of file cson\_amalgamation\_core.h.

### 4.204.2.2 mem

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

The memory allocated for and owned by this buffer.

Use cson\_buffer\_reserve() to change its size or free it. To take over ownership, do:

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

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

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

Definition at line 1868 of file cson\_amalgamation\_core.h.

#### 4.204.2.3 timesExpanded

```
cson_size_t cson_buffer::timesExpanded
```

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

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

Definition at line 1850 of file `cson_amalgamation_core.h`.

#### 4.204.2.4 used

```
cson_size_t cson_buffer::used
```

The number of bytes "used" by this object.

It is not needed for all use cases, and management of this value (if needed) is up to the client. The **`cson_buffer`** (p. 162) public API does not use this member. The intention is that this can be used to track the length of strings which are allocated via **`cson_buffer`** (p. 162), since they need an explicit length and/or null terminator.

Definition at line 1841 of file `cson_amalgamation_core.h`.

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

- `src/SSR/cson/cson_amalgamation_core.h`

## 4.205 cson\_data\_source\_StringSource\_ Struct Reference

Internal type to hold state for a JSON input string.

### Data Fields

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

#### 4.205.1 Detailed Description

Internal type to hold state for a JSON input string.

Definition at line 4325 of file `cson_amalgamation_core.c`.



## 4.205.2 Field Documentation

### 4.205.2.1 pos

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

Current iteration position.

Must initially be == str.

Definition at line 4330 of file cson\_amalgamation\_core.c.

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

- src/SSR/cson/cson\_amalgamation\_core.c

## 4.206 cson\_kvp Struct Reference

A key/value pair collection.

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

### Data Fields

- **cson\_value \* key**
- **cson\_value \* value**

### 4.206.1 Detailed Description

A key/value pair collection.

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

This class represents a key/value pair and is used for storing object properties. It is opaque to client code, and the public API only uses this type for purposes of iterating over **cson\_object** (p. 166) properties using the **cson\_↔object\_iterator** (p. 167) interfaces.

Definition at line 2022 of file cson\_amalgamation\_core.c.

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

- src/SSR/cson/cson\_amalgamation\_core.c

## 4.207 cson\_kvp\_list Struct Reference

### Data Fields

- **cson\_kvp** \*\* list
- unsigned int **count**
- unsigned int **allocated**

### 4.207.1 Detailed Description

Definition at line 2114 of file cson\_amalgamation\_core.c.

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

- src/SSR/cson/cson\_amalgamation\_core.c

## 4.208 cson\_object Struct Reference

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

### Data Fields

- **cson\_kvp\_list** kvp

### 4.208.1 Detailed Description

**cson\_object** (p. 166) is an opaque handle to an Object value.

They are used like:

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

They can be created like:

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

See also

```
cson_value_new_object()
cson_value_get_object()
cson_value_free()
```

Definition at line 2124 of file cson\_amalgamation\_core.c.

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

- src/SSR/cson/cson\_amalgamation\_core.c

## 4.209 cson\_object\_iterator Struct Reference

An iterator type for traversing object properties.

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

### Data Fields

- **cson\_object** const \* **obj**
- unsigned int **pos**

### 4.209.1 Detailed Description

An iterator type for traversing object properties.

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

See also

```
cson_object_iter_init()
cson_object_iter_next()
```

Definition at line 1699 of file cson\_amalgamation\_core.h.

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

- src/SSR/cson/cson\_amalgamation\_core.h

## 4.210 cson\_output\_opt Struct Reference

Client-configurable options for the cson\_output() family of functions.

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

### Data Fields

- unsigned char **indentation**  
*Specifies how to indent (or not) output.*
- unsigned short **maxDepth**  
*Maximum object/array depth to traverse.*
- char **addNewline**  
*If true, a newline will be added to generated output, else not.*
- char **addSpaceAfterColon**  
*If true, a space will be added after the colon operator in objects' key/value pairs.*
- char **indentSingleMemberValues**  
*If set to 1 then objects/arrays containing only a single value will not indent an extra level for that value (but will indent on subsequent levels if that value contains multiple values).*
- char **escapeForwardSlashes**  
*The JSON format allows, but does not require, JSON generators to backslash-escape forward slashes.*

### 4.210.1 Detailed Description

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

Definition at line 517 of file `cson_amalgamation_core.h`.

### 4.210.2 Field Documentation

#### 4.210.2.1 `escapeForwardSlashes`

```
char cson_output_opt::escapeForwardSlashes
```

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

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

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

(from an email on 2011-04-08)

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

Definition at line 572 of file `cson_amalgamation_core.h`.

#### 4.210.2.2 `indentation`

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

Specifies how to indent (or not) output.

The values are:

(0) == no extra indentation.

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

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

Definition at line 529 of file `cson_amalgamation_core.h`.

### 4.210.2.3 maxDepth

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

Maximum object/array depth to traverse.

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

Definition at line 536 of file cson\_amalgamation\_core.h.

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

- src/SSR/cson/cson\_amalgamation\_core.h

## 4.211 cson\_parse\_info Struct Reference

A class for holding JSON parser information.

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

### Data Fields

- unsigned int **line**  
*1-based line number.*
- unsigned int **col**  
*0-based column number.*
- unsigned int **length**  
*Length, in bytes.*
- int **errorCode**  
*Error code of the parse run (0 for no error).*
- unsigned int **totalKeyCount**  
*The total number of object keys successfully processed by the parser.*
- unsigned int **totalValueCount**  
*The total number of object/array values successfully processed by the parser, including the root node.*

### 4.211.1 Detailed Description

A class for holding JSON parser information.

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

Definition at line 458 of file cson\_amalgamation\_core.h.

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

- src/SSR/cson/cson\_amalgamation\_core.h

## 4.212 cson\_parse\_opt Struct Reference

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

### Data Fields

- unsigned short **maxDepth**  
*Maximum object/array depth to traverse.*
- char **allowComments**  
*Whether or not to allow C-style comments.*

### 4.212.1 Detailed Description

Client-configurable options for the cson\_parse() family of functions.

Definition at line 433 of file cson\_amalgamation\_core.h.

### 4.212.2 Field Documentation

#### 4.212.2.1 allowComments

```
char cson_parse_opt::allowComments
```

Whether or not to allow C-style comments.

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

Definition at line 444 of file cson\_amalgamation\_core.h.

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

- src/SSR/cson/cson\_amalgamation\_core.h

## 4.213 cson\_parser Struct Reference

### Data Fields

- **JSON\_parser** p
- **cson\_value** \* root
- **cson\_value** \* node
- **cson\_array** stack
- **cson\_string** \* ckey
- int **errNo**
- unsigned int **totalKeyCount**
- unsigned int **totalValueCount**

### 4.213.1 Detailed Description

Definition at line 2151 of file cson\_amalgamation\_core.c.

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

- src/SSR/cson/cson\_amalgamation\_core.c

## 4.214 cson\_string Struct Reference

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

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

### Data Fields

- unsigned int **length**

### 4.214.1 Detailed Description

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

To convert a **cson\_string** (p. 171) to c-string we simply increment the **cson\_string** (p. 171) pointer. To do the opposite we use (cstr - sizeof(cson\_string)). Zero-length strings are a special case handled by a couple of the **cson\_string** (p. 171) functions.

cson-internal string type, opaque to client code. Strings in cson are immutable and allocated only by library internals, never directly by client code.

The actual string bytes are to be allocated together in the same memory chunk as the **cson\_string** (p. 171) object, which saves us 1 malloc() and 1 pointer member in this type (because we no longer have a direct pointer to the memory).

Potential TODOs:

See also

cson\_string\_cstr()

Definition at line 1578 of file cson\_amalgamation\_core.c.

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

- src/SSR/cson/cson\_amalgamation\_core.c

## 4.215 cson\_value Struct Reference

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

### Data Fields

- **cson\_value\_api** const \* **api**  
*The "vtbl" of type-specific operations.*
- void \* **value**  
*The raw value.*
- cson\_counter\_t **refcount**  
*We use this to allow us to store **cson\_value** (p. 172) instances in multiple containers or multiple times within a single container (provided no cycles are introduced).*

### 4.215.1 Detailed Description

The core value type of this API. It is opaque to clients, and only the cson public API should be used for setting or inspecting their values.

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

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

PLEASE read the ACHTUNGEN below...

ACHTUNG #1:

cson\_values MUST NOT form cycles (e.g. via object or array entries).

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

ACHTUNG #2:

ALL cson\_values returned as non-const **cson\_value** (p. 172) pointers from any public functions in the cson API are to be treated as if they are heap-allocated, and MUST be freed by client by doing ONE of:

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

Each call to cson\_value\_new\_xxx() MUST eventually be followed up by one of those options.

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

ACHTUNG #3:

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



## See also

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

Definition at line 1486 of file cson\_amalgamation\_core.c.

## 4.215.2 Field Documentation

### 4.215.2.1 api

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

The "vtbl" of type-specific operations.

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

Results are undefined if this value is NULL.

Definition at line 1493 of file cson\_amalgamation\_core.c.

### 4.215.2.2 refcount

```
cson_counter_t cson_value::refcount
```

We use this to allow us to store **cson\_value** (p. 172) instances in multiple containers or multiple times within a single container (provided no cycles are introduced).

Notes about the rc implementation:

- The refcount is for the **cson\_value** (p. 172) instance itself, not its value pointer.
- Instances start out with a refcount of 0 (not 1). Adding them to a container will increase the refcount. Cleaning up the container will decrement the count.
- `cson_value_free()` decrements the refcount (if it is not already 0) and cleans/frees the value only when the refcount is 0.
- Some places in the internals add an "extra" reference to objects to avoid a premature deletion. Don't try this at home.

Definition at line 1526 of file cson\_amalgamation\_core.c.

### 4.215.2.3 value

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

The raw value.

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

Definition at line 1504 of file `cson_amalgamation_core.c`.

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

- `src/SSR/cson/cson_amalgamation_core.c`

## 4.216 cson\_value\_api Struct Reference

This type holds the "vtbl" for type-specific operations when working with **cson\_value** (p. 172) objects.

### Data Fields

- `const cson_type_id typeId`  
*The logical JavaScript/JSON type associated with this object.*
- `void(* cleanup)(cson_value *self)`  
*Must free any memory associated with self, but not free self.*

### 4.216.1 Detailed Description

This type holds the "vtbl" for type-specific operations when working with **cson\_value** (p. 172) objects.

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

Definition at line 1443 of file `cson_amalgamation_core.c`.

### 4.216.2 Field Documentation

#### 4.216.2.1 cleanup

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

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

If self is NULL then this function must do nothing.

Definition at line 1455 of file `cson_amalgamation_core.c`.

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

- `src/SSR/cson/cson_amalgamation_core.c`

## 4.217 cson\_value\_list Struct Reference

### Data Fields

- **cson\_value \*\* list**
- unsigned int **count**
- unsigned int **allocated**

### 4.217.1 Detailed Description

Definition at line 2132 of file cson\_amalgamation\_core.c.

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

- src/SSR/cson/cson\_amalgamation\_core.c

## 4.218 curfile64\_info Struct Reference

### Data Fields

- z\_stream **stream**
- int **stream\_initialised**
- uInt **pos\_in\_buffered\_data**
- ZPOS64\_T **pos\_local\_header**
- char \* **central\_header**
- uLong **size\_centralExtra**
- uLong **size\_centralheader**
- uLong **size\_centralExtraFree**
- uLong **flag**
- int **method**
- int **raw**
- Byte **buffered\_data** [Z\_BUFSIZE]
- uLong **dosDate**
- uLong **crc32**
- int **encrypt**
- int **zip64**
- ZPOS64\_T **pos\_zip64extrainfo**
- ZPOS64\_T **totalCompressedData**
- ZPOS64\_T **totalUncompressedData**
- unsigned long **keys** [3]
- const unsigned long \* **pcrc\_32\_tab**
- int **crypt\_header\_size**

### 4.218.1 Detailed Description

Definition at line 130 of file zip.c.

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

- src/libminizip/zip.c

## 4.219 currayhit Struct Reference

### Data Fields

- struct **X3D\_Node** \* **hitNode**
- GLDOUBLE **modelMatrix** [16]
- GLDOUBLE **projMatrix** [16]
- GLDOUBLE **justModel** [16]

### 4.219.1 Detailed Description

Definition at line 39 of file RenderFuncs.h.

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

- src/lib/scenegraph/RenderFuncs.h

## 4.220 Curve Class Reference

### Public Member Functions

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

### Data Fields

- **Curve** \* **next**

### Friends

- class **Curvelist**

### 4.220.1 Detailed Description

Definition at line 46 of file curve.h.

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

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

## 4.221 curveEvalMachine Struct Reference

### Data Fields

- REAL **uprime**
- int **k**
- REAL **u1**
- REAL **u2**
- int **ustride**
- int **uorder**
- REAL **ctlpoints** [IN\_MAX\_BEZIER\_ORDER \* IN\_MAX\_DIMENSION]
- REAL **ucoeff** [IN\_MAX\_BEZIER\_ORDER]

### 4.221.1 Detailed Description

Definition at line 56 of file glcurveval.h.

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

- src/libnurbs/interface/glcurveval.h

## 4.222 Curvelist Class Reference

### Public Member Functions

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

### Friends

- class **Subdivider**

### 4.222.1 Detailed Description

Definition at line 46 of file curvelist.h.

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

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

## 4.223 damper\_ptr Struct Reference

### Data Fields

- void \* **value\_changed**
- void \* **initialDestination**
- void \* **initialValue**
- void \* **set\_destination**
- void \* **set\_value**
- void \* **\_values**
- void \* **\_input**

### 4.223.1 Detailed Description

Definition at line 176 of file Component\_Followers.c.

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

- src/lib/scenegraph/Component\_Followers.c

## 4.224 DataPdu Struct Reference

### Data Fields

- struct **SimulationManagementFamilyPdu** mySimulationManagementFamilyPdu
- unsigned int **requestID**  
*ID of request.*
- unsigned int **padding1**  
*padding*
- unsigned int **numberOfFixedDatumRecords**  
*Number of fixed datum records.*
- unsigned int **numberOfVariableDatumRecords**  
*Number of variable datum records.*
- void \* **fixedDatums**  
*variable length list of fixed datums*
- void \* **variableDatums**  
*variable length list of variable length datums*

### 4.224.1 Detailed Description

Definition at line 1407 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.225 DataQueryPdu Struct Reference

### Data Fields

- struct **SimulationManagementFamilyPdu** **mySimulationManagementFamilyPdu**
- unsigned int **requestID**  
*ID of request.*
- unsigned int **timeInterval**  
*time issues between issues of Data PDUs.*
- unsigned int **numberOfFixedDatumRecords**  
*Number of fixed datum records.*
- unsigned int **numberOfVariableDatumRecords**  
*Number of variable datum records.*
- void \* **fixedDatums**  
*variable length list of fixed datums*
- void \* **variableDatums**  
*variable length list of variable length datums*

### 4.225.1 Detailed Description

Definition at line 815 of file DIS.h.

### 4.225.2 Field Documentation

#### 4.225.2.1 timeInterval

```
unsigned int DataQueryPdu::timeInterval
```

time issues between issues of Data PDUs.

Zero means send once only.

Definition at line 820 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.226 DataQueryReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** **mySimulationManagementWithReliability**↔  
**FamilyPdu**
- unsigned char **requiredReliabilityService**  
*level of reliability service used for this transaction*
- unsigned short **pad1**  
*padding*
- unsigned char **pad2**  
*padding*
- unsigned int **requestID**  
*request ID*
- unsigned int **timeInterval**  
*time interval between issuing data query PDUs*
- unsigned int **numberOfFixedDatumRecords**  
*Fixed datum record count.*
- unsigned int **numberOfVariableDatumRecords**  
*variable datum record count*
- void \* **fixedDatumRecords**  
*Fixed datum records.*
- void \* **variableDatumRecords**  
*Variable datum records.*

### 4.226.1 Detailed Description

Definition at line 1570 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.227 DataReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** **mySimulationManagementWithReliability**↔  
**FamilyPdu**
- unsigned int **requestID**  
*Request ID.*
- unsigned char **requiredReliabilityService**  
*level of reliability service used for this transaction*
- unsigned short **pad1**  
*padding*
- unsigned char **pad2**  
*padding*
- unsigned int **numberOfFixedDatumRecords**  
*Fixed datum record count.*
- unsigned int **numberOfVariableDatumRecords**  
*variable datum record count*
- void \* **fixedDatumRecords**  
*Fixed datum records.*
- void \* **variableDatumRecords**  
*Variable datum records.*



### 4.227.1 Detailed Description

Definition at line 1689 of file DIS.h.

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

- `src/lib/DIS/DIS.h`

## 4.228 datChnk Struct Reference

### Data Fields

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

### 4.228.1 Detailed Description

Definition at line 65 of file soundheader.h.

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

- `src/sound/soundheader.h`

## 4.229 dct\_dc\_size\_entry Struct Reference

### Data Fields

- `unsigned int value`
- `int num_bits`

### 4.229.1 Detailed Description

Definition at line 795 of file mpeg\_berkley.h.

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

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

## 4.230 DDS\_header Union Reference

### Data Fields

- ```

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

4.230.1 Detailed Description

Definition at line 460 of file Component_CubeMapTexturing.c.

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

- src/lib/scenegraph/Component_CubeMapTexturing.c

4.231 DdsLoadInfo Struct Reference

Data Fields

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

4.231.1 Detailed Description

Definition at line 499 of file Component_CubeMapTexturing.c.

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

- src/lib/scenegraph/Component_CubeMapTexturing.c

4.232 DeadReckoningParameter Struct Reference

Data Fields

- unsigned char **deadReckoningAlgorithm**
enumeration of what dead reckoning algorithm to use
- char **otherParameters** [15]
other parameters to use in the dead reckoning algorithm
- struct **Vector3Float** **entityLinearAcceleration**
Linear acceleration of the entity.
- struct **Vector3Float** **entityAngularVelocity**
angular velocity of the entity

4.232.1 Detailed Description

Definition at line 734 of file DIS.h.

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

- src/lib/DIS/DIS.h

4.233 depth_slice Struct Reference

Data Fields

- double **znear**
- double **zfar**

4.233.1 Detailed Description

Definition at line 3148 of file OpenGL_Uutils.c.

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

- src/lib/opengl/OpenGL_Uutils.c

4.234 DesignatorPdu Struct Reference

Data Fields

- struct **DistributedEmissionsFamilyPdu** **myDistributedEmissionsFamilyPdu**
- struct **EntityID** **designatingEntityID**
ID of the entity designating.
- unsigned short **codeName**
This field shall specify a unique emitter database number assigned to differentiate between otherwise similar or identical emitter beams within an emitter system.
- struct **EntityID** **designatedEntityID**
ID of the entity being designated.
- unsigned short **designatorCode**
This field shall identify the designator code being used by the designating entity
- float **designatorPower**
This field shall identify the designator output power in watts.
- float **designatorWavelength**
This field shall identify the designator wavelength in units of microns.
- struct **Vector3Float** **designatorSpotWrtDesignated**
designator spot wrt the designated entity
- struct **Vector3Double** **designatorSpotLocation**
designator spot wrt the designated entity
- char **deadReckoningAlgorithm**
Dead reckoning algorithm.
- unsigned short **padding1**
padding
- char **padding2**
padding
- struct **Vector3Float** **entityLinearAcceleration**
linear acceleration of entity

4.234.1 Detailed Description

Definition at line 1109 of file DIS.h.

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

- src/lib/DIS/DIS.h

4.235 DetonationPdu Struct Reference

Data Fields

- struct **WarfareFamilyPdu** **myWarfareFamilyPdu**
- struct **EntityID** **munitionID**
ID of munition that was fired.
- struct **EventID** **eventID**
ID firing event.
- struct **Vector3Float** **velocity**
ID firing event.
- struct **Vector3Double** **locationInWorldCoordinates**
where the detonation is, in world coordinates
- struct **BurstDescriptor** **burstDescriptor**
Describes munition used.
- struct **Vector3Float** **locationInEntityCoordinates**
location of the detonation or impact in the target entity's coordinate system.
- unsigned char **detonationResult**
result of the explosion
- unsigned char **numberOfArticulationParameters**
How many articulation parameters we have.
- short **pad**
padding
- void * **articulationParameters**

4.235.1 Detailed Description

Definition at line 1736 of file DIS.h.

4.235.2 Field Documentation

4.235.2.1 locationInEntityCoordinates

```
struct Vector3Float DetonationPdu::locationInEntityCoordinates
```

location of the detonation or impact in the target entity's coordinate system.

This information should be used for damage assessment.

Definition at line 1732 of file DIS.h.

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

- src/lib/DIS/DIS.h

4.236 Dict Struct Reference

Data Fields

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

4.236.1 Detailed Description

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

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

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

4.237 DictNode Struct Reference

Data Fields

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

4.237.1 Detailed Description

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

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

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

4.238 directedLine Class Reference

Public Member Functions

- **directedLine** (short dir, **sampledLine** *sl)
- void **init** (short dir, **sampledLine** *sl)
- **Real** * **head** ()
- **Real** * **tail** ()
- **Real** * **getVertex** (Int i)
- Int **get_npoints** ()
- **directedLine** * **getPrev** ()
- **directedLine** * **getNext** ()
- **directedLine** * **getNextPolygon** ()
- **sampledLine** * **getSampledLine** ()
- short **getDirection** ()
- void **putDirection** (short dir)
- void **putPrev** (**directedLine** *p)
- void **putNext** (**directedLine** *p)
- void **insert** (**directedLine** *nl)
- void **deletePolygonList** ()
- void **deleteSinglePolygon** ()
- void **deleteSinglePolygonWithSline** ()
- void **deletePolygonListWithSline** ()
- void **deleteSingleLine** (**directedLine** *dline)
- **directedLine** * **deleteDegenerateLines** ()
- **directedLine** * **deleteDegenerateLinesAllPolygons** ()
- **directedLine** * **cutIntersectionAllPoly** (int &cutOccur)
- short **isPolygon** ()
- Int **complnY** (**directedLine** *nl)
- Int **complnX** (**directedLine** *nl)
- **directedLine** ** **sortAllPolygons** ()
- Int **numEdges** ()
- Int **numEdgesAllPolygons** ()
- Int **numPolygons** ()
- short **isConnected** ()
- **Real** **polyArea** ()
- void **printSingle** ()
- void **printList** ()
- void **printAllPolygons** ()
- void **writeAllPolygons** (char *filename)
- **directedLine** * **insertPolygon** (**directedLine** *newpolygon)
- **directedLine** * **cutoffPolygon** (**directedLine** *p)
- Int **toArraySinglePolygon** (**directedLine** **array, Int index)
- **directedLine** ** **toArrayAllPolygons** (Int &total_num_edges)
- void **connectDiagonal** (**directedLine** *v1, **directedLine** *v2, **directedLine** **ret_p1, **directedLine** **ret_p2, **sampledLine** **generatedLine, **directedLine** *list)
- void **connectDiagonal_2slines** (**directedLine** *v1, **directedLine** *v2, **directedLine** **ret_p1, **directedLine** **ret_p2, **directedLine** *list)
- Int **samePolygon** (**directedLine** *v1, **directedLine** *v2)
- void **setRootBit** ()
- void **resetRootBit** ()
- **directedLine** * **findRoot** ()
- void **rootLinkSet** (**directedLine** *r)
- **directedLine** * **rootLinkFindRoot** ()
- **directedLine** * **deleteChain** (**directedLine** *begin, **directedLine** *end)

4.238.1 Detailed Description

Definition at line 41 of file directedLine.h.

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

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

4.239 dis_class Struct Reference

Data Fields

- struct **disfieldattr** * **fields**
- unsigned char **pduType**
- unsigned char **protocolFamily**

4.239.1 Detailed Description

Definition at line 1421 of file DIS.c.

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

- src/lib/DIS/DIS.c

4.240 dis_socket Struct Reference

Data Fields

- int **port**
- char * **address**
- SOCKET **socket**
- struct sockaddr_in **saddr**
- int **multicastRelayPort**
- char * **multicastRelayHost**
- int **idir**
- struct **Vector** * **registered**
- double **lasttime**

4.240.1 Detailed Description

Definition at line 101 of file socketutils.c.

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

- src/lib/scenegraph/socketutils.c

4.241 disfieldattr Struct Reference

Data Fields

- int **kind**
- int **type**
- char * **name**
- char * **comment**
- int **listLength**
- char * **countfieldname**
- int **countfieldindex**
- int **dynamicListClassAttribute**
- double **defaultvalue**
- int **listkind**
- int **couldBeString**
- int **isBitField**
- int **size**
- int **offset**

4.241.1 Detailed Description

Definition at line 166 of file DIS.c.

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

- src/lib/DIS/DIS.c

4.242 DisplayList Class Reference

Public Member Functions

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

4.242.1 Detailed Description

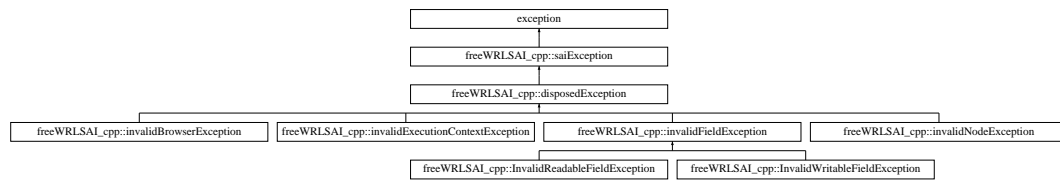
Definition at line 64 of file displaylist.h.

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

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

4.243 freeWRLSAI_cpp::disposedException Class Reference

Inheritance diagram for freeWRLSAI_cpp::disposedException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.243.1 Detailed Description

Definition at line 96 of file SAexception.h.

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

- src/SAI_Cpp/SAexception.h

4.244 DistributedEmissionsFamilyPdu Struct Reference

Data Fields

- struct **Pdu** myPdu

4.244.1 Detailed Description

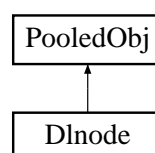
Definition at line 1055 of file DIS.h.

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

- src/lib/DIS/DIS.h

4.245 Dlnode Struct Reference

Inheritance diagram for Dlnode:



Public Member Functions

- **Dlnode** (PFVS, void *, PFVS)

Data Fields

- PFVS **work**
- void * **arg**
- PFVS **cleanup**
- **Dlnode** * **next**

4.245.1 Detailed Description

Definition at line 48 of file displaylist.h.

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

- src/libnurbs/internals/displaylist.h

4.246 draw_call_params Struct Reference

Data Fields

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

4.246.1 Detailed Description

Definition at line 71 of file RenderFuncs.c.

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

- src/lib/scenegraph/RenderFuncs.c

4.247 duk__bigint Struct Reference

Data Fields

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

4.247.1 Detailed Description

Definition at line 79158 of file duktape.c.

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

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

4.248 duk__compile_raw_args Struct Reference

Data Fields

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

4.248.1 Detailed Description

Definition at line 14477 of file duktape.c.

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

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

4.249 duk__compiler_stkstate Struct Reference

Data Fields

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

4.249.1 Detailed Description

Definition at line 60564 of file duktape.c.

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

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

4.250 duk__decode_context Struct Reference

Data Fields

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

4.250.1 Detailed Description

Definition at line 28998 of file duktape.c.

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

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

4.251 duk__encode_context Struct Reference

Data Fields

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

4.251.1 Detailed Description

Definition at line 28993 of file duktape.c.

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

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

4.252 duk__exp_limits Struct Reference

Data Fields

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

4.252.1 Detailed Description

Definition at line 79117 of file duktape.c.

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

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

4.253 duk__id_lookup_result Struct Reference

Data Fields

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

4.253.1 Detailed Description

Definition at line 74922 of file duktape.c.

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

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

4.254 duk__numconv_stringify_ctx Struct Reference

Data Fields

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

4.254.1 Detailed Description

Definition at line 79713 of file duktape.c.

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

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

4.255 duk__objlit_state Struct Reference

Data Fields

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

4.255.1 Detailed Description

Definition at line 63400 of file duktape.c.

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

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

4.256 duk__pcall_prop_args Struct Reference

Data Fields

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

4.256.1 Detailed Description

Definition at line 13370 of file duktape.c.

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

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

4.257 duk__re_disjunction_info Struct Reference

Data Fields

- duk_int32_t **charlen**

4.257.1 Detailed Description

Definition at line 81390 of file duktape.c.

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

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

4.258 duk__transform_context Struct Reference

Data Fields

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

4.258.1 Detailed Description

Definition at line 30416 of file duktape.c.

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

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

4.259 duk_activation Struct Reference

Data Fields

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

4.259.1 Detailed Description

Definition at line 6846 of file duktape.c.

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

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

4.260 duk_bitdecoder_ctx Struct Reference

Data Fields

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

4.260.1 Detailed Description

Definition at line 1856 of file duktape.c.

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

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

4.261 duk_bitencoder_ctx Struct Reference

Data Fields

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

4.261.1 Detailed Description

Definition at line 1870 of file duktape.c.

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

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

4.262 duk_breakpoint Struct Reference

Data Fields

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

4.262.1 Detailed Description

Definition at line 7670 of file duktape.c.

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

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

4.263 duk_bufwriter_ctx Struct Reference

Data Fields

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

4.263.1 Detailed Description

Definition at line 1941 of file duktape.c.

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

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

4.264 duk_catcher Struct Reference

Data Fields

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

4.264.1 Detailed Description

Definition at line 6898 of file duktape.c.

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

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

4.265 duk_compiler_ctx Struct Reference

Data Fields

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

4.265.1 Detailed Description

Definition at line 3635 of file duktape.c.

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

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

4.266 duk_compiler_func Struct Reference

Data Fields

- **duk_bufwriter_ctx** bw_code
- **duk_hstring** * h_name
- **duk_hobject** * h_consts
- **duk_hobject** * h_funcs
- **duk_hobject** * h_decls
- **duk_hobject** * h_labelnames
- **duk_hbuffer_dynamic** * h_labelinfos
- **duk_hobject** * h_argnames
- **duk_hobject** * h_varmap
- **duk_idx_t** consts_idx
- **duk_idx_t** funcs_idx
- **duk_idx_t** decls_idx
- **duk_idx_t** labelnames_idx
- **duk_idx_t** labelinfos_idx
- **duk_idx_t** argnames_idx
- **duk_idx_t** varmap_idx
- **duk_reg_t** temp_first
- **duk_reg_t** temp_next
- **duk_reg_t** temp_max
- **duk_reg_t** shuffle1

- `duk_reg_t shuffle2`
- `duk_reg_t shuffle3`
- `duk_int_t nud_count`
- `duk_int_t led_count`
- `duk_int_t paren_level`
- `duk_bool_t expr_lhs`
- `duk_bool_t allow_in`
- `duk_int_t stmt_next`
- `duk_int_t label_next`
- `duk_int_t catch_depth`
- `duk_int_t with_depth`
- `duk_int_t fnum_next`
- `duk_int_t num_formals`
- `duk_reg_t reg_stmt_value`
- `duk_uint8_t is_function`
- `duk_uint8_t is_eval`
- `duk_uint8_t is_global`
- `duk_uint8_t is_namebinding`
- `duk_uint8_t is_constructable`
- `duk_uint8_t is_setget`
- `duk_uint8_t is_strict`
- `duk_uint8_t is_notail`
- `duk_uint8_t in_directive_prologue`
- `duk_uint8_t in_scanning`
- `duk_uint8_t may_direct_eval`
- `duk_uint8_t id_access_arguments`
- `duk_uint8_t id_access_slow`
- `duk_uint8_t id_access_slow_own`
- `duk_uint8_t is_arguments_shadowed`
- `duk_uint8_t needs_shuffle`
- `duk_uint8_t reject_regexp_in_adv`

4.266.1 Detailed Description

Definition at line 3552 of file duktape.c.

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

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

4.267 `duk_compiler_instr` Struct Reference

Data Fields

- `duk_instr_t ins`
- `duk_uint32_t line`

4.267.1 Detailed Description

Definition at line 3516 of file duktape.c.

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

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

4.268 duk_double_union Union Reference

Data Fields

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

4.268.1 Detailed Description

Definition at line 1292 of file duktape.h.

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

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

4.269 duk_function_list_entry Struct Reference

Data Fields

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

4.269.1 Detailed Description

Definition at line 224 of file duktape.h.

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

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

4.270 duk_harray Struct Reference

Data Fields

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

4.270.1 Detailed Description

Definition at line 7057 of file duktape.c.

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

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

4.271 duk_hbuffer Struct Reference

Data Fields

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

4.271.1 Detailed Description

Definition at line 7255 of file duktape.c.

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

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

4.272 duk_hbuffer_dynamic Struct Reference

Data Fields

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

4.272.1 Detailed Description

Definition at line 7355 of file duktape.c.

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

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

4.273 duk_hbuffer_external Struct Reference

Data Fields

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

4.273.1 Detailed Description

Definition at line 7384 of file duktape.c.

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

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

4.274 duk_hbuffer_fixed Struct Reference

Data Fields

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

### 4.274.1 Detailed Description

Definition at line 7301 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.275 duk\_hbufobj Struct Reference

### Data Fields

- **duk\_hobject** **obj**
- **duk\_hbuffer \*** **buf**
- **duk\_hobject \*** **buf\_prop**
- **duk\_uint\_t** **offset**
- **duk\_uint\_t** **length**
- **duk\_uint8\_t** **shift**
- **duk\_uint8\_t** **elem\_type**
- **duk\_uint8\_t** **is\_typedarray**

### 4.275.1 Detailed Description

Definition at line 6593 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.276 duk\_hcompfunc Struct Reference

### Data Fields

- **duk\_hobject** obj
- **duk\_hbuffer** \* data
- **duk\_hobject** \*\* funcs
- **duk\_instr\_t** \* bytecode
- **duk\_hobject** \* lex\_env
- **duk\_hobject** \* var\_env
- **duk\_uint16\_t** nregs
- **duk\_uint16\_t** nargs

### 4.276.1 Detailed Description

Definition at line 6334 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.277 duk\_heap Struct Reference

### Data Fields

- **duk\_small\_uint\_t** flags
- **duk\_alloc\_function** alloc\_func
- **duk\_realloc\_function** realloc\_func
- **duk\_free\_function** free\_func
- void \* **heap\_udata**
- **duk\_fatal\_function** fatal\_func
- **duk\_heaphdr** \* heap\_allocated
- **duk\_heaphdr** \* refzero\_list
- **duk\_heaphdr** \* refzero\_list\_tail
- **duk\_int\_t** mark\_and\_sweep\_trigger\_counter
- **duk\_int\_t** mark\_and\_sweep\_recursion\_depth
- **duk\_small\_uint\_t** mark\_and\_sweep\_base\_flags
- **duk\_heaphdr** \* finalize\_list
- **duk\_ljstate** lj
- **duk\_bool\_t** handling\_error



- **duk\_hthread** \* heap\_thread
- **duk\_hthread** \* curr\_thread
- **duk\_hobject** \* heap\_object
- duk\_int\_t call\_recursion\_depth
- duk\_int\_t call\_recursion\_limit
- duk\_uint32\_t hash\_seed
- duk\_uint32\_t rnd\_state
- duk\_uint32\_t sym\_counter [2]
- **duk\_hstring** \*\* strtable
- duk\_uint32\_t st\_size
- duk\_uint32\_t st\_used
- **duk\_strcache** strcache [DUK\_HEAP\_STRCACHE\_SIZE]
- **duk\_hstring** \* strs [DUK\_HEAP\_NUM\_STRINGS]

#### 4.277.1 Detailed Description

Definition at line 7751 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.278 duk\_heaphdr Struct Reference

### Data Fields

- duk\_uint32\_t h\_flags
- duk\_size\_t h\_refcount
- **duk\_heaphdr** \* h\_next
- **duk\_heaphdr** \* h\_prev

#### 4.278.1 Detailed Description

Definition at line 3787 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.279 duk\_heaphdr\_string Struct Reference

### Data Fields

- duk\_uint32\_t h\_flags
- duk\_size\_t h\_refcount

### 4.279.1 Detailed Description

Definition at line 3826 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.280 duk\_hnatfunc Struct Reference

### Data Fields

- **duk\_hobject** **obj**
- **duk\_c\_function** **func**
- **duk\_int16\_t** **nargs**
- **duk\_int16\_t** **magic**

### 4.280.1 Detailed Description

Definition at line 6474 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.281 duk\_hobject Struct Reference

### Data Fields

- **duk\_heaphdr** **hdr**
- **duk\_uint8\_t** \* **props**
- **duk\_hobject** \* **prototype**
- **duk\_uint32\_t** **e\_size**
- **duk\_uint32\_t** **e\_next**
- **duk\_uint32\_t** **a\_size**
- **duk\_uint32\_t** **h\_size**

### 4.281.1 Detailed Description

Definition at line 5969 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.282 duk\_hstring Struct Reference

### Data Fields

- **duk\_heaphdr\_string** **hdr**
- duk\_uint32\_t **hash**
- duk\_uarridx\_t **arridx**
- duk\_uint32\_t **blen**
- duk\_uint32\_t **clen**

### 4.282.1 Detailed Description

Definition at line 5165 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.283 duk\_hstring\_external Struct Reference

### Data Fields

- **duk\_hstring** **str**
- const duk\_uint8\_t \* **extdata**

### 4.283.1 Detailed Description

Definition at line 5216 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.284 duk\_hthread Struct Reference

### Data Fields

- **duk\_hobject** obj
- **duk\_instr\_t** \*\* ptr\_curr\_pc
- **duk\_heap** \* heap
- **duk\_uint8\_t** strict
- **duk\_uint8\_t** state
- **duk\_uint8\_t** unused1
- **duk\_uint8\_t** unused2
- **duk\_size\_t** valstack\_max
- **duk\_size\_t** callstack\_max
- **duk\_size\_t** catchstack\_max
- **duk\_tval** \* valstack
- **duk\_tval** \* valstack\_end
- **duk\_tval** \* valstack\_bottom
- **duk\_tval** \* valstack\_top
- **duk\_size\_t** valstack\_size
- **duk\_activation** \* callstack
- **duk\_size\_t** callstack\_size
- **duk\_size\_t** callstack\_top
- **duk\_size\_t** callstack\_preventcount
- **duk\_catcher** \* catchstack
- **duk\_size\_t** catchstack\_size
- **duk\_size\_t** catchstack\_top
- **duk\_hthread** \* resumer
- **duk\_compiler\_ctx** \* compile\_ctx
- **duk\_hobject** \* builtins [DUK\_NUM\_BUILTINS]
- **duk\_hstring** \*\* strs

### 4.284.1 Detailed Description

Definition at line 6907 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.285 duk\_internal\_thread\_state Struct Reference

### Data Fields

- **duk\_ljstate** lj
- **duk\_bool\_t** handling\_error
- **duk\_hthread** \* curr\_thread
- **duk\_int\_t** call\_recursion\_depth

### 4.285.1 Detailed Description

Definition at line 14932 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.286 duk\_ispec Struct Reference

### Data Fields

- duk\_small\_uint\_t t
- duk\_regconst\_t regconst
- duk\_idx\_t valstack\_idx

### 4.286.1 Detailed Description

Definition at line 3489 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.287 duk\_ivalue Struct Reference

### Data Fields

- duk\_small\_uint\_t t
- duk\_small\_uint\_t op
- duk\_ispec x1
- duk\_ispec x2

### 4.287.1 Detailed Description

Definition at line 3495 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.288 duk\_jmpbuf Struct Reference

### Data Fields

- DUK\_JMPBUF\_TYPE jb

### 4.288.1 Detailed Description

Definition at line 229 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.289 duk\_json\_dec\_ctx Struct Reference

### Data Fields

- **duk\_hthread** \* **thr**
- const duk\_uint8\_t \* **p**
- const duk\_uint8\_t \* **p\_start**
- const duk\_uint8\_t \* **p\_end**
- duk\_idx\_t **idx\_reviver**
- duk\_small\_uint\_t **flags**
- duk\_small\_uint\_t **flag\_ext\_custom**
- duk\_small\_uint\_t **flag\_ext\_compatible**
- duk\_small\_uint\_t **flag\_ext\_custom\_or\_compatible**
- duk\_int\_t **recursion\_depth**
- duk\_int\_t **recursion\_limit**

### 4.289.1 Detailed Description

Definition at line 9158 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.290 duk\_json\_enc\_ctx Struct Reference

### Data Fields

- **duk\_hthread** \* **thr**
- **duk\_bufwriter\_ctx** **bw**
- **duk\_hobject** \* **h\_replacer**
- **duk\_hstring** \* **h\_gap**
- duk\_idx\_t **idx\_proplist**
- duk\_idx\_t **idx\_loop**
- duk\_small\_uint\_t **flags**
- duk\_small\_uint\_t **flag\_ascii\_only**
- duk\_small\_uint\_t **flag\_avoid\_key\_quotes**
- duk\_small\_uint\_t **flag\_ext\_custom**
- duk\_small\_uint\_t **flag\_ext\_compatible**
- duk\_small\_uint\_t **flag\_ext\_custom\_or\_compatible**
- duk\_int\_t **recursion\_depth**
- duk\_int\_t **recursion\_limit**
- duk\_uint\_t **mask\_for\_undefined**
- duk\_small\_uint\_t **stridx\_custom\_undefined**
- duk\_small\_uint\_t **stridx\_custom\_nan**
- duk\_small\_uint\_t **stridx\_custom\_neginf**
- duk\_small\_uint\_t **stridx\_custom\_posinf**
- duk\_small\_uint\_t **stridx\_custom\_function**
- **duk\_hobject** \* **visiting** [DUK\_JSON\_ENC\_LOOPARRAY]

### 4.290.1 Detailed Description

Definition at line 9130 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.291 duk\_labelinfo Struct Reference

### Data Fields

- duk\_small\_uint\_t **flags**
- duk\_int\_t **label\_id**
- duk\_hstring \* **h\_label**
- duk\_int\_t **catch\_depth**
- duk\_int\_t **pc\_label**

### 4.291.1 Detailed Description

Definition at line 3534 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.292 duk\_lexer\_codepoint Struct Reference

### Data Fields

- duk\_codepoint\_t **codepoint**
- duk\_size\_t **offset**
- duk\_int\_t **line**

### 4.292.1 Detailed Description

Definition at line 3390 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.293 duk\_lexer\_ctx Struct Reference

### Data Fields

- **duk\_lexer\_codepoint** \* **window**
- **duk\_lexer\_codepoint** **buffer** [DUK\_LEXER\_BUFFER\_SIZE]
- **duk\_hthread** \* **thr**
- const duk\_uint8\_t \* **input**
- duk\_size\_t **input\_length**
- duk\_size\_t **input\_offset**
- duk\_int\_t **input\_line**
- duk\_idx\_t **slot1\_idx**
- duk\_idx\_t **slot2\_idx**
- duk\_idx\_t **buf\_idx**
- **duk\_hbuffer\_dynamic** \* **buf**
- **duk\_bufwriter\_ctx** **bw**
- duk\_int\_t **token\_count**
- duk\_int\_t **token\_limit**

### 4.293.1 Detailed Description

Definition at line 3397 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.294 duk\_lexer\_point Struct Reference

### Data Fields

- duk\_size\_t **offset**
- duk\_int\_t **line**

### 4.294.1 Detailed Description

Definition at line 3384 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c



## 4.295 duk\_ljstate Struct Reference

### Data Fields

- **duk\_jmpbuf** \* **jmpbuf\_ptr**
- duk\_small\_uint\_t **type**
- duk\_bool\_t **iserror**
- **duk\_tval** **value1**
- **duk\_tval** **value2**

### 4.295.1 Detailed Description

Definition at line 7716 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.296 duk\_memory\_functions Struct Reference

### Data Fields

- duk\_alloc\_function **alloc\_func**
- duk\_realloc\_function **realloc\_func**
- duk\_free\_function **free\_func**
- void \* **udata**

### 4.296.1 Detailed Description

Definition at line 217 of file duktape.h.

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

- src/lib/world\_script/duktape/duktape.h

## 4.297 duk\_number\_list\_entry Struct Reference

### Data Fields

- const char \* **key**
- duk\_double\_t **value**

### 4.297.1 Detailed Description

Definition at line 230 of file duktape.h.

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

- src/lib/world\_script/duktape/duktape.h

## 4.298 duk\_propaccessor Struct Reference

### Data Fields

- **duk\_hobject** \* **get**
- **duk\_hobject** \* **set**

### 4.298.1 Detailed Description

Definition at line 5943 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.299 duk\_propdesc Struct Reference

### Data Fields

- **duk\_small\_int\_t** **flags**
- **duk\_hobject** \* **get**
- **duk\_hobject** \* **set**
- **duk\_int\_t** **e\_idx**
- **duk\_int\_t** **h\_idx**
- **duk\_int\_t** **a\_idx**

### 4.299.1 Detailed Description

Definition at line 5957 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.300 duk\_propvalue Union Reference

### Data Fields

- **duk\_tval** v
- **duk\_propaccessor** a

### 4.300.1 Detailed Description

Definition at line 5948 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.301 duk\_re\_compiler\_ctx Struct Reference

### Data Fields

- **duk\_hthread** \* thr
- duk\_uint32\_t **re\_flags**
- **duk\_lexer\_ctx** lex
- **duk\_re\_token** curr\_token
- **duk\_bufwriter\_ctx** bw
- duk\_uint32\_t **captures**
- duk\_uint32\_t **highest\_backref**
- duk\_uint32\_t **recursion\_depth**
- duk\_uint32\_t **recursion\_limit**
- duk\_uint32\_t **nranges**

### 4.301.1 Detailed Description

Definition at line 3733 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.302 duk\_re\_matcher\_ctx Struct Reference

### Data Fields

- **duk\_hthread** \* thr
- duk\_uint32\_t **re\_flags**
- const duk\_uint8\_t \* **input**
- const duk\_uint8\_t \* **input\_end**
- const duk\_uint8\_t \* **bytecode**
- const duk\_uint8\_t \* **bytecode\_end**
- const duk\_uint8\_t \*\* **saved**
- duk\_uint32\_t **nsaved**
- duk\_uint32\_t **recursion\_depth**
- duk\_uint32\_t **recursion\_limit**
- duk\_uint32\_t **steps\_count**
- duk\_uint32\_t **steps\_limit**

### 4.302.1 Detailed Description

Definition at line 3717 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.303 duk\_re\_token Struct Reference

### Data Fields

- duk\_small\_int\_t **t**
- duk\_small\_int\_t **greedy**
- duk\_uint\_fast32\_t **num**
- duk\_uint\_fast32\_t **qmin**
- duk\_uint\_fast32\_t **qmax**

### 4.303.1 Detailed Description

Definition at line 3375 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.304 duk\_strcache Struct Reference

### Data Fields

- duk\_hstring \* **h**
- duk\_uint32\_t **bidx**
- duk\_uint32\_t **cidx**

### 4.304.1 Detailed Description

Definition at line 7705 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.305 duk\_strtab\_entry Struct Reference

### Data Fields

- duk\_size\_t **listlen**
- union {  
    duk\_hstring \*\* **strlist**  
    duk\_hstring \* **str**  
} **u**

### 4.305.1 Detailed Description

Definition at line 7728 of file duktape.c.

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

- src/lib/world\_script/duktape/duktape.c

## 4.306 duk\_thread\_state Struct Reference

### Data Fields

- char **data** [128]

### 4.306.1 Detailed Description

Definition at line 209 of file duktape.h.

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

- src/lib/world\_script/duktape/duktape.h

## 4.307 duk\_time\_components Struct Reference

### Data Fields

- duk\_double\_t **year**
- duk\_double\_t **month**
- duk\_double\_t **day**
- duk\_double\_t **hours**
- duk\_double\_t **minutes**
- duk\_double\_t **seconds**
- duk\_double\_t **milliseconds**
- duk\_double\_t **weekday**

### 4.307.1 Detailed Description

Definition at line 235 of file duktape.h.

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

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

## 4.308 duk\_token Struct Reference

### Data Fields

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

### 4.308.1 Detailed Description

Definition at line 3359 of file duktape.c.

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

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

## 4.309 duk\_tval\_unused Struct Reference

### Data Fields

- `duk_uint16_t a`
- `duk_uint16_t b`
- `duk_uint16_t c`
- `duk_uint16_t d`

### 4.309.1 Detailed Description

Definition at line 415 of file duktape.c.

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

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

## 4.310 EAI\_Extra\_Data Struct Reference

### Data Fields

- int **field\_id**
- int **node\_id**
- int **field\_type**
- int **listener\_id**

### 4.310.1 Detailed Description

Definition at line 76 of file EAIHeaders.h.

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

- src/lib/input/EAIHeaders.h

## 4.311 EAI\_ListenerStruct Struct Reference

### Data Fields

- int **FreeWRL\_RegisterNumber**
- int **type**
- int **datasize**
- void \* **dataArea**
- void \* **arg**
- void(\* **functionHandler** )( X3DNode \*, double, void \*arg)

### 4.311.1 Detailed Description

Definition at line 11 of file EAI\_C\_Advise.c.

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

- src/libeai/EAI\_C\_Advise.c

## 4.312 vrml.external.FreeWRLEAI.EAIAsyncMessage Class Reference

### Data Fields

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

### 4.312.1 Detailed Description

Definition at line 20 of file `EAIAsyncMessage.java`.

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

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

## 4.313 sai.eai.EAIAsyncMessage Class Reference

### Data Fields

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

### 4.313.1 Detailed Description

Definition at line 20 of file `EAIAsyncMessage.java`.

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

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

## 4.314 vrml.external.FreeWRLEAI.EAIAsyncQueue Class Reference

### Public Member Functions

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

### 4.314.1 Detailed Description

Definition at line 20 of file `EAIAsyncQueue.java`.

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

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



## 4.315 sai.eai.EAIAsyncQueue Class Reference

### Public Member Functions

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

### 4.315.1 Detailed Description

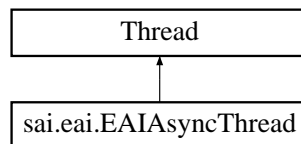
Definition at line 20 of file EAIAsyncQueue.java.

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

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

## 4.316 sai.eai.EAIAsyncThread Class Reference

Inheritance diagram for sai.eai.EAIAsyncThread:



### Public Member Functions

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

### 4.316.1 Detailed Description

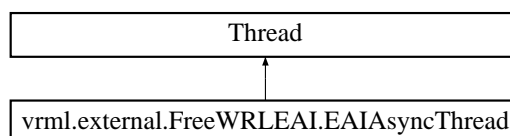
Definition at line 36 of file EAIAsyncThread.java.

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

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

## 4.317 vrml.external.FreeWRLEAI.EAIAsyncThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAIAsyncThread:



## Public Member Functions

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

### 4.317.1 Detailed Description

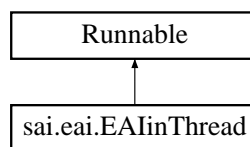
Definition at line 34 of file EAIAsyncThread.java.

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

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

## 4.318 sai.eai.EAIinThread Class Reference

Inheritance diagram for sai.eai.EAIinThread:



## Public Member Functions

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

### 4.318.1 Detailed Description

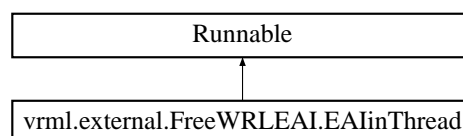
Definition at line 12 of file EAIinThread.java.

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

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

## 4.319 vrml.external.FreeWRLEAI.EAIinThread Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.EAIinThread:



## Public Member Functions

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

### 4.319.1 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

## 4.320 sai.eai.EAIMessage Class Reference

## Public Member Functions

- **EAIMessage** (String thismsg)

## Data Fields

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

### 4.320.1 Detailed Description

Definition at line 20 of file EAIMessage.java.

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

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

## 4.321 vrml.external.FreeWRLEAI.EAIMessage Class Reference

## Public Member Functions

- **EAIMessage** (String thismsg)

## Data Fields

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

### 4.321.1 Detailed Description

Definition at line 20 of file EAIMessage.java.

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

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

## 4.322 EAINodeIndexStruct Struct Reference

### Data Fields

- struct **X3D\_Node** \* **actualNodePtr**
- int **nodeType**
- struct **Vector** \* **nodeParams**

### 4.322.1 Detailed Description

Definition at line 141 of file EAIHelpers.c.

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

- `src/lib/input/EAIHelpers.c`

## 4.323 EAINodeParams Struct Reference

### Data Fields

- struct **X3D\_Node** \* **thisFieldNodePointer**
- int **fieldOffset**
- int **datalen**
- int **typeString**
- int **scripttype**
- char \* **invokedPROTOValue**

### 4.323.1 Detailed Description

Definition at line 132 of file EAIHelpers.c.

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

- `src/lib/input/EAIHelpers.c`

## 4.324 sai.eai.EAloutQueue Class Reference

### Public Member Functions

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

### 4.324.1 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

## 4.325 vrml.external.FreeWRLEAI.EAloutQueue Class Reference

### Public Member Functions

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

### 4.325.1 Detailed Description

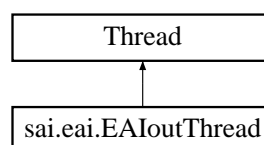
Definition at line 21 of file EAloutQueue.java.

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

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

## 4.326 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** ()

### 4.326.1 Detailed Description

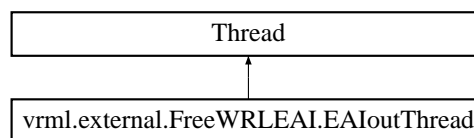
Definition at line 33 of file EAloutThread.java.

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

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

## 4.327 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** ()

### 4.327.1 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

## 4.328 EdgePair Struct Reference

### Data Fields

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

### 4.328.1 Detailed Description

Definition at line 59 of file mesh.c.

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

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

## 4.329 EightByteChunk Struct Reference

### Data Fields

- char **otherParameters** [8]  
*Eight bytes of arbitrary data.*

### 4.329.1 Detailed Description

Definition at line 274 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.330 ElectronicEmissionBeamData Struct Reference

### Data Fields

- unsigned char **beamDataLength**  
*This field shall specify the length of this beams data in 32 bit words.*
- unsigned char **beamIDNumber**  
*This field shall specify a unique emitter database number assigned to differentiate between otherwise similar or identical emitter beams within an emitter system.*
- unsigned short **beamParameterIndex**  
*This field shall specify a Beam Parameter Index number that shall be used by receiving entities in conjunction with the Emitter Name field to provide a pointer to the stored database parameters required to regenerate the beam.*
- struct **FundamentalParameterData** **fundamentalParameterData**  
*Fundamental parameter data such as frequency range, beam sweep, etc.*
- unsigned char **beamFunction**  
*beam function of a particular beam*
- unsigned char **numberOfTrackJamTargets**  
*Number of track/jam targets.*
- unsigned char **highDensityTrackJam**  
*whether or not the receiving simulation apps can assume all the targets in the scan pattern are being tracked/jammed*
- unsigned char **pad4**  
*padding*
- unsigned int **jammingModeSequence**  
*identify jamming techniques used*
- void \* **trackJamTargets**  
*variable length list of track/jam targets*

### 4.330.1 Detailed Description

Definition at line 676 of file DIS.h.

### 4.330.2 Field Documentation

#### 4.330.2.1 beamParameterIndex

```
unsigned short ElectronicEmissionBeamData::beamParameterIndex
```

This field shall specify a Beam Parameter Index number that shall be used by receiving entities in conjunction with the Emitter Name field to provide a pointer to the stored database parameters required to regenerate the beam.

Definition at line 682 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.331 ElectronicEmissionsPdu Struct Reference

### Data Fields

- struct **DistributedEmissionsFamilyPdu** myDistributedEmissionsFamilyPdu
- struct **EntityID** emittingEntityID  
*ID of the entity emitting.*
- struct **EventID** eventID  
*ID of event.*
- unsigned char **stateUpdateIndicator**  
*This field shall be used to indicate if the data in the PDU represents a state update or just data that has changed since issuance of the last Electromagnetic Emission PDU [relative to the identified entity and emission system(s)].*
- unsigned char **numberOfSystems**  
*This field shall specify the number of emission systems being described in the current PDU.*
- unsigned short **paddingForEmissionsPdu**  
*padding*
- void \* **systems**  
*Electronic emissions systems.*

### 4.331.1 Detailed Description

Definition at line 1283 of file DIS.h.

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

- src/lib/DIS/DIS.h



## 4.332 ElectronicEmissionSystemData Struct Reference

### Data Fields

- unsigned char **systemDataLength**  
*This field shall specify the length of this emitter system's data (including beam data and its track/jam information) in 32-bit words.*
- unsigned char **numberOfBeams**  
*This field shall specify the number of beams being described in the current PDU for the system being described.*
- unsigned short **emissionsPadding2**  
*padding.*
- struct **EmitterSystem emitterSystem**  
*This field shall specify information about a particular emitter system.*
- struct **Vector3Float location**  
*Location with respect to the entity.*
- void \* **beamDataRecords**  
*variable length list of beam data records*

### 4.332.1 Detailed Description

Definition at line 1003 of file DIS.h.

### 4.332.2 Field Documentation

#### 4.332.2.1 numberOfBeams

```
unsigned char ElectronicEmissionSystemData::numberOfBeams
```

This field shall specify the number of beams being described in the current PDU for the system being described.

Definition at line 1007 of file DIS.h.

#### 4.332.2.2 systemDataLength

```
unsigned char ElectronicEmissionSystemData::systemDataLength
```

This field shall specify the length of this emitter system's data (including beam data and its track/jam information) in 32-bit words.

The length shall include the System Data Length field.

Definition at line 1005 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.333 ellipsoid Struct Reference

### Data Fields

- double **a**
- double **b**
- double **f**

### 4.333.1 Detailed Description

Definition at line 409 of file Component\_Geospatial.c.

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

- src/lib/scenegraph/Component\_Geospatial.c

## 4.334 EmitterSystem Struct Reference

### Data Fields

- unsigned short **emitterName**  
*Name of the emitter, 16 bit enumeration.*
- unsigned char **function**  
*function of the emitter, 8 bit enumeration*
- unsigned char **emitterIdNumber**  
*emitter ID, 8 bit enumeration*

### 4.334.1 Detailed Description

Definition at line 658 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.335 EntityID Struct Reference

### Data Fields

- unsigned short **site**  
*The site ID.*
- unsigned short **application**  
*The application ID.*
- unsigned short **entity**  
*the entity ID*

### 4.335.1 Detailed Description

Definition at line 571 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.336 EntityInformationFamilyPdu Struct Reference

### Data Fields

- struct **Pdu** myPdu

### 4.336.1 Detailed Description

Definition at line 1497 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.337 EntityManagementFamilyPdu Struct Reference

### Data Fields

- struct **Pdu** myPdu

### 4.337.1 Detailed Description

Definition at line 1214 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.338 EntityStatePdu Struct Reference

### Data Fields

- struct **EntityInformationFamilyPdu** **myEntityInformationFamilyPdu**
- struct **EntityID** **entityID**  
*Unique ID for an entity that is tied to this state information.*
- unsigned char **forceld**  
*What force this entity is affiliated with, eg red, blue, neutral, etc.*
- char **numberOfArticulationParameters**  
*How many articulation parameters are in the variable length list.*
- struct **EntityType** **entityType**  
*Describes the type of entity in the world.*
- struct **EntityType** **alternativeEntityType**
- struct **Vector3Float** **entityLinearVelocity**  
*Describes the speed of the entity in the world.*
- struct **Vector3Double** **entityLocation**  
*describes the location of the entity in the world*
- struct **Orientation** **entityOrientation**  
*describes the orientation of the entity, in euler angles*
- int **entityAppearance**  
*a series of bit flags that are used to help draw the entity, such as smoking, on fire, etc.*
- struct **DeadReckoningParameter** **deadReckoningParameters**  
*parameters used for dead reckoning*
- struct **Marking** **marking**  
*characters that can be used for debugging, or to draw unique strings on the side of entities in the world*
- int **capabilities**  
*a series of bit flags*
- void \* **articulationParameters**  
*variable length list of articulation parameters*

### 4.338.1 Detailed Description

Definition at line 2133 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.339 EntityStateUpdatePdu Struct Reference

### Data Fields

- struct **EntityInformationFamilyPdu** **myEntityInformationFamilyPdu**
- struct **EntityID** **entityID**  
*This field shall identify the entity issuing the PDU.*
- char **padding1**  
*Padding.*
- unsigned char **numberOfArticulationParameters**  
*How many articulation parameters are in the variable length list.*
- struct **Vector3Float** **entityLinearVelocity**  
*Describes the speed of the entity in the world.*
- struct **Vector3Double** **entityLocation**  
*describes the location of the entity in the world*
- struct **Orientation** **entityOrientation**  
*describes the orientation of the entity, in euler angles*
- int **entityAppearance**  
*a series of bit flags that are used to help draw the entity, such as smoking, on fire, etc.*
- void \* **articulationParameters**

### 4.339.1 Detailed Description

Definition at line 1640 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.340 EntityType Struct Reference

### Data Fields

- unsigned char **entityKind**  
*Kind of entity.*
- unsigned char **domain**  
*Domain of entity (air, surface, subsurface, space, etc)*
- unsigned short **country**  
*country to which the design of the entity is attributed*
- unsigned char **category**  
*category of entity*
- unsigned char **subcategory**  
*subcategory of entity*
- unsigned char **specific**  
*specific info based on subcategory field*
- unsigned char **extra**

### 4.340.1 Detailed Description

Definition at line 478 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.341 Environment Struct Reference

### Data Fields

- unsigned int **environmentType**  
*Record type.*
- unsigned char **length**  
*length, in bits*
- unsigned char **index**  
*Identify the sequentially numbered record index.*
- unsigned char **padding1**  
*padding*
- unsigned char **geometry**  
*Geometry or state record.*
- unsigned char **padding2**  
*padding to bring the total size up to a 64 bit boundry*

### 4.341.1 Detailed Description

Definition at line 527 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.342 EnvironmentalProcessPdu Struct Reference

### Data Fields

- struct **SyntheticEnvironmentFamilyPdu** mySyntheticEnvironmentFamilyPdu
- struct **EntityID** environmentalProcessID  
*Environmental process ID.*
- struct **EntityType** environmentType  
***Environment** (p. 234) type.*
- unsigned char **modelType**  
*model type*
- unsigned char **environmentStatus**  
***Environment** (p. 234) status.*
- unsigned char **numberOfEnvironmentRecords**  
*number of environment records*
- unsigned short **sequenceNumber**  
*PDU sequence number for the environmentla process if pdu sequencing required.*
- void \* **environmentRecords**  
*environemt records*

### 4.342.1 Detailed Description

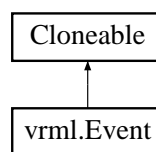
Definition at line 1388 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.343 vrml.Event Class Reference

Inheritance diagram for vrml.Event:



### Public Member Functions

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

### 4.343.1 Detailed Description

Definition at line 4 of file Event.java.

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

- src/java/vrml/Event.java

## 4.344 EventID Struct Reference

### Data Fields

- unsigned short **site**  
*The site ID.*
- unsigned short **application**  
*The application ID.*
- unsigned short **eventNumber**  
*the number of the event*

### 4.344.1 Detailed Description

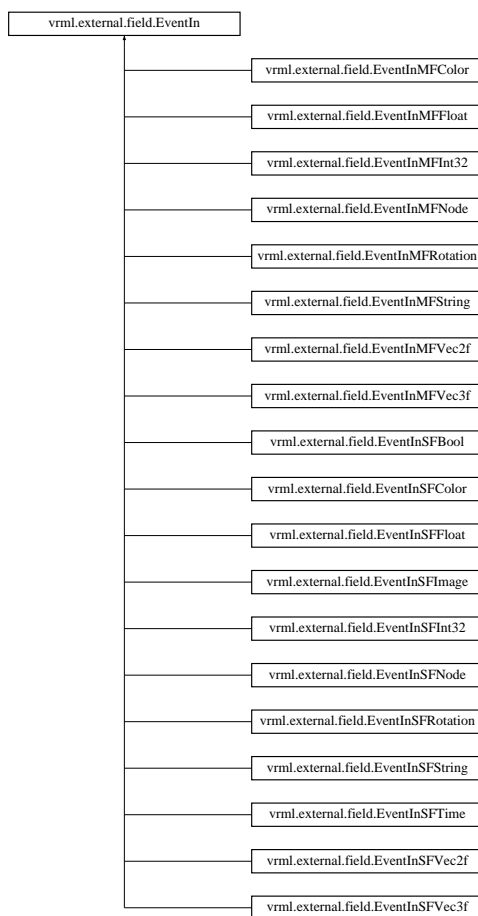
Definition at line 222 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.345 vrml.external.field.EventIn Class Reference

Inheritance diagram for vrml.external.field.EventIn:



### Public Member Functions

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

### Data Fields

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



### 4.345.1 Detailed Description

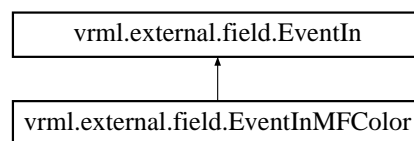
Definition at line 5 of file EventIn.java.

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

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

## 4.346 vrml.external.field.EventInMFCOLOR Class Reference

Inheritance diagram for vrml.external.field.EventInMFCOLOR:



### Public Member Functions

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

### Additional Inherited Members

### 4.346.1 Detailed Description

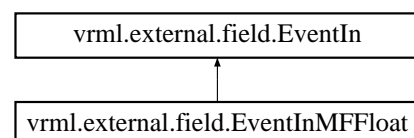
Definition at line 6 of file EventInMFCOLOR.java.

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

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

## 4.347 vrml.external.field.EventInMFFLOAT Class Reference

Inheritance diagram for vrml.external.field.EventInMFFLOAT:



## Public Member Functions

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

## Additional Inherited Members

### 4.347.1 Detailed Description

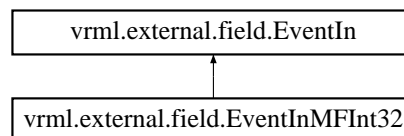
Definition at line 6 of file EventInMFFloat.java.

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

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

## 4.348 vrml.external.field.EventInMFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventInMFInt32:



## Public Member Functions

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

## Additional Inherited Members

### 4.348.1 Detailed Description

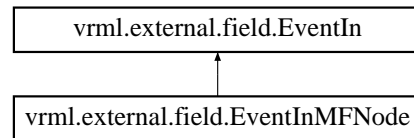
Definition at line 6 of file EventInMFInt32.java.

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

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

## 4.349 vrml.external.field.EventInMFNode Class Reference

Inheritance diagram for vrml.external.field.EventInMFNode:



### Public Member Functions

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

### Additional Inherited Members

#### 4.349.1 Detailed Description

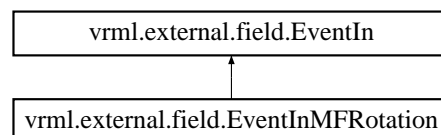
Definition at line 6 of file `EventInMFNode.java`.

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

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

## 4.350 vrml.external.field.EventInMFRotation Class Reference

Inheritance diagram for vrml.external.field.EventInMFRotation:



### Public Member Functions

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

### Additional Inherited Members

#### 4.350.1 Detailed Description

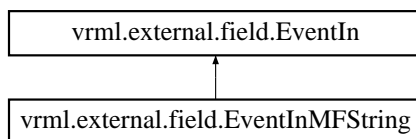
Definition at line 6 of file `EventInMFRotation.java`.

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

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

## 4.351 vrml.external.field.EventInMFString Class Reference

Inheritance diagram for vrml.external.field.EventInMFString:



### Public Member Functions

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

### Additional Inherited Members

#### 4.351.1 Detailed Description

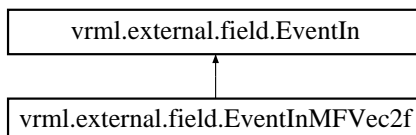
Definition at line 5 of file EventInMFString.java.

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

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

## 4.352 vrml.external.field.EventInMFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventInMFVec2f:



### Public Member Functions

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

### Additional Inherited Members

#### 4.352.1 Detailed Description

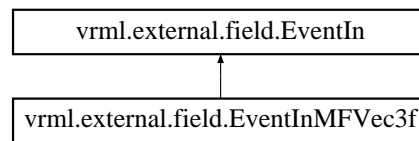
Definition at line 6 of file EventInMFVec2f.java.

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

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

## 4.353 vrml.external.field.EventInMFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventInMFVec3f:



### Public Member Functions

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

### Additional Inherited Members

#### 4.353.1 Detailed Description

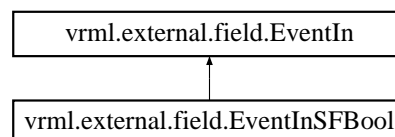
Definition at line 6 of file `EventInMFVec3f.java`.

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

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

## 4.354 vrml.external.field.EventInSFBool Class Reference

Inheritance diagram for vrml.external.field.EventInSFBool:



### Public Member Functions

- void **setValue** (boolean value)

### Additional Inherited Members

#### 4.354.1 Detailed Description

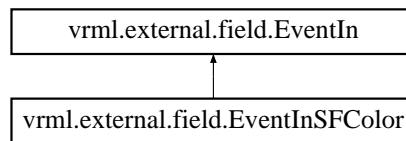
Definition at line 5 of file `EventInSFBool.java`.

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

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

## 4.355 vrml.external.field.EventInSFCOLOR Class Reference

Inheritance diagram for vrml.external.field.EventInSFCOLOR:



### Public Member Functions

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

### Additional Inherited Members

#### 4.355.1 Detailed Description

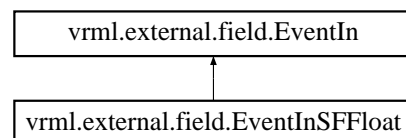
Definition at line 5 of file EventInSFCOLOR.java.

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

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

## 4.356 vrml.external.field.EventInSFFloat Class Reference

Inheritance diagram for vrml.external.field.EventInSFFloat:



### Public Member Functions

- void **setValue** (float value)

### Additional Inherited Members

#### 4.356.1 Detailed Description

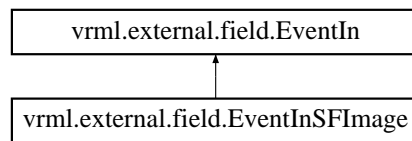
Definition at line 5 of file EventInSFFloat.java.

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

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

## 4.357 vrml.external.field.EventInSFImage Class Reference

Inheritance diagram for vrml.external.field.EventInSFImage:



### Public Member Functions

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

### Additional Inherited Members

#### 4.357.1 Detailed Description

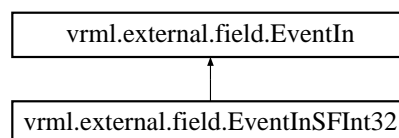
Definition at line 7 of file EventInSFImage.java.

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

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

## 4.358 vrml.external.field.EventInSFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventInSFInt32:



### Public Member Functions

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

### Additional Inherited Members

#### 4.358.1 Detailed Description

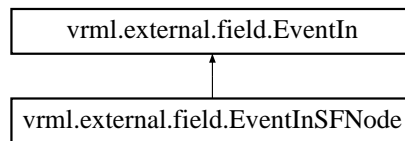
Definition at line 6 of file EventInSFInt32.java.

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

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

## 4.359 vrml.external.field.EventInSFNode Class Reference

Inheritance diagram for vrml.external.field.EventInSFNode:



### Public Member Functions

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

### Additional Inherited Members

#### 4.359.1 Detailed Description

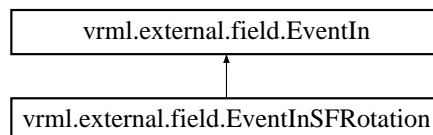
Definition at line 6 of file EventInSFNode.java.

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

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

## 4.360 vrml.external.field.EventInSFRotation Class Reference

Inheritance diagram for vrml.external.field.EventInSFRotation:



### Public Member Functions

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

### Additional Inherited Members

#### 4.360.1 Detailed Description

Definition at line 5 of file EventInSFRotation.java.

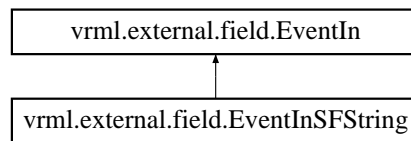
The documentation for this class was generated from the following file:

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



## 4.361 vrml.external.field.EventInSFString Class Reference

Inheritance diagram for vrml.external.field.EventInSFString:



### Public Member Functions

- void **setValue** (String value)

### Additional Inherited Members

#### 4.361.1 Detailed Description

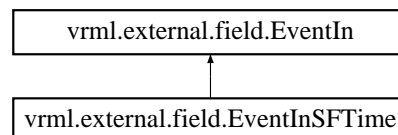
Definition at line 6 of file EventInSFString.java.

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

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

## 4.362 vrml.external.field.EventInSFTIME Class Reference

Inheritance diagram for vrml.external.field.EventInSFTIME:



### Public Member Functions

- void **setValue** (double value)

### Additional Inherited Members

#### 4.362.1 Detailed Description

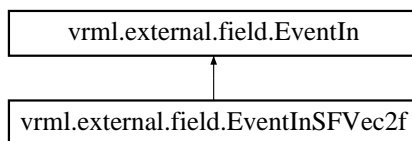
Definition at line 6 of file EventInSFTIME.java.

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

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

## 4.363 vrml.external.field.EventInSFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventInSFVec2f:



### Public Member Functions

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

### Additional Inherited Members

#### 4.363.1 Detailed Description

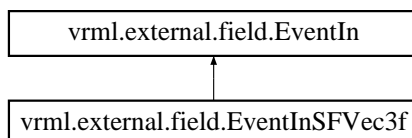
Definition at line 5 of file EventInSFVec2f.java.

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

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

## 4.364 vrml.external.field.EventInSFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventInSFVec3f:



### Public Member Functions

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

### Additional Inherited Members

#### 4.364.1 Detailed Description

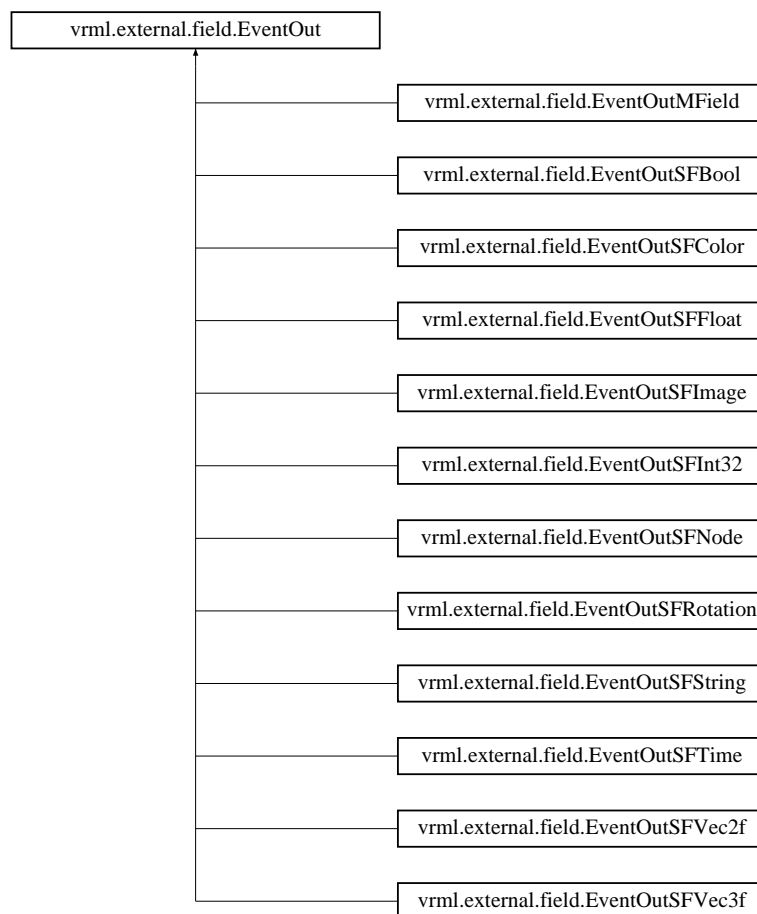
Definition at line 5 of file EventInSFVec3f.java.

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

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

## 4.365 vrml.external.field.EventOut Class Reference

Inheritance diagram for vrml.external.field.EventOut:



### Public Member Functions

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

### Data Fields

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

### 4.365.1 Detailed Description

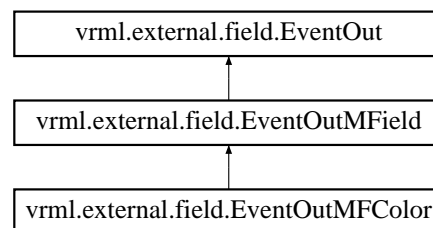
Definition at line 6 of file EventOut.java.

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

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

## 4.366 vrml.external.field.EventOutMFCOLOR Class Reference

Inheritance diagram for vrml.external.field.EventOutMFCOLOR:



### Public Member Functions

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

### Additional Inherited Members

### 4.366.1 Detailed Description

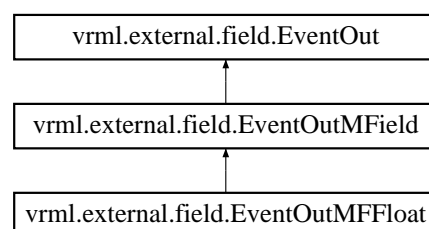
Definition at line 8 of file EventOutMFCOLOR.java.

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

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

## 4.367 vrml.external.field.EventOutMFFloat Class Reference

Inheritance diagram for vrml.external.field.EventOutMFFloat:



## Public Member Functions

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

## Additional Inherited Members

### 4.367.1 Detailed Description

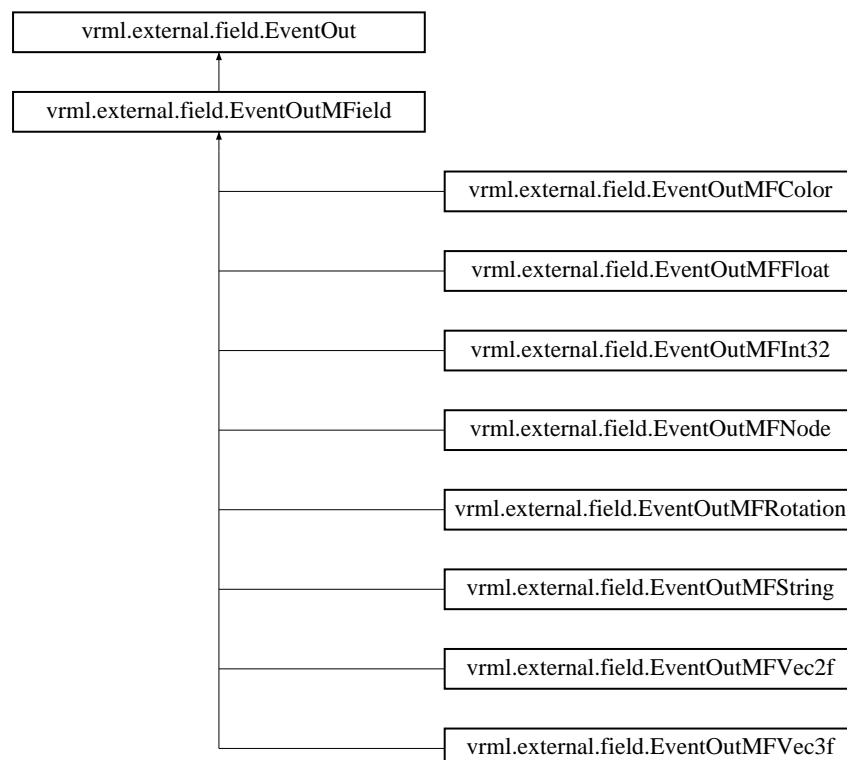
Definition at line 8 of file EventOutMFFloat.java.

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

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

## 4.368 vrml.external.field.EventOutMField Class Reference

Inheritance diagram for vrml.external.field.EventOutMField:



## Public Member Functions

- int **getSize** ()

## Additional Inherited Members

### 4.368.1 Detailed Description

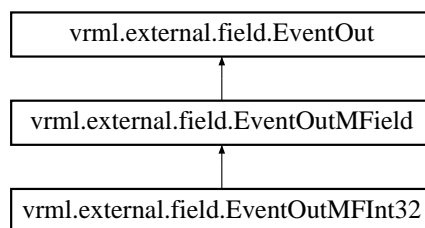
Definition at line 7 of file EventOutMField.java.

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

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

## 4.369 vrml.external.field.EventOutMFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventOutMFInt32:



## Public Member Functions

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

## Additional Inherited Members

### 4.369.1 Detailed Description

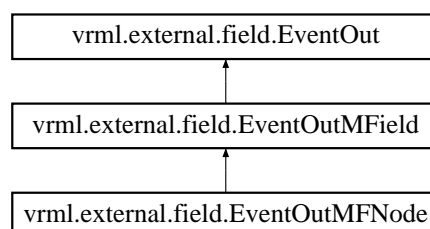
Definition at line 8 of file EventOutMFInt32.java.

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

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

## 4.370 vrml.external.field.EventOutMFNode Class Reference

Inheritance diagram for vrml.external.field.EventOutMFNode:



## Public Member Functions

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

## Additional Inherited Members

### 4.370.1 Detailed Description

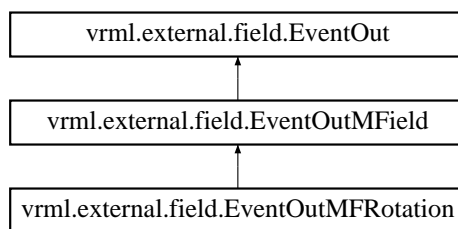
Definition at line 8 of file EventOutMFNode.java.

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

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

## 4.371 vrml.external.field.EventOutMFRotation Class Reference

Inheritance diagram for vrml.external.field.EventOutMFRotation:



## Public Member Functions

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

## Additional Inherited Members

### 4.371.1 Detailed Description

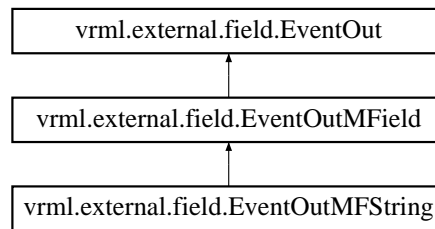
Definition at line 8 of file EventOutMFRotation.java.

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

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

## 4.372 vrml.external.field.EventOutMFString Class Reference

Inheritance diagram for vrml.external.field.EventOutMFString:



### Public Member Functions

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

### Additional Inherited Members

#### 4.372.1 Detailed Description

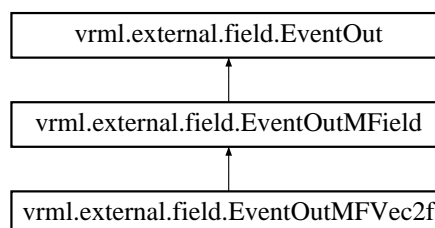
Definition at line 7 of file EventOutMFString.java.

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

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

## 4.373 vrml.external.field.EventOutMFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventOutMFVec2f:



### Public Member Functions

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



## Additional Inherited Members

### 4.373.1 Detailed Description

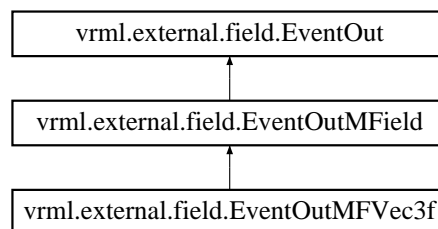
Definition at line 8 of file EventOutMFVec2f.java.

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

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

## 4.374 vrml.external.field.EventOutMFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventOutMFVec3f:



## Public Member Functions

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

## Additional Inherited Members

### 4.374.1 Detailed Description

Definition at line 8 of file EventOutMFVec3f.java.

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

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

## 4.375 vrml.external.field.EventOutObserver Interface Reference

## Public Member Functions

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

### 4.375.1 Detailed Description

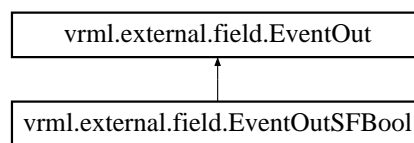
Definition at line 8 of file EventOutObserver.java.

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

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

## 4.376 vrml.external.field.EventOutSFBool Class Reference

Inheritance diagram for vrml.external.field.EventOutSFBool:



### Public Member Functions

- boolean **getValue** ()

### Additional Inherited Members

### 4.376.1 Detailed Description

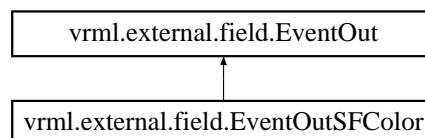
Definition at line 7 of file EventOutSFBool.java.

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

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

## 4.377 vrml.external.field.EventOutSFColor Class Reference

Inheritance diagram for vrml.external.field.EventOutSFColor:



### Public Member Functions

- float[] **getValue** ()

## Additional Inherited Members

### 4.377.1 Detailed Description

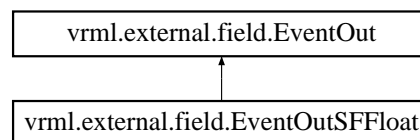
Definition at line 7 of file EventOutSFColor.java.

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

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

## 4.378 vrml.external.field.EventOutSFFloat Class Reference

Inheritance diagram for vrml.external.field.EventOutSFFloat:



## Public Member Functions

- float **getValue** ()

## Additional Inherited Members

### 4.378.1 Detailed Description

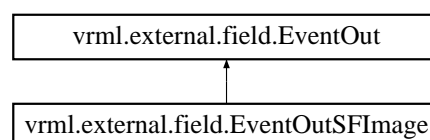
Definition at line 7 of file EventOutSFFloat.java.

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

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

## 4.379 vrml.external.field.EventOutSFImage Class Reference

Inheritance diagram for vrml.external.field.EventOutSFImage:



## Public Member Functions

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

## Additional Inherited Members

### 4.379.1 Detailed Description

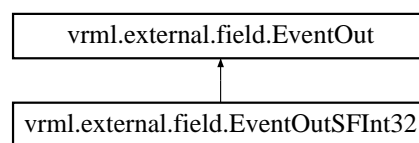
Definition at line 7 of file EventOutSFImage.java.

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

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

## 4.380 vrml.external.field.EventOutSFInt32 Class Reference

Inheritance diagram for vrml.external.field.EventOutSFInt32:



## Public Member Functions

- int **getValue** ()

## Additional Inherited Members

### 4.380.1 Detailed Description

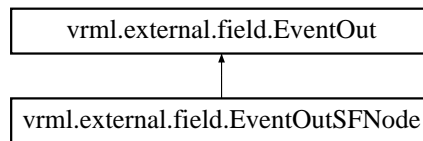
Definition at line 7 of file EventOutSFInt32.java.

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

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

## 4.381 vrml.external.field.EventOutSFNode Class Reference

Inheritance diagram for vrml.external.field.EventOutSFNode:



### Public Member Functions

- Node `getValue ()`

### Additional Inherited Members

#### 4.381.1 Detailed Description

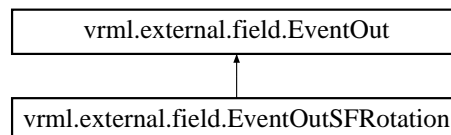
Definition at line 8 of file EventOutSFNode.java.

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

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

## 4.382 vrml.external.field.EventOutSFRotation Class Reference

Inheritance diagram for vrml.external.field.EventOutSFRotation:



### Public Member Functions

- float[] `getValue ()`

### Additional Inherited Members

#### 4.382.1 Detailed Description

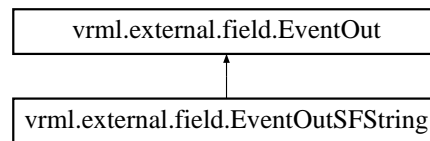
Definition at line 6 of file EventOutSFRotation.java.

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

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

## 4.383 vrml.external.field.EventOutSFString Class Reference

Inheritance diagram for vrml.external.field.EventOutSFString:



### Public Member Functions

- String **getValue** ()

### Additional Inherited Members

#### 4.383.1 Detailed Description

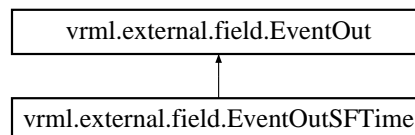
Definition at line 7 of file EventOutSFString.java.

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

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

## 4.384 vrml.external.field.EventOutSFTIME Class Reference

Inheritance diagram for vrml.external.field.EventOutSFTIME:



### Public Member Functions

- double **getValue** ()

### Additional Inherited Members

#### 4.384.1 Detailed Description

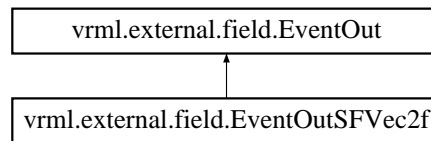
Definition at line 7 of file EventOutSFTIME.java.

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

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

## 4.385 vrml.external.field.EventOutSFVec2f Class Reference

Inheritance diagram for vrml.external.field.EventOutSFVec2f:



### Public Member Functions

- float[ ] `getValue ()`

### Additional Inherited Members

#### 4.385.1 Detailed Description

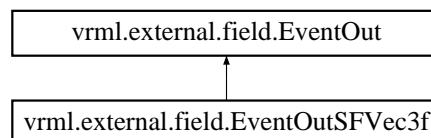
Definition at line 6 of file EventOutSFVec2f.java.

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

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

## 4.386 vrml.external.field.EventOutSFVec3f Class Reference

Inheritance diagram for vrml.external.field.EventOutSFVec3f:



### Public Member Functions

- float[ ] `getValue ()`

### Additional Inherited Members

#### 4.386.1 Detailed Description

Definition at line 6 of file EventOutSFVec3f.java.

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

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

## 4.387 EventReportPdu Struct Reference

### Data Fields

- struct **SimulationManagementFamilyPdu** mySimulationManagementFamilyPdu
- unsigned int **eventType**  
*Type of event.*
- unsigned int **padding1**  
*padding*
- unsigned int **numberOfFixedDatumRecords**  
*Number of fixed datum records.*
- unsigned int **numberOfVariableDatumRecords**  
*Number of variable datum records.*
- void \* **fixedDatums**  
*variable length list of fixed datums*
- void \* **variableDatums**  
*variable length list of variable length datums*

### 4.387.1 Detailed Description

Definition at line 1342 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.388 EventReportReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** mySimulationManagementWithReliability↔  
**FamilyPdu**
- unsigned short **eventType**  
*Event type.*
- unsigned int **pad1**  
*padding*
- unsigned int **numberOfFixedDatumRecords**  
*Fixed datum record count.*
- unsigned int **numberOfVariableDatumRecords**  
*variable datum record count*
- void \* **fixedDatumRecords**  
*Fixed datum records.*
- void \* **variableDatumRecords**  
*Variable datum records.*



### 4.388.1 Detailed Description

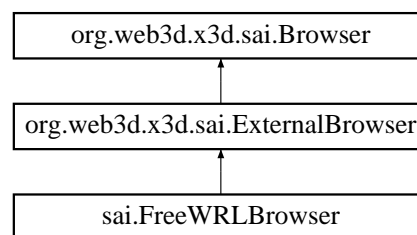
Definition at line 2007 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.389 org.web3d.x3d.sai.ExternalBrowser Interface Reference

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



### Public Member Functions

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

### 4.389.1 Detailed Description

Definition at line 4 of file ExternalBrowser.java.

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

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

## 4.390 extrusion Struct Reference

### Data Fields

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

### 4.390.1 Detailed Description

Definition at line 771 of file SSRServer.c.

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

- src/SSR/SSRServer.c

## 4.391 FaceCount Struct Reference

### Data Fields

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

### 4.391.1 Detailed Description

Definition at line 49 of file render.c.

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

- src/libtess/render.c

## 4.392 FastEntityStatePdu Struct Reference

### Data Fields

- struct **EntityInformationFamilyPdu** **myEntityInformationFamilyPdu**
- unsigned short **site**  
*The site ID.*
- unsigned short **application**  
*The application ID.*
- unsigned short **entity**  
*the entity ID*
- unsigned char **forceld**  
*what force this entity is affiliated with, eg red, blue, neutral, etc*
- char **numberOfArticulationParameters**  
*How many articulation parameters are in the variable length list.*
- unsigned char **entityKind**  
*Kind of entity.*
- unsigned char **domain**  
*Domain of entity (air, surface, subsurface, space, etc)*
- unsigned short **country**  
*country to which the design of the entity is attributed*
- unsigned char **category**

- category of entity*
- unsigned char **subcategory**
  - subcategory of entity*
- unsigned char **specific**
  - specific info based on subcategory field*
- unsigned char **extra**
- unsigned char **altEntityKind**
  - Kind of entity.*
- unsigned char **altDomain**
  - Domain of entity (air, surface, subsurface, space, etc)*
- unsigned short **altCountry**
  - country to which the design of the entity is attributed*
- unsigned char **altCategory**
  - category of entity*
- unsigned char **altSubcategory**
  - subcategory of entity*
- unsigned char **altSpecific**
  - specific info based on subcategory field*
- unsigned char **altExtra**
- float **xVelocity**
  - X velo.*
- float **yVelocity**
  - y Value*
- float **zVelocity**
  - Z value.*
- double **xLocation**
  - X value.*
- double **yLocation**
  - y Value*
- double **zLocation**
  - Z value.*
- float **psi**
- float **theta**
- float **phi**
- int **entityAppearance**
  - a series of bit flags that are used to help draw the entity, such as smoking, on fire, etc.*
- unsigned char **deadReckoningAlgorithm**
  - enumeration of what dead reckoning algorithm to use*
- char **otherParameters** [15]
  - other parameters to use in the dead reckoning algorithm*
- float **xAcceleration**
  - X value.*
- float **yAcceleration**
  - y Value*
- float **zAcceleration**
  - Z value.*
- float **xAngularVelocity**
  - X value.*
- float **yAngularVelocity**
  - y Value*
- float **zAngularVelocity**

- Z value.*
  - char **marking** [12]  
*characters that can be used for debugging, or to draw unique strings on the side of entities in the world*
  - int **capabilities**  
*a series of bit flags*
  - void \* **articulationParameters**  
*variable length list of articulation parameters*

### 4.392.1 Detailed Description

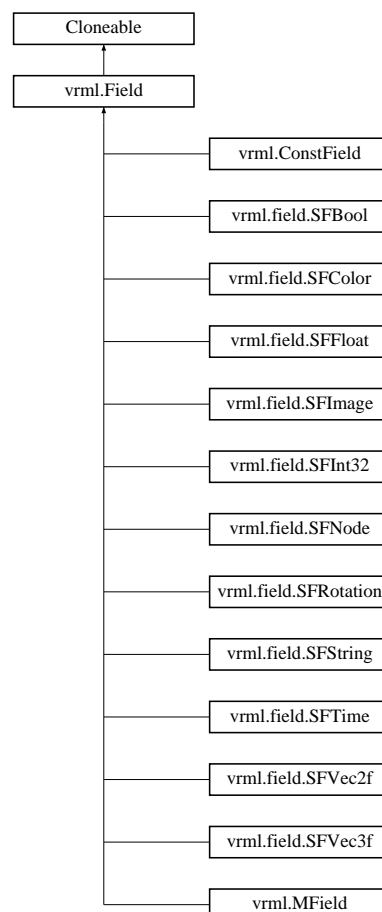
Definition at line 2163 of file DIS.h.

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

- src/lib/DIS/DIS.h

## 4.393 vrml.Field Class Reference

Inheritance diagram for vrml.Field:



## Public Member Functions

- Object **clone** ()
- void **bind\_to** ( FWJavaScriptBinding b)
- final void **\_\_updateRead** ()
- abstract void **\_\_fromPerl** (BufferedReader in) throws IOException
- abstract void **\_\_toPerl** (PrintWriter out) throws IOException
- void **setOffset** (String offs)
- String **getOffset** ()

## Protected Member Functions

- final void **\_\_updateWrite** ()

### 4.393.1 Detailed Description

Definition at line 4 of file Field.java.

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

- src/java/vrml/Field.java

## 4.394 field\_info Struct Reference

### Data Fields

- int **nameIndex**
- int **offset**
- int **typeIndex**
- int **ioType**
- int **version**
- int **unca**

### 4.394.1 Detailed Description

Definition at line 70 of file headers.h.

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

- src/lib/main/headers.h

## 4.395 FieldDecl Struct Reference

### Data Fields

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

### 4.395.1 Detailed Description

Definition at line 32 of file CFieldDecls.h.

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

- src/lib/vrml\_parser/CFieldDecls.h

## 4.396 vrml.external.field.FieldTypes Class Reference

### Static Public Attributes

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

### 4.396.1 Detailed Description

Definition at line 5 of file FieldTypes.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/field/FieldTypes.java

## 4.397 file\_in\_zip64\_read\_info\_s Struct Reference

### Data Fields

- char \* **read\_buffer**
- z\_stream **stream**
- ZPOS64\_T **pos\_in\_zipfile**
- uLong **stream\_initialised**
- ZPOS64\_T **offset\_local\_extrafield**
- uInt **size\_local\_extrafield**
- ZPOS64\_T **pos\_local\_extrafield**
- ZPOS64\_T **total\_out\_64**
- uLong **crc32**
- uLong **crc32\_wait**
- ZPOS64\_T **rest\_read\_compressed**
- ZPOS64\_T **rest\_read\_uncompressed**
- **zlib\_filefunc64\_32\_def** z\_filefunc
- voidpf **filestream**
- uLong **compression\_method**
- ZPOS64\_T **byte\_before\_the\_zipfile**
- int **raw**

### 4.397.1 Detailed Description

Definition at line 134 of file unzip.c.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.c

## 4.398 FirePdu Struct Reference

### Data Fields

- struct **WarfareFamilyPdu** myWarfareFamilyPdu
- struct **EntityID** munitionID  
*ID of the munition that is being shot.*
- struct **EventID** eventID  
*ID of event.*
- int **fireMissionIndex**
- struct **Vector3Double** locationInWorldCoordinates  
*location of the firing event*
- struct **BurstDescriptor** burstDescriptor  
*Describes munitions used in the firing event.*
- struct **Vector3Float** velocity  
*Velocity of the ammunition.*
- float **range**  
*range to the target*

### 4.398.1 Detailed Description

Definition at line 1836 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.399 FirstStruct Struct Reference

### Data Fields

- void \* **tonode**
- void(\* **interp\_ptr** )(void \*)

### 4.399.1 Detailed Description

- we count times through the scenegraph; helps to break routing loops */\* Routing table \*/ Structure table \*/*

Definition at line 166 of file CRoutes.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CRoutes.c

## 4.400 FixedDatum Struct Reference

### Data Fields

- unsigned int **fixedDatumID**  
*ID of the fixed datum.*
- unsigned int **fixedDatumValue**  
*Value for the fixed datum.*

### 4.400.1 Detailed Description

Definition at line 280 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h



## 4.401 Flist Class Reference

### Public Member Functions

- void **add** (REAL x)
- void **filter** (void)
- void **grow** (int)
- void **taper** (REAL, REAL)

### Data Fields

- REAL \* **pts**
- int **npts**
- int **start**
- int **end**

### Protected Attributes

- **FlistSorter** sorter

### 4.401.1 Detailed Description

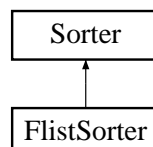
Definition at line 42 of file flist.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/flist.h
- src/libnurbs/internals/flist.cc

## 4.402 FlistSorter Class Reference

Inheritance diagram for FlistSorter:



### Public Member Functions

- void **qsort** (REAL \*a, int n)

## Protected Member Functions

- virtual int **qscmp** (char \*, char \*)
- virtual void **qsexc** (char \*i, char \*j)
- virtual void **qstexc** (char \*i, char \*j, char \*k)

### 4.402.1 Detailed Description

Definition at line 42 of file flistsorter.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/flistsorter.h
- src/libnurbs/internals/flistsorter.cc

## 4.403 flychord Struct Reference

### Data Fields

- int **chord**
- **Key arrows** [4]

### 4.403.1 Detailed Description

Definition at line 1644 of file Viewer.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.c

## 4.404 fmtChnk Struct Reference

### Data Fields

- char **chunkID** [4]
- int **chunkSize**
- short **wFormatTag**
- unsigned short **wChannels**
- unsigned int **dwSamplesPerSec**
- unsigned int **dwAvgBytesPerSec**
- unsigned short **wBlockAlign**
- unsigned short **wBitsPerSample**

### 4.404.1 Detailed Description

Definition at line 51 of file soundheader.h.

The documentation for this struct was generated from the following file:

- src/sound/soundheader.h

## 4.405 FourByteChunk Struct Reference

### Data Fields

- char **otherParameters** [4]  
*four bytes of arbitrary data*

### 4.405.1 Detailed Description

Definition at line 203 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.406 freewrl\_params Struct Reference

Initialization.

```
#include <libFreeWRL.h>
```

### Data Fields

- int **width**
- int **height**
- int **xpos**
- int **ypos**
- long int **winToEmbedInto**
- bool **fullscreen**
- bool **multithreading**
- bool **enableEAI**
- bool **verbose**
- bool **frontend\_handles\_display\_thread**
- void \* **display**
- void \* **context**
- void \* **surface**

### 4.406.1 Detailed Description

Initialization.

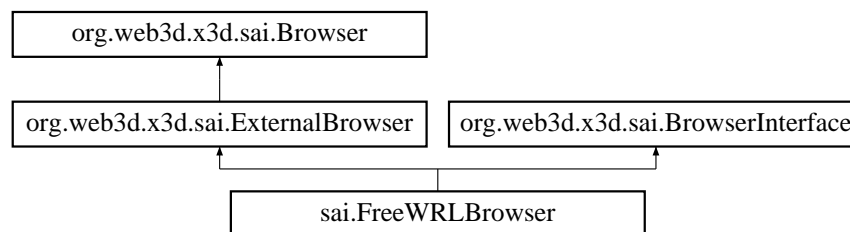
Definition at line 71 of file libFreeWRL.h.

The documentation for this struct was generated from the following file:

- src/lib/libFreeWRL.h

## 4.407 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)

### 4.407.1 Detailed Description

Definition at line 18 of file FreeWRLBrowser.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLBrowser.java

## 4.408 sai.FreeWRLBrowserInfo Class Reference

### Static Public Member Functions

- static void **setBrowserProperty** (int property, boolean value)
- static boolean **getBrowserProperty** (int property)
- static Map **getBrowserProperties** ()

### 4.408.1 Detailed Description

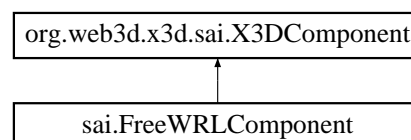
Definition at line 5 of file FreeWRLBrowserInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLBrowserInfo.java

## 4.409 sai.FreeWRLComponent Class Reference

Inheritance diagram for sai.FreeWRLComponent:



### Public Member Functions

- ExternalBrowser **getBrowser** ()
- Object **getImplementation** ()
- void **shutdown** ()

### 4.409.1 Detailed Description

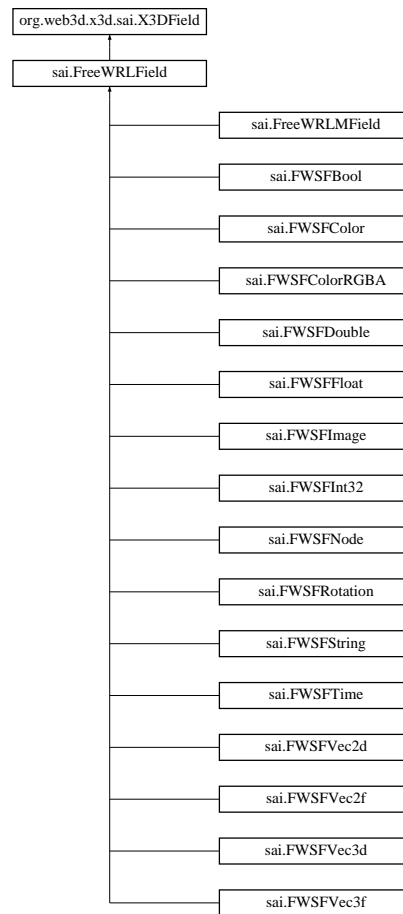
Definition at line 4 of file FreeWRLComponent.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLComponent.java

## 4.410 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

#### 4.410.1 Detailed Description

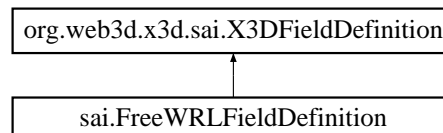
Definition at line 4 of file FreeWRLField.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLField.java

### 4.411 sai.FreeWRLFieldDefinition Class Reference

Inheritance diagram for sai.FreeWRLFieldDefinition:



### Public Member Functions

- **FreeWRLFieldDefinition** (String nm, int access, int field)
- String **getName** ()
- int **getAccessType** ()
- int **getFieldType** ()
- String **getFieldTypeString** ()
- void **setDefaultValue** (String val)
- String **getDefault** ()

### Protected Attributes

- String **name**
- int **accessType**
- int **fieldType**
- String **fieldTypeString**
- String **defaultVal**



### 4.411.1 Detailed Description

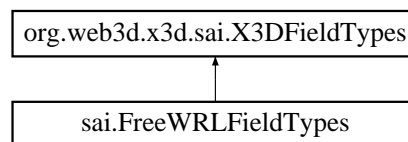
Definition at line 4 of file FreeWRLFieldDefinition.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLFieldDefinition.java

## 4.412 sai.FreeWRLFieldTypes Class Reference

Inheritance diagram for sai.FreeWRLFieldTypes:



### Static Public Member Functions

- static int **getIntType** (String type)
- static String **getStringType** (int type)
- static String **getStringDesc** (int type)
- static int **getIntFromStringDesc** (String desc)
- static int **getAccessFromType** (String type)
- static int **getIntAccess** (String type)
- static String **getStringAccess** (int type)

### Static Public Attributes

- static int **SFUNKOWN** = 0

### Additional Inherited Members

### 4.412.1 Detailed Description

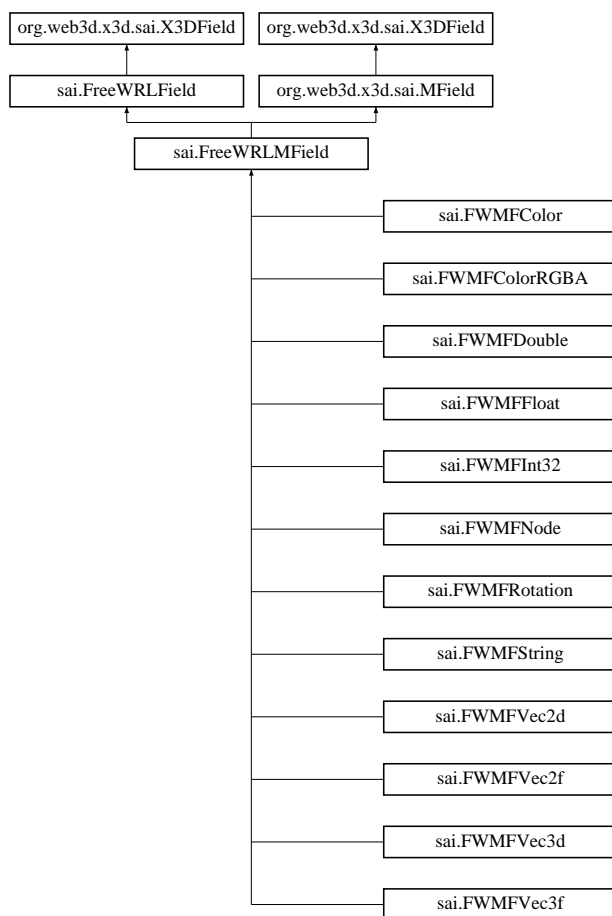
Definition at line 5 of file FreeWRLFieldTypes.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLFieldTypes.java

## 4.413 sai.FreeWRLMField Class Reference

Inheritance diagram for sai.FreeWRLMField:



### Public Member Functions

- **FreeWRLMField** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- int **size** () throws InvalidFieldException, ConnectionException
- void **clear** () throws InvalidFieldException, ConnectionException
- void **remove** (int index) throws InvalidFieldException, ConnectionException, ArrayIndexOutOfBoundsException

### Additional Inherited Members

#### 4.413.1 Detailed Description

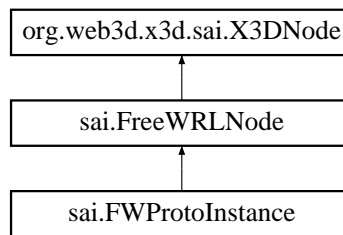
Definition at line 5 of file FreeWRLMField.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLMField.java

## 4.414 sai.FreeWRLNode Class Reference

Inheritance diagram for sai.FreeWRLNode:



### Public Member Functions

- **FreeWRLNode** ( **FreeWRLBrowser** b)
- **toString** ()
- **equals** (Object o)
- **getNodeName** () throws InvalidNodeException, ConnectionException
- **setPerIPtr** (String p)
- **getPerIPtr** ()
- **getName** ()
- **getNodeType** () throws InvalidNodeException, ConnectionException
- **X3DFieldDefinition[] getFieldDefinitions** () throws InvalidNodeException, ConnectionException
- **X3DField getField** (String fieldName) throws InvalidNameException, InvalidNodeException, ConnectionException
- **dispose** () throws InvalidNodeException
- **setNodeName** (String n)
- **setType** (int t)
- **setPointer** (String p)
- **getPointer** ()
- **setMetadata** ( **X3DMetadataObject** data) throws InvalidNodeException, ConnectionException
- **X3DMetadataObject getMetadata** () throws InvalidNodeException, ConnectionException

### 4.414.1 Detailed Description

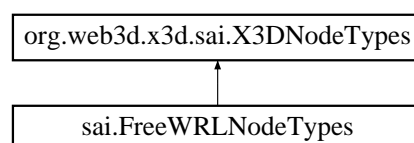
Definition at line 6 of file FreeWRLNode.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLNode.java

## 4.415 sai.FreeWRLNodeTypes Class Reference

Inheritance diagram for sai.FreeWRLNodeTypes:



## Static Public Member Functions

- static String **getStringType** (int type)

## Data Fields

- int **X3D\_Component\_Networking** = 1
- int **X3D\_Component\_Shape** = 2
- int **X3D\_Component\_Geometry2D** = 3
- int **X3D\_Component\_Sound** = 4
- int **X3D\_Component\_EnvironmentalEffects** = 5
- int **X3D\_Component\_Navigation** = 6
- int **X3D\_Component\_EventUtilities** = 7
- int **X3D\_Component\_Geometry3D** = 8
- int **X3D\_Component\_Rendering** = 9
- int **X3D\_Component\_Interpolation** = 10
- int **X3D\_Component\_Nurbs** = 11
- int **X3D\_Component\_PointingDevice** = 12
- int **X3D\_Component\_Lighting** = 13
- int **X3D\_Component\_Text** = 14
- int **X3D\_Component\_Geospatial** = 15
- int **X3D\_Component\_Grouping** = 16
- int **X3D\_Component\_HAnim** = 17
- int **X3D\_Component\_Texturing** = 18
- int **X3D\_Component\_EnvironmentalSensor** = 19
- int **X3D\_Component\_Scripting** = 20
- int **X3D\_Component\_Time** = 21

### 4.415.1 Detailed Description

Definition at line 5 of file FreeWRLNodeTypes.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLNodeTypes.java

## 4.416 sai.FreeWRLRendererInfo Class Reference

### Static Public Member Functions

- static void **setRenderingProperty** (String **key**, Object value)
- static Object **getRenderingProperty** (String **key**)
- static Map **getRenderingProperties** ()

### 4.416.1 Detailed Description

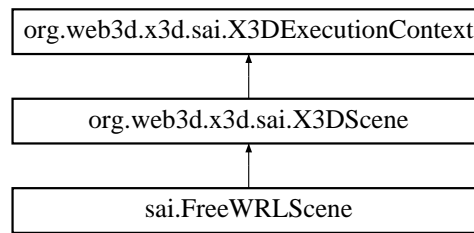
Definition at line 5 of file FreeWRLRendererInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLRendererInfo.java

## 4.417 sai.FreeWRLScene Class Reference

Inheritance diagram for sai.FreeWRLScene:



### Public Member Functions

- **FreeWRLScene** ( **FreeWRLNode**[] n, **FreeWRLBrowser** b)
- **FreeWRLScene** ( **FreeWRLBrowser** b)
- **FreeWRLScene** ( **FWComponentInfo**[] c, **FWProfileInfo** p, **FreeWRLBrowser** b)
- void **setCurrent** (boolean val)
- String **getMetaData** (String **key**) throws InvalidExecutionContextException
- void **setMetaData** (String **key**, String value) throws InvalidExecutionContextException
- **X3DNode** **getExportedNode** (String nodeName) throws InvalidExecutionContextException, Node↔UnavailableException, InvalidNameException
- void **updateExportedNode** (String nodeName, String newName) throws InvalidExecutionContextException, InvalidNameException
- void **removeExportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↔Exception
- void **addRootNode** ( **X3DNode** rootNode) throws InvalidExecutionContextException, NodeInUseException, InsufficientCapabilitiesException
- void **removeRootNode** ( **X3DNode** rootNode) throws InvalidExecutionContextException
- String **getSpecificationVersion** () throws InvalidExecutionContextException
- int **getEncoding** () throws InvalidExecutionContextException
- **ProfileInfo** **getProfile** () throws InvalidExecutionContextException
- **ComponentInfo**[] **getComponents** () throws InvalidExecutionContextException
- String **getWorldURL** () throws InvalidExecutionContextException
- **X3DNode** **getNamedNode** (String nodeName) throws InvalidExecutionContextException, Node↔UnavailableException, InvalidNameException
- **X3DNode** **getImportedNode** (String nodeName) throws InvalidExecutionContextException, Node↔UnavailableException, InvalidNameException
- **X3DNode** **createNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↔Exception
- **X3DProtoInstance** **createProto** (String protoName) throws InvalidExecutionContextException, Invalid↔NameException
- void **updateNamedNode** (String nodeName, **X3DNode** nodeRef) throws InvalidExecutionContextException, InvalidNameException, ImportedNodeException
- void **updateImportedNode** (String nodeName, String importedName, **X3DNode** nodeRef) throws Invalid↔ExecutionContextException, InvalidNameException, ImportedNodeException
- void **removeNamedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↔Exception
- void **removeImportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName↔Exception
- **X3DProtoDeclaration** **getProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidNameException

- void **updateProtoDeclaration** (String protoName, **X3DProtoDeclaration** newDeclaration) throws 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** ()

#### 4.417.1 Detailed Description

Definition at line 6 of file FreeWRLScene.java.

The documentation for this class was generated from the following file:

- src/java/sai/FreeWRLScene.java

### 4.418 ftype Struct Reference

#### Data Fields

- int **type**
- void **\*( \* copy )**(void \*T, void \*A)
- void **\*( \* add )**(void \*T, void \*A, void \*B)
- void **\*( \* dif )**(void \*T, void \*A, void \*B)
- void **\*( \* scale )**(void \*T, void \*A, float S)
- void **\*( \* lerp )**(void \*T, void \*A, void \*B, float alpha)
- float **\*( \* dist )**(void \*A)
- int **\*( \* same )**(void \*A, void \*B)
- int **\*( \* approx )**(void \*A, void \*B)
- void **\*( \* arr )**(void \*A, int i)
- void **\*\* tmp**

#### 4.418.1 Detailed Description

Definition at line 195 of file Component\_Followers.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Followers.c

## 4.419 FundamentalParameterData Struct Reference

### Data Fields

- float **frequency**  
*center frequency of the emission in hertz.*
- float **frequencyRange**  
*Bandwidth of the frequencies corresponding to the fequency field.*
- float **effectiveRadiatedPower**  
*Effective radiated power for the emission in DdBm.*
- float **pulseRepetitionFrequency**  
*Average repetition frequency of the emission in hertz.*
- float **pulseWidth**  
*Average pulse width of the emission in microseconds.*
- float **beamAzimuthCenter**  
*Specifies the beam azimuth an elevation centers and corresponding half-angles to describe the scan volume.*
- float **beamAzimuthSweep**  
*Specifies the beam azimuth sweep to determine scan volume.*
- float **beamElevationCenter**  
*Specifies the beam elevation center to determine scan volume.*
- float **beamElevationSweep**  
*Specifies the beam elevation sweep to determine scan volume.*
- float **beamSweepSync**  
*allows receiver to synchronize its regenerated scan pattern to that of the emmitter.*

### 4.419.1 Detailed Description

Definition at line 495 of file DIS.h.

### 4.419.2 Field Documentation

#### 4.419.2.1 beamSweepSync

```
float FundamentalParameterData::beamSweepSync
```

allows receiver to synchronize its regenerated scan pattern to that of the emmitter.

Specifies the percentage of time a scan is through its pattern from its origion.

Definition at line 515 of file DIS.h.

#### 4.419.2.2 effectiveRadiatedPower

```
float FundamentalParameterData::effectiveRadiatedPower
```

Effective radiated power for the emission in DdBm.

For a radar noise jammer, indicates the peak of the transmitted power.

Definition at line 501 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

### 4.420 FundamentalParameterDataIff Struct Reference

#### Data Fields

- float **erp**  
*ERP.*
- float **frequency**  
*frequency*
- float **pgrf**  
*pgrf*
- float **pulseWidth**  
*Pulse width.*
- unsigned int **burstLength**  
*Burst length.*
- unsigned char **applicableModes**  
*Applicable modes enumeration.*
- unsigned short **pad2**  
*padding*
- unsigned char **pad3**  
*padding*

#### 4.420.1 Detailed Description

Definition at line 254 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h



## 4.421 fw\_MaterialParameters Struct Reference

### Data Fields

- float **emission** [4]
- float **ambient** [4]
- float **diffuse** [4]
- float **specular** [4]
- float **shininess**

### 4.421.1 Detailed Description

Definition at line 143 of file Component\_Shape.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Shape.h

## 4.422 FWBITMAPFILEHEADER Struct Reference

### Data Fields

- FDWORD **bfSize**
- FWORD **bfReserved1**
- FWORD **bfReserved2**
- FDWORD **bfOffBits**

### 4.422.1 Detailed Description

Definition at line 196 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

## 4.423 FWBITMAPINFO Struct Reference

### Data Fields

- FWBITMAPINFOHEADER **bmiHeader**
- FWRGBQUAD **bmiColors** [1]

### 4.423.1 Detailed Description

Definition at line 211 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

## 4.424 FWBITMAPINFOHEADER Struct Reference

### Data Fields

- FDWORD **biSize**
- FLONG **biWidth**
- FLONG **biHeight**
- FWORD **biPlanes**
- FWORD **biBitCount**
- FDWORD **biCompression**
- FDWORD **biSizeImage**
- FLONG **biXPelsPerMeter**
- FLONG **biYPelsPerMeter**
- FDWORD **biClrUsed**
- FDWORD **biClrImportant**

### 4.424.1 Detailed Description

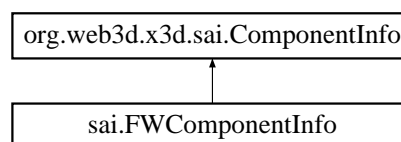
Definition at line 181 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

## 4.425 sai.FWComponentInfo Class Reference

Inheritance diagram for sai.FWComponentInfo:



### Public Member Functions

- **FWComponentInfo** (String n, int l, String t, String u)
- String **getName** ()
- int **getLevel** ()
- String **getTitle** ()
- String **getProviderURL** ()
- String **toX3DString** ()

### 4.425.1 Detailed Description

Definition at line 4 of file FWComponentInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWComponentInfo.java

## 4.426 vrml.FWCreateField Class Reference

### Static Public Member Functions

- static **Field** **createField** (String type)
- static **ConstField** **createConstField** (String type)

### 4.426.1 Detailed Description

Definition at line 5 of file FWCreateField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWCreateField.java

## 4.427 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** ()

### 4.427.1 Detailed Description

Definition at line 5 of file FWExternProtoDeclaration.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWExternProtoDeclaration.java

## 4.428 FWFunctionSpec Struct Reference

### Data Fields

- const char \* **name**
- FWFunction **call**
- char **retType**
- struct **ArgListType** arglist

### 4.428.1 Detailed Description

Definition at line 60 of file FWTYPE.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/FWTYPE.h

## 4.429 vrml.FWHelper Class Reference

### Static Public Member Functions

- static String **base64encode** (String str)
- static String **base64decode** (String str)
- static String **quote** (String str)  
*This is the static method, that quotes a string.*
- static String **nodeToString** ( **BaseNode** node)

### 4.429.1 Detailed Description

Definition at line 4 of file FWHelper.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWHelper.java

## 4.430 vrml.FWJavaScript Class Reference

### Static Public Member Functions

- static void **add\_touched** ( **Field** f)
- static void **send\_touched** (String reqid) throws IOException
- static void **main** (String argv[]) throws ClassNotFoundException, NoSuchMethodException, InstantiationException, IllegalAccessException, InvocationTargetException, Exception, Throwable
- static String **getFieldType** ( **BaseNode** node, String fieldname, String kind)
- static void **readField** ( **BaseNode** node, String fieldName, **Field** fld)
- static String **getNodeTypes** ( **BaseNode** node)
- static **Browser** **getBrowser** ()
- static **BaseNode**[] **createVrmlFromString** (String vrmlSyntax) throws InvalidVRMLSyntaxException
- static **BaseNode**[] **createX3DFromString** (String vrmlSyntax) throws InvalidX3DSyntaxException

### 4.430.1 Detailed Description

Definition at line 13 of file FWJavaScript.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWJavaScript.java

## 4.431 vrml.FWJavaScriptBinding Class Reference

### Public Member Functions

- **FWJavaScriptBinding** ( **BaseNode** n, String f)
- **FWJavaScriptBinding** ( **BaseNode** n, String f, boolean u)
- **BaseNode** **node** ()
- String **field** ()
- void **updateRead** ( **Field** field)
- void **updateWrite** ( **Field** field)
- String **toString** ()

### 4.431.1 Detailed Description

Definition at line 5 of file FWJavaScriptBinding.java.

The documentation for this class was generated from the following file:

- src/java/vrml/FWJavaScriptBinding.java

## 4.432 vrml.FWJavaScriptClassLoader Class Reference

Inheritance diagram for vrml.FWJavaScriptClassLoader:



### Public Member Functions

- **FWJavaScriptClassLoader** (String url)

### Protected Member Functions

- Class **findClass** (String name) throws ClassNotFoundException
- PermissionCollection **getPermissions** (CodeSource codesource)
- URL **findResource** (String name)
- Enumeration **findResources** (String name) throws IOException

### 4.432.1 Detailed Description

Definition at line 13 of file FWJavaScriptClassLoader.java.

### 4.432.2 Constructor & Destructor Documentation

#### 4.432.2.1 FWJavaScriptClassLoader()

```
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

## 4.433 sai.FWMFColor Class Reference

Inheritance diagram for sai.FWMFColor:



### Public Member Functions

- **FWMFColor** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int numVals, float[ ] value) throws `ArrayIndexOutOfBoundsException`, `IllegalArgumentException`
- void **setValue** (int numVals, float[ ][ ] value) throws `ArrayIndexOutOfBoundsException`, `IllegalArgumentException`
- void **set1Value** (int index, float[ ] value) throws `IllegalArgumentException`, `ArrayIndexOutOfBoundsException`
- void **append** (float[ ] value) throws `IllegalArgumentException`, `ArrayIndexOutOfBoundsException`
- void **insertValue** (int index, float[ ] value)

### Additional Inherited Members

#### 4.433.1 Detailed Description

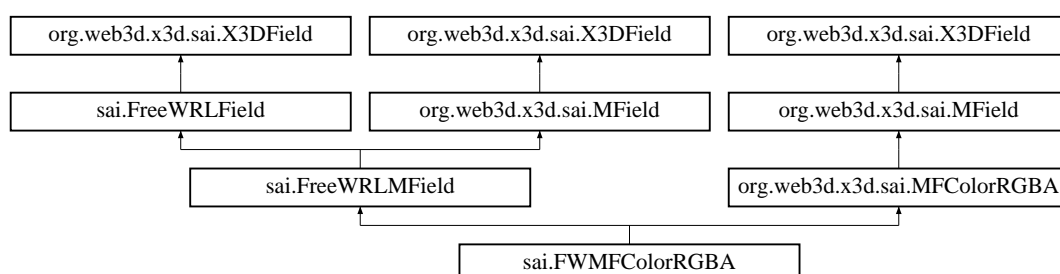
Definition at line 6 of file `FWMFColor.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWMFColor.java`

## 4.434 sai.FWMFColorRGBA Class Reference

Inheritance diagram for sai.FWMFColorRGBA:



## Public Member Functions

- **FWMFColorRGBA** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[ ][ ] value) throws **ArrayIndexOutOfBoundsException**
- void **getValue** (float[ ] value) throws **ArrayIndexOutOfBoundsException**
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int numColors, float[ ] value) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (int numColors, float[ ][ ] value) throws **ArrayIndexOutOfBoundsException**
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

## Additional Inherited Members

### 4.434.1 Detailed Description

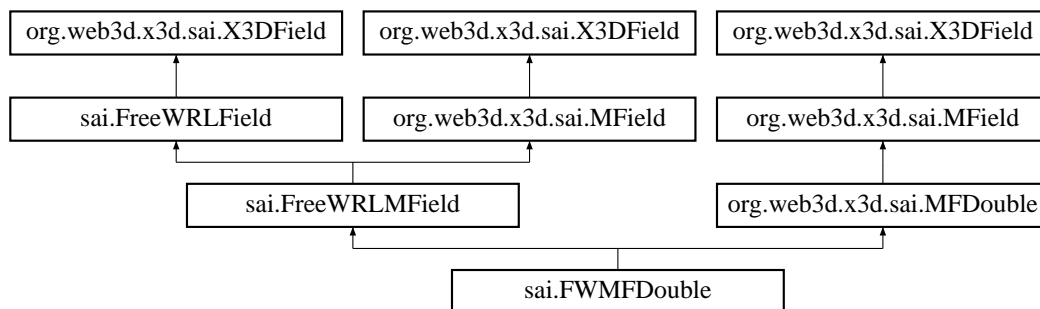
Definition at line 5 of file FWMFColorRGBA.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFColorRGBA.java

### 4.435 sai.FWMFDouble Class Reference

Inheritance diagram for sai.FWMFDouble:



## Public Member Functions

- **FWMFDouble** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[ ] value) throws **ArrayIndexOutOfBoundsException**
- double **get1Value** (int index) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (int size, double[ ] value)
- void **set1Value** (int index, double value) throws **ArrayIndexOutOfBoundsException**
- void **append** (double[ ] value)
- void **insertValue** (int index, double[ ] value) throws **ArrayIndexOutOfBoundsException**



## Additional Inherited Members

### 4.435.1 Detailed Description

Definition at line 5 of file FWMFDouble.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFDouble.java

## 4.436 sai.FWMFFloat Class Reference

Inheritance diagram for sai.FWMFFloat:



## Public Member Functions

- **FWMFFloat** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws **ArrayIndexOutOfBoundsException**
- float **get1Value** (int index) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (int size, float[] value)
- void **set1Value** (int index, float value) throws **ArrayIndexOutOfBoundsException**
- void **append** (float[] value)
- void **insertValue** (int index, float[] value) throws **ArrayIndexOutOfBoundsException**

## Additional Inherited Members

### 4.436.1 Detailed Description

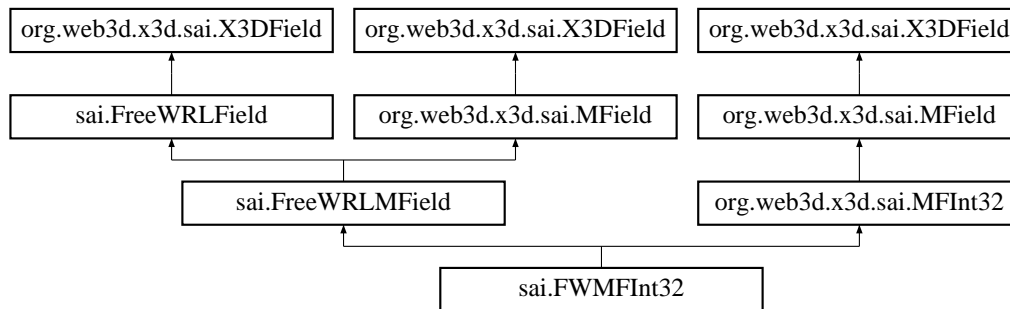
Definition at line 5 of file FWMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFFloat.java

## 4.437 sai.FWMFInt32 Class Reference

Inheritance diagram for sai.FWMFInt32:



### Public Member Functions

- **FWMFInt32** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (int[] values) throws ArrayIndexOutOfBoundsException
- int **get1Value** (int index) throws ArrayIndexOutOfBoundsException
- void **setValue** (int size, int[] value)
- void **set1Value** (int index, int value) throws ArrayIndexOutOfBoundsException
- void **append** (int[] value)
- void **insertValue** (int index, int[] value)

### Additional Inherited Members

#### 4.437.1 Detailed Description

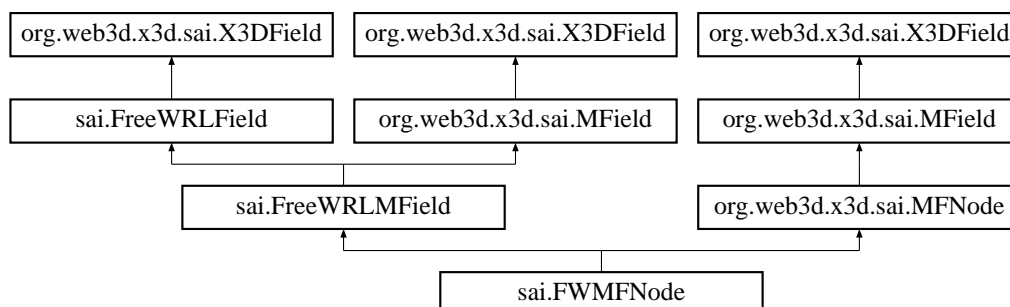
Definition at line 5 of file FWMFInt32.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFInt32.java

## 4.438 sai.FWMFNode Class Reference

Inheritance diagram for sai.FWMFNode:



## Public Member Functions

- void **getValue** ( **X3DNode**[] nodes) throws **ArrayIndexOutOfBoundsException**
- **X3DNode** **get1Value** (int index) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (int size, **X3DNode**[] value)
- void **set1Value** (int index, **X3DNode** value)
- void **append** ( **X3DNode** value)
- void **insertValue** (int index, **X3DNode** value)

## Additional Inherited Members

### 4.438.1 Detailed Description

Definition at line 5 of file FWMFNode.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFNode.java

## 4.439 sai.FWMFRotation Class Reference

Inheritance diagram for sai.FWMFRotation:



## Public Member Functions

- **FWMFRotation** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws **ArrayIndexOutOfBoundsException**
- void **getValue** (float[] value) throws **ArrayIndexOutOfBoundsException**
- void **get1Value** (int index, float[] value)
- void **setValue** (int numRotations, float[] value) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (int numRotations, float[] value) throws **ArrayIndexOutOfBoundsException**
- void **set1Value** (int index, float[] value)
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

## Additional Inherited Members

### 4.439.1 Detailed Description

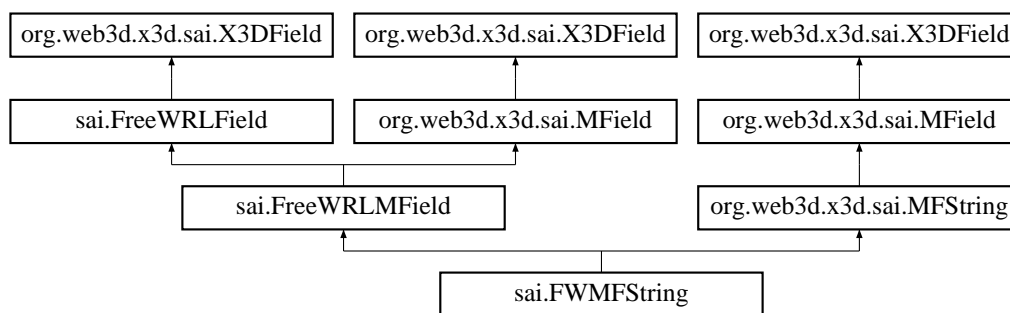
Definition at line 5 of file FWMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFRotation.java

## 4.440 sai.FWMFString Class Reference

Inheritance diagram for sai.FWMFString:



## Public Member Functions

- **FWMFString** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (String[] value) throws **ArrayIndexOutOfBoundsException**
- String **get1Value** (int index) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (int numStrings, String[] value)
- void **set1Value** (int index, String value)
- void **append** (String[] value)
- void **insertValue** (int index, String[] value)

## Additional Inherited Members

### 4.440.1 Detailed Description

Definition at line 5 of file FWMFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFString.java

## 4.441 sai.FWMFVec2d Class Reference

Inheritance diagram for sai.FWMFVec2d:



### Public Member Functions

- **FWMFVec2d** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[][] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (double[] value) throws `ArrayIndexOutOfBoundsException`
- void **get1Value** (int index, double[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, double[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, double[][] value) throws `ArrayIndexOutOfBoundsException`
- void **set1Value** (int index, double[] value) throws `ArrayIndexOutOfBoundsException`
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

### Additional Inherited Members

#### 4.441.1 Detailed Description

Definition at line 5 of file `FWMFVec2d.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWMFVec2d.java`

## 4.442 sai.FWMFVec2f Class Reference

Inheritance diagram for sai.FWMFVec2f:



## Public Member Functions

- **FWMFVec2f** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **get1Value** (int index, float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **set1Value** (int index, float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

## Additional Inherited Members

### 4.442.1 Detailed Description

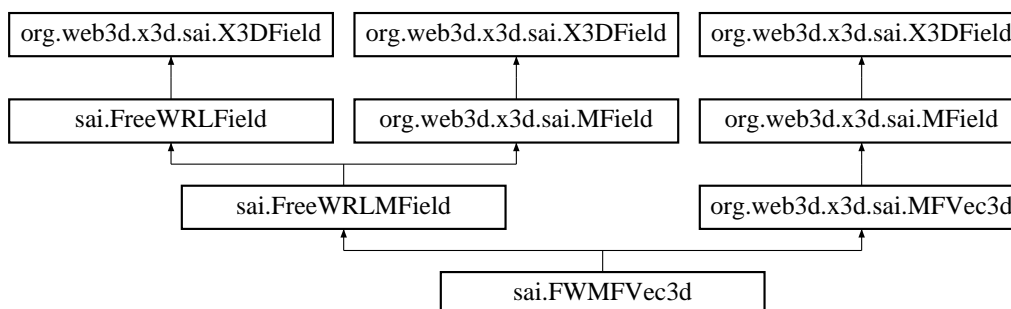
Definition at line 5 of file `FWMFVec2f.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWMFVec2f.java`

## 4.443 sai.FWMFVec3d Class Reference

Inheritance diagram for `sai.FWMFVec3d`:



## Public Member Functions

- **FWMFVec3d** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (double[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **get1Value** (int index, double[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, double[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, double[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **set1Value** (int index, double[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **append** (double[ ] value)
- void **insertValue** (int index, double[ ] value)

## Additional Inherited Members

### 4.443.1 Detailed Description

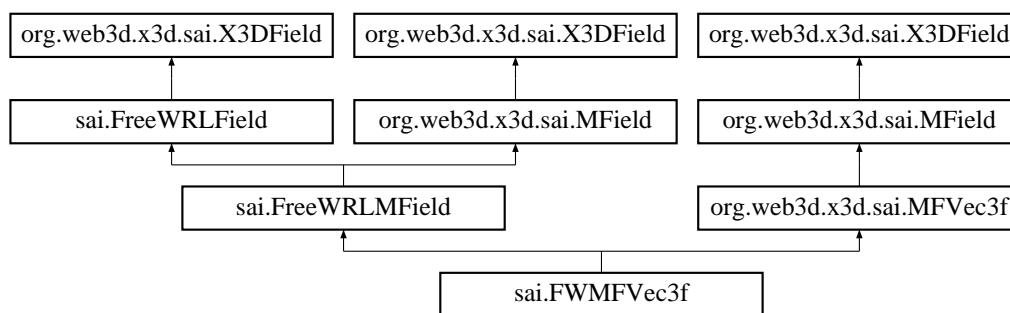
Definition at line 5 of file FWMFVec3d.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFVec3d.java

## 4.444 sai.FWMFVec3f Class Reference

Inheritance diagram for sai.FWMFVec3f:



## Public Member Functions

- **FWMFVec3f** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **getValue** (float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **get1Value** (int index, float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (int size, float[ ][ ] value) throws `ArrayIndexOutOfBoundsException`
- void **set1Value** (int index, float[ ] value) throws `ArrayIndexOutOfBoundsException`
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

## Additional Inherited Members

### 4.444.1 Detailed Description

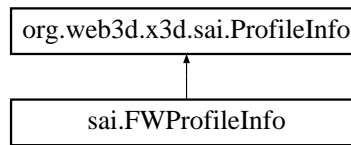
Definition at line 5 of file FWMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWMFVec3f.java

## 4.445 sai.FWProfileInfo Class Reference

Inheritance diagram for sai.FWProfileInfo:



### Public Member Functions

- **FWProfileInfo** (String n, String t, **ComponentInfo**[] c)
- String **getName** ()
- String **getTitle** ()
- **ComponentInfo**[] **getComponents** ()
- String **toX3DString** ()

### 4.445.1 Detailed Description

Definition at line 4 of file FWProfileInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWProfileInfo.java

## 4.446 sai.FWProfInfo Class Reference

### Static Public Member Functions

- static **FWProfileInfo** **getProfile** (String name) throws NotSupportedException
- static **FWProfileInfo**[] **getProfiles** ()
- static **ComponentInfo**[] **getComponents** ()
- static **FWComponentInfo** **getComponent** (String name, int level) throws NotSupportedException

### 4.446.1 Detailed Description

Definition at line 5 of file FWProfInfo.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWProfInfo.java



## 4.447 FWPropertySpec Struct Reference

### Data Fields

- const char \* **name**
- short **index**
- char **type**
- char **readOnly**

### 4.447.1 Detailed Description

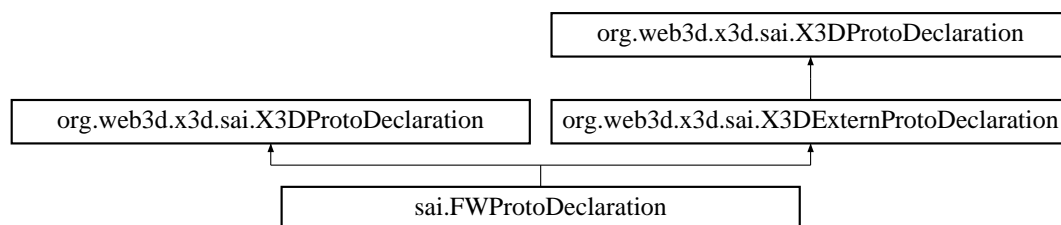
Definition at line 33 of file FWTYPE.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/FWTYPE.h

## 4.448 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** ()

#### 4.448.1 Detailed Description

Definition at line 5 of file FWProtoDeclaration.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWProtoDeclaration.java

### 4.449 sai.FWProtoInstance Class Reference

Inheritance diagram for sai.FWProtoInstance:



#### Public Member Functions

- **FWProtoInstance** ( **FreeWRLBrowser** b)
- **int[]** **getImplementationTypes** ()

#### 4.449.1 Detailed Description

Definition at line 4 of file FWProtoInstance.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWProtoInstance.java

### 4.450 FWRGBQUAD Struct Reference

#### Data Fields

- **FBYTE** **rgbBlue**
- **FBYTE** **rgbGreen**
- **FBYTE** **rgbRed**
- **FBYTE** **rgbReserved**

### 4.450.1 Detailed Description

Definition at line 204 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

## 4.451 sai.FWRoute Class Reference

Inheritance diagram for sai.FWRoute:



### Public Member Functions

- **FWRoute** ( **FreeWRLNode** sn, String sf, **FreeWRLNode** dn, String df)
- String **toString** ()
- boolean **equals** (Object o)
- **X3DNode** **getSourceNode** () throws InvalidRouteException
- **X3DNode** **getDestinationNode** () throws InvalidRouteException
- String **getSourceField** () throws InvalidRouteException
- String **getDestinationField** () throws InvalidRouteException
- void **dispose** ()

### 4.451.1 Detailed Description

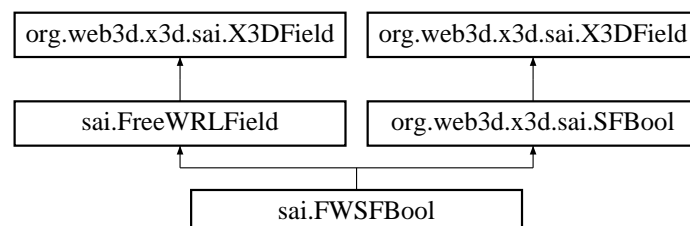
Definition at line 4 of file FWRoute.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWRoute.java

## 4.452 sai.FWSFBool Class Reference

Inheritance diagram for sai.FWSFBool:



## Public Member Functions

- **FWSFBool** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- boolean **getValue** () throws InvalidFieldException
- void **setValue** (boolean value) throws InvalidFieldException

## Additional Inherited Members

### 4.452.1 Detailed Description

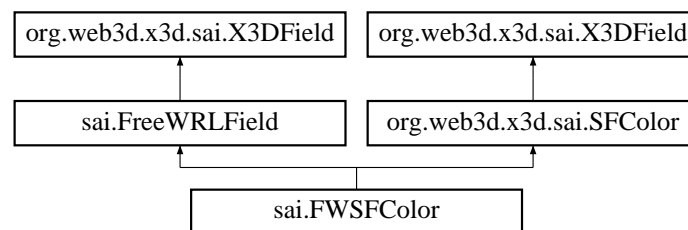
Definition at line 4 of file FWSFBool.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFBool.java

## 4.453 sai.FWSFColor Class Reference

Inheritance diagram for sai.FWSFColor:



## Public Member Functions

- **FWSFColor** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws ArrayIndexOutOfBoundsException
- void **setValue** (float[] value) throws IllegalArgumentException, ArrayIndexOutOfBoundsException

## Additional Inherited Members

### 4.453.1 Detailed Description

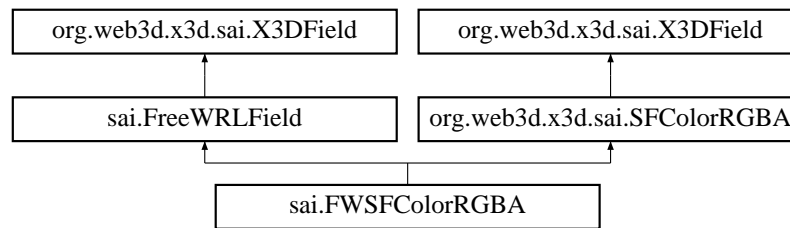
Definition at line 5 of file FWSFColor.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFColor.java

## 4.454 sai.FWSFColorRGBA Class Reference

Inheritance diagram for sai.FWSFColorRGBA:



### Public Member Functions

- **FWSFColorRGBA** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (float[] value) throws **ArrayIndexOutOfBoundsException**

### Additional Inherited Members

#### 4.454.1 Detailed Description

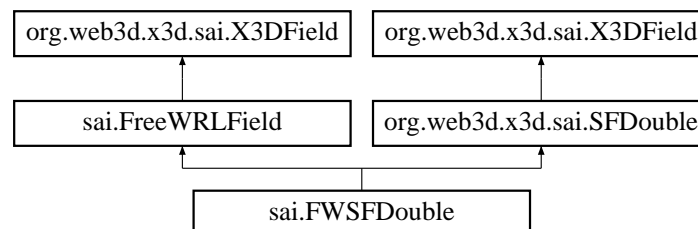
Definition at line 5 of file FWSFColorRGBA.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFColorRGBA.java

## 4.455 sai.FWSFDouble Class Reference

Inheritance diagram for sai.FWSFDouble:



### Public Member Functions

- **FWSFDouble** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- double **getValue** ()
- void **setValue** (double value)

## Additional Inherited Members

### 4.455.1 Detailed Description

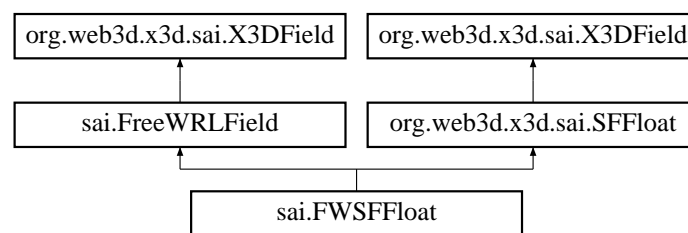
Definition at line 4 of file FWSFDouble.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFDouble.java

## 4.456 sai.FWSFFloat Class Reference

Inheritance diagram for sai.FWSFFloat:



## Public Member Functions

- **FWSFFloat** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- float **getValue** ()
- void **setValue** (float value)

## Additional Inherited Members

### 4.456.1 Detailed Description

Definition at line 4 of file FWSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFFloat.java

## 4.457 sai.FWSFImage Class Reference

Inheritance diagram for sai.FWSFImage:



## Public Member Functions

- **FWSFImage** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()
- void **getPixels** (int[] pixels)
- WritableRenderedImage **getImage** ()
- void **setValue** (int width, int height, int components, int[] pixels)
- void **setImage** (RenderedImage image)
- void **setSubImage** (RenderedImage image, int srcWidth, int srcHeight, int srcXOffset, int srcYOffset, int destXOffset, int destYOffset)

## Additional Inherited Members

### 4.457.1 Detailed Description

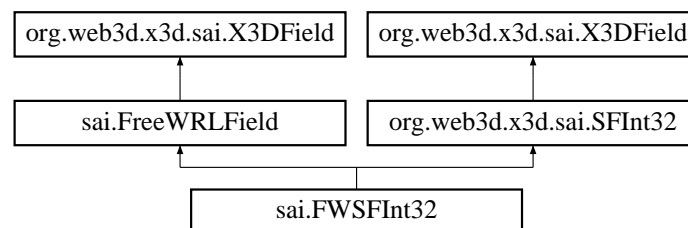
Definition at line 7 of file FWSFImage.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFImage.java

## 4.458 sai.FWSFInt32 Class Reference

Inheritance diagram for sai.FWSFInt32:



## Public Member Functions

- **FWSFInt32** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- int **getValue** ()
- void **setValue** (int value)

## Additional Inherited Members

### 4.458.1 Detailed Description

Definition at line 4 of file FWSFInt32.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFInt32.java

## 4.459 sai.FWSFNode Class Reference

Inheritance diagram for sai.FWSFNode:



### Public Member Functions

- **FWSFNode** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- **X3DNode** **getValue** ()
- void **setValue** ( **X3DNode** value) throws InvalidNodeException

### Additional Inherited Members

#### 4.459.1 Detailed Description

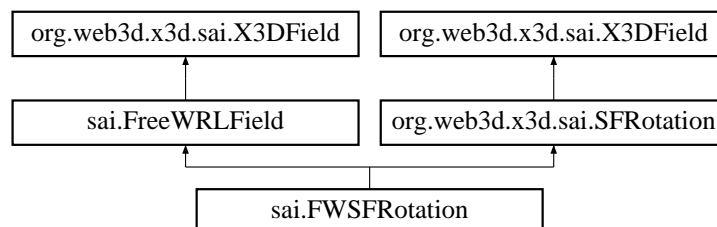
Definition at line 4 of file FWSFNode.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFNode.java

## 4.460 sai.FWSFRotation Class Reference

Inheritance diagram for sai.FWSFRotation:



### Public Member Functions

- **FWSFRotation** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws ArrayIndexOutOfBoundsException
- void **setValue** (float[] value) throws ArrayIndexOutOfBoundsException



## Additional Inherited Members

### 4.460.1 Detailed Description

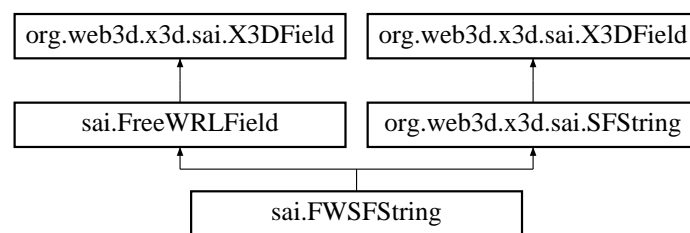
Definition at line 5 of file FWSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFRotation.java

## 4.461 sai.FWSFString Class Reference

Inheritance diagram for sai.FWSFString:



## Public Member Functions

- `FWSFString ( FreeWRLFieldDefinition def, FreeWRLBrowser b)`
- `String getValue ()`
- `void setValue (String value)`

## Additional Inherited Members

### 4.461.1 Detailed Description

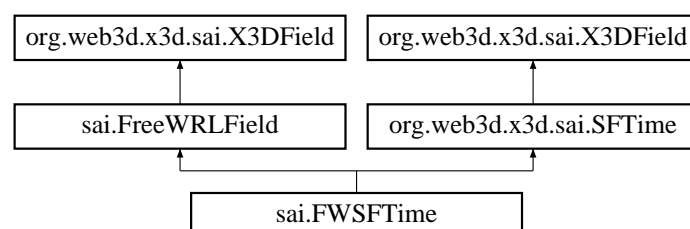
Definition at line 4 of file FWSFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFString.java

## 4.462 sai.FWSFTime Class Reference

Inheritance diagram for sai.FWSFTime:



## Public Member Functions

- **FWSFTime** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- double **getValue** ()
- long **getJavaValue** ()
- void **setValue** (double value)
- void **setValue** (long value)

## Additional Inherited Members

### 4.462.1 Detailed Description

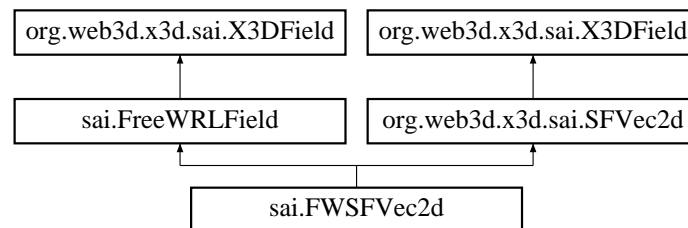
Definition at line 4 of file FWSFTime.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFTime.java

## 4.463 sai.FWSFVec2d Class Reference

Inheritance diagram for sai.FWSFVec2d:



## Public Member Functions

- **FWSFVec2d** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (double[] value) throws `ArrayIndexOutOfBoundsException`

## Additional Inherited Members

### 4.463.1 Detailed Description

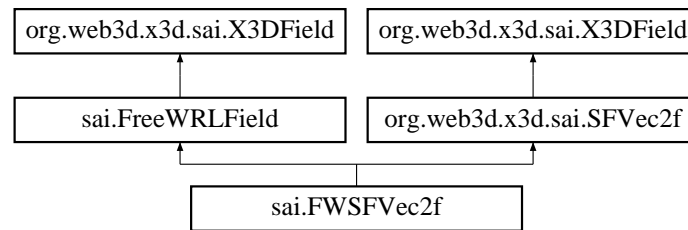
Definition at line 5 of file FWSFVec2d.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFVec2d.java

## 4.464 sai.FWSFVec2f Class Reference

Inheritance diagram for sai.FWSFVec2f:



### Public Member Functions

- **FWSFVec2f** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (float[] value) throws `ArrayIndexOutOfBoundsException`

### Additional Inherited Members

#### 4.464.1 Detailed Description

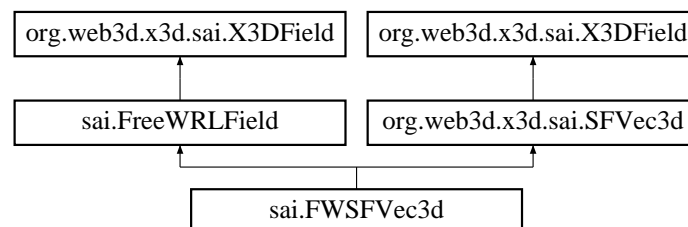
Definition at line 5 of file `FWSFVec2f.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/FWSFVec2f.java`

## 4.465 sai.FWSFVec3d Class Reference

Inheritance diagram for sai.FWSFVec3d:



### Public Member Functions

- **FWSFVec3d** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (double[] value) throws `ArrayIndexOutOfBoundsException`
- void **setValue** (double[] value) throws `ArrayIndexOutOfBoundsException`

## Additional Inherited Members

### 4.465.1 Detailed Description

Definition at line 5 of file FWSFVec3d.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFVec3d.java

## 4.466 sai.FWSFVec3f Class Reference

Inheritance diagram for sai.FWSFVec3f:



## Public Member Functions

- **FWSFVec3f** ( **FreeWRLFieldDefinition** def, **FreeWRLBrowser** b)
- void **getValue** (float[] value) throws **ArrayIndexOutOfBoundsException**
- void **setValue** (float[] value) throws **ArrayIndexOutOfBoundsException**

## Additional Inherited Members

### 4.466.1 Detailed Description

Definition at line 5 of file FWSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/FWSFVec3f.java

## 4.467 FWSNDMSG Struct Reference

## Data Fields

- long **mtype**
- char **msg** [SNDMAXMSGSIZE]

### 4.467.1 Detailed Description

Definition at line 49 of file sounds.h.

The documentation for this struct was generated from the following files:

- src/lib/scenegraph/sounds.h
- src/sound/soundheader.h

## 4.468 FWTYPE Struct Reference

### Data Fields

- int **itype**
- char **ctype**
- char \* **name**
- int **size\_of**
- FWConstructor **Constructor**
- struct **ArgListType** \* **ConstructorArgs**
- **FWPropertySpec** \* **Properties**
- FWIterator **iterator**
- FWGet **Getter**
- FWSet **Setter**
- char **takesIndexer**
- char **indexerReadOnly**
- **FWFunctionSpec** \* **Functions**

### 4.468.1 Detailed Description

Definition at line 67 of file FWTYPE.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/FWTYPE.h

## 4.469 FWVAL Struct Reference

### Data Fields

- char **itype**
  -
- ```
union {
    int _null
    double _numeric
    int _integer
    int _boolean
    const char * _string
    FWPointer _pointer
    FWPointer _web3dval
    void * _jobject
};
```

4.469.1 Detailed Description

Definition at line 115 of file FWTYPE.h.

The documentation for this struct was generated from the following file:

- src/lib/world_script/FWTYPE.h

4.470 FXY Struct Reference

Data Fields

- GLfloat **x**
- GLfloat **y**

4.470.1 Detailed Description

Definition at line 221 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/CursorDraw.c

4.471 gcgd Struct Reference

Data Fields

- double **A**
- double **F**
- double **C**
- double **A2**
- double **C2**
- double **Eps2**
- double **Eps21**
- double **Eps25**
- double **C254**
- double **C2DA**
- double **CEE**
- double **CE2**
- double **CEEps2**
- double **TwoCEE**
- double **tem**
- double **ARat1**
- double **ARat2**
- double **BRat1**
- double **BRat2**
- double **B1**
- double **B2**
- double **B3**
- double **B4**
- double **B5**

4.471.1 Detailed Description

Definition at line 1359 of file Component_Geospatial.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Geospatial.c

4.472 GLUface Struct Reference

Data Fields

- **GLUface** * **next**
- **GLUface** * **prev**
- **GLUhalfEdge** * **anEdge**
- void * **data**
- **GLUface** * **trail**
- GLboolean **marked**
- GLboolean **inside**

4.472.1 Detailed Description

Definition at line 126 of file mesh.h.

The documentation for this struct was generated from the following file:

- src/libtess/mesh.h

4.473 GLUhalfEdge Struct Reference

Data Fields

- **GLUhalfEdge** * **next**
- **GLUhalfEdge** * **Sym**
- **GLUhalfEdge** * **Onext**
- **GLUhalfEdge** * **Lnext**
- **GLUvertex** * **Org**
- **GLUface** * **Lface**
- **ActiveRegion** * **activeRegion**
- int **winding**

4.473.1 Detailed Description

Definition at line 138 of file mesh.h.

The documentation for this struct was generated from the following file:

- src/libtess/mesh.h

4.474 GLUmesh Struct Reference

Data Fields

- **GLUvertex vHead**
- **GLUface fHead**
- **GLUhalfEdge eHead**
- **GLUhalfEdge eHeadSym**

4.474.1 Detailed Description

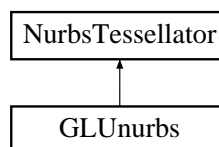
Definition at line 163 of file mesh.h.

The documentation for this struct was generated from the following file:

- src/libtess/mesh.h

4.475 GLUnurbs Class Reference

Inheritance diagram for GLUnurbs:



Public Member Functions

- void **useGLMatrices** (const GLfloat modelMatrix[16], const GLfloat projMatrix[16], const GLint viewport[4])
- void **setSamplingMatrixIdentity** (void)
- void **errorHandler** (int)
- void **bgnrender** (void)
- void **endrender** (void)
- void **setautoloadmode** (INREAL value)
- GLboolean **getautoloadmode** (void)
- void **postError** (int which)
- void **putSurfCallback** (GLenum which, _GLUfuncptr fn)
- int **get_vertices_call_back** ()
- void **put_vertices_call_back** (int flag)
- int **get_callback_auto_normal** ()
- void **put_callback_auto_normal** (int flag)
- void **setNurbsCallbackData** (void *userData)
- void **LOD_eval_list** (int level)
- int **is_callback** ()
- void **put_callbackFlag** (int flag)

Data Fields

- errorCallbackType **errorCallback**

Additional Inherited Members

4.475.1 Detailed Description

Definition at line 50 of file glrender.h.

The documentation for this class was generated from the following files:

- src/libnurbs/interface/glrender.h
- src/libnurbs/interface/glrender.cc

4.476 GLUtesselator Struct Reference

Public Member Functions

- **void** (GLAPIENTRY *callError)(GLenum errnum)
- **void** (GLAPIENTRY *callCombine)(GLdouble coords[3])
- **void** (GLAPIENTRY *callBegin)(GLenum type)
- **void** (GLAPIENTRY *callEdgeFlag)(GLboolean boundaryEdge)
- **void** (GLAPIENTRY *callVertex)(void *data)
- **void** (GLAPIENTRY *callEnd)(void)
- **void** (GLAPIENTRY *callMesh)(**GLUmesh** *mesh)
- **void** (GLAPIENTRY *callBeginData)(GLenum type)
- **void** (GLAPIENTRY *callEdgeFlagData)(GLboolean boundaryEdge)
- **void** (GLAPIENTRY *callVertexData)(void *data)
- **void** (GLAPIENTRY *callEndData)(void *polygonData)
- **void** (GLAPIENTRY *callErrorData)(GLenum errnum)
- **void** (GLAPIENTRY *callCombineData)(GLdouble coords[3])

Data Fields

- enum TessState **state**
- **GLUhalfEdge** * **lastEdge**
- **GLUmesh** * **mesh**
- GLdouble **normal** [3]
- GLdouble **sUnit** [3]
- GLdouble **tUnit** [3]
- GLdouble **relTolerance**
- GLenum **windingRule**
- GLboolean **fatalError**
- **Dict** * **dict**
- **PriorityQ** * **pq**
- **GLUvertex** * **event**
- void * **data** [4]
- void GLfloat **weight** [4]

- void GLfloat void ** **outData**
- GLboolean **flagBoundary**
- GLboolean **boundaryOnly**
- **GLUface** * **lonelyTriList**
- GLboolean **emptyCache**
- int **cacheCount**
- **CachedVertex** **cache** [TESS_MAX_CACHE]
- void * **polygonData**
- void GLfloat void void * **polygonData**
- jmp_buf **env**

4.476.1 Detailed Description

Definition at line 59 of file tess.h.

The documentation for this struct was generated from the following file:

- src/libtess/tess.h

4.477 GLUvertex Struct Reference

Data Fields

- **GLUvertex** * **next**
- **GLUvertex** * **prev**
- **GLUhalfEdge** * **anEdge**
- void * **data**
- GLdouble **coords** [3]
- GLdouble **s**
- GLdouble **t**
- long **pqHandle**

4.477.1 Detailed Description

Definition at line 114 of file mesh.h.

The documentation for this struct was generated from the following file:

- src/libtess/mesh.h

4.478 GLwDrawingAreaCallbackStruct Struct Reference

Data Fields

- int **reason**
- XEvent * **event**
- Dimension **width**
- Dimension **height**

4.478.1 Detailed Description

Definition at line 196 of file GLwDrawA.h.

The documentation for this struct was generated from the following file:

- src/lib/ui/GLwDrawA.h

4.479 GLwDrawingAreaPart Struct Reference

Data Fields

- int * **attribList**
- XVisualInfo * **visualInfo**
- Boolean **myList**
- Boolean **myVisual**
- Boolean **installColormap**
- Boolean **allocateBackground**
- Boolean **allocateOtherColors**
- Boolean **installBackground**
- XtCallbackList **ginitCallback**
- XtCallbackList **resizeCallback**
- XtCallbackList **exposeCallback**
- XtCallbackList **inputCallback**
- int **bufferSize**
- int **level**
- Boolean **rgba**
- Boolean **doublebuffer**
- Boolean **stereo**
- int **auxBuffers**
- int **redSize**
- int **greenSize**
- int **blueSize**
- int **alphaSize**
- int **depthSize**
- int **stencilSize**
- int **accumRedSize**
- int **accumGreenSize**
- int **accumBlueSize**
- int **accumAlphaSize**

4.479.1 Detailed Description

Definition at line 80 of file GLwDrawAP.h.

The documentation for this struct was generated from the following file:

- src/lib/ui/GLwDrawAP.h

4.480 GoP Struct Reference

Data Fields

- int **drop_flag**
- unsigned int **tc_hours**
- unsigned int **tc_minutes**
- unsigned int **tc_seconds**
- unsigned int **tc_pictures**
- int **closed_gop**
- int **broken_link**
- char * **ext_data**
- char * **user_data**

4.480.1 Detailed Description

Definition at line 116 of file mpeg_berkley.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg_berkley.h

4.481 GridAxisRecord Struct Reference

Data Fields

- unsigned short **sampleType**
type of environmental sample
- unsigned short **dataRepresentation**
value that describes data representation

4.481.1 Detailed Description

Definition at line 288 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.482 GridAxisRecordRepresentation0 Struct Reference

Data Fields

- struct **GridAxisRecord** **myGridAxisRecord**
- unsigned short **numberOfBytes**
number of bytes of environmental state data
- void * **dataValues**
variable length list of data parameters ^{^^^}this is wrong—need padding as well

4.482.1 Detailed Description

Definition at line 962 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.483 GridAxisRecordRepresentation1 Struct Reference

Data Fields

- struct **GridAxisRecord** **myGridAxisRecord**
- float **fieldScale**
constant scale factor
- float **fieldOffset**
constant offset used to scale grid data
- unsigned short **numberOfValues**
Number of data values.
- void * **dataValues**
variable length list of data parameters ^^^this is wrong—need padding as well

4.483.1 Detailed Description

Definition at line 949 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.484 GridAxisRecordRepresentation2 Struct Reference

Data Fields

- struct **GridAxisRecord** **myGridAxisRecord**
- unsigned short **numberOfValues**
number of values
- void * **dataValues**
variable length list of data parameters ^^^this is wrong—need padding as well

4.484.1 Detailed Description

Definition at line 918 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.485 gridBoundaryChain Class Reference

Public Member Functions

- **gridBoundaryChain** (**gridWrap** *gr, Int first_vline_index, Int n_vlines, Int *uline_indices, Int *inner_indices)
- Int **getVlineIndex** (Int i)
- Int **getUlineIndex** (Int i)
- Real **get_u_value** (Int i)
- Real **get_v_value** (Int i)
- Int **get_nVlines** ()
- Int **getInnerIndex** (Int i)
- Real **getInner_u_value** (Int i)
- Real * **get_vertex** (Int i)
- **gridWrap** * **getGrid** ()
- void **leftEndFan** (Int i, **primStream** *pStream)
- void **rightEndFan** (Int i, **primStream** *pStream)
- Int **lookfor** (Real v, Int i1, Int i2)
- void **draw** ()
- void **drawInner** ()

4.485.1 Detailed Description

Definition at line 96 of file gridWrap.h.

The documentation for this class was generated from the following files:

- src/libnurbs/nurbtess/gridWrap.h
- src/libnurbs/nurbtess/gridWrap.cc

4.486 GriddedDataPdu Struct Reference

Data Fields

- struct **SyntheticEnvironmentFamilyPdu** mySyntheticEnvironmentFamilyPdu
- struct **EntityID** environmentalSimulationApplicationID
environmental simulation application ID
- unsigned short **fieldNumber**
unique identifier for each piece of enviornmental data
- unsigned short **pduNumber**
sequence number for the total set of PDUS used to transmit the data
- unsigned short **pduTotal**
Total number of PDUS used to transmit the data.
- unsigned short **coordinateSystem**
coordinate system of the grid
- unsigned char **numberOfGridAxes**
number of grid axes for the environmental data
- unsigned char **constantGrid**
are domain grid axes identidal to those of the priveious domain update?
- struct **EntityType** environmentType

- type of environment*
- struct **Orientation** **orientation**
orientation of the data grid
- long long **sampleTime**
valid time of the enviornmental data sample, 64 bit unsigned int
- unsigned int **totalValues**
total number of all data values for all pdus for an environmental sample
- unsigned char **vectorDimension**
total number of data values at each grid point.
- unsigned short **padding1**
padding
- unsigned char **padding2**
padding
- void * **gridDataList**
Grid data ^^^ This is wrong.

4.486.1 Detailed Description

Definition at line 1138 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.487 Gridline Struct Reference

Data Fields

- long **v**
- REAL **vval**
- long **vindex**
- long **ustart**
- long **uend**

4.487.1 Detailed Description

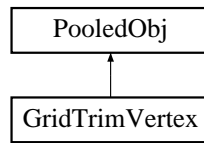
Definition at line 39 of file gridline.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/gridline.h

4.488 GridTrimVertex Class Reference

Inheritance diagram for GridTrimVertex:



Public Member Functions

- void **set** (long, long)
- void **set** (REAL, REAL)
- void **set** (TrimVertex *)
- void **clear** (void)
- int **isGridVert** ()
- int **isTrimVert** ()
- void **output** ()

Data Fields

- TrimVertex * **t**
- GridVertex * **g**

4.488.1 Detailed Description

Definition at line 44 of file gridtrimvertex.h.

The documentation for this class was generated from the following file:

- src/libnurbs/internals/gridtrimvertex.h

4.489 GridVertex Struct Reference

Public Member Functions

- GridVertex (long u, long v)
- void **set** (long u, long v)
- long **nextu** ()
- long **prevu** ()

Data Fields

- long **gparam** [2]

4.489.1 Detailed Description

Definition at line 39 of file gridvertex.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/gridvertex.h

4.490 gridWrap Class Reference

Public Member Functions

- **gridWrap** (Int nUlines, Int nVlines, Real uMin, Real uMax, Real vMin, Real vMax)
- **gridWrap** (Int nUlines, Real *uvals, Int nVlines, Real *vvals)
- void **print** ()
- Int **get_n_ulines** ()
- Int **get_n_vlines** ()
- Real **get_u_min** ()
- Real **get_u_max** ()
- Real **get_v_min** ()
- Real **get_v_max** ()
- Real **get_u_value** (Int i)
- Real **get_v_value** (Int j)
- Real * **get_u_values** ()
- Real * **get_v_values** ()
- void **outputFanWithPoint** (Int v, Int uleft, Int uright, Real vert[2], **primStream** *pStream)
- void **draw** ()
- Int **isUniform** ()

4.490.1 Detailed Description

Definition at line 42 of file gridWrap.h.

The documentation for this class was generated from the following files:

- src/libnurbs/nurbtess/gridWrap.h
- src/libnurbs/nurbtess/gridWrap.cc

4.491 GUINamedType Struct Reference

Data Fields

- char * **name**
- int **type**

4.491.1 Detailed Description

Definition at line 2279 of file Component_Text.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Text.c

4.492 GUIScreen Struct Reference

Data Fields

- int **X**
- int **Y**

4.492.1 Detailed Description

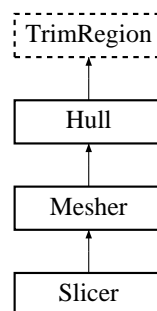
Definition at line 3077 of file Component_Text.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_Text.c

4.493 Hull Class Reference

Inheritance diagram for Hull:



Public Member Functions

- void **init** (void)
- **GridTrimVertex** * **nextlower** (**GridTrimVertex** *)
- **GridTrimVertex** * **nextupper** (**GridTrimVertex** *)

Additional Inherited Members

4.493.1 Detailed Description

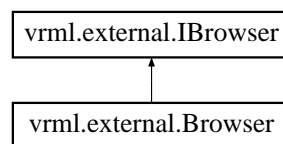
Definition at line 47 of file hull.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/hull.h
- src/libnurbs/internals/hull.cc

4.494 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)

4.494.1 Detailed Description

Definition at line 6 of file IBrowser.java.

The documentation for this interface was generated from the following file:

- src/java/vrml/external/IBrowser.java

4.495 IffAtcNavAidsLayer1Pdu Struct Reference

Data Fields

- struct **DistributedEmissionsFamilyPdu** **myDistributedEmissionsFamilyPdu**
- struct **EntityID** **emittingEntityId**
ID of the entity that is the source of the emissions.
- struct **EventID** **eventID**
Number generated by the issuing simulation to associate realted events.
- struct **Vector3Float** **location**
Location wrt entity.
- struct **SystemID** **systemID**
System ID information.
- unsigned short **pad2**
padding
- struct **IffFundamentalData** **fundamentalParameters**
fundamental parameters

4.495.1 Detailed Description

Definition at line 1060 of file DIS.h.

4.495.2 Field Documentation

4.495.2.1 location

```
struct Vector3Float IffAtcNavAidsLayer1Pdu::location
```

Location wrt entity.

There is some ambuigiuity in the standard here, but this is the order it is listed in the table.

Definition at line 1051 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.496 IffAtcNavAidsLayer2Pdu Struct Reference

Data Fields

- struct **IffAtcNavAidsLayer1Pdu** myIffAtcNavAidsLayer1Pdu
- struct **LayerHeader** layerHeader
layer header
- struct **BeamData** beamData
beam data
- struct **BeamData** secondaryOperationalData
Secondary operational data, 5.2.57.
- void * **fundamentalIffParameters**
variable length list of fundamental parameters.

4.496.1 Detailed Description

Definition at line 1530 of file DIS.h.

4.496.2 Field Documentation

4.496.2.1 fundamentalIffParameters

```
void* IffAtcNavAidsLayer2Pdu::fundamentalIffParameters
```

variable length list of fundamental parameters.

^^^This is wrong

Definition at line 1539 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.497 IffFundamentalData Struct Reference

Data Fields

- unsigned char **systemStatus**
system status
- unsigned char **alternateParameter4**
Alternate parameter 4.
- unsigned char **informationLayers**
eight boolean fields
- unsigned char **modifier**
enumeration
- unsigned short **parameter1**
parameter, enumeration
- unsigned short **parameter2**
parameter, enumeration
- unsigned short **parameter3**
parameter, enumeration
- unsigned short **parameter4**
parameter, enumeration
- unsigned short **parameter5**
parameter, enumeration
- unsigned short **parameter6**
parameter, enumeration

4.497.1 Detailed Description

Definition at line 358 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.498 iiglobal Struct Reference

Data Structures

- struct **tBindable**
- struct **tcollision**
- struct **tcommon**
- struct **tComponent_CubeMapTexturing**
- struct **tComponent_EnvironSensor**
- struct **tComponent_Followers**
- struct **tComponent_Geometry3D**
- struct **tComponent_Geospatial**
- struct **tComponent_HAnim**
- struct **tComponent_KeyDevice**
- struct **tComponent_Layering**

- struct **tComponent_Layout**
- struct **tComponent_NURBS**
- struct **tComponent_ParticleSystems**
- struct **tComponent_Picking**
- struct **tComponent_ProgrammableShaders**
- struct **tComponent_Rendering**
- struct **tComponent_RigidBodyPhysics**
- struct **tComponent_Shape**
- struct **tComponent_Sound**
- struct **tComponent_Text**
- struct **tComponent_VolumeRendering**
- struct **tComponent_VRML1**
- struct **tConsoleMessage**
- struct **tCParse**
- struct **tCParseParser**
- struct **tCRoutes**
- struct **tCScripts**
- struct **tCursorDraw**
- struct **tdisplay**
- struct **tEAI_C_CommonFunctions**
- struct **tEAICore**
- struct **tEAIEventsIn**
- struct **tEAHelpers**
- struct **tFrustum**
- struct **tinternalc**
- struct **tLoadTextures**
- struct **tMainloop**
- struct **tOpenGL_Utils**
- struct **tPluginSocket**
- struct **tpluginUtils**
- struct **tProdCon**
- struct **tRenderFuncs**
- struct **tRenderTextures**
- struct **tresources**
- struct **tSensInterps**
- struct **tSnapshot**
- struct **tstatusbar**
- struct **tStreamPoly**
- struct **tTess**
- struct **tTextures**
- struct **tthreads**
- struct **tViewer**
- struct **tX3DParser**

Data Fields

- struct **iiglobal::tdisplay** display
- struct **iiglobal::tinternalc** internalc
- struct **iiglobal::tresources** resources
- struct **iiglobal::tthreads** threads
- struct **iiglobal::tSnapshot** Snapshot
- struct **iiglobal::tEAI_C_CommonFunctions** EAI_C_CommonFunctions
- struct **iiglobal::tEAIEventsIn** EAIEventsIn
- struct **iiglobal::tEAHelpers** EAHelpers

- struct **iiglobal::tEAICore** EAICore
- struct **iiglobal::tSensInterps** SensInterps
- struct **iiglobal::tConsoleMessage** ConsoleMessage
- struct **iiglobal::tMainloop** Mainloop
- struct **iiglobal::tProdCon** ProdCon
- struct **iiglobal::tFrustum** Frustum
- struct **iiglobal::tLoadTextures** LoadTextures
- struct **iiglobal::tOpenGL_Utils** OpenGL_Utils
- struct **iiglobal::tRenderTextures** RenderTextures
- struct **iiglobal::tTextures** Textures
- struct **iiglobal::tPluginSocket** PluginSocket
- struct **iiglobal::tpluginUtils** pluginUtils
- struct **iiglobal::tcollision** collision
- struct **iiglobal::tComponent_CubeMapTexturing** Component_CubeMapTexturing
- struct **iiglobal::tComponent_EnvironSensor** Component_EnvironSensor
- struct **iiglobal::tComponent_Geometry3D** Component_Geometry3D
- struct **iiglobal::tComponent_Geospatial** Component_Geospatial
- struct **iiglobal::tComponent_HAnim** Component_HAnim
- struct **iiglobal::tComponent_Layering** Component_Layering
- struct **iiglobal::tComponent_Layout** Component_Layout
- struct **iiglobal::tComponent_NURBS** Component_NURBS
- struct **iiglobal::tComponent_ParticleSystems** Component_ParticleSystems
- struct **iiglobal::tComponent_ProgrammableShaders** Component_ProgrammableShaders
- struct **iiglobal::tComponent_RigidBodyPhysics** Component_RigidBodyPhysics
- struct **iiglobal::tComponent_Followers** Component_Followers
- struct **iiglobal::tComponent_KeyDevice** Component_KeyDevice
- struct **iiglobal::tComponent_Picking** Component_Picking
- struct **iiglobal::tComponent_Rendering** Component_Rendering
- struct **iiglobal::tComponent_Shape** Component_Shape
- struct **iiglobal::tComponent_Sound** Component_Sound
- struct **iiglobal::tComponent_Text** Component_Text
- struct **iiglobal::tComponent_VRML1** Component_VRML1
- struct **iiglobal::tComponent_VolumeRendering** Component_VolumeRendering
- struct **iiglobal::tRenderFuncs** RenderFuncs
- struct **iiglobal::tStreamPoly** StreamPoly
- struct **iiglobal::tTess** Tess
- struct **iiglobal::tViewer** Viewer
- struct **iiglobal::tstatusbar** statusbar
- struct **iiglobal::tCParse** CParse
- struct **iiglobal::tCParseParser** CParseParser
- struct **iiglobal::tCRoutes** CRoutes
- struct **iiglobal::tCScripts** CScripts
- struct **iiglobal::tBindable** Bindable
- struct **iiglobal::tX3DParser** X3DParser
- struct **iiglobal::tcommon** common
- struct **iiglobal::tCursorDraw** CursorDraw

4.498.1 Detailed Description

Definition at line 41 of file `iiglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iiglobal.h`

4.499 IMEXPORT Struct Reference

Data Fields

- struct **X3D_Node** * **nodeptr**
- char * **inlinename**
- char * **mxname**
- char * **as**

4.499.1 Detailed Description

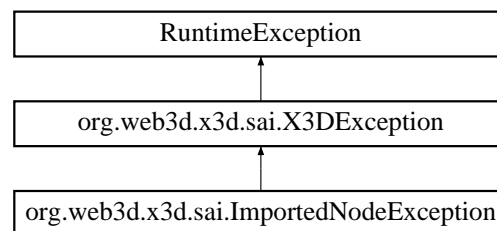
Definition at line 242 of file CParseParser.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CParseParser.h

4.500 org.web3d.x3d.sai.ImportedException Class Reference

Inheritance diagram for org.web3d.x3d.sai.ImportedException:



Public Member Functions

- **ImportedException** (String msg)

4.500.1 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

4.501 initialRouteStruct Struct Reference

Data Fields

- struct **X3D_Node** * **from**
- size_t **totalptr**

4.501.1 Detailed Description

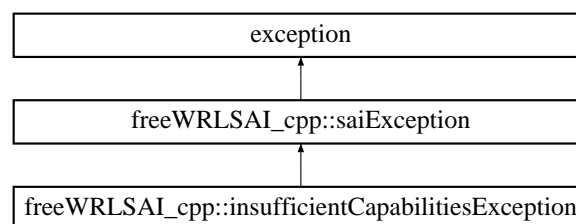
Definition at line 201 of file CRoutes.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml_parser/CRoutes.c

4.502 freeWRLSAI_cpp::insufficientCapabilitiesException Class Reference

Inheritance diagram for freeWRLSAI_cpp::insufficientCapabilitiesException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.502.1 Detailed Description

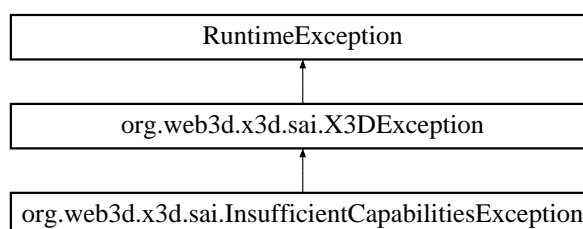
Definition at line 118 of file SAException.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAException.h

4.503 org.web3d.x3d.sai.InsufficientCapabilitiesException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InsufficientCapabilitiesException:



Public Member Functions

- **InsufficientCapabilitiesException** (String msg)

4.503.1 Detailed Description

Definition at line 3 of file InsufficientCapabilitiesException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InsufficientCapabilitiesException.java

4.504 IntercomCommunicationsParameters Struct Reference

Data Fields

- unsigned short **recordType**
Type of intercom parameters record.
- unsigned short **recordLength**
length of record
- unsigned int **recordSpecificField**
Jerks.

4.504.1 Detailed Description

Definition at line 452 of file DIS.h.

4.504.2 Field Documentation

4.504.2.1 recordSpecificField

```
unsigned int IntercomCommunicationsParameters::recordSpecificField
```

Jerks.

Looks like the committee is forcing a lookup of the record type parameter to find out how long the field is. This is a placeholder.

Definition at line 458 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.505 IntercomControlPdu Struct Reference

Data Fields

- struct **RadioCommunicationsFamilyPdu** **myRadioCommunicationsFamilyPdu**
- unsigned char **controlType**
control type
- unsigned char **communicationsChannelType**
control type
- struct **EntityID** **sourceEntityID**
Source entity ID.
- unsigned char **sourceCommunicationsDeviceID**
The specific intercom device being simulated within an entity.
- unsigned char **sourceLineID**
Line number to which the intercom control refers.
- unsigned char **transmitPriority**
priority of this message relative to transmissions from other intercom devices
- unsigned char **transmitLineState**
current transmit state of the line
- unsigned char **command**
detailed type requested.
- struct **EntityID** **masterEntityID**
eid of the entity that has created this intercom channel.
- unsigned short **masterCommunicationsDeviceID**
specific intercom device that has created this intercom channel
- unsigned int **intercomParametersLength**
number of intercom parameters
- void * **intercomParameters**
^^^ *This is wrong—the length of the data field is variable.*

4.505.1 Detailed Description

Definition at line 1897 of file DIS.h.

4.505.2 Field Documentation

4.505.2.1 intercomParameters

```
void* IntercomControlPdu::intercomParameters
```

^^^This is wrong—the length of the data field is variable.

Using a long for now.

Definition at line 1922 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.506 IntercomSignalPdu Struct Reference

Data Fields

- struct **RadioCommunicationsFamilyPdu** **myRadioCommunicationsFamilyPdu**
- struct **EntityID** **entityID**
entity ID
- unsigned short **communicationsDeviceID**
ID of communications device.
- unsigned short **encodingScheme**
encoding scheme
- unsigned short **tdlType**
tactical data link type
- unsigned int **sampleRate**
sample rate
- unsigned short **dataLength**
data length
- unsigned short **samples**
samples
- void * **data**
data bytes

4.506.1 Detailed Description

Definition at line 897 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.507 intersection_info Struct Reference

Data Fields

- float **dist**
- float **p** [3]
- float **normal** [3]
- float **texcoord** [3]

4.507.1 Detailed Description

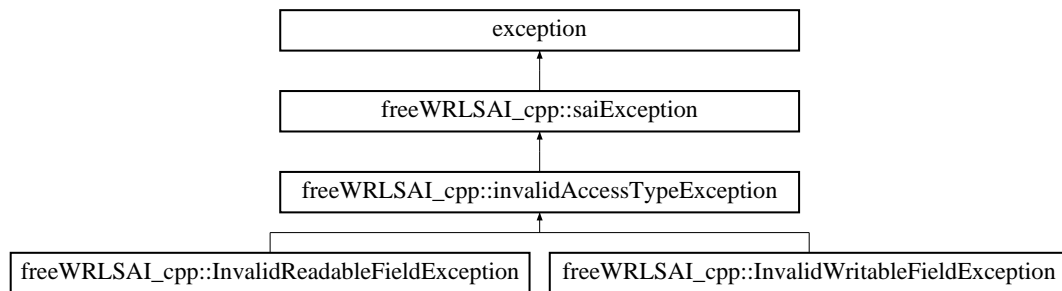
Definition at line 121 of file Polyrep.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Polyrep.h

4.508 freeWRLSAI_cpp::invalidAccessTypeException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidAccessTypeException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.508.1 Detailed Description

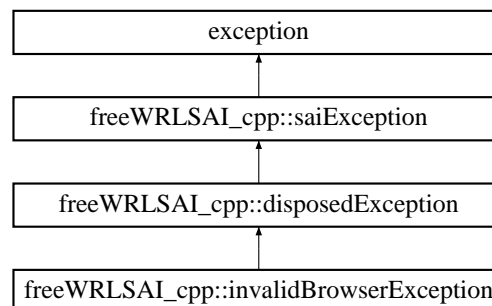
Definition at line 129 of file SAlexception.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAlexception.h

4.509 freeWRLSAI_cpp::invalidBrowserException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidBrowserException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.509.1 Detailed Description

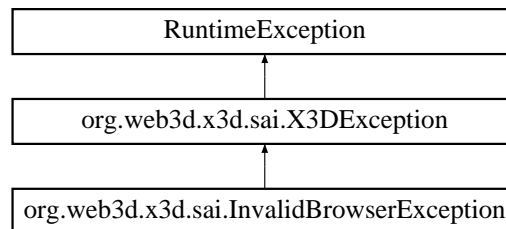
Definition at line 140 of file SAException.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAException.h

4.510 org.web3d.x3d.sai.InvalidBrowserException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidBrowserException:



Public Member Functions

- **InvalidBrowserException** (String msg)

4.510.1 Detailed Description

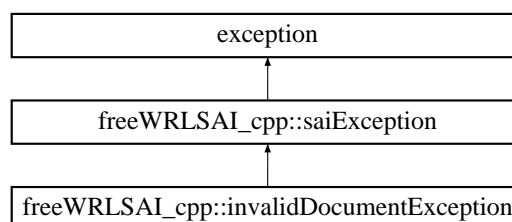
Definition at line 3 of file InvalidBrowserException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidBrowserException.java

4.511 freeWRLSAI_cpp::invalidDocumentException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidDocumentException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.511.1 Detailed Description

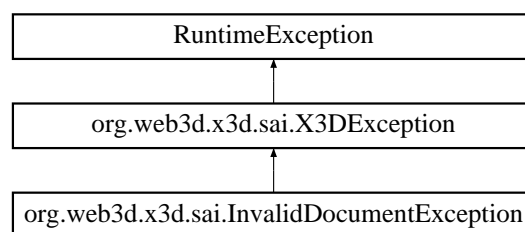
Definition at line 151 of file SAException.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAException.h

4.512 org.web3d.x3d.sai.InvalidDocumentException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidDocumentException:



Public Member Functions

- **InvalidDocumentException** (String msg)

4.512.1 Detailed Description

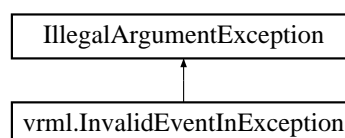
Definition at line 3 of file InvalidDocumentException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidDocumentException.java

4.513 vrml.InvalidEventInException Class Reference

Inheritance diagram for vrml.InvalidEventInException:



Public Member Functions

- **InvalidEventInException** (String s)

4.513.1 Detailed Description

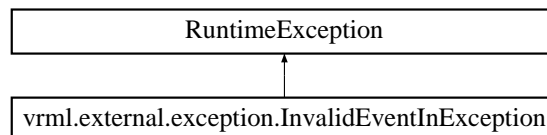
Definition at line 6 of file InvalidEventInException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidEventInException.java

4.514 vrml.external.exception.InvalidEventInException Class Reference

Inheritance diagram for vrml.external.exception.InvalidEventInException:



Public Member Functions

- **InvalidEventInException** ()
Constructs an **InvalidEventInException** (p. 341) with no detail message.
- **InvalidEventInException** (String s)
Constructs an **InvalidEventInException** (p. 341) with the specified detail message.

4.514.1 Detailed Description

Definition at line 3 of file InvalidEventInException.java.

4.514.2 Constructor & Destructor Documentation

4.514.2.1 InvalidEventInException()

```
vrml.external.exception.InvalidEventInException.InvalidEventInException (
    String s ) [inline]
```

Constructs an **InvalidEventInException** (p. 341) with the specified detail message.

A detail message is a String that describes this particular exception.

Parameters

s	the detail message
---	--------------------

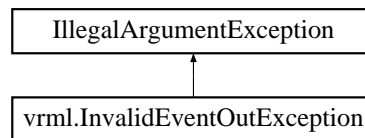
Definition at line 17 of file InvalidEventInException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/exception/InvalidEventInException.java

4.515 vrml.InvalidEventOutException Class Reference

Inheritance diagram for vrml.InvalidEventOutException:



Public Member Functions

- **InvalidEventOutException** (String s)

4.515.1 Detailed Description

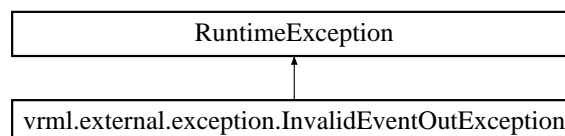
Definition at line 6 of file InvalidEventOutException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidEventOutException.java

4.516 vrml.external.exception.InvalidEventOutException Class Reference

Inheritance diagram for vrml.external.exception.InvalidEventOutException:



Public Member Functions

- `InvalidEventOutException` (String s)

4.516.1 Detailed Description

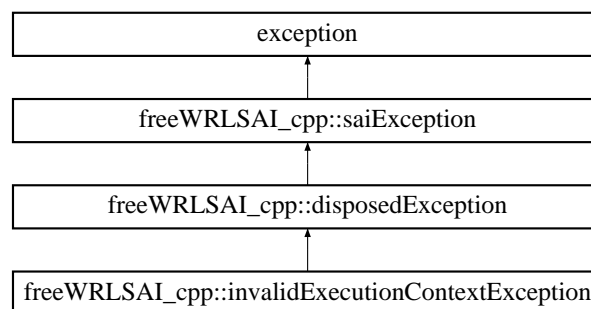
Definition at line 3 of file `InvalidEventOutException.java`.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/exception/InvalidEventOutException.java`

4.517 freeWRLSAI_cpp::invalidExecutionContextException Class Reference

Inheritance diagram for `freeWRLSAI_cpp::invalidExecutionContextException`:



Public Member Functions

- `virtual const char * what ()`

Additional Inherited Members

4.517.1 Detailed Description

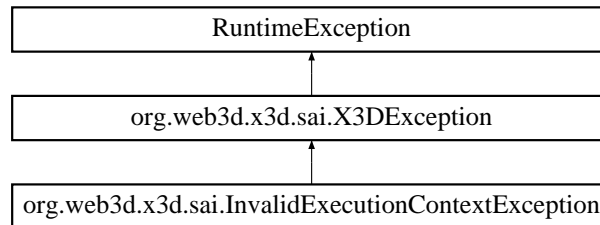
Definition at line 253 of file `SAlexception.h`.

The documentation for this class was generated from the following file:

- `src/SAI_Cpp/SAlexception.h`

4.518 org.web3d.x3d.sai.InvalidExecutionContextException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidExecutionContextException:



Public Member Functions

- **InvalidExecutionContextException** (String msg)

4.518.1 Detailed Description

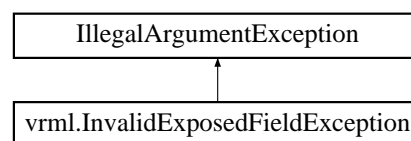
Definition at line 3 of file InvalidExecutionContextException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidExecutionContextException.java

4.519 vrml.InvalidExposedFieldException Class Reference

Inheritance diagram for vrml.InvalidExposedFieldException:



Public Member Functions

- **InvalidExposedFieldException** (String s)

4.519.1 Detailed Description

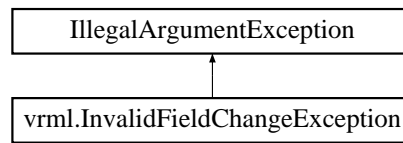
Definition at line 6 of file InvalidExposedFieldException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidExposedFieldException.java

4.520 vrml.InvalidFieldChangeException Class Reference

Inheritance diagram for vrml.InvalidFieldChangeException:



Public Member Functions

- **InvalidFieldChangeException** (String s)

4.520.1 Detailed Description

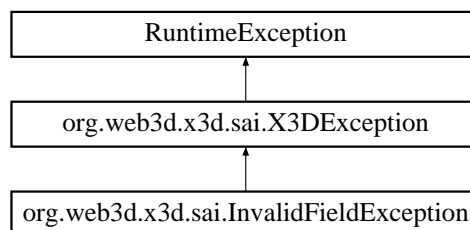
Definition at line 6 of file InvalidFieldChangeException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidFieldChangeException.java

4.521 org.web3d.x3d.sai.InvalidFieldException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidFieldException:



Public Member Functions

- **InvalidFieldException** (String msg)

4.521.1 Detailed Description

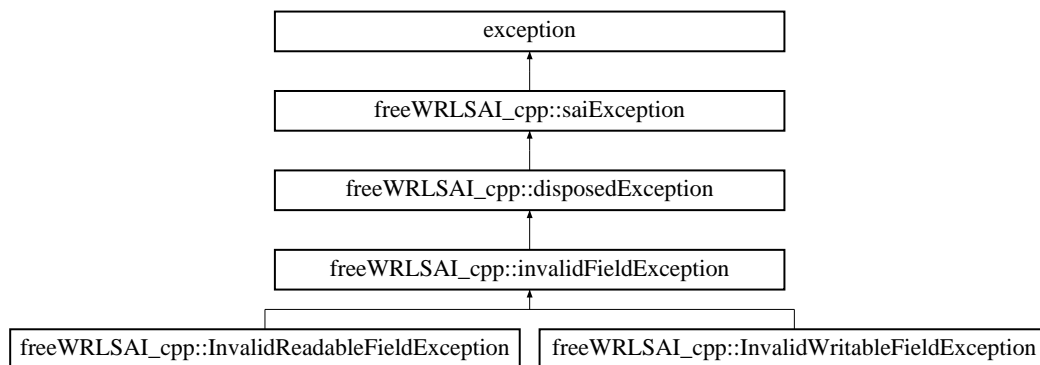
Definition at line 3 of file InvalidFieldException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidFieldException.java

4.522 freeWRLSAI_cpp::invalidFieldException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidFieldException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.522.1 Detailed Description

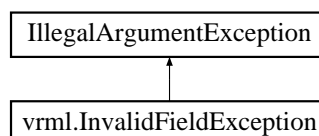
Definition at line 264 of file SAexception.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAexception.h

4.523 vrml.InvalidFieldException Class Reference

Inheritance diagram for vrml.InvalidFieldException:



Public Member Functions

- **InvalidFieldException** (String s)

4.523.1 Detailed Description

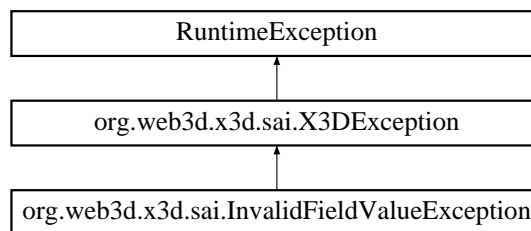
Definition at line 6 of file InvalidFieldValueException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidFieldValueException.java

4.524 org.web3d.x3d.sai.InvalidFieldValueException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidFieldValueException:



Public Member Functions

- **InvalidFieldValueException** (String msg)

4.524.1 Detailed Description

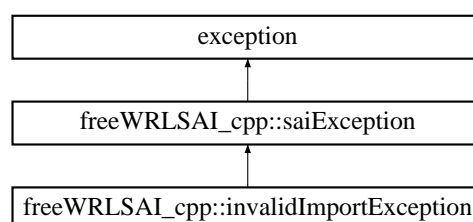
Definition at line 3 of file InvalidFieldValueException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidFieldValueException.java

4.525 freeWRLSAI_cpp::invalidImportException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidImportException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.525.1 Detailed Description

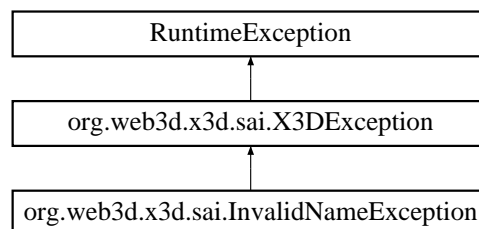
Definition at line 107 of file SAException.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAException.h

4.526 org.web3d.x3d.sai.InvalidNameException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidNameException:



Public Member Functions

- **InvalidNameException** (String str)

4.526.1 Detailed Description

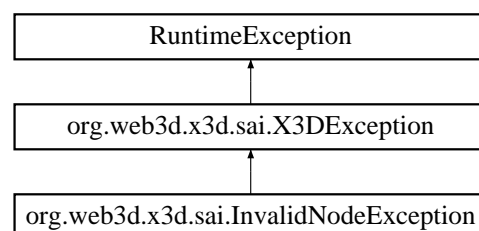
Definition at line 3 of file InvalidNameException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidNameException.java

4.527 org.web3d.x3d.sai.InvalidNodeException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidNodeException:



Public Member Functions

- **InvalidNodeException** (String str)

4.527.1 Detailed Description

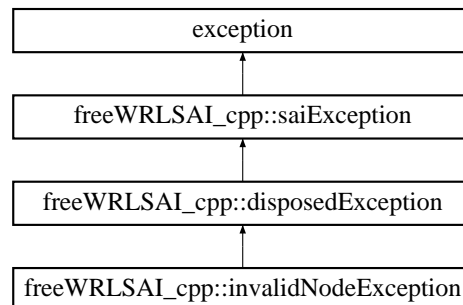
Definition at line 3 of file InvalidNodeException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidNodeException.java

4.528 freeWRLSAI_cpp::invalidNodeException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidNodeException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.528.1 Detailed Description

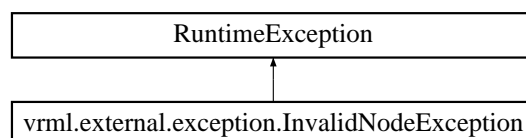
Definition at line 275 of file SAlexception.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAlexception.h

4.529 vrml.external.exception.InvalidNodeException Class Reference

Inheritance diagram for vrml.external.exception.InvalidNodeException:



Public Member Functions

- **InvalidNodeException ()**
Constructs an **InvalidNodeException** (p. 349) with no detail message.
- **InvalidNodeException (String s)**
Constructs an **InvalidNodeException** (p. 349) with the specified detail message.

4.529.1 Detailed Description

Definition at line 3 of file InvalidNodeException.java.

4.529.2 Constructor & Destructor Documentation

4.529.2.1 InvalidNodeException()

```
vrml.external.exception.InvalidNodeException.InvalidNodeException (
    String s ) [inline]
```

Constructs an **InvalidNodeException** (p. 349) with the specified detail message.

A detail message is a String that describes this particular exception.

Parameters

s	the detail message
---	--------------------

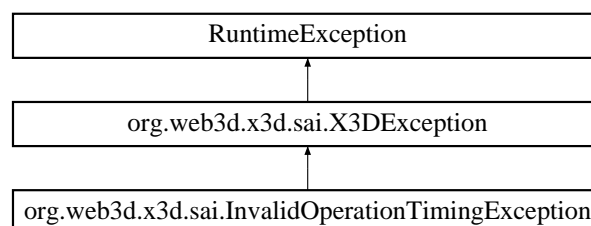
Definition at line 17 of file InvalidNodeException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/exception/InvalidNodeException.java

4.530 org.web3d.x3d.sai.InvalidOperationTimingException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidOperationTimingException:



Public Member Functions

- **InvalidOperationTimingException** (String msg)

4.530.1 Detailed Description

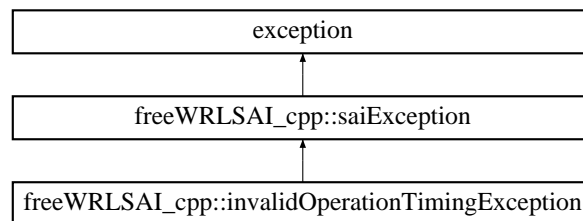
Definition at line 3 of file InvalidOperationTimingException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidOperationTimingException.java

4.531 freeWRLSAI_cpp::invalidOperationTimingException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidOperationTimingException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.531.1 Detailed Description

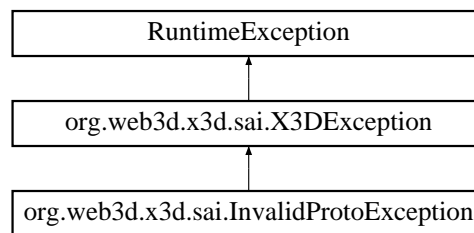
Definition at line 162 of file SAlexception.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAlexception.h

4.532 org.web3d.x3d.sai.InvalidProtoException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidProtoException:



Public Member Functions

- **InvalidProtoException** (String msg)

4.532.1 Detailed Description

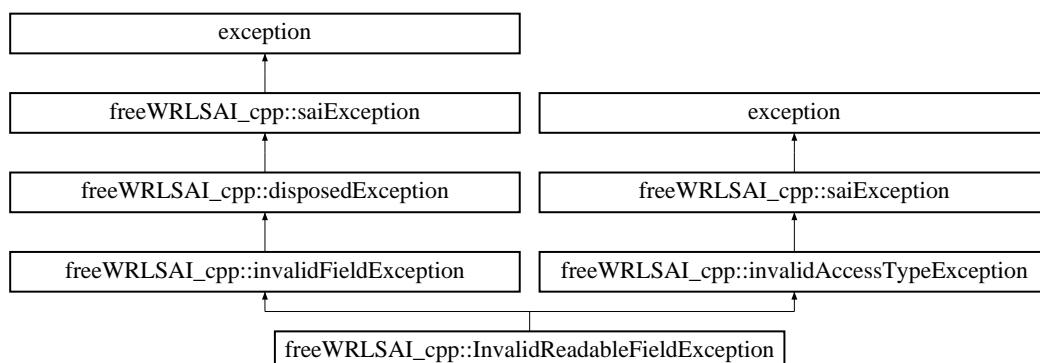
Definition at line 3 of file InvalidProtoException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidProtoException.java

4.533 freeWRLSAI_cpp::InvalidReadableFieldException Class Reference

Inheritance diagram for freeWRLSAI_cpp::InvalidReadableFieldException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.533.1 Detailed Description

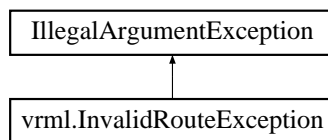
Definition at line 298 of file SAException.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAException.h

4.534 vrml.InvalidRouteException Class Reference

Inheritance diagram for vrml.InvalidRouteException:



Public Member Functions

- **InvalidRouteException** (String s)

4.534.1 Detailed Description

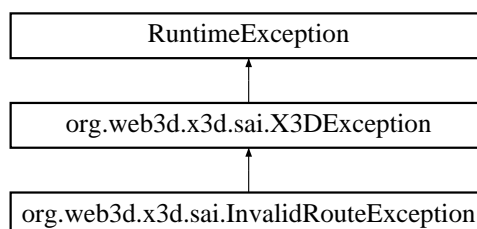
Definition at line 6 of file InvalidRouteException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidRouteException.java

4.535 org.web3d.x3d.sai.InvalidRouteException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidRouteException:



Public Member Functions

- **InvalidRouteException** (String msg)

4.535.1 Detailed Description

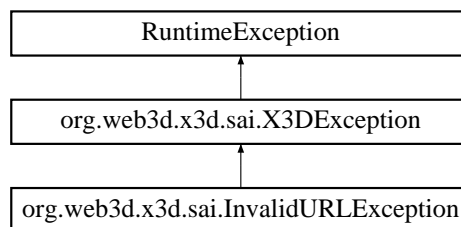
Definition at line 3 of file InvalidRouteException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidRouteException.java

4.536 org.web3d.x3d.sai.InvalidURLException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidURLException:



Public Member Functions

- **InvalidURLException** (String str)

4.536.1 Detailed Description

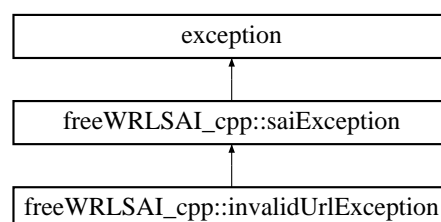
Definition at line 3 of file InvalidURLException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidURLException.java

4.537 freeWRLSAI_cpp::invalidUrlException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidUrlException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.537.1 Detailed Description

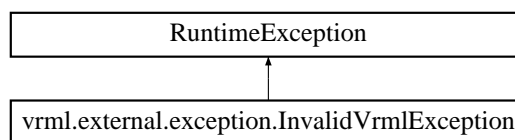
Definition at line 173 of file SAexception.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAexception.h

4.538 vrml.external.exception.InvalidVrmlException Class Reference

Inheritance diagram for vrml.external.exception.InvalidVrmlException:



Public Member Functions

- **InvalidVrmlException** ()
Constructs an **InvalidVrmlException** (p. 355) with no detail message.
- **InvalidVrmlException** (String s)
Constructs an **InvalidVrmlException** (p. 355) with the specified detail message.

4.538.1 Detailed Description

Definition at line 3 of file InvalidVrmlException.java.

4.538.2 Constructor & Destructor Documentation

4.538.2.1 InvalidVrmlException()

```
vrml.external.exception.InvalidVrmlException.InvalidVrmlException (
    String s ) [inline]
```

Constructs an **InvalidVrmlException** (p. 355) with the specified detail message.

A detail message is a String that describes this particular exception.

Parameters

s	the detail message
---	--------------------

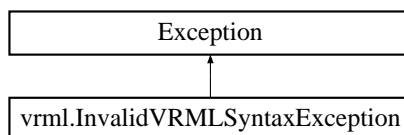
Definition at line 17 of file InvalidVrmlException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/exception/InvalidVrmlException.java

4.539 vrml.InvalidVRMLSyntaxException Class Reference

Inheritance diagram for vrml.InvalidVRMLSyntaxException:



Public Member Functions

- `InvalidVRMLSyntaxException` (String s)

4.539.1 Detailed Description

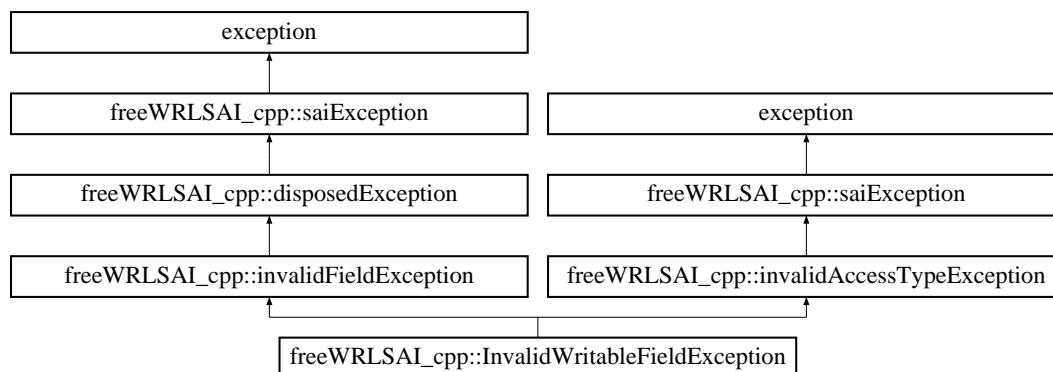
Definition at line 3 of file InvalidVRMLSyntaxException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidVRMLSyntaxException.java

4.540 freeWRLSAI_cpp::InvalidWritableFieldException Class Reference

Inheritance diagram for freeWRLSAI_cpp::InvalidWritableFieldException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.540.1 Detailed Description

Definition at line 287 of file SAexception.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAexception.h

4.541 freeWRLSAI_cpp::invalidX3DException Class Reference

Inheritance diagram for freeWRLSAI_cpp::invalidX3DException:



Public Member Functions

- virtual const char * **what** ()

Additional Inherited Members

4.541.1 Detailed Description

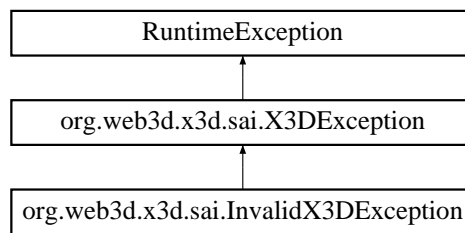
Definition at line 184 of file SAexception.h.

The documentation for this class was generated from the following file:

- src/SAI_Cpp/SAexception.h

4.542 org.web3d.x3d.sai.InvalidX3DException Class Reference

Inheritance diagram for org.web3d.x3d.sai.InvalidX3DException:



Public Member Functions

- **InvalidX3DException** (String str)

4.542.1 Detailed Description

Definition at line 3 of file InvalidX3DException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/InvalidX3DException.java

4.543 vrml.InvalidX3DSyntaxException Class Reference

Inheritance diagram for vrml.InvalidX3DSyntaxException:



Public Member Functions

- **InvalidX3DSyntaxException** (String s)

4.543.1 Detailed Description

Definition at line 3 of file InvalidX3DSyntaxException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/InvalidX3DSyntaxException.java

4.544 IsGroupOfPdu Struct Reference

Data Fields

- struct **EntityManagementFamilyPdu** **myEntityManagementFamilyPdu**
- struct **EntityID** **groupEntityID**
ID of aggregated entities.
- unsigned char **groupedEntityCategory**
type of entities constituting the group
- unsigned char **numberOfGroupedEntities**
Number of individual entities constituting the group.
- unsigned int **pad2**
padding
- double **latitude**
latitude
- double **longitude**
longitude
- void * **groupedEntityDescriptions**
GED records about each individual entity in the group.

4.544.1 Detailed Description

Definition at line 1424 of file DIS.h.

4.544.2 Field Documentation

4.544.2.1 groupedEntityDescriptions

```
void* IsGroupOfPdu::groupedEntityDescriptions
```

GED records about each individual entity in the group.

^^^this is wrong—need a database lookup to find the actual size of the list elements

Definition at line 1439 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.545 IsPartOfPdu Struct Reference

Data Fields

- struct **EntityManagementFamilyPdu** **myEntityManagementFamilyPdu**
- struct **EntityID** **originatingEntityID**
ID of entity originating PDU.
- struct **EntityID** **receivingEntityID**
ID of entity receiving PDU.
- struct **Relationship** **relationship**
relationship of joined parts
- struct **Vector3Float** **partLocation**
location of part; centroid of part in host's coordinate system.
- struct **NamedLocation** **namedLocationID**
named location
- struct **EntityType** **partEntityType**
entity type

4.545.1 Detailed Description

Definition at line 2091 of file DIS.h.

4.545.2 Field Documentation

4.545.2.1 partLocation

```
struct Vector3Float IsPartOfPdu::partLocation
```

location of part; centroid of part in host's coordinate system.

x=range, y=bearing, z=0

Definition at line 2087 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

4.546 ivec2 Struct Reference

Data Fields

- int **X**
- int **Y**

4.546.1 Detailed Description

Definition at line 66 of file display.c.

The documentation for this struct was generated from the following files:

- src/lib/display.c
- src/lib/scenegraph/Component_Text.c
- src/lib/scenegraph/RenderFuncs.h

4.547 ivec4 Struct Reference

Data Fields

- int **X**
- int **Y**
- int **W**
- int **H**

4.547.1 Detailed Description

Definition at line 65 of file display.c.

The documentation for this struct was generated from the following files:

- src/lib/display.c
- src/lib/scenegraph/Component_Text.c
- src/lib/scenegraph/RenderFuncs.h

4.548 Jarcloc Class Reference

Public Member Functions

- void **init** (Arc_ptr a, long first, long last)
- TrimVertex * **getnextpt** (void)
- TrimVertex * **getprevpt** (void)
- void **reverse** ()

4.548.1 Detailed Description

Definition at line 41 of file jarcloc.h.

The documentation for this class was generated from the following file:

- src/libnurbs/internals/jarcloc.h

4.549 JMATRIX Struct Reference

Data Fields

- double **mat** [16]
- float **normalmat** [9]

4.549.1 Detailed Description

Definition at line 495 of file Component_HAnim.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component_HAnim.c

4.550 JSON_config Struct Reference

The structure used to configure a JSON parser object.

Data Fields

- JSON_parser_callback **callback**
Pointer to a callback, called when the parser has something to tell the user.
- void * **callback_ctx**
Callback context - client-specified data to pass to the callback function.
- int **depth**
Specifies the levels of nested JSON to allow.
- int **allow_comments**
To allow C style comments in JSON, set to non-zero.
- int **handle_floats_manually**
To decode floating point numbers manually set this parameter to non-zero.
- JSON_malloc_t **malloc**
The memory allocation routine, which must be semantically compatible with malloc(3).
- JSON_free_t **free**
The memory deallocation routine, which must be semantically compatible with free(3).

4.550.1 Detailed Description

The structure used to configure a JSON parser object.

Definition at line 121 of file cson_amalgamation_core.c.

4.550.2 Field Documentation

4.550.2.1 callback

```
JSON_parser_callback JSON_config::callback
```

Pointer to a callback, called when the parser has something to tell the user.

This parameter may be NULL. In this case the input is merely checked for validity.

Definition at line 126 of file cson_amalgamation_core.c.

4.550.2.2 callback_ctx

```
void* JSON_config::callback_ctx
```

Callback context - client-specified data to pass to the callback function.

This parameter may be NULL.

Definition at line 131 of file cson_amalgamation_core.c.

4.550.2.3 depth

```
int JSON_config::depth
```

Specifies the levels of nested JSON to allow.

Negative numbers yield unlimited nesting. If negative, the parser can parse arbitrary levels of JSON, otherwise the depth is the limit.

Definition at line 136 of file cson_amalgamation_core.c.

4.550.2.4 free

```
JSON_free_t JSON_config::free
```

The memory deallocation routine, which must be semantically compatible with free(3).

If set to NULL, free(3) is used.

If this is set to a non-NULL value then the 'alloc' member MUST be set to the proper allocation counterpart for this function. Failure to do so results in undefined behaviour at deallocation time.

Definition at line 165 of file cson_amalgamation_core.c.

4.550.2.5 malloc

`JSON_malloc_t JSON_config::malloc`

The memory allocation routine, which must be semantically compatible with `malloc(3)`.

If set to `NULL`, `malloc(3)` is used.

If this is set to a non-`NULL` value then the 'free' member **MUST** be set to the proper deallocation counterpart for this function. Failure to do so results in undefined behaviour at deallocation time.

Definition at line 155 of file `cson_amalgamation_core.c`.

The documentation for this struct was generated from the following file:

- `src/SSR/cson/cson_amalgamation_core.c`

4.551 JSON_parser_struct Struct Reference

Data Fields

- `JSON_parser_callback` **callback**
- `void *` **ctx**
- `signed char` **state**
- `signed char` **before_comment_state**
- `signed char` **type**
- `signed char` **escaped**
- `signed char` **comment**
- `signed char` **allow_comments**
- `signed char` **handle_floats_manually**
- `signed char` **error**
- `char` **decimal_point**
- `UTF16` **utf16_high_surrogate**
- `int` **current_char**
- `int` **depth**
- `int` **top**
- `int` **stack_capacity**
- `signed char *` **stack**
- `char *` **parse_buffer**
- `size_t` **parse_buffer_capacity**
- `size_t` **parse_buffer_count**
- `signed char` **static_stack** [`JSON_PARSER_STACK_SIZE`]
- `char` **static_parse_buffer** [`JSON_PARSER_PARSE_BUFFER_SIZE`]
- `JSON_malloc_t` **malloc**
- `JSON_free_t` **free**

4.551.1 Detailed Description

Definition at line 347 of file `cson_amalgamation_core.c`.

The documentation for this struct was generated from the following file:

- `src/SSR/cson/cson_amalgamation_core.c`

4.552 JSON_value_struct Struct Reference

Data Fields

- ```
union {
 JSON_int_t integer_value
 double float_value
 struct {
 const char * value
 size_t length
 } str
} vu
```

#### 4.552.1 Detailed Description

Definition at line 81 of file cson\_amalgamation\_core.c.

The documentation for this struct was generated from the following file:

- src/SSR/cson/cson\_amalgamation\_core.c

## 4.553 key Struct Reference

### Data Fields

- unsigned int **hit**

#### 4.553.1 Detailed Description

Definition at line 139 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

## 4.554 keyHit Struct Reference

### Data Fields

- int **direction**
- double **epoch**
- double **era**
- int **once**

#### 4.554.1 Detailed Description

Definition at line 143 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

### 4.555 keyval Struct Reference

#### Data Fields

- char \* **key**
- char \* **val**
- **cson\_value** \* **cv**

#### 4.555.1 Detailed Description

Definition at line 52 of file common.c.

The documentation for this struct was generated from the following files:

- src/lib/ui/common.c
- src/SSR/SSRServer.c

### 4.556 Knotspec Struct Reference

#### Public Member Functions

- void **factors** (void)
- void **insert** (REAL \*)
- void **preselect** ()
- void **select** (void)
- void **copy** (INREAL \*, REAL \*)
- void **breakpoints** (void)
- void **knots** (void)
- void **transform** (REAL \*)
- void **showpts** (REAL \*)
- void **pt\_io\_copy** (REAL \*, INREAL \*)
- void **pt\_oo\_copy** (REAL \*, REAL \*)
- void **pt\_oo\_sum** (REAL \*, REAL \*, REAL \*, Knot, Knot)

## Data Fields

- long **order**
- Knot\_ptr **inkbegin**
- Knot\_ptr **inkend**
- Knot\_ptr **outkbegin**
- Knot\_ptr **outkend**
- Knot\_ptr **kleft**
- Knot\_ptr **kright**
- Knot\_ptr **kfirst**
- Knot\_ptr **klast**
- Knot\_ptr **sbegin**
- **Breakpt** \* **bbegin**
- **Breakpt** \* **bend**
- int **ncoords**
- int **prestride**
- int **poststride**
- int **preoffset**
- int **postoffset**
- int **prewidth**
- int **postwidth**
- int **istransformed**
- **Knotspec** \* **next**
- **Knotspec** \* **kspectotrans**

### 4.556.1 Detailed Description

Definition at line 54 of file tobezier.cc.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/tobezier.cc

## 4.557 Knotvector Struct Reference

### Public Member Functions

- void **init** (long, long, long, INREAL \*)
- int **validate** (void)
- void **show** (const char \*)

### Data Fields

- long **order**
- long **knotcount**
- long **stride**
- Knot \* **knotlist**

### 4.557.1 Detailed Description

Definition at line 41 of file knotvector.h.

The documentation for this struct was generated from the following files:

- src/libnurbs/internals/knotvector.h
- src/libnurbs/internals/knotvector.cc

## 4.558 LayerHeader Struct Reference

### Data Fields

- unsigned char **layerNumber**  
*Layer number.*
- unsigned char **layerSpecificInformation**  
*Layer specific information enumeration.*
- unsigned short **length**  
*information length*

### 4.558.1 Detailed Description

Definition at line 183 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.559 layout\_scale\_item Struct Reference

### Data Fields

- float **scale** [2]
- int **scalemode** [2]

### 4.559.1 Detailed Description

Definition at line 70 of file Component\_Layout.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Layout.c

## 4.560 layoutmode Struct Reference

### Data Fields

- char \* **key**
- int **type**

### 4.560.1 Detailed Description

Definition at line 109 of file Component\_Layout.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Layout.c

## 4.561 LinearObjectStatePdu Struct Reference

### Data Fields

- struct **SyntheticEnvironmentFamilyPdu** mySyntheticEnvironmentFamilyPdu
- struct **EntityID** objectID  
*Object in synthetic environment.*
- struct **EntityID** referencedObjectID  
*Object with which this point object is associated.*
- unsigned short **updateNumber**  
*unique update number of each state transition of an object*
- unsigned char **forceID**  
*force ID*
- unsigned char **numberOfSegments**  
*number of linear segment parameters*
- struct **SimulationAddress** requesterID  
*requesterID*
- struct **SimulationAddress** receivingID  
*receiver ID*
- struct **ObjectType** objectType  
*Object type.*
- void \* **linearSegmentParameters**  
*Linear segment parameters.*

### 4.561.1 Detailed Description

Definition at line 846 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.562 LinearSegmentParameter Struct Reference

### Data Fields

- unsigned char **segmentNumber**  
*number of segments*
- struct **SixByteChunk** **segmentAppearance**  
*segment appearance*
- struct **Vector3Double** **location**  
*location*
- struct **Orientation** **orientation**  
*orientation*
- unsigned short **segmentLength**  
*segmentLength*
- unsigned short **segmentWidth**  
*segmentWidth*
- unsigned short **segmentHeight**  
*segmentHeight*
- unsigned short **segmentDepth**  
*segment Depth*
- unsigned int **pad1**  
*segment Depth*

### 4.562.1 Detailed Description

Definition at line 927 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.563 linkedlist\_data\_s Struct Reference

### Data Fields

- **linkedlist\_datablock\_internal \* first\_block**
- **linkedlist\_datablock\_internal \* last\_block**

### 4.563.1 Detailed Description

Definition at line 123 of file zip.c.

The documentation for this struct was generated from the following file:

- src/libminizip/zip.c

## 4.564 linkedlist\_datablock\_internal\_s Struct Reference

### Data Fields

- struct **linkedlist\_datablock\_internal\_s** \* **next\_datablock**
- uLong **avail\_in\_this\_block**
- uLong **filled\_in\_this\_block**
- uLong **unused**
- unsigned char **data** [SIZEDATA\_INDATABLOCK]

### 4.564.1 Detailed Description

Definition at line 114 of file zip.c.

The documentation for this struct was generated from the following file:

- src/libminizip/zip.c

## 4.565 LogisticsFamilyPdu Struct Reference

### Data Fields

- struct **Pdu** **myPdu**

### 4.565.1 Detailed Description

Definition at line 700 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.566 macroblock Struct Reference

### Data Fields

- int **mb\_address**
- int **past\_mb\_addr**
- int **motion\_h\_forw\_code**
- unsigned int **motion\_h\_forw\_r**
- int **motion\_v\_forw\_code**
- unsigned int **motion\_v\_forw\_r**
- int **motion\_h\_back\_code**
- unsigned int **motion\_h\_back\_r**
- int **motion\_v\_back\_code**
- unsigned int **motion\_v\_back\_r**
- unsigned int **cbp**
- int **mb\_intra**
- int **bpict\_past\_forw**
- int **bpict\_past\_back**
- int **past\_intra\_addr**
- int **recon\_right\_for\_prev**
- int **recon\_down\_for\_prev**
- int **recon\_right\_back\_prev**
- int **recon\_down\_back\_prev**

### 4.566.1 Detailed Description

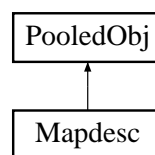
Definition at line 158 of file mpeg\_berkley.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg\_berkley.h

## 4.567 Mapdesc Class Reference

Inheritance diagram for Mapdesc:



### Public Member Functions

- **Mapdesc** (long, int, int, **Backend** &)
- int **isProperty** (long)
- REAL **getProperty** (long)
- void **setProperty** (long, REAL)
- int **isConstantSampling** (void)
- int **isDomainSampling** (void)
- int **isRangeSampling** (void)
- int **isSampling** (void)
- int **isParametricDistanceSampling** (void)
- int **isObjectSpaceParaSampling** (void)
- int **isObjectSpacePathSampling** (void)
- int **isSurfaceAreaSampling** (void)
- int **isPathLengthSampling** (void)
- int **isCulling** (void)
- int **isBboxSubdividing** (void)
- long **getType** (void)
- void **subdivide** (REAL \*, REAL \*, REAL, int, int)
- int **cullCheck** (REAL \*, int, int)
- void **xformBounding** (REAL \*, int, int, REAL \*, int)
- void **xformCulling** (REAL \*, int, int, REAL \*, int)
- void **xformSampling** (REAL \*, int, int, REAL \*, int)
- void **xformMat** (Maxmatrix, REAL \*, int, int, REAL \*, int)
- REAL **calcPartialVelocity** (REAL \*, int, int, int, REAL)
- int **project** (REAL \*, int, REAL \*, int, int)
- REAL **calcVelocityRational** (REAL \*, int, int)
- REAL **calcVelocityNonrational** (REAL \*, int, int)
- void **subdivide** (REAL \*, REAL \*, REAL, int, int, int, int)
- int **cullCheck** (REAL \*, int, int, int, int)
- void **xformBounding** (REAL \*, int, int, int, int, REAL \*, int, int)
- void **xformCulling** (REAL \*, int, int, int, int, REAL \*, int, int)



- void **xformSampling** (REAL \*, int, int, int, int, REAL \*, int, int)
- void **xformMat** (Maxmatrix, REAL \*, int, int, int, int, REAL \*, int, int)
- REAL **calcPartialVelocity** (REAL \*, REAL \*, int, int, int, int, int, int, REAL, REAL, int)
- int **project** (REAL \*, int, int, REAL \*, int, int, int, int)
- void **surfbbox** (REAL bb[2][MAXCOORDS])
- int **bbboxTooBig** (REAL \*, int, int, int, int, REAL[2][MAXCOORDS])
- int **xformAndCullCheck** (REAL \*, int, int, int, int)
- void **identify** (REAL[MAXCOORDS][MAXCOORDS])
- void **setBboxsize** (INREAL \*)
- void **setBmat** (INREAL \*, long, long)
- void **setCmat** (INREAL \*, long, long)
- void **setSmat** (INREAL \*, long, long)
- int **isRational** (void)
- int **getNcoords** (void)

## Data Fields

- REAL **pixel\_tolerance**
- REAL **error\_tolerance**
- REAL **object\_space\_error\_tolerance**
- REAL **clampfactor**
- REAL **minsavings**
- REAL **maxrate**
- REAL **maxsrate**
- REAL **maxtrate**
- REAL **bbboxsize** [MAXCOORDS]

## Friends

- class **Maplist**

### 4.567.1 Detailed Description

Definition at line 49 of file mapdesc.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/mapdesc.h
- src/libnurbs/internals/mapdesc.cc
- src/libnurbs/internals/mapdescv.cc

## 4.568 Maplist Class Reference

### Public Member Functions

- **Maplist** ( **Backend** &)
- void **define** (long, int, int)
- void **undefine** (long)
- int **isMap** (long)
- void **initialize** (void)
- **Mapdesc** \* **find** (long)
- **Mapdesc** \* **locate** (long)

### 4.568.1 Detailed Description

Definition at line 46 of file maplist.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/maplist.h
- src/libnurbs/internals/maplist.cc

## 4.569 Marking Struct Reference

### Data Fields

- unsigned char **characterSet**  
*The character set.*
- char **characters** [11]  
*The characters.*

### 4.569.1 Detailed Description

Definition at line 634 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.570 matpropstruct Struct Reference

### Data Fields

- struct **fw\_MaterialParameters** **fw\_FrontMaterial**
- struct **fw\_MaterialParameters** **fw\_BackMaterial**
- **s\_shader\_capabilities\_t** \* **currentShaderProperties**
- float **transparency**
- GLfloat **emissionColour** [3]
- GLint **cubeFace**
- int **cullFace**
- int **algorithm**
- bool **hatchedBool**
- bool **filledBool**
- GLfloat **hatchPercent** [2]
- GLfloat **hatchScale** [2]
- GLfloat **hatchColour** [4]
- GLfloat **pointSize**
- int **texCoordGeneratorType**

### 4.570.1 Detailed Description

Definition at line 151 of file Component\_Shape.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Shape.h

## 4.571 org.web3d.x3d.sai.Matrix Interface Reference

### Public Member Functions

- void **setTransform** ( **SFVec3f** translation, **SFVec3f** rotation, **SFVec2f** scale, **SFVec3f** scaleOrientation, **SFVec2f** center)
- void **getTransform** ( **SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale)
- void **inverse** (float[ ][ ] matrix)
- void **transpose** (float[ ][ ] matrix)
- void **multiplyLeft** (float[ ][ ] matrix, float[ ][ ] mult, int size)
- void **multiplyRight** (float[ ][ ] matrix, float[ ][ ] mult, int size)
- void **multiplyRowVector** (float[ ][ ] matrix, float[ ] vec, int size)
- void **multiplyColVector** (float[ ][ ] matrix, float[ ] vec, int size)

### 4.571.1 Detailed Description

Definition at line 3 of file Matrix.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/Matrix.java

## 4.572 org.web3d.x3d.sai.Matrix3 Class Reference

### Public Member Functions

- **Matrix3** (float[ ] init)
- void **setIdentity** ()
- void **set** (int row, int column, float value)
- float **get** (int row, int column)
- void **setTransform** ( **SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale, **SFVec3f** scaleOrientation, **SFVec2f** centre)
- void **getTransform** ( **SFVec2f** translation, **SFVec3f** rotation, **SFVec2f** scale)
- float[ ][ ] **multiply** (float[ ][ ] multp, float[ ][ ] mat)
- **Matrix3** **inverse** ()
- **Matrix3** **transpose** ()
- **Matrix3** **multiplyLeft** ( **Matrix3** mat)
- **Matrix3** **multiplyRight** ( **Matrix3** mat)
- float[ ] **multiplyRowVector** (float[ ] vec)
- float[ ] **multiplyColVector** (float[ ] vec)

## Data Fields

- `float[][] matrix`

## Static Public Attributes

- static int **SIZE** = 3

### 4.572.1 Detailed Description

Definition at line 3 of file Matrix3.java.

The documentation for this class was generated from the following file:

- `src/java/org/web3d/x3d/sai/Matrix3.java`

## 4.573 org.web3d.x3d.sai.Matrix4 Class Reference

### Public Member Functions

- **Matrix4** (`float[][] init`)
- **Matrix4** (`float[] init`)
- void **setIdentity** ()
- void **set** (int row, int column, float value)
- float **get** (int row, int column)
- void **setTransform** ( **SFVec3f** translation, **SFRotation** rotation, **SFVec3f** scale, **SFRotation** scale↔ Orientation, **SFVec3f** centre)
- void **getTransform** ( **SFVec3f** translation, **SFRotation** rotation, **SFVec3f** scale)
- **Matrix4** **inverse** ()
- **Matrix4** **transpose** ()
- **Matrix4** **multiplyLeft** ( **Matrix4** mat)
- `float[][] multiply` (`float[][] multp`, `float[][] mat`)
- **Matrix4** **multiplyRight** ( **Matrix4** mat)
- `float[] multiplyRowVector` (`float[] vec`)
- `float[] multiplyColVector` (`float[] vec`)

## Data Fields

- `float[][] matrix`

## Static Public Attributes

- static int **SIZE** = 4

### 4.573.1 Detailed Description

Definition at line 3 of file `Matrix4.java`.

The documentation for this class was generated from the following file:

- `src/java/org/web3d/x3d/sai/Matrix4.java`

## 4.574 `mb_addr_inc_entry` Struct Reference

### Data Fields

- int `value`
- int `num_bits`

### 4.574.1 Detailed Description

Definition at line 751 of file `mpeg_berkley.h`.

The documentation for this struct was generated from the following file:

- `src/lib/scenegraph/mpeg_berkley.h`

## 4.575 `mb_type_entry` Struct Reference

### Data Fields

- unsigned int `mb_quant`
- unsigned int `mb_motion_forward`
- unsigned int `mb_motion_backward`
- unsigned int `mb_pattern`
- unsigned int `mb_intra`
- int `num_bits`

### 4.575.1 Detailed Description

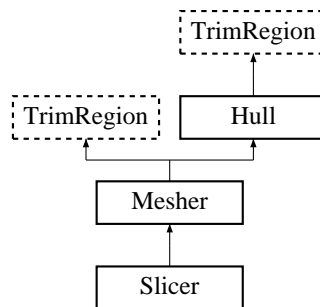
Definition at line 757 of file `mpeg_berkley.h`.

The documentation for this struct was generated from the following file:

- `src/lib/scenegraph/mpeg_berkley.h`

## 4.576 Mesher Class Reference

Inheritance diagram for Mesher:



### Public Member Functions

- **Mesher** ( **Backend** & )
- void **init** (unsigned int)
- void **mesh** (void)

### Additional Inherited Members

#### 4.576.1 Detailed Description

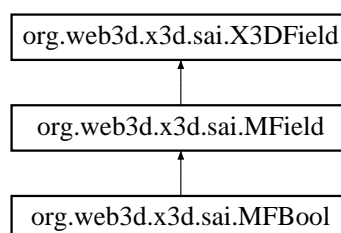
Definition at line 47 of file mesher.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/mesher.h
- src/libnurbs/internals/mesher.cc

## 4.577 org.web3d.x3d.sai.MFBool Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFBool:



## Public Member Functions

- void **getValue** (boolean[] vals)
- boolean **get1Value** (int index)
- void **setValue** (int size, boolean[] value)
- void **set1Value** (int index, boolean value) throws `ArrayIndexOutOfBoundsException`
- void **append** (boolean value)
- void **insertValue** (int index, boolean value)

### 4.577.1 Detailed Description

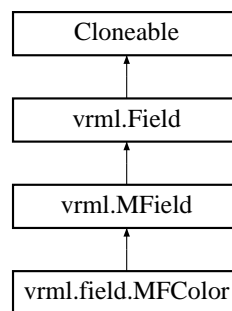
Definition at line 3 of file `MFBool.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/MFBool.java`

## 4.578 vrml.field.MFColor Class Reference

Inheritance diagram for `vrml.field.MFColor`:



## Public Member Functions

- **MFColor** (float[] colors)
- **MFColor** (int size, float[] colors)
- **MFColor** (float[][] colors)
- void **getValue** (float[] colors)
- void **getValue** (float[][] colors)
- void **get1Value** (int index, float[] colors)
- void **get1Value** (int index, **SFColor** sfColor)
- void **setValue** (float[] colors)
- void **setValue** (int size, float[] colors)
- void **set1Value** (int index, float red, float green, float blue)
- void **set1Value** (int index, **SFColor** sfColor)
- void **set1Value** (int index, **ConstSFColor** sfColor)
- void **addValue** (float red, float green, float blue)
- void **addValue** ( **SFColor** sfColor)
- void **addValue** ( **ConstSFColor** sfColor)
- void **insertValue** (int index, float red, float green, float blue)
- void **insertValue** (int index, **SFColor** sfColor)
- void **insertValue** (int index, **ConstSFColor** sfColor)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws `IOException`
- void **\_\_toPerl** (PrintWriter out) throws `IOException`

## Additional Inherited Members

### 4.578.1 Detailed Description

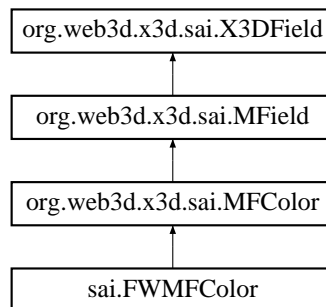
Definition at line 10 of file MFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFCOLOR.java

## 4.579 org.web3d.x3d.sai.MFCOLOR Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFCOLOR:



## Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int numVals, float[ ] value)
- void **setValue** (int numVals, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

### 4.579.1 Detailed Description

Definition at line 3 of file MFCOLOR.java.

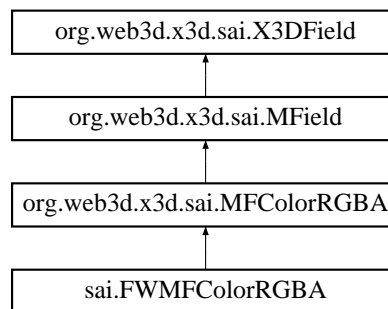
The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFCOLOR.java



## 4.580 org.web3d.x3d.sai.MFColorRGBA Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFColorRGBA:



### Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int numVolors, float[ ] value)
- void **setValue** (int numColors, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

### 4.580.1 Detailed Description

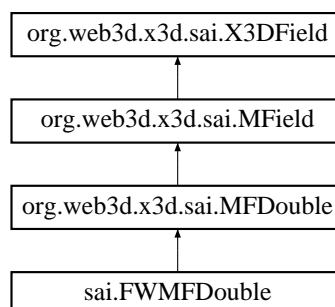
Definition at line 3 of file MFColorRGBA.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFColorRGBA.java

## 4.581 org.web3d.x3d.sai.MFDouble Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFDouble:



## Public Member Functions

- void **getValue** (double[] values)
- double **get1Value** (int index) throws ArrayIndexOutOfBoundsException
- void **setValue** (int size, double[] value)
- void **set1Value** (int index, double value) throws ArrayIndexOutOfBoundsException
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

### 4.581.1 Detailed Description

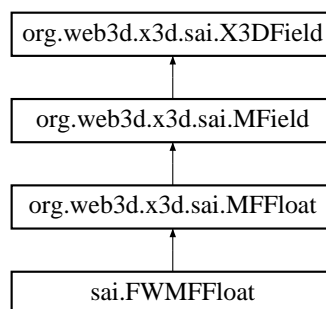
Definition at line 3 of file MFDouble.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFDouble.java

## 4.582 org.web3d.x3d.sai.MFFloat Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFFloat:



## Public Member Functions

- void **getValue** (float[] values)
- float **get1Value** (int index) throws ArrayIndexOutOfBoundsException
- void **setValue** (int size, float[] value)
- void **set1Value** (int index, float value) throws ArrayIndexOutOfBoundsException
- void **append** (float[] value)
- void **insertValue** (int index, float[] value)

### 4.582.1 Detailed Description

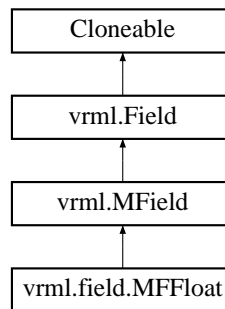
Definition at line 3 of file MFFloat.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFFloat.java

## 4.583 vrml.field.MFFloat Class Reference

Inheritance diagram for vrml.field.MFFloat:



### Public Member Functions

- **MFFloat** (float[] f)
- **MFFloat** (int size, float[] f)
- void **getValue** (float[] f)
- float **get1Value** (int index)
- void **setValue** (float[] f)
- void **setValue** (int size, float[] f)
- void **set1Value** (int index, float f)
- void **set1Value** (int index, **SFFloat** sfFloat)
- void **set1Value** (int index, **ConstSFFloat** sfFloat)
- void **addValue** (float f)
- void **addValue** ( **SFFloat** sfFloat)
- void **addValue** ( **ConstSFFloat** sfFloat)
- void **insertValue** (int index, float f)
- void **insertValue** (int index, **SFFloat** sfFloat)
- void **insertValue** (int index, **ConstSFFloat** sfFloat)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 4.583.1 Detailed Description

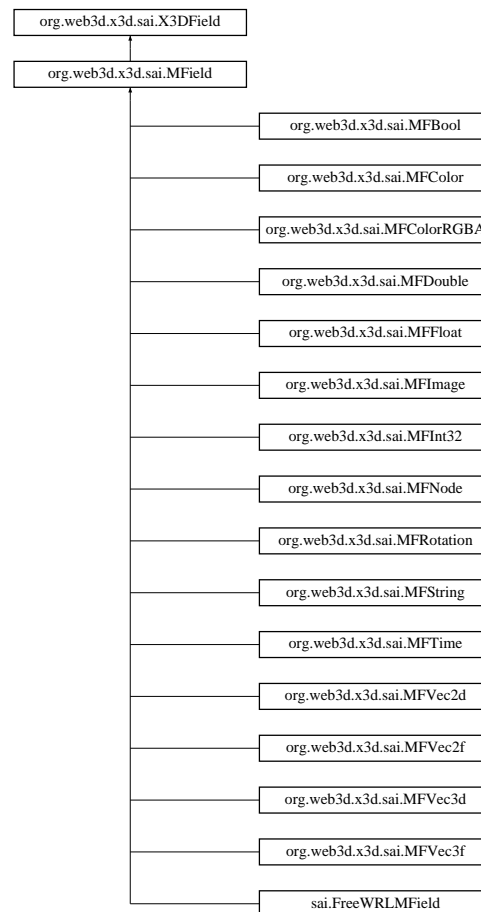
Definition at line 10 of file MFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFFloat.java

## 4.584 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

### 4.584.1 Detailed Description

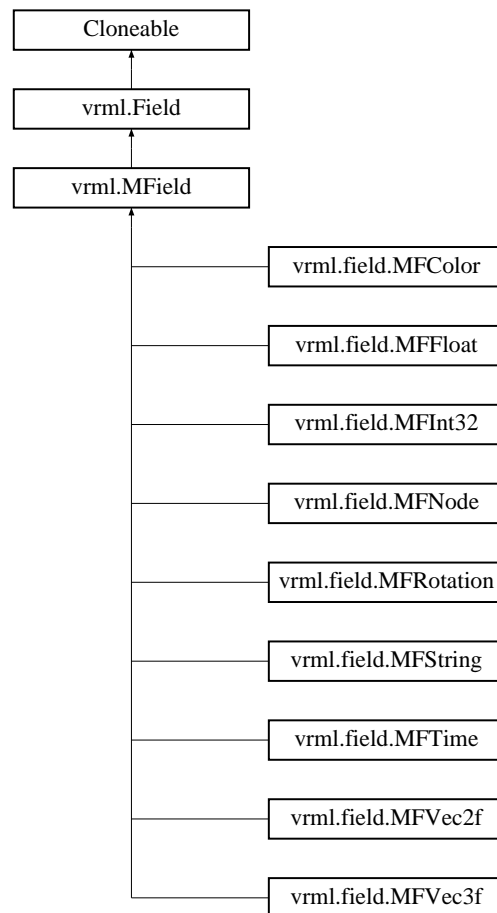
Definition at line 3 of file MField.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MField.java

## 4.585 vrml.MField Class Reference

Inheritance diagram for vrml.MField:



### Public Member Functions

- int **getSize** ()
- void **clear** ()
- void **delete** (int index)

### Data Fields

- **Vector** **\_\_vect** = new **Vector**()

### Protected Member Functions

- final void **\_\_update1Read** (int index)
- final void **\_\_set1Value** (int index, **ConstField** fld)
- final void **\_\_insertValue** (int index, **ConstField** fld)
- final void **\_\_addValue** ( **ConstField** fld)

### 4.585.1 Detailed Description

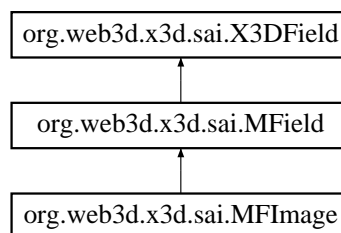
Definition at line 4 of file MField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/MField.java

## 4.586 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)

### 4.586.1 Detailed Description

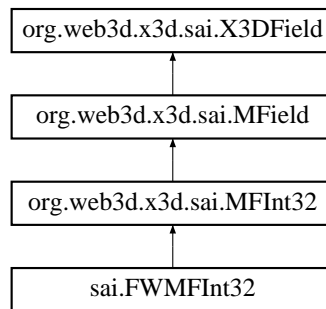
Definition at line 4 of file MFImage.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFImage.java

## 4.587 org.web3d.x3d.sai.MFInt32 Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFInt32:



### Public Member Functions

- void **getValue** (int[] values)
- int **get1Value** (int index) throws ArrayIndexOutOfBoundsException
- void **setValue** (int size, int[] value)
- void **set1Value** (int index, int value) throws ArrayIndexOutOfBoundsException
- void **append** (int[] value)
- void **insertValue** (int index, int[] value)

### 4.587.1 Detailed Description

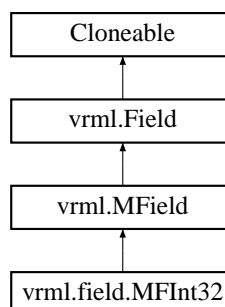
Definition at line 3 of file MFInt32.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFInt32.java

## 4.588 vrml.field.MFInt32 Class Reference

Inheritance diagram for vrml.field.MFInt32:



## Public Member Functions

- **MFlnt32** (int[] value)
- **MFlnt32** (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, **SFlnt32** sflnt32)
- void **set1Value** (int index, **ConstSFlnt32** sflnt32)
- void **addValue** (int value)
- void **addValue** ( **SFlnt32** sflnt32)
- void **addValue** ( **ConstSFlnt32** sflnt32)
- void **insertValue** (int index, int value)
- void **insertValue** (int index, **SFlnt32** sflnt32)
- void **insertValue** (int index, **ConstSFlnt32** sflnt32)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.588.1 Detailed Description

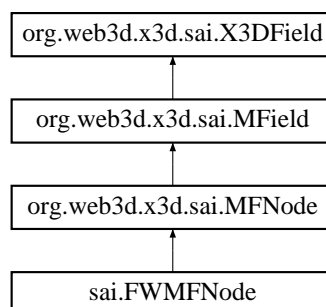
Definition at line 10 of file MFlnt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFlnt32.java

## 4.589 org.web3d.x3d.sai.MFNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFNode:





## Public Member Functions

- void **getValue** ( **X3DNode**[] nodes)
- **X3DNode** **get1Value** (int index)
- void **setValue** (int size, **X3DNode**[] value)
- void **set1Value** (int index, **X3DNode** value)
- void **append** ( **X3DNode** value)
- void **insertValue** (int index, **X3DNode** value)

### 4.589.1 Detailed Description

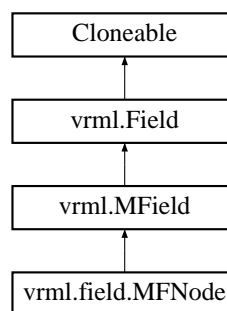
Definition at line 3 of file MFNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFNode.java

## 4.590 vrml.field.MFNode Class Reference

Inheritance diagram for vrml.field.MFNode:



## Public Member Functions

- **MFNode** ( **BaseNode**[] node)
- **MFNode** (int size, **BaseNode**[] node)
- void **getValue** ( **BaseNode**[] node)
- **BaseNode** **get1Value** (int index)
- void **setValue** ( **BaseNode**[] node)
- void **setValue** (int size, **BaseNode**[] node)
- void **set1Value** (int index, **BaseNode** node)
- void **set1Value** (int index, **SFNode** sfNode)
- void **set1Value** (int index, **ConstSFNode** sfNode)
- void **addValue** ( **BaseNode** node)
- void **addValue** ( **SFNode** sfNode)
- void **addValue** ( **ConstSFNode** sfNode)
- void **insertValue** (int index, **BaseNode** node)
- void **insertValue** (int index, **SFNode** sfNode)
- void **insertValue** (int index, **ConstSFNode** sfNode)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.590.1 Detailed Description

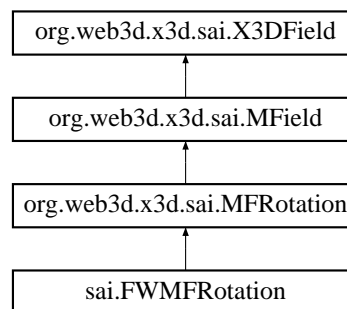
Definition at line 10 of file MFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFNode.java

## 4.591 org.web3d.x3d.sai.MFRotation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFRotation:



## Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int numRotations, float[ ] value)
- void **setValue** (int numRotations, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

### 4.591.1 Detailed Description

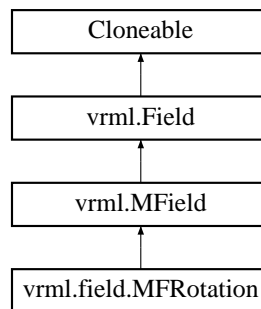
Definition at line 3 of file MFRotation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFRotation.java

## 4.592 vrml.field.MFRotation Class Reference

Inheritance diagram for vrml.field.MFRotation:



### Public Member Functions

- **MFRotation** (float[] rotations)
- **MFRotation** (int size, float[] rotations)
- **MFRotation** (float[][] rotations)
- void **getValue** (float[] rotations)
- void **getValue** (float[][] rotations)
- void **get1Value** (int index, float[] rotations)
- void **get1Value** (int index, **SFRotation** sfRotation)
- void **setValue** (float[] rotations)
- void **setValue** (int size, float[] rotations)
- void **set1Value** (int index, float axisX, float axisY, float axisZ, float angle)
- void **set1Value** (int index, **SFRotation** sfRotation)
- void **set1Value** (int index, **ConstSFRotation** sfRotation)
- void **addValue** (float axisX, float axisY, float axisZ, float angle)
- void **addValue** ( **SFRotation** sfRotation)
- void **addValue** ( **ConstSFRotation** sfRotation)
- void **insertValue** (int index, float axisX, float axisY, float axisZ, float angle)
- void **insertValue** (int index, **SFRotation** sfRotation)
- void **insertValue** (int index, **ConstSFRotation** sfRotation)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 4.592.1 Detailed Description

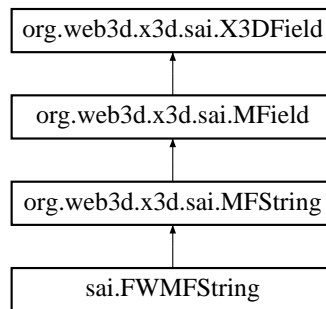
Definition at line 10 of file MFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFRotation.java

## 4.593 org.web3d.x3d.sai.MFString Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFString:



### Public Member Functions

- void **getValue** (String[] value)
- String **get1Value** (int index)
- void **setValue** (int numStrings, String[] value)
- void **set1Value** (int index, String value)
- void **append** (String[] value)
- void **insertValue** (int index, String[] value)

### 4.593.1 Detailed Description

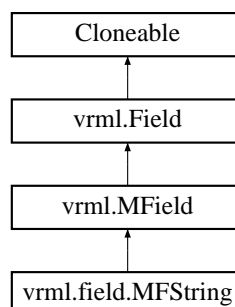
Definition at line 3 of file MFString.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFString.java

## 4.594 vrml.field.MFString Class Reference

Inheritance diagram for vrml.field.MFString:



## Public Member Functions

- **MFString** (String[] s)
- **MFString** (int size, String[] s)
- void **getValue** (String[] s)
- String **get1Value** (int index)
- void **setValue** (String[] s)
- void **setValue** (int size, String[] s)
- void **set1Value** (int index, String s)
- void **set1Value** (int index, **SFString** sfString)
- void **set1Value** (int index, **ConstSFString** sfString)
- void **addValue** (String s)
- void **addValue** ( **SFString** sfString)
- void **addValue** ( **ConstSFString** sfString)
- void **insertValue** (int index, String s)
- void **insertValue** (int index, **SFString** sfString)
- void **insertValue** (int index, **ConstSFString** sfString)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.594.1 Detailed Description

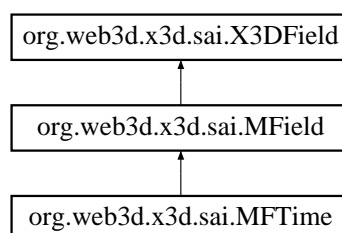
Definition at line 10 of file MFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFString.java

## 4.595 org.web3d.x3d.sai.MFTime Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFTime:



## Public Member Functions

- void **getValue** (double[] value)
- double **get1Value** (int index)
- long **get1JavaValue** (int index)
- void **setValue** (int size, double[] value)
- void **setValue** (int size, long[] value)
- void **set1Value** (int index, double value)
- void **set1Value** (int index, long value)
- void **append** (double value)
- void **append** (long value)
- void **insertValue** (int index, long value)
- void **insertValue** (int index, double value)

### 4.595.1 Detailed Description

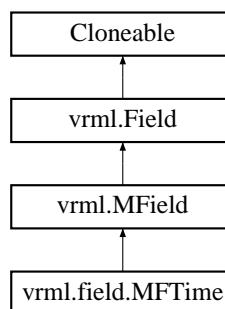
Definition at line 3 of file MFTIME.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFTIME.java

## 4.596 vrml.field.MFTIME Class Reference

Inheritance diagram for vrml.field.MFTIME:



## Public Member Functions

- **MFTIME** (double[] value)
- **MFTIME** (int size, double[] value)
- void **getValue** (double[] value)
- double **get1Value** (int index)
- void **setValue** (double[] value)
- void **setValue** (int size, double[] value)
- void **set1Value** (int index, double value)
- void **set1Value** (int index, **SFTIME** sfTime)
- void **set1Value** (int index, **ConstSFTIME** sfTime)
- void **addValue** (double value)
- void **addValue** ( **SFTIME** sfTime)
- void **addValue** ( **ConstSFTIME** sfTime)
- void **insertValue** (int index, double value)
- void **insertValue** (int index, **SFTIME** sfTime)
- void **insertValue** (int index, **ConstSFTIME** sfTime)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.596.1 Detailed Description

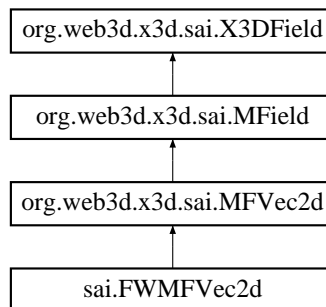
Definition at line 10 of file MFTime.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFTime.java

## 4.597 org.web3d.x3d.sai.MFVec2d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec2d:



## Public Member Functions

- void **getValue** (double[][] value)
- void **getValue** (double[] value)
- void **get1Value** (int index, double[] value)
- void **setValue** (int size, double[] value)
- void **setValue** (int size, double[][] value)
- void **set1Value** (int index, double[] value)
- void **append** (double[] value)
- void **insertValue** (int index, double[] value)

### 4.597.1 Detailed Description

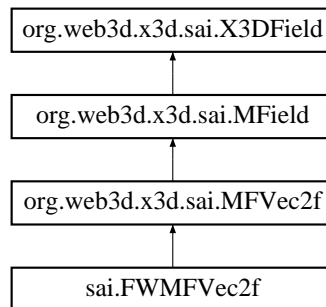
Definition at line 3 of file MFVec2d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFVec2d.java

## 4.598 org.web3d.x3d.sai.MFVec2f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec2f:



### Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int size, float[ ] value)
- void **setValue** (int size, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

### 4.598.1 Detailed Description

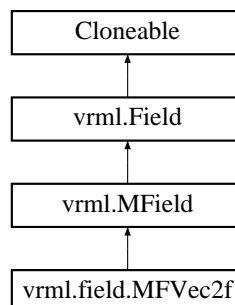
Definition at line 3 of file MFVec2f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFVec2f.java

## 4.599 vrml.field.MFVec2f Class Reference

Inheritance diagram for vrml.field.MFVec2f:





## Public Member Functions

- **MFVec2f** (float[] vec2fs)
- **MFVec2f** (int size, float[] vec2fs)
- **MFVec2f** (float[][] vec2fs)
- void **getValue** (float[] vec2fs)
- void **getValue** (float[][] vec2fs)
- void **get1Value** (int index, float[] vec2fs)
- void **get1Value** (int index, **SFVec2f** sfVec2f)
- void **setValue** (float[] vec2fs)
- void **setValue** (int size, float[] vec2fs)
- void **set1Value** (int index, float x, float y)
- void **set1Value** (int index, **SFVec2f** sfVec2f)
- void **set1Value** (int index, **ConstSFVec2f** sfVec2f)
- void **addValue** (float x, float y)
- void **addValue** ( **SFVec2f** sfVec2f)
- void **addValue** ( **ConstSFVec2f** sfVec2f)
- void **insertValue** (int index, float x, float y)
- void **insertValue** (int index, **SFVec2f** sfVec2f)
- void **insertValue** (int index, **ConstSFVec2f** sfVec2f)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.599.1 Detailed Description

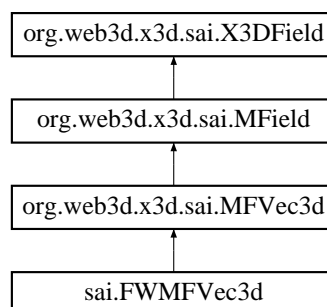
Definition at line 10 of file MFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFVec2f.java

## 4.600 org.web3d.x3d.sai.MFVec3d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec3d:



## Public Member Functions

- void **getValue** (double[ ][ ] value)
- void **getValue** (double[ ] value)
- void **get1Value** (int index, double[ ] value)
- void **setValue** (int size, double[ ] value)
- void **setValue** (int size, double[ ][ ] value)
- void **set1Value** (int index, double[ ] value)
- void **append** (double[ ] value)
- void **insertValue** (int index, double[ ] value)

### 4.600.1 Detailed Description

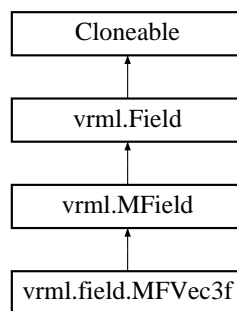
Definition at line 3 of file MFVec3d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFVec3d.java

## 4.601 vrml.field.MFVec3f Class Reference

Inheritance diagram for vrml.field.MFVec3f:



## Public Member Functions

- **MFVec3f** (float[ ] vec3fs)
- **MFVec3f** (int size, float[ ] vec3fs)
- **MFVec3f** (float[ ][ ] vec3fs)
- void **getValue** (float[ ] vec3fs)
- void **getValue** (float[ ][ ] vec3fs)
- void **get1Value** (int index, float[ ] vec3fs)
- void **get1Value** (int index, **SFVec3f** sfVec3f)
- void **setValue** (float[ ] vec3fs)
- void **setValue** (int size, float[ ] vec3fs)
- void **set1Value** (int index, float x, float y, float z)
- void **set1Value** (int index, **SFVec3f** sfVec3f)
- void **set1Value** (int index, **ConstSFVec3f** sfVec3f)
- void **addValue** (float x, float y, float z)
- void **addValue** ( **SFVec3f** sfVec3f)
- void **addValue** ( **ConstSFVec3f** sfVec3f)
- void **insertValue** (int index, float x, float y, float z)
- void **insertValue** (int index, **SFVec3f** sfVec3f)
- void **insertValue** (int index, **ConstSFVec3f** sfVec3f)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.601.1 Detailed Description

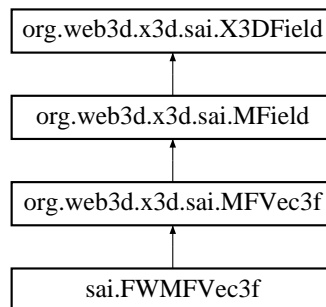
Definition at line 10 of file MFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/MFVec3f.java

## 4.602 org.web3d.x3d.sai.MFVec3f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.MFVec3f:



## Public Member Functions

- void **getValue** (float[ ][ ] value)
- void **getValue** (float[ ] value)
- void **get1Value** (int index, float[ ] value)
- void **setValue** (int size, float[ ] value)
- void **setValue** (int size, float[ ][ ] value)
- void **set1Value** (int index, float[ ] value)
- void **append** (float[ ] value)
- void **insertValue** (int index, float[ ] value)

### 4.602.1 Detailed Description

Definition at line 3 of file MFVec3f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/MFVec3f.java

## 4.603 MinefieldDataPdu Struct Reference

### Data Fields

- struct **MinefieldFamilyPdu** **myMinefieldFamilyPdu**
- struct **EntityID** **minefieldID**  
*Minefield ID.*
- struct **EntityID** **requestingEntityID**  
*ID of entity making request.*
- unsigned short **minefieldSequenceNumber**  
*Minefield sequence number.*
- unsigned char **requestID**  
*request ID*
- unsigned char **pduSequenceNumber**  
*pdu sequence number*
- unsigned char **numberOfPdus**  
*number of pdus in response*
- unsigned char **numberOfMinesInThisPdu**  
*how many mines are in this PDU*
- unsigned char **numberOfSensorTypes**  
*how many sensor type are in this PDU*
- unsigned char **pad2**  
*padding*
- unsigned int **dataFilter**  
*32 boolean fields*
- struct **EntityType** **mineType**  
*Mine type.*
- void \* **sensorTypes**  
*Sensor types, each 16 bits long.*
- unsigned char **pad3**  
*Padding to get things 32-bit aligned.*
- void \* **mineLocation**  
*Mine locations.*

### 4.603.1 Detailed Description

Definition at line 1443 of file DIS.h.

### 4.603.2 Field Documentation

### 4.603.2.1 pad3

```
unsigned char MinefieldDataPdu::pad3
```

Padding to get things 32-bit aligned.

^^^this is wrong—dyanmically sized padding needed

Definition at line 1470 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.604 MinefieldFamilyPdu Struct Reference

### Data Fields

- struct **Pdu** myPdu

### 4.604.1 Detailed Description

Definition at line 1316 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.605 MinefieldQueryPdu Struct Reference

### Data Fields

- struct **MinefieldFamilyPdu** myMinefieldFamilyPdu
- struct **EntityID** minefieldID  
*Minefield ID.*
- struct **EntityID** requestingEntityID  
*EID of entity making the request.*
- unsigned char **requestID**  
*request ID*
- unsigned char **numberOfPerimeterPoints**  
*Number of perimeter points for the minefield.*
- unsigned char **pad2**  
*Padding.*
- unsigned char **numberOfSensorTypes**  
*Number of sensor types.*
- unsigned int **dataFilter**  
*data filter, 32 boolean fields*
- struct **EntityType** requestedMineType  
*Entity type of mine being requested.*
- void \* **requestedPerimeterPoints**  
*perimeter points of request*
- void \* **sensorTypes**  
*Sensor types, each 16 bits long.*

### 4.605.1 Detailed Description

Definition at line 2108 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.606 MinefieldResponseNackPdu Struct Reference

### Data Fields

- struct **MinefieldFamilyPdu** myMinefieldFamilyPdu
- struct **EntityID** minefieldID  
*Minefield ID.*
- struct **EntityID** requestingEntityID  
*entity ID making the request*
- unsigned char **requestID**  
*request ID*
- unsigned char **numberOfMissingPdus**  
*how many pdus were missing*
- void \* **missingPduSequenceNumbers**  
*PDU sequence numbers that were missing.*

### 4.606.1 Detailed Description

Definition at line 2024 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.607 MinefieldStatePdu Struct Reference

### Data Fields

- struct **MinefieldFamilyPdu** myMinefieldFamilyPdu
- struct **EntityID** minefieldID  
*Minefield ID.*
- unsigned short **minefieldSequence**  
*Minefield sequence.*
- unsigned char **forceID**  
*force ID*
- unsigned char **numberOfPerimeterPoints**  
*Number of permieter points.*
- struct **EntityType** minefieldType

- type of minefield*
- unsigned short **numberOfMineTypes**
  - how many mine types*
- struct **Vector3Double** **minefieldLocation**
  - location of minefield in world coords*
- struct **Orientation** **minefieldOrientation**
  - orientation of minefield*
- unsigned short **appearance**
  - appearance bitflags*
- unsigned short **protocolMode**
  - protocolMode*
- void \* **perimeterPoints**
  - perimeter points for the minefield*
- void \* **mineType**
  - Type of mines.*

#### 4.607.1 Detailed Description

Definition at line 1660 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.608 mode\_name Struct Reference

### Data Fields

- int **mode**
- const char \* **name**

#### 4.608.1 Detailed Description

Definition at line 170 of file X3DParser.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d\_parser/X3DParser.c

## 4.609 ModulationType Struct Reference

### Data Fields

- unsigned short **spreadSpectrum**
  - spread spectrum, 16 bit boolean array*
- unsigned short **major**
  - major*
- unsigned short **detail**
  - detail*
- unsigned short **system**
  - system*

### 4.609.1 Detailed Description

Definition at line 338 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.610 monoChain Class Reference

### Public Member Functions

- **monoChain** ( **directedLine** \*cHead, **directedLine** \*cTail)
- void **setNext** ( **monoChain** \*n)
- void **setPrev** ( **monoChain** \*p)
- void **setNextPolygon** ( **monoChain** \*np)
- **monoChain** \* **getNext** ()
- **monoChain** \* **getPrev** ()
- **directedLine** \* **getHead** ()
- **directedLine** \* **getTail** ()
- void **resetCurrent** ()
- void **deleteLoop** ()
- void **deleteLoopList** ()
- void **insert** ( **monoChain** \*nc)
- Int **numChainsSingleLoop** ()
- Int **numChainsAllLoops** ()
- **monoChain** \*\* **toArrayAllLoops** (Int &num\_chains)
- Int **toArraySingleLoop** ( **monoChain** \*\*array, Int index)
- Real **chainIntersectHoriz** (Real y)
- **directedLine** \* **find** (Real y)
- void **printOneChain** ()
- void **printChainLoop** ()
- void **printAllLoops** ()

### Data Fields

- Int **isKey**
- Real **keyY**

### 4.610.1 Detailed Description

Definition at line 41 of file monoChain.h.

The documentation for this class was generated from the following files:

- src/libnurbs/nurbtess/monoChain.h
- src/libnurbs/nurbtess/monoChain.cc



## 4.611 Monotonizer Class Reference

### Public Member Functions

- **Monotonizer** ( **ArcTessellator** &at, **Pool** &ap, **Pool** &p, jmp\_buf &j)
- int **decompose** ( **Bin** &, REAL)

### 4.611.1 Detailed Description

Definition at line 49 of file `monotonizer.h`.

The documentation for this class was generated from the following file:

- `src/libnurbs/internals/monotonizer.h`

## 4.612 motion\_vectors\_entry Struct Reference

### Data Fields

- int **code**
- int **num\_bits**

### 4.612.1 Detailed Description

Definition at line 780 of file `mpeg_berkley.h`.

The documentation for this struct was generated from the following file:

- `src/lib/scenegraph/mpeg_berkley.h`

## 4.613 Multi\_Any Struct Reference

### Data Fields

- int **n**
- char \* **p**

### 4.613.1 Detailed Description

Definition at line 133 of file `FWTYPE.h`.

The documentation for this struct was generated from the following file:

- `src/lib/world_script/FWTYPE.h`

## 4.614 Multi\_Bool Struct Reference

### Data Fields

- int **n**
- int \* **p**
- size\_t **n**

### 4.614.1 Detailed Description

Definition at line 2531 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.615 Multi\_Color Struct Reference

### Data Fields

- int **n**
- struct **SFColor** \* **p**
- size\_t **n**

### 4.615.1 Detailed Description

Definition at line 2537 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.616 Multi\_ColorRGBA Struct Reference

### Data Fields

- int **n**
- struct **SFColorRGBA** \* **p**
- size\_t **n**

### 4.616.1 Detailed Description

Definition at line 2539 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.617 Multi\_Double Struct Reference

### Data Fields

- int **n**
- double \* **p**
- size\_t **n**

### 4.617.1 Detailed Description

Definition at line 2551 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.618 Multi\_Float Struct Reference

### Data Fields

- int **n**
- float \* **p**
- size\_t **n**

### 4.618.1 Detailed Description

Definition at line 2525 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.619 Multi\_Int32 Struct Reference

### Data Fields

- int **n**
- int \* **p**
- size\_t **n**

### 4.619.1 Detailed Description

Definition at line 2533 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.620 Multi\_Matrix3d Struct Reference

### Data Fields

- int **n**
- struct **SFMatrix3d** \* **p**
- size\_t **n**

### 4.620.1 Detailed Description

Definition at line 2555 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.621 Multi\_Matrix3f Struct Reference

### Data Fields

- int **n**
- struct **SFMatrix3f** \* **p**
- size\_t **n**

### 4.621.1 Detailed Description

Definition at line 2553 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.622 Multi\_Matrix4d Struct Reference

### Data Fields

- int **n**
- struct **SFMatrix4d** \* **p**
- size\_t **n**

### 4.622.1 Detailed Description

Definition at line 2559 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.623 Multi\_Matrix4f Struct Reference

### Data Fields

- int **n**
- struct **SFMatrix4f** \* **p**
- size\_t **n**

### 4.623.1 Detailed Description

Definition at line 2557 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.624 Multi\_Node Struct Reference

### Data Fields

- int **n**
- struct **X3D\_Node** \*\* **p**
- size\_t **n**
- void \*\* **p**

### 4.624.1 Detailed Description

Definition at line 2535 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.625 Multi\_Rotation Struct Reference

### Data Fields

- int **n**
- struct **SFRotation** \* **p**
- size\_t **n**

### 4.625.1 Detailed Description

Definition at line 2527 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.626 Multi\_String Struct Reference

### Data Fields

- int **n**
- struct **Uni\_String** \*\* **p**
- size\_t **n**

### 4.626.1 Detailed Description

Definition at line 2543 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.627 Multi\_Time Struct Reference

### Data Fields

- int **n**
- double \* **p**
- size\_t **n**

### 4.627.1 Detailed Description

Definition at line 2541 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.628 Multi\_Vec2d Struct Reference

### Data Fields

- int **n**
- struct **SFVec2d** \* **p**
- size\_t **n**

### 4.628.1 Detailed Description

Definition at line 2561 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.629 Multi\_Vec2f Struct Reference

### Data Fields

- int **n**
- struct **SFVec2f** \* **p**
- size\_t **n**

### 4.629.1 Detailed Description

Definition at line 2545 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.630 Multi\_Vec3d Struct Reference

### Data Fields

- int **n**
- struct **SFVec3d** \* **p**
- size\_t **n**

### 4.630.1 Detailed Description

Definition at line 2549 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.631 Multi\_Vec3f Struct Reference

### Data Fields

- int **n**
- struct **SFVec3f** \* **p**
- size\_t **n**
- struct **SFColor** \* **p**



### 4.631.1 Detailed Description

Definition at line 2529 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.632 Multi\_Vec4d Struct Reference

### Data Fields

- int **n**
- struct **SFVec4d** \* **p**
- size\_t **n**

### 4.632.1 Detailed Description

Definition at line 2565 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.633 Multi\_Vec4f Struct Reference

### Data Fields

- int **n**
- struct **SFVec4f** \* **p**
- size\_t **n**

### 4.633.1 Detailed Description

Definition at line 2563 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.634 multiTexParams Struct Reference

### Data Fields

- int **multitex\_mode** [2]
- int **multitex\_source** [2]
- int **multitex\_function**

### 4.634.1 Detailed Description

Definition at line 49 of file RenderTextures.c.

The documentation for this struct was generated from the following files:

- src/lib/opencv/RenderTextures.c
- src/lib/opencv/Textures.c

## 4.635 myArgs Struct Reference

### Data Fields

- struct **X3D\_Node** \* **node**
- **ttglobal** **tg**

### 4.635.1 Detailed Description

Definition at line 148 of file Component\_ProgrammableShaders.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_ProgrammableShaders.c

## 4.636 MyVertex Struct Reference

### Data Fields

- struct **SFVec3f** **vert**
- struct **SFVec3f** **norm**
- struct **SFVec2f** **tc**
- struct **SFVec3f** **flat\_norm**
- struct **SFColorRGBA** **col**

### 4.636.1 Detailed Description

Definition at line 54 of file Component\_Geometry3D.c.

The documentation for this struct was generated from the following files:

- src/lib/scenegraph/Component\_Geometry3D.c
- src/lib/x3d\_parser/Bindable.c

## 4.637 name\_num Struct Reference

### Data Fields

- char \* **facename**
- char \* **family**
- char \* **style**
- char \* **style2**
- int **num**
- int **bold**
- int **italic**
- int **ifamily**

### 4.637.1 Detailed Description

Definition at line 638 of file Component\_Text.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Text.c

## 4.638 NamedLocation Struct Reference

### Data Fields

- unsigned short **stationName**  
*station name enumeration*
- unsigned short **stationNumber**  
*station number*

### 4.638.1 Detailed Description

Definition at line 413 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.639 navmode Struct Reference

### Data Fields

- char \* **key**
- int **type**

### 4.639.1 Detailed Description

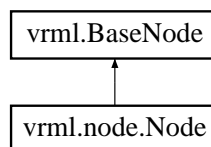
Definition at line 506 of file Viewer.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.c

## 4.640 vrml.node.Node Class Reference

Inheritance diagram for vrml.node.Node:



### Public Member Functions

- **Node** (String id)
- final **Field** **getEventIn** (String eventInName)
- final **ConstField** **getEventOut** (String eventOutName)
- final **Field** **getExposedField** (String exposedFieldName)

### 4.640.1 Detailed Description

Definition at line 12 of file Node.java.

The documentation for this class was generated from the following file:

- src/java/vrml/node/Node.java

## 4.641 vrml.external.Node Class Reference

### Public Member Functions

- String **getType** ()
- **EventIn** **getEventIn** (String name) throws InvalidEventInException
- **EventOut** **getEventOut** (String name) throws InvalidEventOutException

## Data Fields

- int **EventType** = FieldTypes.UnknownType
- String **outNode**
- String **inNode**
- String **command**
- String **RLreturn**
- int **nodeptr** = 0
- int **offset** = 0
- int **datasize** = 0
- String **datatype**
- int **ScriptType** = 0

### 4.641.1 Detailed Description

Definition at line 11 of file Node.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/Node.java

## 4.642 nodedistance Struct Reference

## Data Fields

- struct **X3D\_Node** \* **node**
- float **dist**

### 4.642.1 Detailed Description

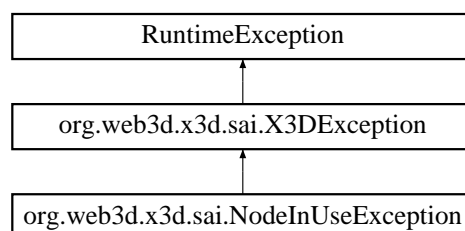
Definition at line 55 of file Component\_Picking.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Picking.c

## 4.643 org.web3d.x3d.sai.NodeInUseException Class Reference

Inheritance diagram for org.web3d.x3d.sai.NodeInUseException:



## Public Member Functions

- **NodeInUseException** (String msg)

### 4.643.1 Detailed Description

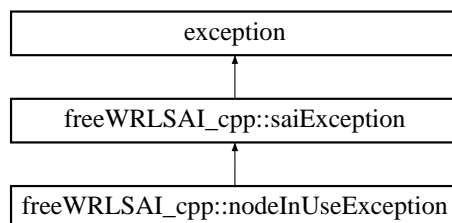
Definition at line 3 of file NodeInUseException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/NodeInUseException.java

## 4.644 freeWRLSAI\_cpp::nodeInUseException Class Reference

Inheritance diagram for freeWRLSAI\_cpp::nodeInUseException:



## Public Member Functions

- virtual const char \* **what** ()

## Additional Inherited Members

### 4.644.1 Detailed Description

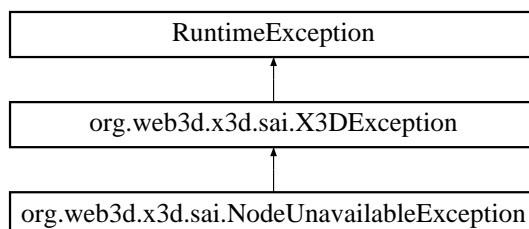
Definition at line 206 of file SAException.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAException.h

## 4.645 org.web3d.x3d.sai.NodeUnavailableException Class Reference

Inheritance diagram for org.web3d.x3d.sai.NodeUnavailableException:



## Public Member Functions

- **NodeUnavailableException** (String msg)

### 4.645.1 Detailed Description

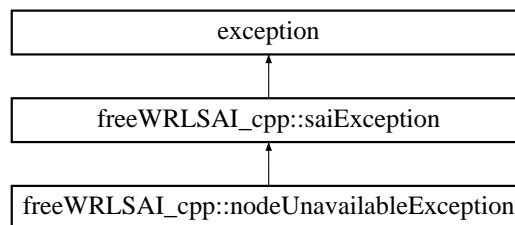
Definition at line 3 of file NodeUnavailableException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/NodeUnavailableException.java

## 4.646 freeWRLSAI\_cpp::nodeUnavailableException Class Reference

Inheritance diagram for freeWRLSAI\_cpp::nodeUnavailableException:



## Public Member Functions

- virtual const char \* **what** ()

## Additional Inherited Members

### 4.646.1 Detailed Description

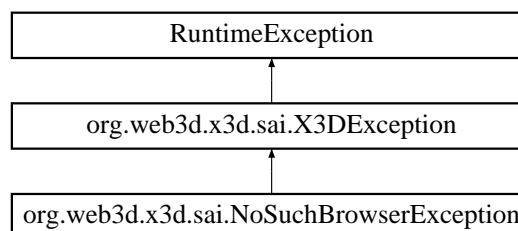
Definition at line 195 of file SAException.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAException.h

## 4.647 org.web3d.x3d.sai.NoSuchBrowserException Class Reference

Inheritance diagram for org.web3d.x3d.sai.NoSuchBrowserException:



## Public Member Functions

- **NoSuchBrowserException** (String msg)

### 4.647.1 Detailed Description

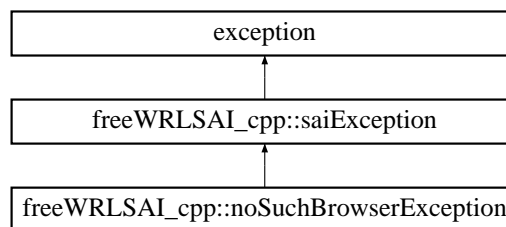
Definition at line 3 of file NoSuchBrowserException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/NoSuchBrowserException.java

## 4.648 freeWRLSAI\_cpp::noSuchBrowserException Class Reference

Inheritance diagram for freeWRLSAI\_cpp::noSuchBrowserException:



## Public Member Functions

- virtual const char \* **what** ()

## Additional Inherited Members

### 4.648.1 Detailed Description

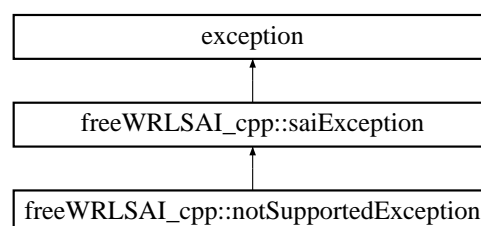
Definition at line 73 of file SAlexception.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAlexception.h

## 4.649 freeWRLSAI\_cpp::notSupportedException Class Reference

Inheritance diagram for freeWRLSAI\_cpp::notSupportedException:





## Public Member Functions

- virtual const char \* **what** ()

## Additional Inherited Members

### 4.649.1 Detailed Description

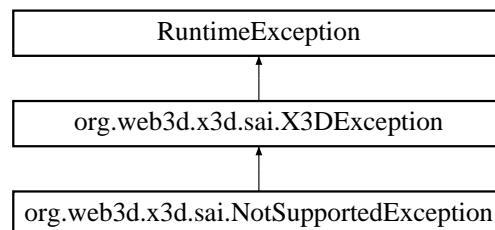
Definition at line 229 of file SAlexception.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAlexception.h

## 4.650 org.web3d.x3d.sai.NotSupportedException Class Reference

Inheritance diagram for org.web3d.x3d.sai.NotSupportedException:



## Public Member Functions

- **NotSupportedException** (String msg)

### 4.650.1 Detailed Description

Definition at line 3 of file NotSupportedException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/NotSupportedException.java

## 4.651 NPClass Struct Reference

### Data Fields

- uint32\_t **structVersion**
- NPAllocateFunctionPtr **allocate**
- NPDeallocateFunctionPtr **deallocate**
- NPInvalidateFunctionPtr **invalidate**
- NPHasMethodFunctionPtr **hasMethod**
- NPInvokeFunctionPtr **invoke**
- NPInvokeDefaultFunctionPtr **invokeDefault**
- NPHasPropertyFunctionPtr **hasProperty**
- NPGetPropertyFunctionPtr **getProperty**
- NPSetPropertyFunctionPtr **setProperty**
- NPRemovePropertyFunctionPtr **removeProperty**
- NPEnumerationFunctionPtr **enumerate**
- NPConstructFunctionPtr **construct**

### 4.651.1 Detailed Description

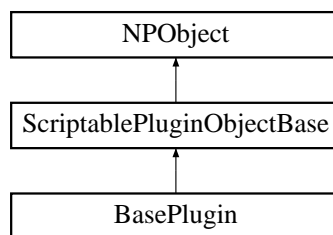
Definition at line 327 of file npruntime.h.

The documentation for this struct was generated from the following file:

- src/plugin\_win32/include/npruntime.h

## 4.652 NPObject Struct Reference

Inheritance diagram for NPObject:



### Data Fields

- NPClass \* **\_class**
- uint32\_t **referenceCount**

### 4.652.1 Detailed Description

Definition at line 355 of file npruntime.h.

The documentation for this struct was generated from the following file:

- src/plugin\_win32/include/npruntime.h

## 4.653 nsByteRange Struct Reference

### Data Fields

- PRInt32 **offset**
- PRUint32 **length**
- struct **nsByteRange** \* **next**

### 4.653.1 Detailed Description

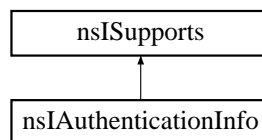
Definition at line 125 of file nsplugindefs.h.

The documentation for this struct was generated from the following file:

- src/plugin\_win32/include/nsplugindefs.h

## 4.654 nsIAuthenticationInfo Interface Reference

Inheritance diagram for nsIAuthenticationInfo:



### Data Fields

- readonly attribute const\_char\_ptr **username**  
*AuthenticationInfo (username/password pair)*
- readonly attribute const\_char\_ptr **password**

### 4.654.1 Detailed Description

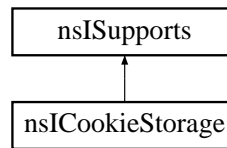
Definition at line 56 of file nsIJVMAuthTools.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIJVMAuthTools.idl

## 4.655 nsICookieStorage Interface Reference

Inheritance diagram for nsICookieStorage:



### Public Member Functions

- void **getCookie** (in string aCookieURL, in voidPtr aCookieBuffer, in PRUint32Ref aCookieSize)  
*Retrieves a cookie from the browser's persistent cookie store.*
- void **setCookie** (in string aCookieURL, in constVoidPtr aCookieBuffer, in unsigned long aCookieSize)  
*Stores a cookie in the browser's persistent cookie store.*

### 4.655.1 Detailed Description

Definition at line 51 of file nsICookieStorage.idl.

### 4.655.2 Member Function Documentation

#### 4.655.2.1 getCookie()

```
void nsICookieStorage::getCookie (
 in string aCookieURL,
 in voidPtr aCookieBuffer,
 in PRUint32Ref aCookieSize)
```

Retrieves a cookie from the browser's persistent cookie store.

#### Parameters

|                      |                                                                 |
|----------------------|-----------------------------------------------------------------|
| <i>aCookieURL</i>    | - URL string to look up cookie with.                            |
| <i>aCookieBuffer</i> | - buffer large enough to accomodate cookie data.                |
| <i>aCookieSize</i>   | - on input, size of the cookie buffer, on output cookie's size. |

#### 4.655.2.2 setCookie()

```
void nsICookieStorage::setCookie (
 in string aCookieURL,
```

```
in constVoidPtr aCookieBuffer,
in unsigned long aCookieSize)
```

Stores a cookie in the browser's persistent cookie store.

#### Parameters

|                      |                                  |
|----------------------|----------------------------------|
| <i>aCookieURL</i>    | - URL string store cookie with.  |
| <i>aCookieBuffer</i> | - buffer containing cookie data. |
| <i>aCookieSize</i>   | - specifies size of cookie data. |

The documentation for this interface was generated from the following file:

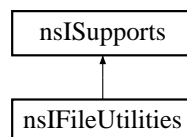
- src/plugin\_win32/include/nsICookieStorage.idl

## 4.656 nsFileUtilities Interface Reference

The **nsFileUtilities** (p. 425) interface provides access to random file operations.

```
import "nsFileUtilities.idl";
```

Inheritance diagram for nsFileUtilities:



### Public Member Functions

- void **getProgramPath** (out constCharPtr aProgramPath)  
*Returns the name of the browser executable program.*
- void **getTempDirPath** (out constCharPtr aTempDirPath)  
*Returns the name of the temporary directory.*
- void **newTempFileName** (in string aPrefix, in unsigned long aLength, in charPtr aBuffer)  
*Returns a unique temporary file name.*

### 4.656.1 Detailed Description

The **nsFileUtilities** (p. 425) interface provides access to random file operations.

To obtain: QueryInterface on **nsIPluginManager** (p. 462).

Definition at line 50 of file nsFileUtilities.idl.

## 4.656.2 Member Function Documentation

### 4.656.2.1 `getProgramPath()`

```
void nsIFileUtilities::getProgramPath (
 out constCharPtr aProgramPath)
```

Returns the name of the browser executable program.

## Parameters

|                     |                                    |
|---------------------|------------------------------------|
| <i>aProgramPath</i> | - the returned path to the program |
|---------------------|------------------------------------|

## Returns

- NS\_OK if this operation was successful

**4.656.2.2 getTempDirPath()**

```
void nsFileUtilities::getTempDirPath (
 out constCharPtr aTempDirPath)
```

Returns the name of the temporary directory.

## Parameters

|                     |                                           |
|---------------------|-------------------------------------------|
| <i>aTempDirPath</i> | - the returned path to the temp directory |
|---------------------|-------------------------------------------|

## Returns

- NS\_OK if this operation was successful

**4.656.2.3 newTempFileName()**

```
void nsFileUtilities::newTempFileName (
 in string aPrefix,
 in unsigned long aLength,
 in charPtr aBuffer)
```

Returns a unique temporary file name.

## Parameters

|                |                                                          |
|----------------|----------------------------------------------------------|
| <i>aPrefix</i> | - a string to prefix to the temporary file name          |
| <i>aLength</i> | - the length of the resulting buffer to receive the data |
| <i>aBuffer</i> | - the returned temp file name                            |

## Returns

- NS\_OK if this operation was successful

The documentation for this interface was generated from the following file:

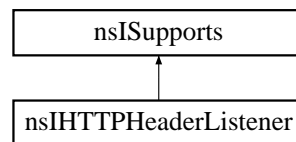
- src/plugin\_win32/include/nsFileUtilities.idl

## 4.657 nsIHTTPHeaderListener Interface Reference

The **nsIHTTPHeaderListener** (p. 428) interface allows plugin authors to access HTTP Response headers after issuing an **nsIPluginHost** (p. 434)::{GetURL,PostURL}() call.

```
import "nsIHTTPHeaderListener.idl";
```

Inheritance diagram for nsIHTTPHeaderListener:



### Public Member Functions

- void **newResponseHeader** (in string headerName, in string headerValue)  
*Called for each HTTP Response header.*
- void **statusLine** (in string line)  
*Called once for the HTTP Response status line.*

### 4.657.1 Detailed Description

The **nsIHTTPHeaderListener** (p. 428) interface allows plugin authors to access HTTP Response headers after issuing an **nsIPluginHost** (p. 434)::{GetURL,PostURL}() call.

IMPORTANT NOTE: The plugin author must provide an instance to {GetURL,PostURL}() that implements both **nsIPluginStreamListener** (p. 475) and **nsIHTTPHeaderListener** (p. 428). This instance is passed in through {GetURL,PostURL}()'s streamListener parameter. The browser will then QI thi streamListener to see if it implements **nsIHTTPHeaderListener** (p. 428).

Definition at line 55 of file nsIHTTPHeaderListener.idl.

### 4.657.2 Member Function Documentation

#### 4.657.2.1 newResponseHeader()

```
void nsIHTTPHeaderListener::newResponseHeader (
 in string headerName,
 in string headerValue)
```

Called for each HTTP Response header.

NOTE: You must copy the values of the params.



### 4.657.2.2 statusLine()

```
void nsIHTTPHeaderListener::statusLine (
 in string line)
```

Called once for the HTTP Response status line.

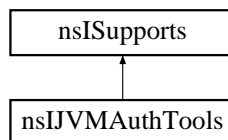
Value does NOT include a terminating newline. NOTE: You must copy this value.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIHTTPHeaderListener.idl

## 4.658 nsIJVMAuthTools Interface Reference

Inheritance diagram for nsIJVMAuthTools:



### Public Member Functions

- **nsIAuthenticationInfo** **GetAuthenticationInfo** (in string protocol, in string host, in PRInt32 port, in string scheme, in string realm)  
*Export AuthenticationInfo interface to JPI.*
- void **SetAuthenticationInfo** (in string protocol, in string host, in PRInt32 port, in string scheme, in string realm, in string username, in string password)  
*Import username/password pair from JPI.*

### 4.658.1 Detailed Description

Definition at line 67 of file nsIJVMAuthTools.idl.

### 4.658.2 Member Function Documentation

#### 4.658.2.1 GetAuthenticationInfo()

```
nsIAuthenticationInfo nsIJVMAuthTools::GetAuthenticationInfo (
 in string protocol,
 in string host,
 in PRInt32 port,
 in string scheme,
 in string realm)
```

Export AuthenticationInfo interface to JPI.

## Parameters

|                                              |                                              |
|----------------------------------------------|----------------------------------------------|
| <i>protocol</i>                              | the protocol that support (http/https)       |
| <i>host</i>                                  | host name                                    |
| <i>port</i>                                  | port number                                  |
| <i>scheme</i>                                | scheme                                       |
| <i>realm</i>                                 | realm                                        |
| <b><i>nsIAuthenticationInfo</i></b> (p. 423) | the AuthenticationInfo interface that export |

## Returns

NS\_OK if success, other if fail

## 4.658.2.2 SetAuthenticationInfo()

```
void nsIJVMAuthTools::SetAuthenticationInfo (
 in string protocol,
 in string host,
 in PRInt32 port,
 in string scheme,
 in string realm,
 in string username,
 in string password)
```

Import username/password pair from JPI.

## Parameters

|                 |                                        |
|-----------------|----------------------------------------|
| <i>protocol</i> | the protocol that support (http/https) |
| <i>host</i>     | host name                              |
| <i>port</i>     | port number                            |
| <i>scheme</i>   | scheme                                 |
| <i>realm</i>    | realm                                  |
| <i>username</i> | user name                              |
| <i>password</i> | password                               |

## Returns

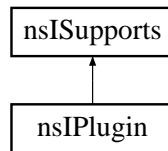
NS\_OK if success, other if fail

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIJVMAuthTools.idl

## 4.659 nsIPlugin Interface Reference

Inheritance diagram for nsIPlugin:



## Public Member Functions

- void **createPluginInstance** (out **nsIPluginInstance** aResult)  
*Creates a new plugin instance, based on a MIME type.*
- void **initialize** ()  
*Initializes the plugin and will be called before any new instances are created.*
- void **shutdown** ()  
*Called when the browser is done with the plugin factory, or when the plugin is disabled by the user.*
- void **getMIMEDescription** (out constCharPtr aMIMEDescription)  
*Returns the MIME description for the plugin.*
- void **getValue** (in nsPluginVariable aVariable, in voidPtr aValue)  
*Returns the value of a variable associated with the plugin.*

### 4.659.1 Detailed Description

Definition at line 51 of file nsIPlugin.idl.

### 4.659.2 Member Function Documentation

#### 4.659.2.1 createPluginInstance()

```
void nsIPlugin::createPluginInstance (
 out nsIPluginInstance aResult)
```

Creates a new plugin instance, based on a MIME type.

This allows different implementations to be created depending on the specified MIME type.

#### 4.659.2.2 getMIMEDescription()

```
void nsIPlugin::getMIMEDescription (
 out constCharPtr aMIMEDescription)
```

Returns the MIME description for the plugin.

The MIME description is a colon-separated string containing the plugin MIME type, plugin data file extension, and plugin name, e.g.:

"application/x-simple-plugin:smp:Simple Sample Plug-in"

(Corresponds to NPP\_GetMIMEDescription.)

**Parameters**

|                         |                                  |
|-------------------------|----------------------------------|
| <i>aMIMEDescription</i> | - the resulting MIME description |
|-------------------------|----------------------------------|

**Returns**

- NS\_OK if this operation was successful

**4.659.2.3 getValue()**

```
void nsIPlugin::getValue (
 in nsPluginVariable aVariable,
 in voidPtr aValue)
```

Returns the value of a variable associated with the plugin.

(Corresponds to NPP\_GetValue.)

**Parameters**

|                  |                                                     |
|------------------|-----------------------------------------------------|
| <i>aVariable</i> | - the plugin variable to get                        |
| <i>aValue</i>    | - the address of where to store the resulting value |

**Returns**

- NS\_OK if this operation was successful

**4.659.2.4 initialize()**

```
void nsIPlugin::initialize ()
```

Initializes the plugin and will be called before any new instances are created.

It is passed browserInterfaces on which QueryInterface may be used to obtain an **nsIPluginManager** (p. 462), and other interfaces.

**Parameters**

|                          |                                                                               |
|--------------------------|-------------------------------------------------------------------------------|
| <i>browserInterfaces</i> | - an object that allows access to other browser interfaces via QueryInterface |
|--------------------------|-------------------------------------------------------------------------------|

**Returns**

- NS\_OK if this operation was successful

### 4.659.2.5 shutdown()

```
void nsIPlugin::shutdown ()
```

Called when the browser is done with the plugin factory, or when the plugin is disabled by the user.

(Corresponds to NPP\_Shutdown.)

#### Returns

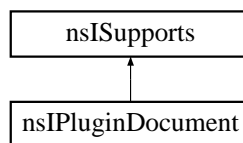
- NS\_OK if this operation was successful

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPlugin.idl

## 4.660 nsIPluginDocument Interface Reference

Inheritance diagram for nsIPluginDocument:



### Public Member Functions

- void **setStreamListener** (in nsIStreamListener aStreamListener)  
*Sets the stream listener for this plugin document.*
- void **print** ()  
*Causes the plugin to print in full-page mode.*

### Data Fields

- readonly attribute boolean **willHandleInstantiation**  
*Check whether the document is planning to handle plug-in instantiation itself.*

### 4.660.1 Detailed Description

Definition at line 42 of file nsIPluginDocument.idl.

### 4.660.2 Field Documentation

#### 4.660.2.1 willHandleInstantiation

readonly attribute boolean nsIPluginDocument::willHandleInstantiation

Check whether the document is planning to handle plug-in instantiation itself.

If not, then the plugin content node should do it.

Definition at line 60 of file nsIPluginDocument.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginDocument.idl

## 4.661 nsIPluginHost Interface Reference

Inheritance diagram for nsIPluginHost:



### Public Member Functions

- void **init** ()
- void **destroy** ()
- void **loadPlugins** ()
- void **reloadPlugins** (in boolean reloadPages)
 

*Causes the plugins directory to be searched again for new plugin libraries.*
- **nsIPlugin** **getPlugin** (in string aMimeType)
- void **instantiateEmbeddedPlugin** (in string aMimeType, in nsIURI aURL, in **nsIPluginInstanceOwner** aOwner)
- void **instantiateFullPagePlugin** (in string aMimeType, in nsIURI aURL, in nsIStreamListenerRef aStreamListener, in **nsIPluginInstanceOwner** aOwner)
- nsIStreamListener **instantiatePluginForChannel** (in nsIChannel aChannel, in **nsIPluginInstanceOwner** aOwner)
 

*Instantiate an embedded plugin for an existing channel.*
- void **setUpPluginInstance** (in string aMimeType, in nsIURI aURL, in **nsIPluginInstanceOwner** aOwner)
- void **isPluginEnabledForType** (in string aMimeType)
- void **isPluginEnabledForExtension** (in string aExtension, in constCharStarRef aMimeType)
- void **getPlugins** (in unsigned long aPluginCount, out nsIDOMPlugin aPluginArray)
- void **getPluginTags** (out unsigned long aPluginCount, [retval, array, size\_is(aPluginCount)] out **nsIPluginTag** aResults)
- void **stopPluginInstance** (in **nsIPluginInstance** aInstance)
- void **handleBadPlugin** (in PRLibraryPtr aLibrary, in **nsIPluginInstance** instance)
- NS\_IMETHOD **GetURL** (nsISupports \*pluginInst, const char \*url, const char \*target=NULL, **nsIPluginStreamListener** \*streamListener=NULL, const char \*altHost=NULL, const char \*referrer=NULL, PRBool forceJSEnabled=PR\_FALSE)=0
 

*Fetches a URL.*

- NS\_IMETHOD **PostURL** (nsISupports \*pluginInst, const char \*url, PRUint32 postDataLen, const char \*postData, PRBool isFile=PR\_FALSE, const char \*target=NULL, **nsIPluginStreamListener** \*stream↔ Listener=NULL, const char \*altHost=NULL, const char \*referrer=NULL, PRBool forceJSEnabled=PR\_FALSE, PRUint32 postHeadersLength=0, const char \*postHeaders=NULL)=0  
*Posts to a URL with post data and/or post headers.*
- void **findProxyForURL** (in string aURL, out string aResult)  
*Returns the proxy info for a given URL.*
- void **UserAgent** (in nativeChar resultingAgentString)
- void **setIsScriptableInstance** (in **nsIPluginInstance** aInstance, in boolean aScriptable)  
*To notify the plugin manager that the plugin created a script object.*
- void **parsePostBufferToFixHeaders** (in string aInPostData, in unsigned long aInPostDataLen, out string aOutPostData, out unsigned long aOutPostDataLen)  
*This method parses post buffer to find out case insensitive "Content-length" string and CR or LF some where after that, then it assumes there is http headers in the input buffer and continue to search for end of headers (CRLF or LFLF).*
- void **createTmpFileToPost** (in string aPostDataURL, out string aTmpFileName)  
*To create tmp file with Content len header in, it will use by http POST.*
- void **newPluginNativeWindow** (out nsPluginNativeWindowPtr aPluginNativeWindow)  
*Creates a new plugin native window object.*
- void **deletePluginNativeWindow** (in nsPluginNativeWindowPtr aPluginNativeWindow)  
*Deletes plugin native window object created by NewPluginNativeWindow.*
- void **instantiateDummyJavaPlugin** (in **nsIPluginInstanceOwner** aOwner)  
*Instantiate a "dummy" java plugin if a java plugin that supports NPRuntime is installed.*
- void **getPluginName** (in **nsIPluginInstance** aInstance, [shared] out string aPluginName)  
*Get the plugin name for the plugin instance.*
- **nsIPluginTag** **getPluginTagForInstance** (in **nsIPluginInstance** aInstance)  
*Get the plugin tag associated with a given plugin instance.*

## Data Fields

- readonly attribute unsigned long **pluginCount**

## 4.661.1 Detailed Description

Definition at line 69 of file nsIPluginHost.idl.

## 4.661.2 Member Function Documentation

### 4.661.2.1 findProxyForURL()

```
void nsIPluginHost::findProxyForURL (
 in string aURL,
 out string aResult)
```

Returns the proxy info for a given URL.

The caller is required to free the resulting memory with nsIMalloc::Free. The result will be in the following format

i) "DIRECT" – no proxy ii) "PROXY xxx.xxx.xxx.xxx" – use proxy iii) "SOCKS xxx.xxx.xxx.xxx" – use SOCKS iv) Mixed. e.g. "PROXY 111.111.111.111;PROXY 112.112.112.112", "PROXY 111.111.111.111;SOCKS 112.112.112.112"....

Which proxy/SOCKS to use is determined by the plugin.

#### 4.661.2.2 `getPluginName()`

```
void nsIPluginHost::getPluginName (
 in nsIPluginInstance aInstance,
 [shared] out string aPluginName)
```

Get the plugin name for the plugin instance.

##### Parameters

|                    |                                                                                                                                                                                |
|--------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>aInstance</i>   | the plugin instance object                                                                                                                                                     |
| <i>aPluginName</i> | returns a pointer to a shared readonly string value, it's only valid for the lifetime of the plugin instance - you must copy the string value if you need it longer than that. |

#### 4.661.2.3 `getPluginTagForInstance()`

```
nsIPluginTag nsIPluginHost::getPluginTagForInstance (
 in nsIPluginInstance aInstance)
```

Get the plugin tag associated with a given plugin instance.

##### Parameters

|                  |                            |
|------------------|----------------------------|
| <i>aInstance</i> | the plugin instance object |
|------------------|----------------------------|

##### Returns

plugin tag object

#### 4.661.2.4 `GetURL()`

```
NS_IMETHOD nsIPluginHost::GetURL (
 nsISupports * pluginInst,
 const char * url,
 const char * target = NULL,
 nsIPluginStreamListener * streamListener = NULL,
 const char * altHost = NULL,
 const char * referrer = NULL,
 PRBool forceJSEnabled = PR_FALSE) [pure virtual]
```

Fetches a URL.

(Corresponds to `NPN_GetURL` and `NPN_GetURLNotify`.)



## Parameters

|                       |                                                                                                                                                                                            |
|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>pluginInst</i>     | - the plugin making the request. If NULL, the URL is fetched in the background.                                                                                                            |
| <i>url</i>            | - the URL to fetch                                                                                                                                                                         |
| <i>target</i>         | - the target window into which to load the URL, or NULL if the data should be returned to the plugin via streamListener.                                                                   |
| <i>streamListener</i> | - a stream listener to be used to return data to the plugin. May be NULL if target is not NULL.                                                                                            |
| <i>altHost</i>        | - an IP-address string that will be used instead of the host specified in the URL. This is used to prevent DNS-spoofing attacks. Can be defaulted to NULL meaning use the host in the URL. |
| <i>referrer</i>       | - the referring URL (may be NULL)                                                                                                                                                          |
| <i>forceJSEnabled</i> | - forces JavaScript to be enabled for 'javascript:' URLs, even if the user currently has JavaScript disabled (usually specify PR_FALSE)                                                    |

## Returns

- NS\_OK if this operation was successful

## 4.661.2.5 instantiateDummyJavaPlugin()

```
void nsIPluginHost::instantiateDummyJavaPlugin (
 in nsIPluginInstanceOwner aOwner)
```

Instantiate a "dummy" java plugin if a java plugin that supports NPRuntime is installed.

This plugin is used for exposing window.java and window.Packages. If the java plugin supports NPRuntime and instantiation was successful, aOwners instance will be non-null, if not, it will be null.

## 4.661.2.6 instantiatePluginForChannel()

```
nsIStreamListener nsIPluginHost::instantiatePluginForChannel (
 in nsIChannel aChannel,
 in nsIPluginInstanceOwner aOwner)
```

Instantiate an embedded plugin for an existing channel.

The caller is responsible for opening the channel. It may or may not be already opened when this function is called.

#### 4.661.2.7 parsePostBufferToFixHeaders()

```
void nsIPluginHost::parsePostBufferToFixHeaders (
 in string aInPostData,
 in unsigned long aInPostDataLen,
 out string aOutPostData,
 out unsigned long aOutPostDataLen)
```

This method parses post buffer to find out case insensitive "Content-length" string and CR or LF some where after that, then it assumes there is http headers in the input buffer and continue to search for end of headers (CRLF or LFLF).

It will *always malloc()* output buffer (caller is responsible to free it) if input buffer starts with LF, which comes from 4.x spec <http://developer.netscape.com/docs/manuals/communicator/plugin/pgfn2.htm#1007754> "If no custom headers are required, simply add a blank line ('\n') to the beginning of the file or buffer.", it skips that '

' and considers rest of the input buffer as data. If "Content-length" string and end of headers is found it substitutes single LF with CRLF in the headers, so the end of headers always will be CRLFCRLF (single CR in headers, if any, remain untouched) else it puts "Content-length: "+size\_of\_data+CRLFCRLF at the beginning of the output buffer and memcpy data to the output buffer

On failure outPostData and outPostDataLen will be set in 0.

##### Parameters

|                        |                              |
|------------------------|------------------------------|
| <i>aInPostData</i>     | - the post data              |
| <i>aInPostDataLen</i>  | - the length aInPostData     |
| <i>aOutPostData</i>    | - the buffer                 |
| <i>aOutPostDataLen</i> | - the length of aOutPostData |

#### 4.661.2.8 PostURL()

```
NS_IMETHOD nsIPluginHost::PostURL (
 nsISupports * pluginInst,
 const char * url,
 PRUint32 postDataLen,
 const char * postData,
 PRBool isFile = PR_FALSE,
 const char * target = NULL,
 nsIPluginStreamListener * streamListener = NULL,
 const char * altHost = NULL,
 const char * referrer = NULL,
 PRBool forceJSEnabled = PR_FALSE,
 PRUint32 postHeadersLength = 0,
 const char * postHeaders = NULL) [pure virtual]
```

Posts to a URL with post data and/or post headers.

(Corresponds to NPN\_PostURL and NPN\_PostURLNotify.)

## Parameters

|                          |                                                                                                                                                                                            |
|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>pluginInst</i>        | - the plugin making the request. If NULL, the URL is fetched in the background.                                                                                                            |
| <i>url</i>               | - the URL to fetch                                                                                                                                                                         |
| <i>postDataLength</i>    | - the length of postData (if non-NULL)                                                                                                                                                     |
| <i>postData</i>          | - the data to POST. NULL specifies that there is not post data                                                                                                                             |
| <i>isFile</i>            | - whether the postData specifies the name of a file to post instead of data. The file will be deleted afterwards.                                                                          |
| <i>target</i>            | - the target window into which to load the URL, or NULL if the data should be returned to the plugin via streamListener.                                                                   |
| <i>streamListener</i>    | - a stream listener to be used to return data to the plugin. May be NULL if target is not NULL.                                                                                            |
| <i>altHost</i>           | - an IP-address string that will be used instead of the host specified in the URL. This is used to prevent DNS-spoofing attacks. Can be defaulted to NULL meaning use the host in the URL. |
| <i>referrer</i>          | - the referring URL (may be NULL)                                                                                                                                                          |
| <i>forceJSEnabled</i>    | - forces JavaScript to be enabled for 'javascript:' URLs, even if the user currently has JavaScript disabled (usually specify PR_FALSE)                                                    |
| <i>postHeadersLength</i> | - the length of postHeaders (if non-NULL)                                                                                                                                                  |
| <i>postHeaders</i>       | - the headers to POST. Must be in the form of "HeaderName: HeaderValue\r\n". Each header, including the last, must be followed by "\r\n". NULL specifies that there are no post headers    |

## Returns

- NS\_OK if this operation was successful

**4.661.2.9 reloadPlugins()**

```
void nsIPluginHost::reloadPlugins (
 in boolean reloadPages)
```

Causes the plugins directory to be searched again for new plugin libraries.

## Parameters

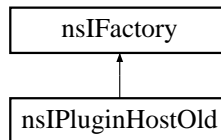
|                    |                                                                     |
|--------------------|---------------------------------------------------------------------|
| <i>reloadPages</i> | - indicates whether currently visible pages should also be reloaded |
|--------------------|---------------------------------------------------------------------|

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginHost.idl

**4.662 nsIPluginHostOld Interface Reference**

Inheritance diagram for nsIPluginHostOld:



## Public Member Functions

- void **init** ()
- void **destroy** ()
- void **loadPlugins** ()
- **nsIPlugin** **getPluginFactory** (in string aMimeType)
- void **instantiateEmbeddedPlugin** (in string aMimeType, in nsIURI aURL, in **nsIPluginInstanceOwner** aOwner)
- void **instantiateFullPagePlugin** (in string aMimeType, in nsIURI aURL, in nsIStreamListenerRef aStreamListener, in **nsIPluginInstanceOwner** aOwner)
- nsIStreamListener **instantiatePluginForChannel** (in nsIChannel aChannel, in **nsIPluginInstanceOwner** aOwner)  
*Instantiate an embedded plugin for an existing channel.*
- void **setUpPluginInstance** (in string aMimeType, in nsIURI aURL, in **nsIPluginInstanceOwner** aOwner)
- void **isPluginEnabledForType** (in string aMimeType)
- void **isPluginEnabledForExtension** (in string aExtension, in constCharStarRef aMimeType)
- void **getPlugins** (in unsigned long aPluginCount, out nsIDOMPlugin aPluginArray)
- void **getPluginTags** (out unsigned long aPluginCount, [retval, array, size\_is(aPluginCount)] out **nsIPluginTag** aResults)
- void **stopPluginInstance** (in **nsIPluginInstance** aInstance)
- void **handleBadPlugin** (in PRLibraryPtr aLibrary, in **nsIPluginInstance** instance)

## Data Fields

- readonly attribute unsigned long **pluginCount**

### 4.662.1 Detailed Description

Definition at line 64 of file nsIPluginHostOld.idl.

### 4.662.2 Member Function Documentation

#### 4.662.2.1 instantiatePluginForChannel()

```

nsIStreamListener nsIPluginHostOld::instantiatePluginForChannel (
 in nsIChannel aChannel,
 in nsIPluginInstanceOwner aOwner)

```

Instantiate an embedded plugin for an existing channel.

The caller is responsible for opening the channel. It may or may not be already opened when this function is called.

The documentation for this interface was generated from the following file:

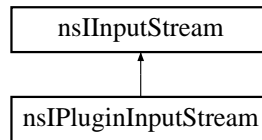
- src/plugin\_win32/include/nsIPluginHostOld.idl

## 4.663 nsIPluginInputStream Interface Reference

The **nsIPluginInputStream** (p. 441) interface ...

```
import "nsIPluginInputStream.idl";
```

Inheritance diagram for nsIPluginInputStream:



### Public Member Functions

- void **getLastModified** (out unsigned long aResult)  
*Corresponds to NPStream's lastmodified field.*
- void **requestRead** (out **nsByteRange** aRangeList)

### 4.663.1 Detailed Description

The **nsIPluginInputStream** (p. 441) interface ...

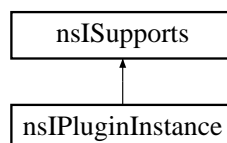
Definition at line 45 of file nsIPluginInputStream.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginInputStream.idl

## 4.664 nsIPluginInstance Interface Reference

Inheritance diagram for nsIPluginInstance:



## Public Member Functions

- void **initialize** (in **nsIPluginInstanceOwner** aOwner, in string aMIMETYPE)  
*Initializes a newly created plugin instance.*
- void **start** ()  
*Called to instruct the plugin instance to start.*
- void **stop** ()  
*Called to instruct the plugin instance to stop, thereby suspending its state.*
- void **setWindow** (in nsPluginWindowPtr aWindow)  
*Called when the window containing the plugin instance changes.*
- void **newStreamToPlugin** (out **nsIPluginStreamListener** aListener)  
*Called to tell the plugin that the initial src/data stream is ready.*
- void **newStreamFromPlugin** (in string aType, in string aTarget, out nsIOutputStream aResult)  
*This operation is called by the plugin instance when it wishes to send a stream of data to the browser.*
- void **print** (in nsPluginPrintPtr aPlatformPrint)  
*Called to instruct the plugin instance to print itself to a printer.*
- void **getValue** (in nsPluginInstanceVariable aVariable, in voidPtr aValue)  
*Returns the value of a variable associated with the plugin instance.*
- void **handleEvent** (in nsPluginEventPtr aEvent, out boolean aHandled)  
*Handles an event.*
- void **invalidateRect** (in nsPluginRectPtr aRect)  
*Corresponds to NPN\_InvalidateRect.*
- void **invalidateRegion** (in nsPluginRegion aRegion)  
*Corresponds to NPN\_InvalidateRegion.*
- void **forceRedraw** ()  
*Corresponds to NPN\_ForceRedraw.*
- void **getMIMETYPE** ([const, shared] out string aValue)  
*Returns the MIME type of the plugin instance.*
- void **showStatus** (in string aMessage)  
*This operation causes status information to be displayed on the window associated with the plugin instance.*
- void **invalidateOwner** ()  
*Drop our reference to our owner.*
- JSObjectPtr **GetJSObject** (in JSContextPtr cx)
- void **pushPopupsEnabledState** (in boolean aEnabled)
- void **popPopupsEnabledState** ()
- void **defineJavaProperties** ()

## Data Fields

- readonly attribute JSContextPtr **JSContext**  
*Get the JavaScript context to this plugin instance.*
- attribute **nsIPluginInstanceOwner** owner
- readonly attribute AString **formValue**
- readonly attribute PRUint16 **pluginAPIVersion**

### 4.664.1 Detailed Description

Definition at line 57 of file nsIPluginInstance.idl.

## 4.664.2 Member Function Documentation

### 4.664.2.1 getMimeType()

```
void nsIPluginInstance::getMimeType (
 [const, shared] out string aValue)
```

Returns the MIME type of the plugin instance.

(Corresponds to NPP\_New's MIMETYPE argument.)

#### Parameters

|                  |                       |
|------------------|-----------------------|
| <i>aMimeType</i> | - resulting MIME type |
|------------------|-----------------------|

#### Returns

- NS\_OK if this operation was successful

### 4.664.2.2 getValue()

```
void nsIPluginInstance::getValue (
 in nsPluginInstanceVariable aVariable,
 in voidPtr aValue)
```

Returns the value of a variable associated with the plugin instance.

#### Parameters

|                  |                                                     |
|------------------|-----------------------------------------------------|
| <i>aVariable</i> | - the plugin instance variable to get               |
| <i>aValue</i>    | - the address of where to store the resulting value |

#### Returns

- NS\_OK if this operation was successful

### 4.664.2.3 handleEvent()

```
void nsIPluginInstance::handleEvent (
 in nsPluginEventPtr aEvent,
 out boolean aHandled)
```

Handles an event.

Note that for Unix and Mac the **nsPluginEvent** (p. 490) structure is different from the old NPEvent structure – it's no longer the native event record, but is instead a struct. This was done for future extensibility, and so that the Mac could receive the window argument too. For Windows and OS2, it's always been a struct, so there's no change for them.

(Corresponds to NPP\_HandleEvent.)

#### Parameters

|                 |                                       |
|-----------------|---------------------------------------|
| <i>aEvent</i>   | - the event to be handled             |
| <i>aHandled</i> | - set to PR_TRUE if event was handled |

#### Returns

- NS\_OK if this operation was successful

#### 4.664.2.4 initialize()

```
void nsIPluginInstance::initialize (
 in nsIPluginInstanceOwner aOwner,
 in string aMIMEType)
```

Initializes a newly created plugin instance.

#### Parameters

|               |                                  |
|---------------|----------------------------------|
| <i>aOwner</i> | - the plugin instance owner      |
| <i>aMime</i>  | - the mime type for the instance |

#### Returns

- NS\_OK if this operation was successful

#### 4.664.2.5 newStreamFromPlugin()

```
void nsIPluginInstance::newStreamFromPlugin (
 in string aType,
 in string aTarget,
 out nsIOutputStream aResult)
```

This operation is called by the plugin instance when it wishes to send a stream of data to the browser.

It constructs a new output stream to which the plugin may send the data. When complete, the Close and Release methods should be called on the output stream.

(Corresponds to NPN\_NewStream.)



## Parameters

|                |                                              |
|----------------|----------------------------------------------|
| <i>aType</i>   | - MIME type of the stream to create          |
| <i>aTarget</i> | - the target window name to receive the data |
| <i>aResult</i> | - the resulting output stream                |

## Returns

- NS\_OK if this operation was successful

**4.664.2.6 newStreamToPlugin()**

```
void nsIPluginInstance::newStreamToPlugin (
 out nsIPluginStreamListener aListener)
```

Called to tell the plugin that the initial src/data stream is ready.

Expects the plugin to return a **nsIPluginStreamListener** (p. 475).

(Corresponds to NPP\_NewStream.)

## Parameters

|                  |                                                             |
|------------------|-------------------------------------------------------------|
| <i>aListener</i> | - listener the browser will use to give the plugin the data |
|------------------|-------------------------------------------------------------|

## Returns

- NS\_OK if this operation was successful

**4.664.2.7 print()**

```
void nsIPluginInstance::print (
 in nsPluginPrintPtr aPlatformPrint)
```

Called to instruct the plugin instance to print itself to a printer.

(Corresponds to NPP\_Print.)

## Parameters

|                       |                                          |
|-----------------------|------------------------------------------|
| <i>aPlatformPrint</i> | - platform-specific printing information |
|-----------------------|------------------------------------------|

**Returns**

- NS\_OK if this operation was successful

**4.664.2.8 setWindow()**

```
void nsIPluginInstance::setWindow (
 in nsPluginWindowPtr aWindow)
```

Called when the window containing the plugin instance changes.

(Corresponds to NPP\_SetWindow.)

**Parameters**

|                |                               |
|----------------|-------------------------------|
| <i>aWindow</i> | - the plugin window structure |
|----------------|-------------------------------|

**Returns**

- NS\_OK if this operation was successful

**4.664.2.9 showStatus()**

```
void nsIPluginInstance::showStatus (
 in string aMessage)
```

This operation causes status information to be displayed on the window associated with the plugin instance.

(Corresponds to NPN\_Status.)

**Parameters**

|                 |                                 |
|-----------------|---------------------------------|
| <i>aMessage</i> | - the status message to display |
|-----------------|---------------------------------|

**Returns**

- NS\_OK if this operation was successful

**4.664.2.10 start()**

```
void nsIPluginInstance::start ()
```

Called to instruct the plugin instance to start.

This will be called after the plugin is first created and initialized, and may be called after the plugin is stopped (via the Stop method) if the plugin instance is returned to in the browser window's history.

**Returns**

- NS\_OK if this operation was successful

**4.664.2.11 stop()**

```
void nsIPluginInstance::stop ()
```

Called to instruct the plugin instance to stop, thereby suspending its state.

This method will be called whenever the browser window goes on to display another page and the page containing the plugin goes into the window's history list.

**Returns**

- NS\_OK if this operation was successful

**4.664.3 Field Documentation****4.664.3.1 JSContext**

```
readonly attribute JSContextPtr nsIPluginInstance::JSContext
```

Get the JavaScript context to this plugin instance.

**Parameters**

|                   |                                    |
|-------------------|------------------------------------|
| <i>aJSContext</i> | - the resulting JavaScript context |
|-------------------|------------------------------------|

**Returns**

- NS\_OK if this operation was successful

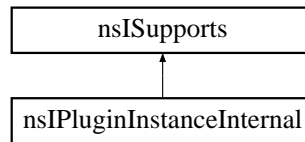
Definition at line 192 of file nsIPluginInstance.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginInstance.idl

**4.665 nsIPluginInstanceInternal Class Reference**

Inheritance diagram for nsIPluginInstanceInternal:



## Public Member Functions

- virtual JSObject \* **GetJSObject** (JSContext \*cx)=0
- virtual nsresult **GetFormValue** (nsAString &aValue)=0
- virtual nsresult **PushPopupsEnabledState** (PRBool aEnabled)=0
- virtual nsresult **PopPopupsEnabledState** ()=0
- virtual PRUint16 **GetPluginAPIVersion** ()=0
- virtual nsresult **DefineJavaProperties** ()=0

### 4.665.1 Detailed Description

Definition at line 51 of file nsIPluginInstanceInternal.h.

The documentation for this class was generated from the following file:

- src/plugin\_win32/include/nsIPluginInstanceInternal.h

## 4.666 nsIPluginInstanceOld Interface Reference

The **nsIPluginInstance** (p. 441) interface is the minimum interface plugin developers need to support in order to implement a plugin instance.

```
import "nsIPluginInstanceOld.idl";
```

Inheritance diagram for nsIPluginInstanceOld:



## Public Member Functions

- void **initialize** (in **nsIPluginInstancePeer** aPeer)  
*Initializes a newly created plugin instance, passing to it the plugin instance peer which it should use for all communication back to the browser.*
- void **start** ()  
*Called to instruct the plugin instance to start.*
- void **stop** ()  
*Called to instruct the plugin instance to stop, thereby suspending its state.*
- void **destroy** ()  
*Called to instruct the plugin instance to destroy itself.*
- void **setWindow** (in nsPluginWindowPtr aWindow)  
*Called when the window containing the plugin instance changes.*
- void **newStream** (out **nsIPluginStreamListener** aListener)  
*Called to tell the plugin that the initial src/data stream is ready.*
- void **print** (in nsPluginPrintPtr aPlatformPrint)  
*Called to instruct the plugin instance to print itself to a printer.*
- void **getValue** (in nsPluginInstanceVariable aVariable, in voidPtr aValue)  
*Returns the value of a variable associated with the plugin instance.*
- void **handleEvent** (in nsPluginEventPtr aEvent, out boolean aHandled)  
*Handles an event.*

## Data Fields

- readonly attribute **nsIPluginInstancePeer** peer  
*Returns a reference back to the plugin instance peer.*

### 4.666.1 Detailed Description

The **nsIPluginInstance** (p. 441) interface is the minimum interface plugin developers need to support in order to implement a plugin instance.

The plugin manager may QueryInterface for more specific types, e.g. **nsILiveConnectPluginInstance**.

(Corresponds to NPP object.)

The old NPP\_Destroy call has been factored into two plugin instance methods:

Stop – called when the plugin instance is to be stopped (e.g. by displaying another plugin manager window, causing the page containing the plugin to become removed from the display).

Destroy – called once, before the plugin instance peer is to be destroyed. This method is used to destroy the plugin instance.

Definition at line 75 of file nsIPluginInstanceOld.idl.

### 4.666.2 Member Function Documentation

#### 4.666.2.1 destroy()

```
void nsIPluginInstanceOld::destroy ()
```

Called to instruct the plugin instance to destroy itself.

This is called when it become no longer possible to return to the plugin instance, either because the browser window's history list of pages is being trimmed, or because the window containing this page in the history is being closed.

##### Returns

- NS\_OK if this operation was successful

#### 4.666.2.2 getValue()

```
void nsIPluginInstanceOld::getValue (
 in nsPluginInstanceVariable aVariable,
 in voidPtr aValue)
```

Returns the value of a variable associated with the plugin instance.

##### Parameters

|                  |                                                     |
|------------------|-----------------------------------------------------|
| <i>aVariable</i> | - the plugin instance variable to get               |
| <i>aValue</i>    | - the address of where to store the resulting value |

##### Returns

- NS\_OK if this operation was successful

#### 4.666.2.3 handleEvent()

```
void nsIPluginInstanceOld::handleEvent (
 in nsPluginEventPtr aEvent,
 out boolean aHandled)
```

Handles an event.

An nsIEventHandler can also get registered with with nsIPluginManager2::RegisterWindow and will be called whenever an event comes in for that window.

Note that for Unix and Mac the **nsPluginEvent** (p. 490) structure is different from the old NPEvent structure – it's no longer the native event record, but is instead a struct. This was done for future extensibility, and so that the Mac could receive the window argument too. For Windows and OS2, it's always been a struct, so there's no change for them.

(Corresponds to NPP\_HandleEvent.)

## Parameters

|                 |                                       |
|-----------------|---------------------------------------|
| <i>aEvent</i>   | - the event to be handled             |
| <i>aHandled</i> | - set to PR_TRUE if event was handled |

## Returns

- NS\_OK if this operation was successful

**4.666.2.4 initialize()**

```
void nsIPluginInstanceOld::initialize (
 in nsIPluginInstancePeer aPeer)
```

Initializes a newly created plugin instance, passing to it the plugin instance peer which it should use for all communication back to the browser.

## Parameters

|              |                                          |
|--------------|------------------------------------------|
| <i>aPeer</i> | - the corresponding plugin instance peer |
|--------------|------------------------------------------|

## Returns

- NS\_OK if this operation was successful

**4.666.2.5 newStream()**

```
void nsIPluginInstanceOld::newStream (
 out nsIPluginStreamListener aListener)
```

Called to tell the plugin that the initial src/data stream is ready.

Expects the plugin to return a **nsIPluginStreamListener** (p. 475).

(Corresponds to NPP\_NewStream.)

## Parameters

|                  |                                                             |
|------------------|-------------------------------------------------------------|
| <i>aListener</i> | - listener the browser will use to give the plugin the data |
|------------------|-------------------------------------------------------------|

## Returns

- NS\_OK if this operation was successful

#### 4.666.2.6 print()

```
void nsIPluginInstanceOld::print (
 in nsPluginPrintPtr aPlatformPrint)
```

Called to instruct the plugin instance to print itself to a printer.

(Corresponds to NPP\_Print.)

##### Parameters

|                       |                                          |
|-----------------------|------------------------------------------|
| <i>aPlatformPrint</i> | - platform-specific printing information |
|-----------------------|------------------------------------------|

##### Returns

- NS\_OK if this operation was successful

#### 4.666.2.7 setWindow()

```
void nsIPluginInstanceOld::setWindow (
 in nsPluginWindowPtr aWindow)
```

Called when the window containing the plugin instance changes.

(Corresponds to NPP\_SetWindow.)

##### Parameters

|                |                               |
|----------------|-------------------------------|
| <i>aWindow</i> | - the plugin window structure |
|----------------|-------------------------------|

##### Returns

- NS\_OK if this operation was successful

#### 4.666.2.8 start()

```
void nsIPluginInstanceOld::start ()
```

Called to instruct the plugin instance to start.

This will be called after the plugin is first created and initialized, and may be called after the plugin is stopped (via the Stop method) if the plugin instance is returned to in the browser window's history.

##### Returns

- NS\_OK if this operation was successful



### 4.666.2.9 stop()

```
void nsIPluginInstanceOld::stop ()
```

Called to instruct the plugin instance to stop, thereby suspending its state.

This method will be called whenever the browser window goes on to display another page and the page containing the plugin goes into the window's history list.

#### Returns

- NS\_OK if this operation was successful

## 4.666.3 Field Documentation

### 4.666.3.1 peer

```
readonly attribute nsIPluginInstancePeer nsIPluginInstanceOld::peer
```

Returns a reference back to the plugin instance peer.

This method is used whenever the browser needs to obtain the peer back from a plugin instance. The implementation of this method should be sure to increment the reference count on the peer by calling AddRef.

#### Parameters

|              |                                      |
|--------------|--------------------------------------|
| <i>aPeer</i> | - the resulting plugin instance peer |
|--------------|--------------------------------------|

#### Returns

- NS\_OK if this operation was successful

Definition at line 96 of file nsIPluginInstanceOld.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginInstanceOld.idl

## 4.667 nsIPluginInstanceOwner Interface Reference

Inheritance diagram for nsIPluginInstanceOwner:



## Public Member Functions

- void **setInstance** (in **nsIPluginInstance** aInstance)  
*Let the owner know what its instance is.*
- void **getInstance** (in nsIPluginInstanceRef aInstance)  
*Get the instance associated with this owner.*
- nsresult **GetInstance** ( **nsIPluginInstance** \*\*aInstance)
- void **getWindow** (in nsPluginWindowStarRef aWindow)  
*Get a handle to the window structure of the owner.*
- void **createWidget** ()  
*Create a place for the plugin to live in the owner's environment.*
- NS\_IMETHOD **GetURL** (const char \*aURL, const char \*aTarget, void \*aPostData, PRUint32 aPostDataLen, void \*aHeadersData, PRUint32 aHeadersDataLen, PRBool aIsFile=PR\_FALSE)=0  
*Called when there is a valid target so that the proper frame can be updated with new content.*
- void **showStatus** (in string aStatusMsg)  
*Show a status message in the host environment.*
- NS\_IMETHOD **ShowStatus** (const PRUnichar \*aStatusMsg)=0
- void **invalidateRect** (in nsPluginRectPtr aRect)  
*Invalidate the rectangle.*
- void **invalidateRegion** (in nsPluginRegion aRegion)  
*Invalidate the region.*
- void **forceRedraw** ()  
*Force a redraw.*
- void **getNetscapeWindow** (in voidPtr aValue)  
*Get NetscapeWindow, corresponds to NPNVnetscapeWindow.*

## Data Fields

- readonly attribute nsPluginMode **mode**  
*Get the display mode for the plugin instance.*
- readonly attribute nsIDocument **document**  
*Get the associated document.*

### 4.667.1 Detailed Description

Definition at line 48 of file nsIPluginInstanceOwner.idl.

### 4.667.2 Member Function Documentation

#### 4.667.2.1 createWidget()

```
void nsIPluginInstanceOwner::createWidget ()
```

Create a place for the plugin to live in the owner's environment.

this may or may not create a window depending on the windowless state of the plugin instance.

### 4.667.2.2 GetURL()

```
NS_IMETHOD nsIPluginInstanceOwner::GetURL (
 const char * aURL,
 const char * aTarget,
 void * aPostData,
 PRUint32 aPostDataLen,
 void * aHeadersData,
 PRUint32 aHeadersDataLen,
 PRBool aIsFile = PR_FALSE) [pure virtual]
```

Called when there is a valid target so that the proper frame can be updated with new content.

will not be called with nsnull aTarget.

### 4.667.2.3 getWindow()

```
void nsIPluginInstanceOwner::getWindow (
 in nsPluginWindowStarRef aWindow)
```

Get a handle to the window structure of the owner.

This pointer cannot be made persistent by the caller.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginInstanceOwner.idl

## 4.668 nsIPluginInstancePeer Interface Reference

The **nsIPluginInstancePeer** (p. 455) interface is the set of operations implemented by the browser to support a plugin instance.

```
import "nsIPluginInstancePeer.idl";
```

Inheritance diagram for nsIPluginInstancePeer:



## Public Member Functions

- void **getValue** (in nsPluginInstancePeerVariable aVariable, in voidPtr aValue)  
*Returns the value of a variable associated with the plugin manager.*
- void **newStream** (in nsMimeType aType, in string aTarget, out nsIOutputStream aResult)  
*This operation is called by the plugin instance when it wishes to send a stream of data to the browser.*
- void **showStatus** (in string aMessage)  
*This operation causes status information to be displayed on the window associated with the plugin instance.*
- void **setWindowSize** (in unsigned long aWidth, in unsigned long aHeight)  
*Set the desired size of the window in which the plugin instance lives.*

## Data Fields

- readonly attribute nsMimeType **MIMETYPE**  
*Returns the MIME type of the plugin instance.*
- readonly attribute nsPluginMode **mode**  
*Returns the mode of the plugin instance, i.e.*

### 4.668.1 Detailed Description

The **nsIPluginInstancePeer** (p. 455) interface is the set of operations implemented by the browser to support a plugin instance.

When a plugin instance is constructed, a **nsIPluginInstancePeer** (p. 455) is passed to its initializer representing the instantiation of the plugin on the page.

Other interfaces may be obtained from **nsIPluginInstancePeer** (p. 455) by calling QueryInterface, e.g. **nsIPluginTagInfo** (p. 479).

Definition at line 68 of file nsIPluginInstancePeer.idl.

### 4.668.2 Member Function Documentation

#### 4.668.2.1 getValue()

```
void nsIPluginInstancePeer::getValue (
 in nsPluginInstancePeerVariable aVariable,
 in voidPtr aValue)
```

Returns the value of a variable associated with the plugin manager.

(Corresponds to NPN\_GetValue.)

#### Parameters

|                  |                                                     |
|------------------|-----------------------------------------------------|
| <i>aVariable</i> | - the plugin manager variable to get                |
| <i>aValue</i>    | - the address of where to store the resulting value |

**Returns**

- NS\_OK if this operation was successful

**4.668.2.2 newStream()**

```
void nsIPluginInstancePeer::newStream (
 in nsMIMEType aType,
 in string aTarget,
 out nsIOutputStream aResult)
```

This operation is called by the plugin instance when it wishes to send a stream of data to the browser.

It constructs a new output stream to which the plugin may send the data. When complete, the Close and Release methods should be called on the output stream.

(Corresponds to NPN\_NewStream.)

**Parameters**

|                |                                              |
|----------------|----------------------------------------------|
| <i>aType</i>   | - MIME type of the stream to create          |
| <i>aTarget</i> | - the target window name to receive the data |
| <i>aResult</i> | - the resulting output stream                |

**Returns**

- NS\_OK if this operation was successful

**4.668.2.3 setWindowSize()**

```
void nsIPluginInstancePeer::setWindowSize (
 in unsigned long aWidth,
 in unsigned long aHeight)
```

Set the desired size of the window in which the plugin instance lives.

**Parameters**

|                |                     |
|----------------|---------------------|
| <i>aWidth</i>  | - new window width  |
| <i>aHeight</i> | - new window height |

**Returns**

- NS\_OK if this operation was successful

#### 4.668.2.4 showStatus()

```
void nsIPluginInstancePeer::showStatus (
 in string aMessage)
```

This operation causes status information to be displayed on the window associated with the plugin instance.

(Corresponds to NPN\_Status.)

##### Parameters

|                 |                                 |
|-----------------|---------------------------------|
| <i>aMessage</i> | - the status message to display |
|-----------------|---------------------------------|

##### Returns

- NS\_OK if this operation was successful

### 4.668.3 Field Documentation

#### 4.668.3.1 MIMETYPE

```
readonly attribute nsMIMETYPE nsIPluginInstancePeer::MIMETYPE
```

Returns the MIME type of the plugin instance.

(Corresponds to NPP\_New's MIMETYPE argument.)

##### Parameters

|                  |                       |
|------------------|-----------------------|
| <i>aMIMETYPE</i> | - resulting MIME type |
|------------------|-----------------------|

##### Returns

- NS\_OK if this operation was successful

Definition at line 88 of file nsIPluginInstancePeer.idl.

#### 4.668.3.2 mode

```
readonly attribute nsPluginMode nsIPluginInstancePeer::mode
```

Returns the mode of the plugin instance, i.e.

whether the plugin is embedded in the html, or full page.

(Corresponds to NPP\_New's mode argument.)

## Parameters

|               |                      |
|---------------|----------------------|
| <i>result</i> | - the resulting mode |
|---------------|----------------------|

## Returns

- NS\_OK if this operation was successful

Definition at line 99 of file nsIPluginInstancePeer.idl.

The documentation for this interface was generated from the following file:

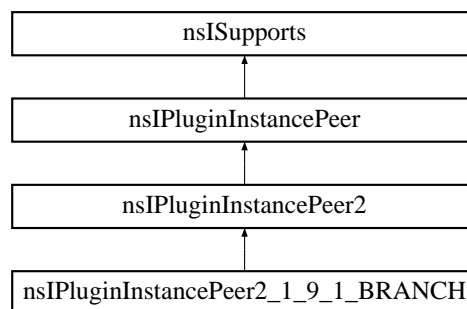
- src/plugin\_win32/include/nsIPluginInstancePeer.idl

## 4.669 nsIPluginInstancePeer2 Interface Reference

The **nsIPluginInstancePeer2** (p. 459) interface extends the **nsIPluginInstancePeer** (p. 455) interface, providing access to functionality provided by newer browsers.

```
import "nsIPluginInstancePeer2.idl";
```

Inheritance diagram for nsIPluginInstancePeer2:



### Data Fields

- readonly attribute JSObjectPtr **JSWindow**  
*Get the JavaScript window object corresponding to this plugin instance.*
- readonly attribute unsigned long **JSThread**  
*Get the JavaScript execution thread corresponding to this plugin instance.*
- readonly attribute JSContextPtr **JSContext**  
*Get the JavaScript context to this plugin instance.*

### Additional Inherited Members

#### 4.669.1 Detailed Description

The **nsIPluginInstancePeer2** (p. 459) interface extends the **nsIPluginInstancePeer** (p. 455) interface, providing access to functionality provided by newer browsers.

All functionality in **nsIPluginInstancePeer** (p. 455) can be mapped to the 4.X plugin API.

Definition at line 65 of file nsIPluginInstancePeer2.idl.

## 4.669.2 Field Documentation

### 4.669.2.1 JSContext

```
readonly attribute JSContextPtr nsIPluginInstancePeer2::JSContext
```

Get the JavaScript context to this plugin instance.

#### Parameters

|                   |                                    |
|-------------------|------------------------------------|
| <i>aJSContext</i> | - the resulting JavaScript context |
|-------------------|------------------------------------|

#### Returns

- NS\_OK if this operation was successful

Definition at line 90 of file nsIPluginInstancePeer2.idl.

### 4.669.2.2 JSThread

```
readonly attribute unsigned long nsIPluginInstancePeer2::JSThread
```

Get the JavaScript execution thread corresponding to this plugin instance.

#### Parameters

|                  |                                      |
|------------------|--------------------------------------|
| <i>aJSThread</i> | - the resulting JavaScript thread id |
|------------------|--------------------------------------|

#### Returns

- NS\_OK if this operation was successful

Definition at line 82 of file nsIPluginInstancePeer2.idl.

### 4.669.2.3 JSWindow

```
readonly attribute JSObjectPtr nsIPluginInstancePeer2::JSWindow
```

Get the JavaScript window object corresponding to this plugin instance.



## Parameters

|                  |                                          |
|------------------|------------------------------------------|
| <i>aJSWindow</i> | - the resulting JavaScript window object |
|------------------|------------------------------------------|

## Returns

- NS\_OK if this operation was successful

Definition at line 73 of file nsIPluginInstancePeer2.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginInstancePeer2.idl

## 4.670 nsIPluginInstancePeer2\_1\_9\_1\_BRANCH Interface Reference

Inheritance diagram for nsIPluginInstancePeer2\_1\_9\_1\_BRANCH:



### Public Member Functions

- void **invalidateOwner** ()  
*Drop our reference to our owner.*

### Additional Inherited Members

#### 4.670.1 Detailed Description

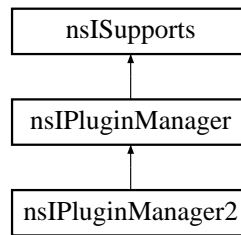
Definition at line 94 of file nsIPluginInstancePeer2.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginInstancePeer2.idl

## 4.671 nsIPluginManager Interface Reference

Inheritance diagram for nsIPluginManager:



### Public Member Functions

- void **GetValue** (in nsPluginManagerVariable variable, in nativeVoid value)  
*Returns the value of a variable associated with the plugin manager.*
- void **reloadPlugins** (in boolean reloadPages)  
*Causes the plugins directory to be searched again for new plugin libraries.*
- void **UserAgent** (in nativeChar resultingAgentString)  
*Returns the user agent string for the browser.*
- NS\_IMETHOD **GetURL** (nsISupports \*pluginInst, const char \*url, const char \*target=NULL, **nsIPluginStreamListener** \*streamListener=NULL, const char \*altHost=NULL, const char \*referrer=NULL, PRBool forceJSEnabled=PR\_FALSE)=0  
*Fetches a URL.*
- NS\_IMETHOD **PostURL** (nsISupports \*pluginInst, const char \*url, PRUint32 postDataLen, const char \*postData, PRBool isFile=PR\_FALSE, const char \*target=NULL, **nsIPluginStreamListener** \*streamListener=NULL, const char \*altHost=NULL, const char \*referrer=NULL, PRBool forceJSEnabled=PR\_FALSE, PRUint32 postHeadersLength=0, const char \*postHeaders=NULL)=0  
*Posts to a URL with post data and/or post headers.*
- void **RegisterPlugin** (in REFNSIID aCID, in string aPluginName, in string aDescription, in nativeChar aMimeTypes, in nativeChar aMimeDescriptions, in nativeChar aFileExtensions, in long aCount)  
*Persistently register a plugin with the plugin manager.*
- void **UnregisterPlugin** (in REFNSIID aCID)  
*Unregister a plugin from the plugin manager.*
- NS\_IMETHOD **GetURLWithHeaders** (nsISupports \*pluginInst, const char \*url, const char \*target=NULL, **nsIPluginStreamListener** \*streamListener=NULL, const char \*altHost=NULL, const char \*referrer=NULL, PRBool forceJSEnabled=PR\_FALSE, PRUint32 getHeadersLength=0, const char \*getHeaders=NULL)=0  
*Fetches a URL, with Headers.*

### 4.671.1 Detailed Description

Definition at line 77 of file nsIPluginManager.idl.

### 4.671.2 Member Function Documentation

### 4.671.2.1 GetURL()

```

NS_IMETHOD nsIPluginManager::GetURL (
 nsISupports * pluginInst,
 const char * url,
 const char * target = NULL,
 nsIPluginStreamListener * streamListener = NULL,
 const char * altHost = NULL,
 const char * referrer = NULL,
 PRBool forceJSEnabled = PR_FALSE) [pure virtual]

```

Fetches a URL.

(Corresponds to NPN\_GetURL and NPN\_GetURLNotify.)

#### Parameters

|                       |                                                                                                                                                                                            |
|-----------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>pluginInst</i>     | - the plugin making the request. If NULL, the URL is fetched in the background.                                                                                                            |
| <i>url</i>            | - the URL to fetch                                                                                                                                                                         |
| <i>target</i>         | - the target window into which to load the URL, or NULL if the data should be returned to the plugin via streamListener.                                                                   |
| <i>streamListener</i> | - a stream listener to be used to return data to the plugin. May be NULL if target is not NULL.                                                                                            |
| <i>altHost</i>        | - an IP-address string that will be used instead of the host specified in the URL. This is used to prevent DNS-spoofing attacks. Can be defaulted to NULL meaning use the host in the URL. |
| <i>referrer</i>       | - the referring URL (may be NULL)                                                                                                                                                          |
| <i>forceJSEnabled</i> | - forces JavaScript to be enabled for 'javascript:' URLs, even if the user currently has JavaScript disabled (usually specify PR_FALSE)                                                    |

#### Returns

- NS\_OK if this operation was successful

### 4.671.2.2 GetURLWithHeaders()

```

NS_IMETHOD nsIPluginManager::GetURLWithHeaders (
 nsISupports * pluginInst,
 const char * url,
 const char * target = NULL,
 nsIPluginStreamListener * streamListener = NULL,
 const char * altHost = NULL,
 const char * referrer = NULL,
 PRBool forceJSEnabled = PR_FALSE,
 PRUint32 getHeadersLength = 0,
 const char * getHeaders = NULL) [pure virtual]

```

Fetches a URL, with Headers.

#### See also

**GetURL** (p. 462). Identical except for additional params headers and headersLen

## Parameters

|                         |                                                                                                                                                                                       |
|-------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>getHeadersLength</i> | - the length of getHeaders (if non-NULL)                                                                                                                                              |
| <i>getHeaders</i>       | - the headers to GET. Must be in the form of "HeaderName: HeaderValue\r\n". Each header, including the last, must be followed by "\r\n". NULL specifies that there are no get headers |

## Returns

- NS\_OK if this operation was successful

**4.671.2.3 GetValue()**

```
void nsIPluginManager::GetValue (
 in nsPluginManagerVariable variable,
 in nativeVoid value)
```

Returns the value of a variable associated with the plugin manager.

(Corresponds to NPN\_GetValue.)

## Parameters

|                 |                                                     |
|-----------------|-----------------------------------------------------|
| <i>variable</i> | - the plugin manager variable to get                |
| <i>value</i>    | - the address of where to store the resulting value |

## Returns

- NS\_OK if this operation was successful

**4.671.2.4 PostURL()**

```
NS_IMETHOD nsIPluginManager::PostURL (
 nsISupports * pluginInst,
 const char * url,
 PRUint32 postDataLen,
 const char * postData,
 PRBool isFile = PR_FALSE,
 const char * target = NULL,
 nsIPluginStreamListener * streamListener = NULL,
 const char * altHost = NULL,
 const char * referrer = NULL,
 PRBool forceJSEnabled = PR_FALSE,
 PRUint32 postHeadersLength = 0,
 const char * postHeaders = NULL) [pure virtual]
```

Posts to a URL with post data and/or post headers.

(Corresponds to NPN\_PostURL and NPN\_PostURLNotify.)

## Parameters

|                          |                                                                                                                                                                                            |
|--------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <i>pluginInst</i>        | - the plugin making the request. If NULL, the URL is fetched in the background.                                                                                                            |
| <i>url</i>               | - the URL to fetch                                                                                                                                                                         |
| <i>postDataLength</i>    | - the length of postData (if non-NULL)                                                                                                                                                     |
| <i>postData</i>          | - the data to POST. NULL specifies that there is not post data                                                                                                                             |
| <i>isFile</i>            | - whether the postData specifies the name of a file to post instead of data. The file will be deleted afterwards.                                                                          |
| <i>target</i>            | - the target window into which to load the URL, or NULL if the data should be returned to the plugin via streamListener.                                                                   |
| <i>streamListener</i>    | - a stream listener to be used to return data to the plugin. May be NULL if target is not NULL.                                                                                            |
| <i>altHost</i>           | - an IP-address string that will be used instead of the host specified in the URL. This is used to prevent DNS-spoofing attacks. Can be defaulted to NULL meaning use the host in the URL. |
| <i>referrer</i>          | - the referring URL (may be NULL)                                                                                                                                                          |
| <i>forceJSEnabled</i>    | - forces JavaScript to be enabled for 'javascript:' URLs, even if the user currently has JavaScript disabled (usually specify PR_FALSE)                                                    |
| <i>postHeadersLength</i> | - the length of postHeaders (if non-NULL)                                                                                                                                                  |
| <i>postHeaders</i>       | - the headers to POST. Must be in the form of "HeaderName: HeaderValue\r\n". Each header, including the last, must be followed by "\r\n". NULL specifies that there are no post headers    |

## Returns

- NS\_OK if this operation was successful

## 4.671.2.5 RegisterPlugin()

```
void nsIPluginManager::RegisterPlugin (
 in REFNSIID aCID,
 in string aPluginName,
 in string aDescription,
 in nativeChar aMimeTypes,
 in nativeChar aMimeDescriptions,
 in nativeChar aFileExtensions,
 in long aCount)
```

Persistently register a plugin with the plugin manager.

aMimeTypes, aMimeDescriptions, and aFileExtensions are parallel arrays that contain information about the MIME types that the plugin supports.

## Parameters

|                          |                                                                                            |
|--------------------------|--------------------------------------------------------------------------------------------|
| <i>aCID</i>              | - the plugin's CID                                                                         |
| <i>aPluginName</i>       | - the plugin's name                                                                        |
| <i>aDescription</i>      | - a description of the plugin                                                              |
| <i>aMimeTypes</i>        | - an array of MIME types that the plugin is prepared to handle                             |
| <i>aMimeDescriptions</i> | - an array of descriptions for the MIME types that the plugin can handle.                  |
| <i>aFileExtensions</i>   | - an array of file extensions for the MIME types that the plugin can handle.               |
| <i>aCount</i>            | - the number of elements in the aMimeTypes, aMimeDescriptions, and aFileExtensions arrays. |

**Returns**

- NS\_OK if the operation was successful.

**4.671.2.6 reloadPlugins()**

```
void nsIPluginManager::reloadPlugins (
 in boolean reloadPages)
```

Causes the plugins directory to be searched again for new plugin libraries.

(Corresponds to NPN\_ReloadPlugins.)

**Parameters**

|                    |                                                                     |
|--------------------|---------------------------------------------------------------------|
| <i>reloadPages</i> | - indicates whether currently visible pages should also be reloaded |
|--------------------|---------------------------------------------------------------------|

**4.671.2.7 UnregisterPlugin()**

```
void nsIPluginManager::UnregisterPlugin (
 in REFNSIID aCID)
```

Unregister a plugin from the plugin manager.

**Parameters**

|             |                                      |
|-------------|--------------------------------------|
| <i>aCID</i> | the CID of the plugin to unregister. |
|-------------|--------------------------------------|

**Returns**

- NS\_OK if the operation was successful.

**4.671.2.8 UserAgent()**

```
void nsIPluginManager::UserAgent (
 in nativeChar resultingAgentString)
```

Returns the user agent string for the browser.

(Corresponds to NPN\_UserAgent.)

## Parameters

|                             |                                   |
|-----------------------------|-----------------------------------|
| <i>resultingAgentString</i> | - the resulting user agent string |
|-----------------------------|-----------------------------------|

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginManager.idl

## 4.672 nsIPluginManager2 Interface Reference

Plugin Manager 2 Interface These extensions to **nsIPluginManager** (p. 462) are only available in Communicator 5.0.

```
import "nsIPluginManager2.idl";
```

Inheritance diagram for nsIPluginManager2:



### Public Member Functions

- void **beginWaitCursor** ()  
*Puts up a wait cursor.*
- void **endWaitCursor** ()  
*Restores the previous (non-wait) cursor.*
- void **supportsURLProtocol** (in string aProtocol, out boolean aResult)  
*Returns true if a URL protocol (e.g.*
- void **notifyStatusChange** (in **nsIPlugin** aPlugin, in nsresult aStatus)  
*This method may be called by the plugin to indicate that an error has occurred, e.g.*
- void **findProxyForURL** (in string aURL, out string aResult)  
*Returns the proxy info for a given URL.*
- void **registerWindow** (in nsIEventHandler aHandler, in nsPluginPlatformWindowRef aWindow)  
*Registers a top-level window with the browser.*
- void **unregisterWindow** (in nsIEventHandler aHandler, in nsPluginPlatformWindowRef aWindow)  
*Unregisters a top-level window with the browser.*
- void **allocateMenuID** (in nsIEventHandler aHandler, in boolean aIsSubmenu, out short aResult)  
*Allocates a new menu ID (for the Mac).*
- void **deallocateMenuID** (in nsIEventHandler aHandler, in short aMenuID)  
*Deallocates a menu ID (for the Mac).*
- void **hasAllocatedMenuID** (in nsIEventHandler aHandler, in short aMenuID, out boolean aResult)  
*Indicates whether this event handler has allocated the given menu ID.*

### 4.672.1 Detailed Description

Plugin Manager 2 Interface These extensions to **nsIPluginManager** (p. 462) are only available in Communicator 5.0.

Definition at line 50 of file nsIPluginManager2.idl.

### 4.672.2 Member Function Documentation

#### 4.672.2.1 allocateMenuID()

```
void nsIPluginManager2::allocateMenuID (
 in nsIEventHandler aHandler,
 in boolean aIsSubmenu,
 out short aResult)
```

Allocates a new menu ID (for the Mac).

##### Parameters

|                   |                                        |
|-------------------|----------------------------------------|
| <i>aHandler</i>   | - the event handler for the window     |
| <i>aIsSubmenu</i> | - whether this is a sub-menu ID or not |
| <i>aResult</i>    | - the resulting menu ID                |

##### Returns

- NS\_OK if this operation was successful

#### 4.672.2.2 beginWaitCursor()

```
void nsIPluginManager2::beginWaitCursor ()
```

Puts up a wait cursor.

##### Returns

- NS\_OK if this operation was successful

#### 4.672.2.3 deallocateMenuID()

```
void nsIPluginManager2::deallocateMenuID (
 in nsIEventHandler aHandler,
 in short aMenuID)
```

Deallocates a menu ID (for the Mac).



## Parameters

|                 |                                    |
|-----------------|------------------------------------|
| <i>aHandler</i> | - the event handler for the window |
| <i>aMenuID</i>  | - the menu ID                      |

## Returns

- NS\_OK if this operation was successful

**4.672.2.4 endWaitCursor()**

```
void nsIPluginManager2::endWaitCursor ()
```

Restores the previous (non-wait) cursor.

## Returns

- NS\_OK if this operation was successful

**4.672.2.5 findProxyForURL()**

```
void nsIPluginManager2::findProxyForURL (
 in string aURL,
 out string aResult)
```

Returns the proxy info for a given URL.

The caller is required to free the resulting memory with nsIMalloc::Free. The result will be in the following format

i) "DIRECT" – no proxy ii) "PROXY xxx.xxx.xxx.xxx" – use proxy iii) "SOCKS xxx.xxx.xxx.xxx" – use SOCKS iv) Mixed. e.g. "PROXY 111.111.111.111;PROXY 112.112.112.112", "PROXY 111.111.111.111;SOCKS 112.112.112.112"....

Which proxy/SOCKS to use is determined by the plugin.

**4.672.2.6 hasAllocatedMenuID()**

```
void nsIPluginManager2::hasAllocatedMenuID (
 in nsIEventHandler aHandler,
 in short aMenuID,
 out boolean aResult)
```

Indicates whether this event handler has allocated the given menu ID.

## Parameters

|                 |                                               |
|-----------------|-----------------------------------------------|
| <i>aHandler</i> | - the event handler for the window            |
| <i>aMenuID</i>  | - the menu ID                                 |
| <i>aResult</i>  | - returns PR_TRUE if the menu ID is allocated |

## Returns

- NS\_OK if this operation was successful

**4.672.2.7 notifyStatusChange()**

```
void nsIPluginManager2::notifyStatusChange (
 in nsIPlugin aPlugin,
 in nsresult aStatus)
```

This method may be called by the plugin to indicate that an error has occurred, e.g.

that the plugin has failed or is shutting down spontaneously. This allows the browser to clean up any plugin-specific state.

## Parameters

|                |                                       |
|----------------|---------------------------------------|
| <i>aPlugin</i> | - the plugin whose status is changing |
| <i>aStatus</i> | - the error status value              |

## Returns

- NS\_OK if this operation was successful

**4.672.2.8 registerWindow()**

```
void nsIPluginManager2::registerWindow (
 in nsIEventHandler aHandler,
 in nsPluginPlatformWindowRef aWindow)
```

Registers a top-level window with the browser.

Events received by that window will be dispatched to the event handler specified.

## Parameters

|                 |                                    |
|-----------------|------------------------------------|
| <i>aHandler</i> | - the event handler for the window |
| <i>aWindow</i>  | - the platform window reference    |

**Returns**

- NS\_OK if this operation was successful

**4.672.2.9 supportsURLProtocol()**

```
void nsIPluginManager2::supportsURLProtocol (
 in string aProtocol,
 out boolean aResult)
```

Returns true if a URL protocol (e.g.

"http") is supported.

**Parameters**

|                  |                                     |
|------------------|-------------------------------------|
| <i>aProtocol</i> | - the protocol name                 |
| <i>aResult</i>   | - true if the protocol is supported |

**Returns**

- NS\_OK if this operation was successful

**4.672.2.10 unregisterWindow()**

```
void nsIPluginManager2::unregisterWindow (
 in nsIEventHandler aHandler,
 in nsPluginPlatformWindowRef aWindow)
```

Unregisters a top-level window with the browser.

The handler and window pair should be the same as that specified to RegisterWindow.

**Parameters**

|                 |                                    |
|-----------------|------------------------------------|
| <i>aHandler</i> | - the event handler for the window |
| <i>aWindow</i>  | - the platform window reference    |

**Returns**

- NS\_OK if this operation was successful

The documentation for this interface was generated from the following file:

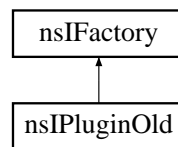
- src/plugin\_win32/include/nsIPluginManager2.idl

## 4.673 nsIPluginOld Interface Reference

The **nsIPlugin** (p. 430) interface is the minimum interface plugin developers need to support in order to implement a plugin.

```
import "nsIPluginOld.idl";
```

Inheritance diagram for nsIPluginOld:



### Public Member Functions

- void **createPluginInstance** (in nsISupports aOuter, in nsIIDRef aIID, in string aPluginMIMETYPE, [retval, iid\_is(aIID)] out nsQIResult aResult)  
*Creates a new plugin instance, based on a MIME type.*
- void **initialize** ()  
*Initializes the plugin and will be called before any new instances are created.*
- void **shutdown** ()  
*Called when the browser is done with the plugin factory, or when the plugin is disabled by the user.*
- void **getMIMEDescription** (out constCharPtr aMIMEDescription)  
*Returns the MIME description for the plugin.*
- void **getValue** (in nsPluginVariable aVariable, in voidPtr aValue)  
*Returns the value of a variable associated with the plugin.*

### 4.673.1 Detailed Description

The **nsIPlugin** (p. 430) interface is the minimum interface plugin developers need to support in order to implement a plugin.

The plugin manager may QueryInterface for more specific plugin types, e.g. nsILiveConnectPlugin.

The old NPP\_New plugin operation is now subsumed by two operations:

CreateInstance – called once, after the plugin instance is created. This method is used to initialize the new plugin instance (although the actual plugin instance object will be created by the plugin manager).

nsIPluginInstance::Start – called when the plugin instance is to be started. This happens in two circumstances: (1) after the plugin instance is first initialized, and (2) after a plugin instance is returned to (e.g. by going back in the window history) after previously being stopped by the Stop method.

Definition at line 82 of file nsIPluginOld.idl.

### 4.673.2 Member Function Documentation

#### 4.673.2.1 createPluginInstance()

```
void nsIPluginOld::createPluginInstance (
 in nsISupports aOuter,
 in nsIIDRef aIID,
 in string aPluginMIMEType,
 [retval, iid_is(aIID)] out nsQIResult aResult)
```

Creates a new plugin instance, based on a MIME type.

This allows different implementations to be created depending on the specified MIME type.

#### 4.673.2.2 getMIMEDescription()

```
void nsIPluginOld::getMIMEDescription (
 out constCharPtr aMIMEDescription)
```

Returns the MIME description for the plugin.

The MIME description is a colon-separated string containing the plugin MIME type, plugin data file extension, and plugin name, e.g.:

"application/x-simple-plugin:smp:Simple LiveConnect Sample Plug-in"

(Corresponds to NPP\_GetMIMEDescription.)

##### Parameters

|                         |                                  |
|-------------------------|----------------------------------|
| <i>aMIMEDescription</i> | - the resulting MIME description |
|-------------------------|----------------------------------|

##### Returns

- NS\_OK if this operation was successful

#### 4.673.2.3 getValue()

```
void nsIPluginOld::getValue (
 in nsPluginVariable aVariable,
 in voidPtr aValue)
```

Returns the value of a variable associated with the plugin.

(Corresponds to NPP\_GetValue.)

##### Parameters

|                  |                                                     |
|------------------|-----------------------------------------------------|
| <i>aVariable</i> | - the plugin variable to get                        |
| <i>aValue</i>    | - the address of where to store the resulting value |

**Returns**

- NS\_OK if this operation was successful

**4.673.2.4 initialize()**

```
void nsIPluginOld::initialize ()
```

Initializes the plugin and will be called before any new instances are created.

It is passed browserInterfaces on which QueryInterface may be used to obtain an **nsIPluginManager** (p. 462), and other interfaces.

**Parameters**

|                          |                                                                               |
|--------------------------|-------------------------------------------------------------------------------|
| <i>browserInterfaces</i> | - an object that allows access to other browser interfaces via QueryInterface |
|--------------------------|-------------------------------------------------------------------------------|

**Returns**

- NS\_OK if this operation was successful

**4.673.2.5 shutdown()**

```
void nsIPluginOld::shutdown ()
```

Called when the browser is done with the plugin factory, or when the plugin is disabled by the user.

(Corresponds to NPP\_Shutdown.)

**Returns**

- NS\_OK if this operation was successful

The documentation for this interface was generated from the following file:

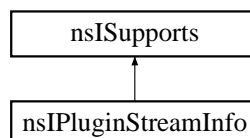
- src/plugin\_win32/include/nsIPluginOld.idl

**4.674 nsIPluginStreamInfo Interface Reference**

**nsIPluginStreamInfo** (p. 474)

```
import "nsIPluginStreamInfo.idl";
```

Inheritance diagram for nsIPluginStreamInfo:



## Public Member Functions

- void **isSeekable** (out boolean aSeekable)
- void **getURL** (out constCharPtr aURL)
- void **requestRead** (in nsByteRangePtr aRangeList)

## Data Fields

- readonly attribute string **contentType**
- readonly attribute unsigned long **length**
- readonly attribute unsigned long **lastModified**
- attribute long **streamOffset**

### 4.674.1 Detailed Description

**nsIPluginStreamInfo** (p. 474)

@status DEPRECATED

Originally published XPCOM Plugin API is now deprecated Developers are welcome to use NPAPI, please refer to: <http://mozilla.org/projects/plugins/>

Definition at line 56 of file nsIPluginStreamInfo.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginStreamInfo.idl

## 4.675 nsIPluginStreamListener Interface Reference

**nsIPluginStreamListener** (p. 475)

```
import "nsIPluginStreamListener.idl";
```

Inheritance diagram for nsIPluginStreamListener:



## Public Member Functions

- void **onStartBinding** (in **nsIPluginStreamInfo** aPluginInfo)  
*Notify the observer that the URL has started to load.*
- void **onDataAvailable** (in **nsIPluginStreamInfo** aPluginInfo, in nsIInputStream aInputStream, in unsigned long aLength)  
*Notify the client that data is available in the input stream.*
- void **onFileAvailable** (in **nsIPluginStreamInfo** aPluginInfo, in string aFileName)  
*Notify the client that data is available in the file.*
- void **onStopBinding** (in **nsIPluginStreamInfo** aPluginInfo, in nsresult aStatus)  
*Notify the observer that the URL has finished loading.*

## Data Fields

- readonly attribute nsPluginStreamType **streamType**

*Gets the type of the stream.*

### 4.675.1 Detailed Description

**nsIPluginStreamListener** (p. 475)

@status DEPRECATED

Originally published XPCOM Plugin API is now deprecated Developers are welcome to use NPAPI, please refer to: <http://mozilla.org/projects/plugins/> The **nsIPluginStreamListener** (p. 475) interface defines the minimum set of functionality that the browser will support if it allows plugins. Plugins can call QueryInterface to determine if a plugin manager implements more specific APIs or other browser interfaces for the plugin to use (e.g. nsINetworkManager).

Definition at line 64 of file nsIPluginStreamListener.idl.

### 4.675.2 Member Function Documentation

#### 4.675.2.1 onDataAvailable()

```
void nsIPluginStreamListener::onDataAvailable (
 in nsIPluginStreamInfo aPluginInfo,
 in nsIInputStream aInputStream,
 in unsigned long aLength)
```

Notify the client that data is available in the input stream.

This method is called whenever data is written into the input stream by the networking library...

#### Parameters

|                     |                                                                                                      |
|---------------------|------------------------------------------------------------------------------------------------------|
| <i>aPluginInfo</i>  | - plugin stream info                                                                                 |
| <i>aInputStream</i> | - the input stream containing the data. This stream can be either a blocking or non-blocking stream. |
| <i>aLength</i>      | - the amount of data that was just pushed into the stream.                                           |

#### Returns

- the return value is currently ignored.



#### 4.675.2.2 onFileAvailable()

```
void nsIPluginStreamListener::onFileAvailable (
 in nsIPluginStreamInfo aPluginInfo,
 in string aFileName)
```

Notify the client that data is available in the file.

##### Parameters

|                    |                                            |
|--------------------|--------------------------------------------|
| <i>aPluginInfo</i> | - plugin stream info                       |
| <i>aFileName</i>   | - the name of the file containing the data |

##### Returns

- the return value is currently ignored.

#### 4.675.2.3 onStartBinding()

```
void nsIPluginStreamListener::onStartBinding (
 in nsIPluginStreamInfo aPluginInfo)
```

Notify the observer that the URL has started to load.

This method is called only once, at the beginning of a URL load.

##### Parameters

|                    |                      |
|--------------------|----------------------|
| <i>aPluginInfo</i> | - plugin stream info |
|--------------------|----------------------|

##### Returns

- the return value is currently ignored, in the future it may be used to cancel the URL load..

#### 4.675.2.4 onStopBinding()

```
void nsIPluginStreamListener::onStopBinding (
 in nsIPluginStreamInfo aPluginInfo,
 in nsresult aStatus)
```

Notify the observer that the URL has finished loading.

This method is called once when the networking library has finished processing the URL transaction initiated via the nsINetService::Open(...) call.

This method is called regardless of whether the URL loaded successfully.

#### Parameters

|                    |                                             |
|--------------------|---------------------------------------------|
| <i>aPluginInfo</i> | - plugin stream info                        |
| <i>aStatus</i>     | - reason why the stream has been terminated |

#### Returns

- the return value is currently ignored.

### 4.675.3 Field Documentation

#### 4.675.3.1 streamType

readonly attribute nsPluginStreamType nsIPluginStreamListener::streamType

Gets the type of the stream.

#### Parameters

|                    |                          |
|--------------------|--------------------------|
| <i>aStreamType</i> | - the type of the stream |
|--------------------|--------------------------|

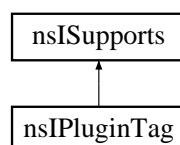
Definition at line 118 of file nsIPluginStreamListener.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginStreamListener.idl

## 4.676 nsIPluginTag Interface Reference

Inheritance diagram for nsIPluginTag:



## Data Fields

- readonly attribute UTF8String **description**
- readonly attribute UTF8String **filename**
- readonly attribute UTF8String **version**
- readonly attribute UTF8String **name**
- attribute boolean **disabled**
- attribute boolean **blocklisted**

### 4.676.1 Detailed Description

Definition at line 42 of file nsIPluginTag.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginTag.idl

## 4.677 nsIPluginTagInfo Interface Reference

Plugin Tag Info Interface This interface provides information about the HTML tag on the page.

```
import "nsIPluginTagInfo.idl";
```

Inheritance diagram for nsIPluginTagInfo:



## Public Member Functions

- void **getAttributes** (in PRUint16Ref aCount, in constCharStarConstStar aNames, in constCharStarConstStar aValues)  
*QueryInterface on **nsIPluginInstancePeer** (p. 455) to get this.*
- void **getAttribute** (in string aName, out constCharPtr aResult)  
*Gets the value for the named attribute.*
- void **getTagText** (out constCharPtr aTagText)  
*Get the complete text of the HTML tag that was used to instantiate this plugin.*
- void **getParameters** (in PRUint16Ref aCount, in constCharStarConstStar aNames, in constCharStarConstStar aValues)  
*Get a ptr to the paired list of parameter names and values, returns the length of the array.*
- void **getParameter** (in string aName, out constCharPtr aResult)  
*Get the value for the named parameter.*
- void **getDocumentBase** (out constCharPtr aDocumentBase)  
*Get the document base.*
- void **getDocumentEncoding** (out constCharPtr aDocumentEncoding)  
*Return an encoding whose name is specified in: <http://java.sun.com/products/jdk/1.4/docs/guide/intl/intl.doc.html#25303>.*
- void **getAlignment** (out constCharPtr aEligment)  
*Get object alignment.*

## Data Fields

- readonly attribute nsPluginTagType **tagType**  
*Get the type of the HTML tag that was used ot instantiate this plugin.*
- readonly attribute unsigned long **width**  
*Get object width.*
- readonly attribute unsigned long **height**  
*Get object height.*
- readonly attribute unsigned long **borderVertSpace**  
*Get border vertical space.*
- readonly attribute unsigned long **borderHorizSpace**  
*Get border horizontal space.*
- readonly attribute unsigned long **uniqueID**  
*Returns a unique id for the current document containing plugin.*
- readonly attribute nsIDOMElement **DOMElement**  
*Returns the DOM element corresponding to the tag which references this plugin in the document.*

### 4.677.1 Detailed Description

Plugin Tag Info Interface This interface provides information about the HTML tag on the page.

Some day this might get superseded by a DOM API.

Definition at line 63 of file nsIPluginTagInfo.idl.

### 4.677.2 Member Function Documentation

#### 4.677.2.1 `getAttribute()`

```
void nsIPluginTagInfo::getAttribute (
 in string aName,
 out constCharPtr aResult)
```

Gets the value for the named attribute.

#### Parameters

|                |                                     |
|----------------|-------------------------------------|
| <i>aName</i>   | - the name of the attribute to find |
| <i>aResult</i> | - the resulting attribute           |

#### Returns

- NS\_OK if this operation was successful, NS\_ERROR\_FAILURE if this operation failed. result is set to NULL if the attribute is not found else to the found value.

### 4.677.2.2 `getAttributes()`

```
void nsIPluginTagInfo::getAttributes (
 in PRUint16Ref aCount,
 in constCharStarConstStar aNames,
 in constCharStarConstStar aValues)
```

QueryInterface on **nsIPluginInstancePeer** (p. 455) to get this.

(Corresponds to NPP\_New's argc, argn, and argv arguments.) Get a ptr to the paired list of attribute names and values, returns the length of the array.

Each name or value is a null-terminated string.

### 4.677.2.3 `getParameter()`

```
void nsIPluginTagInfo::getParameter (
 in string aName,
 out constCharPtr aResult)
```

Get the value for the named parameter.

Returns null if the parameter was not set.

#### Parameters

|                |                         |
|----------------|-------------------------|
| <i>aName</i>   | - name of the parameter |
| <i>aResult</i> | - parameter value       |

#### Returns

- NS\_OK if this operation was successful

### 4.677.2.4 `getParameters()`

```
void nsIPluginTagInfo::getParameters (
 in PRUint16Ref aCount,
 in constCharStarConstStar aNames,
 in constCharStarConstStar aValues)
```

Get a ptr to the paired list of parameter names and values, returns the length of the array.

Each name or value is a null-terminated string.

## 4.677.3 Field Documentation

### 4.677.3.1 **DOMElement**

readonly attribute nsIDOMElement nsIPluginTagInfo::DOMElement

Returns the DOM element corresponding to the tag which references this plugin in the document.

## Parameters

|                    |                         |
|--------------------|-------------------------|
| <i>aDOMElement</i> | - resulting DOM element |
|--------------------|-------------------------|

## Returns

- NS\_OK if this operation was successful

Definition at line 168 of file nsIPluginTagInfo.idl.

### 4.677.3.2 tagType

```
readonly attribute nsPluginTagType nsIPluginTagInfo::tagType
```

Get the type of the HTML tag that was used to instantiate this plugin.

Currently supported tags are EMBED, OBJECT and APPLET.

Definition at line 93 of file nsIPluginTagInfo.idl.

The documentation for this interface was generated from the following file:

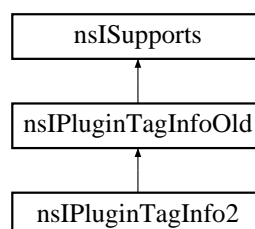
- src/plugin\_win32/include/nsIPluginTagInfo.idl

## 4.678 nsIPluginTagInfo2 Interface Reference

**nsIPluginTagInfo2** (p. 482)

```
import "nsIPluginTagInfo2.idl";
```

Inheritance diagram for nsIPluginTagInfo2:



## Public Member Functions

- void **getTagText** (out constCharPtr aTagText)  
*Get the complete text of the HTML tag that was used to instantiate this plugin.*
- void **getParameters** (in PRUint16Ref aCount, in constCharStarConstStar aNames, in constCharStarConstStar aValues)  
*Get a ptr to the paired list of parameter names and values, returns the length of the array.*
- void **getParameter** (in string aName, out constCharPtr aResult)  
*Get the value for the named parameter.*
- void **getDocumentBase** (out constCharPtr aDocumentBase)  
*Get the document base.*
- void **getDocumentEncoding** (out constCharPtr aDocumentEncoding)  
*Return an encoding whose name is specified in: <http://java.sun.com/products/jdk/1.4.1/docs/guide/intl/intl.doc.html#25303>.*
- void **getAlignment** (out constCharPtr aEligment)  
*Get object alignment.*

## Data Fields

- readonly attribute nsPluginTagType **tagType**  
*Get the type of the HTML tag that was used to instantiate this plugin.*
- readonly attribute unsigned long **width**  
*Get object width.*
- readonly attribute unsigned long **height**  
*Get object height.*
- readonly attribute unsigned long **borderVertSpace**  
*Get border vertical space.*
- readonly attribute unsigned long **borderHorizSpace**  
*Get border horizontal space.*
- readonly attribute unsigned long **uniqueID**  
*Returns a unique id for the current document containing plugin.*
- readonly attribute nsIDOMElement **DOMElement**  
*Returns the DOM element corresponding to the tag which references this plugin in the document.*

### 4.678.1 Detailed Description

**nsIPluginTagInfo2** (p. 482)

@status DEPRECATED

Originally published XPCOM Plugin API is now deprecated Developers are welcome to use NPAPI, please refer to: <http://mozilla.org/projects/plugins/>

Definition at line 52 of file nsIPluginTagInfo2.idl.

### 4.678.2 Member Function Documentation

#### 4.678.2.1 `getParameter()`

```
void nsIPluginTagInfo2::getParameter (
 in string aName,
 out constCharPtr aResult)
```

Get the value for the named parameter.

Returns null if the parameter was not set.



## Parameters

|                |                         |
|----------------|-------------------------|
| <i>aName</i>   | - name of the parameter |
| <i>aResult</i> | - parameter value       |

## Returns

- NS\_OK if this operation was successful

### 4.678.2.2 `getParameters()`

```
void nsIPluginTagInfo2::getParameters (
 in PRUint16Ref aCount,
 in constCharStarConstStar aNames,
 in constCharStarConstStar aValues)
```

Get a ptr to the paired list of parameter names and values, returns the length of the array.

Each name or value is a null-terminated string.

## 4.678.3 Field Documentation

### 4.678.3.1 `DOMElement`

```
readonly attribute nsIDOMElement nsIPluginTagInfo2::DOMElement
```

Returns the DOM element corresponding to the tag which references this plugin in the document.

## Parameters

|                    |                         |
|--------------------|-------------------------|
| <i>aDOMElement</i> | - resulting DOM element |
|--------------------|-------------------------|

## Returns

- NS\_OK if this operation was successful

Definition at line 133 of file nsIPluginTagInfo2.idl.

### 4.678.3.2 `tagType`

```
readonly attribute nsPluginTagType nsIPluginTagInfo2::tagType
```

Get the type of the HTML tag that was used to instantiate this plugin.

Currently supported tags are EMBED, OBJECT and APPLET.

Definition at line 58 of file nsIPluginTagInfo2.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginTagInfo2.idl

## 4.679 nsIPluginTagInfoOld Interface Reference

Plugin Tag Info Interface This interface provides information about the HTML tag on the page.

```
import "nsIPluginTagInfoOld.idl";
```

Inheritance diagram for nsIPluginTagInfoOld:



### Public Member Functions

- void **getAttributes** (in PRUint16Ref aCount, in constCharStarConstStar aNames, in constCharStarConstStar aValues)  
*QueryInterface on **nsIPluginInstancePeer** (p. 455) to get this.*
- void **getAttribute** (in string aName, out constCharPtr aResult)  
*Gets the value for the named attribute.*

### 4.679.1 Detailed Description

Plugin Tag Info Interface This interface provides information about the HTML tag on the page.

Some day this might get superseded by a DOM API.

Definition at line 64 of file nsIPluginTagInfoOld.idl.

### 4.679.2 Member Function Documentation

#### 4.679.2.1 getAttribute()

```
void nsIPluginTagInfoOld::getAttribute (
 in string aName,
 out constCharPtr aResult)
```

Gets the value for the named attribute.

## Parameters

|                |                                     |
|----------------|-------------------------------------|
| <i>aName</i>   | - the name of the attribute to find |
| <i>aResult</i> | - the resulting attribute           |

## Returns

- NS\_OK if this operation was successful, NS\_ERROR\_FAILURE if this operation failed. result is set to NULL if the attribute is not found else to the found value.

## 4.679.2.2 getAttributes()

```
void nsIPluginTagInfoOld::getAttributes (
 in PRUint16Ref aCount,
 in constCharStarConstStar aNames,
 in constCharStarConstStar aValues)
```

QueryInterface on **nsIPluginInstancePeer** (p. 455) to get this.

(Corresponds to NPP\_New's argc, argn, and argv arguments.) Get a ptr to the paired list of attribute names and values, returns the length of the array.

Each name or value is a null-terminated string.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIPluginTagInfoOld.idl

## 4.680 nsIScriptablePlugin Interface Reference

Interface for exposing scriptable plugin methods to JavaScript via XPCConnect.

```
import "nsIScriptablePlugin.idl";
```

Inheritance diagram for nsIScriptablePlugin:



## Data Fields

- readonly attribute nsQIResult **scriptablePeer**  
*The object to be wrapped and exposed to JavaScript.*
- readonly attribute nsIIDPtr **scriptableInterface**  
*The interface that XPCConnect should use when exposing the peer object to JavaScript.*

### 4.680.1 Detailed Description

Interface for exposing scriptable plugin methods to JavaScript via XPCConnect.

Definition at line 45 of file nsIScriptablePlugin.idl.

### 4.680.2 Field Documentation

#### 4.680.2.1 scriptableInterface

```
readonly attribute nsIIDPtr nsIScriptablePlugin::scriptableInterface
```

The interface that XPCConnect should use when exposing the peer object to JavaScript.

All scriptable methods on the interface will be available to JavaScript.

Definition at line 58 of file nsIScriptablePlugin.idl.

#### 4.680.2.2 scriptablePeer

```
readonly attribute nsQIResult nsIScriptablePlugin::scriptablePeer
```

The object to be wrapped and exposed to JavaScript.

It should be an XPCOM object, and it can be the same object as the plugin.

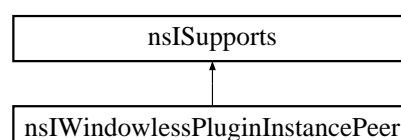
Definition at line 51 of file nsIScriptablePlugin.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIScriptablePlugin.idl

## 4.681 nsIWindowlessPluginInstancePeer Interface Reference

Inheritance diagram for nsIWindowlessPluginInstancePeer:



## Public Member Functions

- void **invalidateRect** (in nsPluginRectPtr aRect)  
*Corresponds to NPN\_InvalidateRect.*
- void **invalidateRegion** (in nsPluginRegion aRegion)  
*Corresponds to NPN\_InvalidateRegion.*
- void **forceRedraw** ()  
*Corresponds to NPN\_ForceRedraw.*

### 4.681.1 Detailed Description

Definition at line 46 of file nsIWindowlessPlugInstPeer.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsIWindowlessPlugInstPeer.idl

## 4.682 nsPIPluginInstancePeer Interface Reference

Inheritance diagram for nsPIPluginInstancePeer:



## Data Fields

- readonly attribute **nsIPluginInstanceOwner** owner

### 4.682.1 Detailed Description

Definition at line 45 of file nsPIPluginInstancePeer.idl.

The documentation for this interface was generated from the following file:

- src/plugin\_win32/include/nsPIPluginInstancePeer.idl

## 4.683 nsPluginEmbedPrint Struct Reference

## Data Fields

- **nsPluginWindow** window
- void \* **platformPrint**

### 4.683.1 Detailed Description

Definition at line 312 of file nsplugindefs.h.

The documentation for this struct was generated from the following file:

- src/plugin\_win32/include/nsplugindefs.h

## 4.684 nsPluginEvent Struct Reference

### Data Fields

- void \* **event**

### 4.684.1 Detailed Description

Definition at line 326 of file nsplugindefs.h.

The documentation for this struct was generated from the following file:

- src/plugin\_win32/include/nsplugindefs.h

## 4.685 nsPluginFullPrint Struct Reference

### Data Fields

- PRBool **pluginPrinted**
- PRBool **printOne**
- void \* **platformPrint**

### 4.685.1 Detailed Description

Definition at line 304 of file nsplugindefs.h.

The documentation for this struct was generated from the following file:

- src/plugin\_win32/include/nsplugindefs.h

## 4.686 nsPluginLogging Class Reference

### Static Public Attributes

- static PRLogModuleInfo \* **gNPNLog**
- static PRLogModuleInfo \* **gNPPLog**
- static PRLogModuleInfo \* **gPluginLog**

### 4.686.1 Detailed Description

Definition at line 85 of file nsPluginLogging.h.

The documentation for this class was generated from the following file:

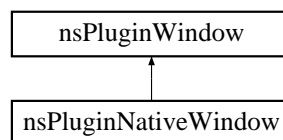
- src/plugin\_win32/include/nsPluginLogging.h

## 4.687 nsPluginNativeWindow Class Reference

base class for native plugin window implementations

```
#include <nsPluginNativeWindow.h>
```

Inheritance diagram for nsPluginNativeWindow:



### Public Member Functions

- nsresult **GetPluginInstance** (nsCOMPtr< **nsIPluginInstance** > &aPluginInstance)  
*!!! CAUTION !!!*
- nsresult **SetPluginInstance** ( **nsIPluginInstance** \*aPluginInstance)
- nsresult **GetPluginWidget** (nsIWidget \*\*aWidget)
- nsresult **SetPluginWidget** (nsIWidget \*aWidget)
- virtual nsresult **CallSetWindow** (nsCOMPtr< **nsIPluginInstance** > &aPluginInstance)

### Protected Attributes

- nsCOMPtr< **nsIPluginInstance** > **mPluginInstance**
- nsCOMPtr< nsIWidget > **mWidget**

### Additional Inherited Members

### 4.687.1 Detailed Description

base class for native plugin window implementations

Definition at line 54 of file nsPluginNativeWindow.h.

### 4.687.2 Member Function Documentation

### 4.687.2.1 GetPluginInstance()

```
nsresult nsPluginNativeWindow::GetPluginInstance (
 nsCOMPtr< nsIPluginInstance > & aPluginInstance) [inline]
```

!!! CAUTION !!!

The base class `|nsPluginWindow|` is defined as a struct in **nsplugindefs.h** (p. ??), thus it does not have a destructor of its own. One should never attempt to delete `|nsPluginNativeWindow|` object instance (or derivatives) using a pointer of `|nsPluginWindow *|` type. Should such necessity occur it must be properly casted first.

Definition at line 76 of file `nsPluginNativeWindow.h`.

The documentation for this class was generated from the following file:

- `src/plugin_win32/include/nsPluginNativeWindow.h`

## 4.688 nsPluginPrint Struct Reference

### Data Fields

- PRUint16 **mode**
- - union {
    - nsPluginFullPrint** fullPrint
    - nsPluginEmbedPrint** embedPrint
  - print**

### 4.688.1 Detailed Description

Definition at line 317 of file `nsplugindefs.h`.

The documentation for this struct was generated from the following file:

- `src/plugin_win32/include/nsplugindefs.h`

## 4.689 nsPluginRect Struct Reference

### Data Fields

- PRUint16 **top**
- PRUint16 **left**
- PRUint16 **bottom**
- PRUint16 **right**



### 4.689.1 Detailed Description

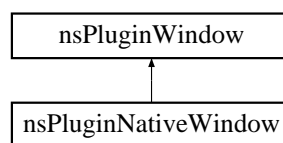
Definition at line 131 of file nsplugindefs.h.

The documentation for this struct was generated from the following file:

- src/plugin\_win32/include/nsplugindefs.h

## 4.690 nsPluginWindow Struct Reference

Inheritance diagram for nsPluginWindow:



### Data Fields

- nsPluginPort \* **window**
- PRInt32 **x**
- PRInt32 **y**
- PRUint32 **width**
- PRUint32 **height**
- **nsPluginRect clipRect**
- nsPluginWindowType **type**

### 4.690.1 Detailed Description

Definition at line 288 of file nsplugindefs.h.

The documentation for this struct was generated from the following file:

- src/plugin\_win32/include/nsplugindefs.h

## 4.691 NurbsTessellator Class Reference

Inheritance diagram for NurbsTessellator:



## Public Member Functions

- **NurbsTessellator** ( **BasicCurveEvaluator** &c, **BasicSurfaceEvaluator** &e)
- void **getnurbsproperty** (long, INREAL \*)
- void **getnurbsproperty** (long, long, INREAL \*)
- void **setnurbsproperty** (long, INREAL)
- void **setnurbsproperty** (long, long, INREAL)
- void **setnurbsproperty** (long, long, INREAL \*)
- void **setnurbsproperty** (long, long, INREAL \*, long, long)
- virtual void **bgnrender** (void)
- virtual void **endrender** (void)
- virtual void **makeobj** (int n)
- virtual void **closeobj** (void)
- virtual void **errorHandler** (int)
- void **bgnsurface** (long)
- void **endsurface** (void)
- void **bgncurve** (long)
- void **endcurve** (void)
- void **pwlcurve** (long, INREAL[], long, long)
- void **nurbscurve** (long, INREAL[], long, INREAL[], long, long)
- void **nurbssurface** (long, INREAL[], long, INREAL[], long, long, INREAL[], long, long, long)
- void **defineMap** (long, long, long)
- void **redefineMaps** (void)
- void **discardRecording** (void \*)
- void \* **beginRecording** (void)
- void **endRecording** (void)
- void **playRecording** (void \*)
- void **set\_domain\_distance\_u\_rate** (REAL u\_rate)
- void **set\_domain\_distance\_v\_rate** (REAL v\_rate)
- void **set\_is\_domain\_distance\_sampling** (int flag)

## Data Fields

- **Pool** quiltPool

## Protected Attributes

- **Renderhints** renderhints
- **Maplist** maplist
- **Backend** backend

### 4.691.1 Detailed Description

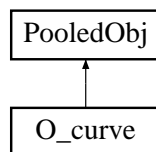
Definition at line 53 of file nurbstess.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/nurbstess.h
- src/libnurbs/internals/nurbsinterfac.cc
- src/libnurbs/internals/nurbstess.cc

## 4.692 O\_curve Struct Reference

Inheritance diagram for O\_curve:



### Data Fields

- - union {
    - O\_nurbscurve \* o\_nurbscurve
    - O\_pwlcurve \* o\_pwlcurve
  - } curve
- Curvetype **curvetype**
- O\_curve \* **next**
- O\_surface \* **owner**
- int **used**
- int **save**
- long **nuid**

### Additional Inherited Members

#### 4.692.1 Detailed Description

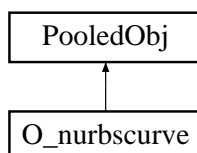
Definition at line 55 of file reader.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/reader.h

## 4.693 O\_nurbscurve Struct Reference

Inheritance diagram for O\_nurbscurve:



### Public Member Functions

- O\_nurbscurve (long \_type)

## Data Fields

- **Quilt \* bezier\_curves**
- long **type**
- REAL **tesselation**
- int **method**
- **O\_nurbcurve \* next**
- int **used**
- int **save**
- **O\_curve \* owner**

### 4.693.1 Detailed Description

Definition at line 70 of file reader.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/reader.h

## 4.694 O\_nurbssurface Struct Reference

Inheritance diagram for O\_nurbssurface:



## Public Member Functions

- **O\_nurbssurface** (long \_type)

## Data Fields

- **Quilt \* bezier\_patches**
- long **type**
- **O\_surface \* owner**
- **O\_nurbssurface \* next**
- int **save**
- int **used**

### 4.694.1 Detailed Description

Definition at line 101 of file reader.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/reader.h

## 4.695 O\_pwlcurve Class Reference

Inheritance diagram for O\_pwlcurve:



### Public Member Functions

- **O\_pwlcurve** (long, long, INREAL \*, long, **TrimVertex** \*)

### Data Fields

- **TrimVertex** \* pts
- int npts
- **O\_pwlcurve** \* next
- int used
- int save
- **O\_curve** \* owner

### 4.695.1 Detailed Description

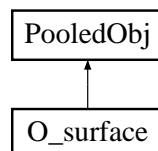
Definition at line 83 of file reader.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/reader.h
- src/libnurbs/internals/reader.cc

## 4.696 O\_surface Struct Reference

Inheritance diagram for O\_surface:



### Data Fields

- **O\_nurbssurface** \* o\_nurbssurface
- **O\_trim** \* o\_trim
- int save
- long nuid

## Additional Inherited Members

### 4.696.1 Detailed Description

Definition at line 112 of file reader.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/reader.h

## 4.697 O\_trim Struct Reference

Inheritance diagram for O\_trim:



### Data Fields

- **O\_curve \* o\_curve**
- **O\_trim \* next**
- **int save**

## Additional Inherited Members

### 4.697.1 Detailed Description

Definition at line 94 of file reader.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/reader.h

## 4.698 ObjectType Struct Reference

### Data Fields

- unsigned char **entityKind**  
*Kind of entity.*
- unsigned char **domain**  
*Domain of entity (air, surface, subsurface, space, etc)*
- unsigned short **country**  
*country to which the design of the entity is attributed*
- unsigned char **category**  
*category of entity*
- unsigned char **subcategory**  
*subcategory of entity*

### 4.698.1 Detailed Description

Definition at line 240 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.699 OneByteChunk Struct Reference

### Data Fields

- char **otherParameters** [1]  
*one byte of arbitrary data*

### 4.699.1 Detailed Description

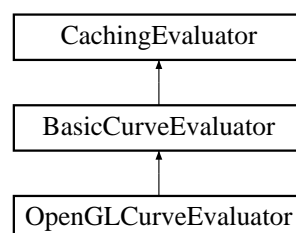
Definition at line 216 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.700 OpenGLCurveEvaluator Class Reference

Inheritance diagram for OpenGLCurveEvaluator:



## Public Member Functions

- void **range1f** (long, REAL \*, REAL \*)
- void **domain1f** (REAL, REAL)
- void **addMap** (CurveMap \*)
- void **enable** (long)
- void **disable** (long)
- void **bgnmap1f** (long)
- void **map1f** (long, REAL, REAL, long, long, REAL \*)
- void **mapgrid1f** (long, REAL, REAL)
- void **mapmesh1f** (long, long, long)
- void **evalpoint1i** (long)
- void **evalcoord1f** (long, REAL)
- void **endmap1f** (void)
- void **bgnline** (void)
- void **endline** (void)
- void **put\_vertices\_call\_back** (int flag)
- void **putCallBack** (GLenum which, \_GLUfuncptr fn)
- void **set\_callback\_userdata** (void \*data)
- void **inMap1f** (int which, int dimension, REAL ulower, REAL uupper, int ustride, int uorder, REAL \*ctlpoints)
- void **inPreEvaluate** (int order, REAL vprime, REAL \*coeff)
- void **inDoDomain1** ( **curveEvalMachine** \*em, REAL u, REAL \*retPoint)
- void **inDoEvalCoord1** (REAL u)
- void **inMapMesh1f** (int umin, int umax)
- void (GLAPIENTRY \*beginCallBackN)(GLenum type)
- void (GLAPIENTRY \*endCallBackN)(void)
- void (GLAPIENTRY \*vertexCallBackN)(const GLfloat \*vert)
- void (GLAPIENTRY \*normalCallBackN)(const GLfloat \*normal)
- void (GLAPIENTRY \*colorCallBackN)(const GLfloat \*color)
- void (GLAPIENTRY \*texcoordCallBackN)(const GLfloat \*texcoord)
- void (GLAPIENTRY \*beginCallBackData)(GLenum type)
- void (GLAPIENTRY \*endCallBackData)(void \*data)
- void (GLAPIENTRY \*vertexCallBackData)(const GLfloat \*vert)
- void (GLAPIENTRY \*normalCallBackData)(const GLfloat \*normal)
- void (GLAPIENTRY \*colorCallBackData)(const GLfloat \*color)
- void (GLAPIENTRY \*texcoordCallBackData)(const GLfloat \*texcoord)
- void **beginCallBack** (GLenum type, void \*data)
- void **endCallBack** (void \*data)
- void **vertexCallBack** (const GLfloat \*vert, void \*data)
- void **normalCallBack** (const GLfloat \*normal, void \*data)
- void **colorCallBack** (const GLfloat \*color, void \*data)
- void **texcoordCallBack** (const GLfloat \*texcoord, void \*data)

## Data Fields

- **curveEvalMachine** em\_vertex
- **curveEvalMachine** em\_normal
- **curveEvalMachine** em\_color
- **curveEvalMachine** em\_texcoord
- int vertex\_flag
- int normal\_flag
- int color\_flag
- int texcoord\_flag
- REAL global\_grid\_u0
- REAL global\_grid\_u1
- int global\_grid\_nu
- void \* data
- void \* userData



## Additional Inherited Members

### 4.700.1 Detailed Description

Definition at line 67 of file glcurveval.h.

The documentation for this class was generated from the following files:

- src/libnurbs/interface/glcurveval.h
- src/libnurbs/interface/glcurveval.cc
- src/libnurbs/interface/incurveeval.cc

## 4.701 OpenGLSurfaceEvaluator Class Reference

Inheritance diagram for OpenGLSurfaceEvaluator:



## Public Member Functions

- void **polymode** (long style)
- void **range2f** (long, REAL \*, REAL \*)
- void **domain2f** (REAL, REAL, REAL, REAL)
- void **addMap** (SurfaceMap \*)
- void **enable** (long)
- void **disable** (long)
- void **bgnmap2f** (long)
- void **map2f** (long, REAL, REAL, long, long, REAL, REAL, long, long, REAL \*)
- void **mapgrid2f** (long, REAL, REAL, long, REAL, REAL)
- void **mapmesh2f** (long, long, long, long, long)
- void **evalcoord2f** (long, REAL, REAL)
- void **evalpoint2i** (long, long)
- void **endmap2f** (void)
- void **bgnline** (void)
- void **endline** (void)
- void **bgnclosedline** (void)
- void **endclosedline** (void)
- void **bgntmesh** (void)
- void **swaptmesh** (void)
- void **endtmesh** (void)
- void **bgnqstrip** (void)
- void **endqstrip** (void)
- void **bgntfan** (void)
- void **endtfan** (void)

- void **evalUStrip** (int n\_upper, REAL v\_upper, REAL \*upper\_val, int n\_lower, REAL v\_lower, REAL \*lower\_val)
- void **evalVStrip** (int n\_left, REAL u\_left, REAL \*left\_val, int n\_right, REAL u\_right, REAL \*right\_val)
- void **coord2f** (REAL, REAL)
- void **point2i** (long, long)
- void **newtmeshvert** (REAL, REAL)
- void **newtmeshvert** (long, long)
- void **putCallback** (GLenum which, \_GLUfuncptr fn)
- int **get\_vertices\_call\_back** ()
- void **put\_vertices\_call\_back** (int flag)
- void **put\_callback\_auto\_normal** (int flag)
- int **get\_callback\_auto\_normal** ()
- void **set\_callback\_userData** (void \*data)
- void **LOD\_eval\_list** (int level)

## Additional Inherited Members

### 4.701.1 Detailed Description

Definition at line 101 of file glsurfeval.h.

The documentation for this class was generated from the following files:

- src/libnurbs/interface/glsurfeval.h
- src/libnurbs/interface/glsurfeval.cc
- src/libnurbs/interface/insurfeval.cc

## 4.702 opened\_file Struct Reference

### Data Fields

- const char \* **fileFileName**
- int **fileDescriptor**
- int **fileDataSize**
- char \* **fileData**
- int **imageHeight**
- int **imageWidth**
- bool **imageAlpha**
- int **imageChannels**

### 4.702.1 Detailed Description

Definition at line 46 of file io\_files.h.

The documentation for this struct was generated from the following file:

- src/lib/io\_files.h

## 4.703 orient\_XYZA Struct Reference

### Data Fields

- GLDOUBLE **x**
- GLDOUBLE **y**
- GLDOUBLE **z**
- GLDOUBLE **a**

### 4.703.1 Detailed Description

Definition at line 35 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.704 Orientation Struct Reference

### Data Fields

- float **psi**
- float **theta**
- float **phi**

### 4.704.1 Detailed Description

Definition at line 209 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.705 particle Struct Reference

### Data Fields

- float **age**
- float **lifespan**
- float **size** [2]
- float **position** [3]
- float **velocity** [3]
- float **origin** [3]
- float **mass**
- float **surfaceArea**

### 4.705.1 Detailed Description

Definition at line 335 of file Component\_ParticleSystems.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_ParticleSystems.c

## 4.706 Patch Class Reference

### Public Member Functions

- **Patch** ( **Quilt** \*, REAL \*, REAL \*, **Patch** \*)
- **Patch** ( **Patch** &, int, REAL, **Patch** \*)
- void **bbox** (void)
- void **clamp** (void)
- void **getstepsize** (void)
- int **cullCheck** (void)
- int **needsSubdivision** (int)
- int **needsSamplingSubdivision** (void)
- int **needsNonSamplingSubdivision** (void)
- int **get\_uorder** ()
- int **get\_vorder** ()

### Friends

- class **Subdivider**
- class **Quilt**
- class **Patchlist**

### 4.706.1 Detailed Description

Definition at line 62 of file patch.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/patch.h
- src/libnurbs/internals/patch.cc

## 4.707 Patchlist Class Reference

### Public Member Functions

- **Patchlist** ( **Quilt** \*, REAL \*, REAL \*)
- **Patchlist** ( **Patchlist** &, int, REAL)
- void **bbox** ()
- int **cullCheck** (void)
- void **getstepsize** (void)
- int **needsNonSamplingSubdivision** (void)
- int **needsSamplingSubdivision** (void)
- int **needsSubdivision** (int)
- REAL **getStepsize** (int)
- void **getRanges** (REAL ranges[4])
- int **get\_uorder** ()
- int **get\_vorder** ()

## Friends

- class **Subdivider**

### 4.707.1 Detailed Description

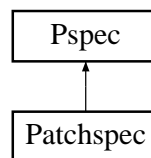
Definition at line 45 of file patchlist.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/patchlist.h
- src/libnurbs/internals/patchlist.cc

## 4.708 Patchspec Struct Reference

Inheritance diagram for Patchspec:



## Public Member Functions

- void **clamp** (REAL)
- void **getstepsize** (REAL)
- void **singleStep** (void)

## Data Fields

- int **order**
- int **stride**

### 4.708.1 Detailed Description

Definition at line 54 of file patch.h.

The documentation for this struct was generated from the following files:

- src/libnurbs/internals/patch.h
- src/libnurbs/internals/patch.cc

## 4.709 pBindable Struct Reference

### Data Fields

- struct **sNavInfo** naviinfo
- **bindablestack** bstack

### 4.709.1 Detailed Description

Definition at line 93 of file Bindable.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d\_parser/Bindable.c

## 4.710 pcollision Struct Reference

### Data Fields

- float \* **prd\_newc\_floats**
- unsigned int **prd\_newc\_floats\_size**
- struct **point\_XYZ** \* **prd\_normals**
- int **prd\_normals\_size**
- struct **point\_XYZ** \* **clippedPoly1**
- int **clippedPoly1Size**
- struct **point\_XYZ** \* **clippedPoly2**
- int **clippedPoly2Size**
- struct **point\_XYZ** \* **clippedPoly3**
- int **clippedPoly3Size**
- struct **point\_XYZ** \* **clippedPoly4**
- int **clippedPoly4Size**
- struct **point\_XYZ** \* **clippedPoly5**
- int **clippedPoly5Size**
- struct **point\_XYZ** **res**
- double **get\_poly\_mindisp**
- struct **sCollisionInfo** CollisionInfo
- struct **sFallInfo** FallInfo
- bool **OpenCL\_Collision\_Program\_initialized**

### 4.710.1 Detailed Description

Definition at line 80 of file Collision.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.c

## 4.711 pcommon Struct Reference

### Data Fields

- int **itrap**
- float **myFps**
- int **target\_frames\_per\_second**
- char **myMenuStatus** [MAXSTAT]
- char **messagebar** [MAXSTAT]
- char **fpsbar** [16]
- char **distbar** [16]
- char **window\_title** [MAXTITLE]
- int **cursorStyle**
- int **promptForURL**
- int **promptForFile**
- int **sb\_hasString**
- char **buffer** [200]
- int **showConsoleText**
- void \* **colorScheme**
- int **colorSchemeChanged**
- int **pin\_statusbar**
- int **pin\_menubar**
- int **want\_menubar**
- int **want\_statusbar**
- struct **Vector** \* **keyvals**
- float **density\_factor**
- int **pedal**
- int **hover**
- int **jsengine**
- int **jsengine\_variant**
- int **draw\_bounding\_boxes**

### 4.711.1 Detailed Description

Definition at line 58 of file common.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/common.c

## 4.712 pComponent\_CubeMapTexturing Struct Reference

### Data Fields

- **Stack** \* **gencube\_stack**

### 4.712.1 Detailed Description

Definition at line 1152 of file Component\_CubeMapTexturing.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_CubeMapTexturing.c

## 4.713 pComponent\_EnvironSensor Struct Reference

### Data Fields

- int **candoVisibility**

### 4.713.1 Detailed Description

- can we do a VisibiltySensor? Only if we have OpenGL support for OcclusionCulling \*/

Definition at line 50 of file Component\_EnvironSensor.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_EnvironSensor.c

## 4.714 pComponent\_Followers Struct Reference

### Data Fields

- int **something**

### 4.714.1 Detailed Description

Definition at line 55 of file Component\_Followers.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Followers.c

## 4.715 pComponent\_Geometry3D Struct Reference

### Data Fields

- int **junk**
- struct **sCollisionGeometry** collisionSphere
- struct **sCollisionGeometry** collisionCylinder
- struct **sCollisionGeometry** collisionCone



### 4.715.1 Detailed Description

Definition at line 78 of file Component\_Geometry3D.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Geometry3D.c

## 4.716 pComponent\_Geospatial Struct Reference

### Data Fields

- int **geoLodLevel**
- void \* **gcgdpars** [50]
- **Stack** \* **planet\_stack**
- **Stack** \* **current\_planet\_stack**

### 4.716.1 Detailed Description

Definition at line 485 of file Component\_Geospatial.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Geospatial.c

## 4.717 pComponent\_HAnim Struct Reference

### Data Fields

- struct **X3D\_HAnimHumanoid** \* **HH**
- double **HHMatrix** [16]

### 4.717.1 Detailed Description

Definition at line 243 of file Component\_HAnim.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_HAnim.c

## 4.718 pComponent\_KeyDevice Struct Reference

### Data Fields

- struct **Vector** \* **keySink**

### 4.718.1 Detailed Description

Definition at line 213 of file Component\_KeyDevice.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_KeyDevice.c

## 4.719 pComponent\_Layering Struct Reference

### Data Fields

- int **layerId**
- int **saveActive**
- int **binding\_stack\_set**
- struct **X3D\_Node** \* **layersetnode**

### 4.719.1 Detailed Description

Definition at line 66 of file Component\_Layering.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Layering.c

## 4.720 pComponent\_Layout Struct Reference

### Data Fields

- **Stack** \* **layout\_scale\_stack**

### 4.720.1 Detailed Description

Definition at line 76 of file Component\_Layout.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Layout.c

## 4.721 pComponent\_NURBS Struct Reference

### Data Fields

- void \* **nada**

### 4.721.1 Detailed Description

Definition at line 56 of file Component\_NURBS.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_NURBS.c

## 4.722 pComponent\_ParticleSystems Struct Reference

### Data Fields

- int **something**

### 4.722.1 Detailed Description

Definition at line 57 of file Component\_ParticleSystems.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_ParticleSystems.c

## 4.723 pComponent\_Picking Struct Reference

### Data Fields

- **Stack \* stack\_nodesdistance**
- **Stack \* stack\_intersections**
- **Stack \* stack\_pointsinside**

### 4.723.1 Detailed Description

Definition at line 60 of file Component\_Picking.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Picking.c

## 4.724 pComponent\_ProgrammableShaders Struct Reference

### Data Fields

- **Stack \* effect\_stack**
- int **effectCount**

### 4.724.1 Detailed Description

Definition at line 108 of file Component\_ProgrammableShaders.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_ProgrammableShaders.c

## 4.725 pComponent\_Rendering Struct Reference

### Data Fields

- **Stack** \* **clipplane\_stack**
- float **clipplanes** [4 \*FW\_MAXCLIPPLANES]

### 4.725.1 Detailed Description

Definition at line 48 of file Component\_Rendering.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Rendering.c

## 4.726 pComponent\_RigidBodyPhysics Struct Reference

### Data Fields

- int **something**

### 4.726.1 Detailed Description

Definition at line 64 of file Component\_RigidBodyPhysics.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_RigidBodyPhysics.c

## 4.727 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**
- int **modulation**

### 4.727.1 Detailed Description

Definition at line 49 of file Component\_Shape.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Shape.c

## 4.728 pComponent\_Sound Struct Reference

### Data Fields

- int **soundWarned**
- int **SoundSourceNumber**
- void \* **alContext**
- float **AC\_LastDuration** [50]

### 4.728.1 Detailed Description

Definition at line 97 of file Component\_Sound.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Sound.c

## 4.729 pComponent\_Text Struct Reference

### Data Fields

- FT\_Library **library**
- FT\_Face **font\_face** [num\_fonts]
- int **font\_state** [num\_fonts]
- FT\_Glyph **glyphs** [MAX\_GLYPHS]
- int **cur\_glyph**
- int **TextVerbose**
- int **rowvec\_allocn**
- **row32** \* **rowvec**
- FT\_Outline\_Funcs **FW\_outline\_interface**
- char \* **font\_directory**
- char **thisfontname** [fp\_name\_len]
- double **pen\_x**
- double **pen\_y**
- double **shrink\_x**
- double **shrink\_y**
- float **TextZdist**
- double **size**
- double **pointsize**
- int **myff**

- int **FW\_RIA** [500]
- int **FW\_RIA\_indx**
- struct **X3D\_PolyRep** \* **FW\_rep\_**
- int **FW\_pointctr**
- int **indx\_count**
- int **coordmaxsize**
- int **cindexmaxsize**
- int **contour\_started**
- FT\_Vector **last\_point**
- int **FW\_Vertex**
- int **started**
- GLfloat \* **textpanel\_vert**
- GLfloat \* **textpanel\_tex**
- GLushort \* **textpanel\_ind**
- int **textpanel\_size**
- int **textpanel\_vert\_size**
- int **textpanel\_tex\_size**
- int **textpanel\_ind\_size**
- struct **Vector** \* **font\_table**
- struct **Vector** \* **atlas\_table**
- GLuint **positionLoc**
- GLuint **texCoordLoc**
- GLuint **textureLoc**
- GLuint **color4fLoc**
- GLuint **textureID**
- GLuint **blendLoc**
- GLuint **modelviewLoc**
- GLuint **projectionLoc**
- GLuint **programObject**

#### 4.729.1 Detailed Description

Definition at line 233 of file `Component_Text.c`.

The documentation for this struct was generated from the following file:

- `src/lib/scenegraph/Component_Text.c`

### 4.730 pComponent\_VolumeRendering Struct Reference

#### Data Fields

- GLuint **front\_texture**
- GLuint **back\_texture**
- GLint **ifbobuffer**
- GLint **idepthbuffer**
- int **width**
- int **height**
- GLfloat \* **quad**

### 4.730.1 Detailed Description

Definition at line 184 of file Component\_VolumeRendering.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_VolumeRendering.c

## 4.731 pConsoleMessage Struct Reference

### Data Fields

- int **androidFreeSlot**
- char \*\* **androidMessageSlot**
- int **androidHaveUnreadMessages**
- char **FWbuffer** [STRING\_LENGTH]
- int **maxLineLength**
- int **maxLines**
- int **tabSpaces**
- void(\* **callback** [2])(char \*)
- void(\* **callbackB** [4])(void \*, char \*)
- void \* **dataB** [4]
- int **nbackB**

### 4.731.1 Detailed Description

Definition at line 55 of file ConsoleMessage.c.

The documentation for this struct was generated from the following file:

- src/lib/main/ConsoleMessage.c

## 4.732 pCParse Struct Reference

### Data Fields

- int **ijunk**

### 4.732.1 Detailed Description

Definition at line 50 of file CParse.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParse.c

## 4.733 pCParserParser Struct Reference

### Data Fields

- char **fw\_outline** [2000]
- int **foundInputErrors**
- int **latest\_protoDefNumber**

### 4.733.1 Detailed Description

Definition at line 66 of file CParserParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParserParser.c

## 4.734 pCRoutes Struct Reference

### Data Fields

- struct **FirstStruct** \* **ClockEvents**
- int **num\_ClockEvents**
- int **size\_ClockEvents**
- int **CRoutes\_Initiated**
- int **CRoutes\_Count**
- int **CRoutes\_MAX**
- int **initialEventBeforeRoutesCount**
- int **preRouteTableSize**
- struct **initialRouteStruct** \* **preEvents**
- pthread\_mutex\_t **preRouteLock**
- struct **Vector** \* **routesToRegister**
- pthread\_mutex\_t **insertRouteLock**
- int **thisIntTimeStamp**
- struct **CRStruct** \* **CRoutes**
- struct **Vector** \* **ScriptControl**
- int **JSMMaxScript**
- struct **CRjsnameStruct** \* **JSparamnames**

### 4.734.1 Detailed Description

Definition at line 217 of file CRoutes.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CRoutes.c



## 4.735 pCScripts Struct Reference

### Data Fields

- int **handleCnt**

### 4.735.1 Detailed Description

Definition at line 72 of file CScripts.c.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/CScripts.c

## 4.736 pCursorDraw Struct Reference

### Data Fields

- GLuint **textureID**
- int **done**

### 4.736.1 Detailed Description

Definition at line 192 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/CursorDraw.c

## 4.737 pdisplay Struct Reference

### Data Fields

- freewrl\_params\_t **params**
- s\_renderer\_capabilities\_t **rdr\_caps**
- char **myMenuStatus** [MAXSTAT]
- int **multi\_window\_capable**

### 4.737.1 Detailed Description

Definition at line 80 of file display.c.

The documentation for this struct was generated from the following file:

- src/lib/display.c

## 4.738 Pdu Struct Reference

### Data Fields

- unsigned char **protocolVersion**  
*The version of the protocol.*
- unsigned char **exerciseID**  
*Exercise ID.*
- unsigned char **pduType**  
*Type of pdu, unique for each PDU class.*
- unsigned char **protocolFamily**  
*value that refers to the protocol family, eg SimulationManagement, et*
- unsigned int **timestamp**  
*Timestamp value.*
- unsigned short **length**  
*Length, in bytes, of the PDU.*
- short **padding**  
*zero-filled array of padding*

### 4.738.1 Detailed Description

Definition at line 597 of file DIS.h.

### 4.738.2 Field Documentation

#### 4.738.2.1 protocolVersion

```
unsigned char Pdu::protocolVersion
```

The version of the protocol.

5=DIS-1995, 6=DIS-1998.

Definition at line 599 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.739 PduContainer Struct Reference

### Data Fields

- int **numberOfPdus**  
*Number of PDUs in the container list.*
- void \* **pdus**  
*record sets*

### 4.739.1 Detailed Description

Definition at line 668 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.740 pEAI\_C\_CommonFunctions Struct Reference

### Data Fields

- struct **VRMLParser** \* **parser**

### 4.740.1 Detailed Description

Definition at line 53 of file EAI\_C\_CommonFunctions.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAI\_C\_CommonFunctions.c

## 4.741 pEAICore Struct Reference

### Data Fields

- pthread\_mutex\_t **eaibufferlock**

### 4.741.1 Detailed Description

Definition at line 160 of file EAIEventsIn.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIEventsIn.c

## 4.742 pEAIEventsIn Struct Reference

### Data Fields

- int **oldCount**
- int **waiting\_for\_anchor**
- struct **X3D\_Anchor** **EAI\_AnchorNode**

#### 4.742.1 Detailed Description

Definition at line 129 of file EAEventsIn.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAEventsIn.c

### 4.743 pEAIHelpers Struct Reference

#### Data Fields

- struct **Vector** \* **EAINodeIndex**

#### 4.743.1 Detailed Description

Definition at line 97 of file EAIHelpers.c.

The documentation for this struct was generated from the following file:

- src/lib/input/EAIHelpers.c

### 4.744 pedal\_state Struct Reference

#### Data Fields

- int **x**
- int **y**
- int **rx**
- int **ry**
- int **isDown**
- int **initialized**

#### 4.744.1 Detailed Description

Definition at line 2990 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

## 4.745 pFrustum Struct Reference

### Data Fields

- GLuint \* **OccQueries**
- GLuint **potentialOccluderCount**
- void \*\* **occluderNodePointer**
- GLuint **OccQuerySize**
- GLuint **OccResultsAvailable**

### 4.745.1 Detailed Description

Definition at line 88 of file Frustum.c.

The documentation for this struct was generated from the following file:

- src/lib/OpenGL/Frustum.c

## 4.746 pict Struct Reference

### Data Fields

- unsigned int **temp\_ref**
- unsigned int **code\_type**
- unsigned int **vbv\_delay**
- int **full\_pel\_forw\_vector**
- unsigned int **forw\_r\_size**
- unsigned int **forw\_f**
- int **full\_pel\_back\_vector**
- unsigned int **back\_r\_size**
- unsigned int **back\_f**
- char \* **extra\_info**
- char \* **ext\_data**
- char \* **user\_data**

### 4.746.1 Detailed Description

Definition at line 131 of file mpeg\_berkley.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg\_berkley.h

## 4.747 pict\_image Struct Reference

### Data Fields

- unsigned char \* **luminance**
- unsigned char \* **Cr**
- unsigned char \* **Cb**
- unsigned char \* **display**
- int **locked**
- TimeStamp **show\_time**

### 4.747.1 Detailed Description

Definition at line 105 of file mpeg\_berkley.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg\_berkley.h

## 4.748 Planet Struct Reference

### Data Fields

- int **ID**
- **Stack** \* **gegs**
- struct **SFVec4d** **autoOrient**
- struct **SFVec3d** **autoOrigin**
- int **autoOriginSet**

### 4.748.1 Detailed Description

Definition at line 465 of file Component\_Geospatial.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Geospatial.c

## 4.749 pLoadTextures Struct Reference

### Data Fields

- **s\_list\_t** \* **texture\_request\_list**
- bool **loader\_waiting**
- **s\_list\_t** \* **texture\_list**
- int **TextureParsing**

### 4.749.1 Detailed Description

- is the texture thread up and running yet? \*/

Definition at line 100 of file LoadTextures.c.

The documentation for this struct was generated from the following file:

- src/lib/openssl/LoadTextures.c

## 4.750 pMainloop Struct Reference

### Data Fields

- int **onScreen**
- int **doEvents**
- char \* **PluginFullPath**
- struct **Vector** \* **SensorEvents**
- GLint **viewPort2** [10]
- GLint **viewpointScreenX** [2]
- GLint **viewpointScreenY** [2]
- int **maxbuffers**
- int **bufferarray** [2]
- double **BrowserStartTime**
- double **BrowserInitTime**
- int **keypress\_wait\_for\_settle**
- char \* **keypress\_string**
- unsigned int **loop\_count**
- unsigned int **once**
- unsigned int **slowloop\_count**
- unsigned int **total\_loop\_count**
- int **lastDeltax**
- int **lastDeltay**
- int **lastxx**
- int **lastyy**
- int **ntouch**
- unsigned int **currentTouch**
- struct **Touch** **touchlist** [20]
- int **EMULATE\_MULTITOUCH**
- FILE \* **logfile**
- FILE \* **logerr**
- char \* **logfname**
- int **logging**
- int **keySensorMode**
- int **draw\_initialized**
- int **keywait**
- char **keywaitstring** [25]
- int **fps\_sleep\_remainder**
- double **screenorientationmatrix** [16]
- double **viewtransformmatrix** [16]
- double **posormatrix** [16]
- double **stereooffsetmatrix** [2][16]

- int **targets\_initialized**
- **targetwindow** cwindows [4]
- void \* **hyper\_switch** [4]
- int **hyper\_case** [4]
- int **nwindow**
- int **windex**
- **Stack** \* **\_vportstack**
- **Stack** \* **\_stagestack**
- **Stack** \* **\_framebufferstack**
- struct **Vector** \* **contenttype\_registry**
- int **mouseDown**
- int **mouseOver**
- struct **pedal\_state** pedalstate

### 4.750.1 Detailed Description

Definition at line 2997 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

## 4.751 Point Struct Reference

### Data Fields

- float **x**  
x
- float **y**  
y
- double **x**
- double **y**

### 4.751.1 Detailed Description

Definition at line 642 of file DIS.h.

The documentation for this struct was generated from the following files:

- src/lib/DIS/DIS.h
- src/SSR/point\_in\_poly.c
- src/SSR/SSRServer.c



## 4.752 point\_XYZ Struct Reference

### Data Fields

- GLDOUBLE **x**
- GLDOUBLE **y**
- GLDOUBLE **z**

### 4.752.1 Detailed Description

Definition at line 34 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.753 point\_XYZ3 Struct Reference

### Data Fields

- struct **point\_XYZ** **p1**
- struct **point\_XYZ** **p2**
- struct **point\_XYZ** **p3**

### 4.753.1 Detailed Description

Definition at line 65 of file RenderFuncs.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.c

## 4.754 pointer2pointer Struct Reference

### Data Fields

- struct **X3D\_Node** \* **pp**
- struct **X3D\_Node** \* **pn**

### 4.754.1 Detailed Description

Definition at line 4428 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.c

## 4.755 PointObjectStatePdu Struct Reference

### Data Fields

- struct **SyntheticEnvironmentFamilyPdu** **mySyntheticEnvironmentFamilyPdu**
- struct **EntityID** **objectID**  
*Object in synthetic environment.*
- struct **EntityID** **referencedObjectID**  
*Object with which this point object is associated.*
- unsigned short **updateNumber**  
*unique update number of each state transition of an object*
- unsigned char **forceID**  
*force ID*
- unsigned char **modifications**  
*modifications*
- struct **ObjectType** **objectType**  
*Object type.*
- struct **Vector3Double** **objectLocation**  
*Object location.*
- struct **Orientation** **objectOrientation**  
*Object orientation.*
- double **objectAppearance**  
*Object apperance.*
- struct **SimulationAddress** **requesterID**  
*requesterID*
- struct **SimulationAddress** **receivingID**  
*receiver ID*
- unsigned int **pad2**  
*padding*

### 4.755.1 Detailed Description

Definition at line 1359 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.756 polygon Struct Reference

### Data Fields

- int **n**
- double \* **pts**

### 4.756.1 Detailed Description

Definition at line 767 of file SSRServer.c.

The documentation for this struct was generated from the following file:

- src/SSR/SSRServer.c

## 4.757 polyrep\_combiner\_data Struct Reference

### Data Fields

- float \* **coords**
- int \* **counter**
- int \* **ria**
- int \* **riaindex**

### 4.757.1 Detailed Description

Definition at line 969 of file headers.h.

The documentation for this struct was generated from the following file:

- src/lib/main/headers.h

## 4.758 Pool Class Reference

### Public Member Functions

- **Pool** (int, int, const char \*)
- void \* **new\_buffer** (void)
- void **free\_buffer** (void \*)
- void **clear** (void)

### Protected Types

- enum **Magic** { **is\_allocated** = 0xf3a1, **is\_free** = 0xf1a2 }

### Protected Attributes

- **Buffer** \* **freelist**
- char \* **blocklist** [NBLOCKS]
- int **nextblock**
- char \* **curblock**
- int **buffersize**
- int **nextsize**
- int **nextfree**
- int **initsize**
- const char \* **name**
- Magic **magic**

### 4.758.1 Detailed Description

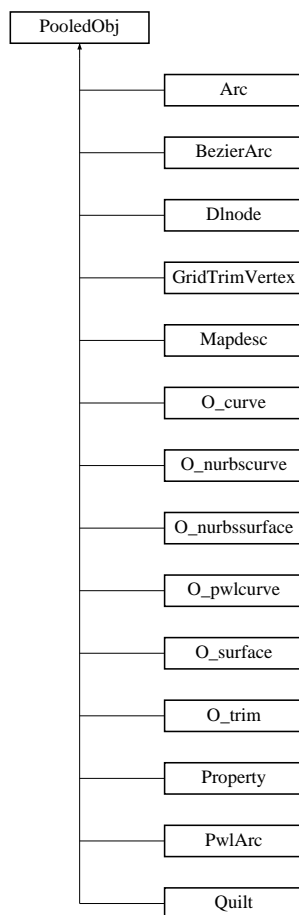
Definition at line 50 of file bufpool.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/bufpool.h
- src/libnurbs/internals/bufpool.cc

## 4.759 PooledObj Class Reference

Inheritance diagram for PooledObj:



### Public Member Functions

- void \* **operator new** (size\_t, **Pool** &)
- void \* **operator new** (size\_t, void \*)
- void \* **operator new** (size\_t s)
- void **operator delete** (void \*)
- void **operator delete** (void \*, **Pool** &)
- void **deleteMe** ( **Pool** &)

### 4.759.1 Detailed Description

Definition at line 118 of file bufpool.h.

The documentation for this class was generated from the following file:

- src/libnurbs/internals/bufpool.h

## 4.760 pOpenGL\_Utils Struct Reference

### Data Fields

- struct **Vector** \* **linearNodeTable**
- int **potentialHoleCount**
- float **cc\_red**
- float **cc\_green**
- float **cc\_blue**
- float **cc\_alpha**
- pthread\_mutex\_t **memtablelock**
- MATRIX4 **FW\_ModelView** [MAX\_LARGE\_MATRIX\_STACK]
- MATRIX4 **FW\_ProjectionView** [MAX\_SMALL\_MATRIX\_STACK]
- MATRIX4 **FW\_TextureView** [MAX\_SMALL\_MATRIX\_STACK]
- int **modelviewTOS**
- int **projectionviewTOS**
- int **textureviewTOS**
- int **whichMode**
- GLDOUBLE \* **currentMatrix**
- struct **Vector** \* **myShaderTable**
- int **userDefinedShaderCount**
- char \* **userDefinedFragmentShader** [MAX\_USER\_DEFINED\_SHADERS]
- char \* **userDefinedVertexShader** [MAX\_USER\_DEFINED\_SHADERS]
- int **shadingStyle**
- int **maxStackUsed**

### 4.760.1 Detailed Description

Definition at line 182 of file OpenGL\_Utils.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/OpenGL\_Utils.c

## 4.761 pPluginSocket Struct Reference

### Data Fields

- pthread\_mutex\_t **mylocker**
- fd\_set **rfd**s
- struct timeval **tv**
- char **return\_url** [FILENAME\_MAX]

### 4.761.1 Detailed Description

Definition at line 62 of file PluginSocket.c.

The documentation for this struct was generated from the following file:

- src/lib/plugin/PluginSocket.c

## 4.762 ppluginUtils Struct Reference

### Data Fields

- int **waitingForURLtoLoad**
- **resource\_item\_t** \* **plugin\_res**

### 4.762.1 Detailed Description

Definition at line 70 of file pluginUtils.c.

The documentation for this struct was generated from the following file:

- src/lib/plugin/pluginUtils.c

## 4.763 pProdCon Struct Reference

### Data Fields

- struct **Vector** \* **viewpointNodes**
- struct **Vector** \* **fogNodes**
- struct **Vector** \* **backgroundNodes**
- struct **Vector** \* **navigationNodes**
- int **\_P\_LOCK\_VAR**
- **s\_list\_t** \* **resource\_list\_to\_parse**
- **s\_list\_t** \* **frontend\_list\_to\_get**
- int **frontend\_gets\_files**
- struct **PSStruct** **psp**
- int **inputThreadParsing**
- int **haveParsedCParsed**
- int **frontend\_res\_count**

### 4.763.1 Detailed Description

Definition at line 121 of file ProdCon.c.

The documentation for this struct was generated from the following file:

- src/lib/main/ProdCon.c

## 4.764 PQhandleElem Struct Reference

### Data Fields

- PQkey **key**
- PQhandle **node**

#### 4.764.1 Detailed Description

Definition at line 84 of file priorityq-heap.h.

The documentation for this struct was generated from the following file:

- src/libtess/priorityq-heap.h

## 4.765 PQnode Struct Reference

### Data Fields

- PQhandle **handle**

#### 4.765.1 Detailed Description

Definition at line 83 of file priorityq-heap.h.

The documentation for this struct was generated from the following file:

- src/libtess/priorityq-heap.h

## 4.766 pRasterFont Struct Reference

### Data Fields

- struct **X3D\_Text** myText
- struct **X3D\_FontStyle** myFont
- bool **rf\_initialized**
- int **xf\_color**
- vec4f\_t **xf\_colors** [3]

#### 4.766.1 Detailed Description

Definition at line 57 of file RasterFont.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/RasterFont.c

## 4.767 pRenderFuncs Struct Reference

### Data Fields

- int **profile\_entry\_count**
- struct **profile\_entry** **profile\_entries** [100]
- int **profiling\_on**
- float **light\_linAtten** [MAX\_LIGHT\_STACK]
- float **light\_constAtten** [MAX\_LIGHT\_STACK]
- float **light\_quadAtten** [MAX\_LIGHT\_STACK]
- float **light\_spotCutoffAngle** [MAX\_LIGHT\_STACK]
- float **light\_spotBeamWidth** [MAX\_LIGHT\_STACK]
- shaderVec4 **light\_amb** [MAX\_LIGHT\_STACK]
- shaderVec4 **light\_dif** [MAX\_LIGHT\_STACK]
- shaderVec4 **light\_pos** [MAX\_LIGHT\_STACK]
- shaderVec4 **light\_spec** [MAX\_LIGHT\_STACK]
- shaderVec4 **light\_spotDir** [MAX\_LIGHT\_STACK]
- float **light\_radius** [MAX\_LIGHT\_STACK]
- GLint **lightType** [MAX\_LIGHT\_STACK]
- int **nextFreeLight**
- int **refreshLightUniforms**
- unsigned int **currentLoop**
- unsigned int **lastLoop**
- unsigned int **sendCount**
- GLint **lightOnOff** [MAX\_LIGHT\_STACK]
- GLint **lightChanged** [MAX\_LIGHT\_STACK]
- GLint **lastShader**
- void \* **empty\_group**
- struct **point\_XYZ** **hyper\_r1** **hyper\_r2**
- struct **currayhit** **rayph**
- struct **X3D\_Node** \* **rootNode**
- struct **Vector** \* **libraries**
- struct **X3D\_Anchor** \* **AnchorsAnchor**
- struct **currayhit** **rayHit**
- struct **trenderstate** **renderstate**
- int **renderLevel**
- GLint **currentShader**
- **Stack** \* **render\_geom\_stack**
- **Stack** \* **sensor\_stack**
- **Stack** \* **ray\_stack**
- **Stack** \* **shaderflags\_stack**
- **Stack** \* **fog\_stack**
- **Stack** \* **localLight\_stack**
- struct **point\_XYZ3** **t\_r123**
- struct **point\_XYZ** **hp**
- **Stack** \* **usehits\_stack**
- **Stack** \* **usehitsB\_stack**
- **Stack** \* **pickablegroupdata\_stack**
- **Stack** \* **draw\_call\_params\_stack**



### 4.767.1 Detailed Description

Definition at line 88 of file RenderFuncs.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.c

## 4.768 pRenderTextures Struct Reference

### Data Fields

- struct **multiTexParams** **textureParameterStack** [MAX\_MULTITEXTURE]

### 4.768.1 Detailed Description

Definition at line 55 of file RenderTextures.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/RenderTextures.c

## 4.769 presources Struct Reference

### Data Fields

- struct **Vector** \* **resStack**
- **resource\_item\_t** \* **lastBaseResource**

### 4.769.1 Detailed Description

Definition at line 57 of file resources.c.

The documentation for this struct was generated from the following file:

- src/lib/resources.c

## 4.770 primStream Class Reference

### Public Member Functions

- **primStream** (Int sizeLengths, Int sizeVertices)
- Int **get\_n\_prims** ()
- Int **get\_type** (Int i)
- Int **get\_length** (Int i)
- Real \* **get\_vertices** ()
- void **begin** ()
- void **insert** (Real u, Real v)
- void **insert** (Real v[2])
- void **end** (Int type)
- Int **num\_triangles** ()
- void **triangle** (Real A[2], Real B[2], Real C[2])
- void **print** ()
- void **draw** ()

### 4.770.1 Detailed Description

Definition at line 44 of file primitiveStream.h.

The documentation for this class was generated from the following files:

- src/libnurbs/nurbtess/primitiveStream.h
- src/libnurbs/nurbtess/primitiveStream.cc

## 4.771 PriorityQ Struct Reference

### Data Fields

- **PQnode** \* **nodes**
- **PQhandleElem** \* **handles**
- long **size**
- long **max**
- PQhandle **freeList**
- int **initialized**
- int(\* **leq** )(PQkey key1, PQkey key2)
- PriorityQHeap \* **heap**
- PQkey \* **keys**
- PQkey \*\* **order**
- PQhandle **size**
- PQhandle **max**

### 4.771.1 Detailed Description

Definition at line 86 of file priorityq-heap.h.

The documentation for this struct was generated from the following files:

- src/libtess/priorityq-heap.h
- src/libtess/priorityq-sort.h
- src/libtess/priorityq.h

## 4.772 profile\_entry Struct Reference

### Data Fields

- char \* **name**
- double **start**
- double **accum**
- int **hits**

### 4.772.1 Detailed Description

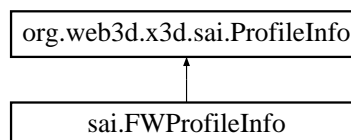
Definition at line 58 of file RenderFuncs.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.c

## 4.773 org.web3d.x3d.sai.ProfileInfo Interface Reference

Inheritance diagram for org.web3d.x3d.sai.ProfileInfo:



### Public Member Functions

- String **getName** ()
- String **getTitle** ()
- **ComponentInfo**[] **getComponents** ()
- String **toX3DString** ()

### 4.773.1 Detailed Description

Definition at line 3 of file ProfileInfo.java.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/ProfileInfo.java`

## 4.774 proftablestruct Struct Reference

### Data Fields

- int **profileName**
- const int \* **profileTable**
- int **level**

### 4.774.1 Detailed Description

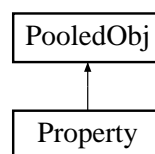
Definition at line 236 of file capabilitiesHandler.c.

The documentation for this struct was generated from the following file:

- `src/lib/x3d_parser/capabilitiesHandler.c`

## 4.775 Property Struct Reference

Inheritance diagram for Property:



### Public Member Functions

- **Property** (long \_type, long \_tag, INREAL \_value)
- **Property** (long \_tag, INREAL \_value)

### Data Fields

- long **type**
- long **tag**
- REAL **value**
- int **save**

### 4.775.1 Detailed Description

Definition at line 120 of file reader.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/reader.h

## 4.776 PropulsionSystemData Struct Reference

### Data Fields

- float **powerSetting**  
*powerSetting*
- float **engineRpm**  
*engine RPMs*

### 4.776.1 Detailed Description

Definition at line 650 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.777 ProtoDefinition Struct Reference

### Data Fields

- indexT **protoDefNumber**
- struct **Vector** \* **iface**
- struct **Vector** \* **deconstructedProtoBody**
- int **estimatedBodyLen**
- char \* **protoName**
- int **isCopy**
- int **isExtern**

### 4.777.1 Detailed Description

Definition at line 92 of file CParseParser.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.h

## 4.778 ProtoFieldDecl Struct Reference

### Data Fields

- indexT **mode**
- indexT **type**
- indexT **name**
- char \* **cname**
- char \* **fieldString**
- BOOL **alreadySet**
- union **anyVrml defaultVal**
- struct **Vector \* scriptDests**

### 4.778.1 Detailed Description

Definition at line 38 of file CParseParser.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.h

## 4.779 pSensInterps Struct Reference

### Data Fields

- int **stub**

### 4.779.1 Detailed Description

Definition at line 64 of file SensInterps.c.

The documentation for this struct was generated from the following file:

- src/lib/input/SensInterps.c

## 4.780 pSnapshot Struct Reference

### Data Fields

- int **snapRawCount**
- int **snapGoodCount**
- int **snapGif**
- char \* **snapsnapB**
- const char \* **default\_seqtmp**
- char \* **seqtmp**
- int **doSnapshot**
- int **doPrintshot**
- int **savedSnapshot**
- int **modeTesting**

### 4.780.1 Detailed Description

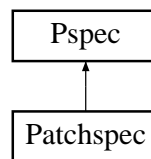
Definition at line 58 of file Snapshot.c.

The documentation for this struct was generated from the following file:

- src/lib/main/Snapshot.c

## 4.781 Pspec Struct Reference

Inheritance diagram for Pspec:



### Data Fields

- REAL **range** [3]
- REAL **sidestep** [2]
- REAL **stepsize**
- REAL **minstepsize**
- int **needsSubdivision**

### 4.781.1 Detailed Description

Definition at line 46 of file patch.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/patch.h

## 4.782 PSStruct Struct Reference

### Data Fields

- unsigned **type**
- char \* **inp**
- void \* **ptr**
- unsigned **ofs**
- int **zeroBind**
- int **bind**
- char \* **path**
- int \* **comp**
- char \* **fieldname**
- int **jparamcount**
- struct **Uni\_String** \* **sv**

### 4.782.1 Detailed Description

Definition at line 103 of file ProdCon.c.

The documentation for this struct was generated from the following file:

- src/lib/main/ProdCon.c

## 4.783 pstatusbar Struct Reference

### Data Fields

- int **initDone**
- int **screenWidth**
- int **screenHeight**
- double **screenRatio**

### 4.783.1 Detailed Description

Definition at line 65 of file statusbar.c.

The documentation for this struct was generated from the following file:

- src/lib/ui/statusbar.c

## 4.784 pStreamPoly Struct Reference

### Data Fields

- int **Sindex**
- int **Tindex**
- GLfloat **minVals** [3]
- GLfloat **Ssize**

### 4.784.1 Detailed Description

Definition at line 83 of file StreamPoly.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/StreamPoly.c



## 4.785 pTess Struct Reference

### Data Fields

- int **global\_IFS\_Coords** [TESS\_MAX\_COORDS]

### 4.785.1 Detailed Description

Definition at line 68 of file Tess.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Tess.c

## 4.786 pTextures Struct Reference

### Data Fields

- struct **Vector** \* **activeTextureTable**
- **textureTableIndexStruct\_s** \* **loadThisTexture**
- int **currentlyWorkingOn**
- int **textureInProcess**

### 4.786.1 Detailed Description

Definition at line 96 of file Textures.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/Textures.c

## 4.787 pViewer Struct Reference

### Data Fields

- int **examineCounter**
- int **viewer\_initialized**
- **X3D\_Viewer\_Walk** **viewer\_walk**
- **X3D\_Viewer\_Examine** **viewer\_examine**
- **X3D\_Viewer\_Fly** **viewer\_fly**
- **X3D\_Viewer\_Spherical** **viewer\_ypz**
- FILE \* **exfly\_in\_file**
- struct **point\_XYZ** **viewer\_lastP**
- int **exflyMethod**
- int **StereoInitializedOnce**
- GLboolean **acMask** [3][3]
- double **old2new** [16]
- double **identity** [16]
- double **tickFrac**
- **Quaternion** **sq**
- double **sp** [3]
- int **keychord**
- int **dragchord**

### 4.787.1 Detailed Description

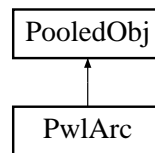
Definition at line 80 of file Viewer.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.c

## 4.788 PwlArc Class Reference

Inheritance diagram for PwlArc:



### Public Member Functions

- **PwlArc** (int, **TrimVertex** \*)
- **PwlArc** (int, **TrimVertex** \*, long)

### Data Fields

- **TrimVertex** \* **pts**
- int **npts**
- long **type**

### 4.788.1 Detailed Description

Definition at line 44 of file pwlarc.h.

The documentation for this class was generated from the following file:

- src/libnurbs/internals/pwlarc.h

## 4.789 pX3DParser Struct Reference

### Data Fields

- struct **VRMLLexer** \* **myLexer**
- **Stack** \* **DEFedNodes**
- int **CDATA\_TextMallocSize**
- int **in3\_3\_fieldValue**
- int **in3\_3\_fieldIndex**
- int **X3DParserRecurseLevel**
- XML\_Parser **x3dparser** [PROTOINSTANCE\_MAX\_LEVELS]
- XML\_Parser **currentX3DParser**
- int **currentParserMode** [PROTOINSTANCE\_MAX\_LEVELS]
- int **currentParserModelIndex**
- struct **xml\_user\_data** \* **user\_data**

### 4.789.1 Detailed Description

Definition at line 259 of file X3DParser.c.

The documentation for this struct was generated from the following file:

- src/lib/x3d\_parser/X3DParser.c

## 4.790 quaternion Struct Reference

### Data Fields

- double **w**
- double **x**
- double **y**
- double **z**

### 4.790.1 Detailed Description

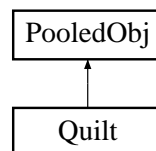
Definition at line 70 of file quaternion.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/quaternion.h

## 4.791 Quilt Class Reference

Inheritance diagram for Quilt:



### Public Member Functions

- **Quilt** ( **Mapdesc** \*)
- void **deleteMe** ( **Pool** &)
- void **toBezier** ( **Knotvector** &, INREAL \*, long)
- void **toBezier** ( **Knotvector** &, **Knotvector** &, INREAL \*, long)
- void **select** (REAL \*, REAL \*)
- int **getDimension** (void)
- void **download** ( **Backend** &)
- void **downloadAll** (REAL \*, REAL \*, **Backend** &)
- int **isCulled** (void)
- void **getRange** (REAL \*, REAL \*, **Flist** &, **Flist** &)
- void **getRange** (REAL \*, REAL \*, int, **Flist** &)
- void **getRange** (REAL \*, REAL \*, **Flist** &)
- void **findRates** ( **Flist** &slist, **Flist** &tlist, REAL[2])
- void **findSampleRates** ( **Flist** &slist, **Flist** &tlist)
- void **show** ()

## Data Fields

- **Mapdesc** \* **mapdesc**
- REAL \* **cpts**
- **Quiltspec** **qspec** [MAXDIM]
- **Quiltspec\_ptr** **eqspec**
- **Quilt** \* **next**

### 4.791.1 Detailed Description

Definition at line 64 of file quilt.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/quilt.h
- src/libnurbs/internals/quilt.cc
- src/libnurbs/internals/tobezier.cc

## 4.792 Quiltspec Struct Reference

### Data Fields

- int **stride**
- int **width**
- int **offset**
- int **order**
- int **index**
- int **bdry** [2]
- REAL **step\_size**
- Knot \* **breakpoints**

### 4.792.1 Detailed Description

Definition at line 51 of file quilt.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/quilt.h

## 4.793 RadioCommunicationsFamilyPdu Struct Reference

### Data Fields

- struct **Pdu** **myPdu**
- struct **EntityID** **entityId**  
*ID of the entity that is the source of the communication.*
- unsigned short **radioId**  
*particular radio within an entity*

### 4.793.1 Detailed Description

Definition at line 876 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.794 RadioEntityType Struct Reference

### Data Fields

- unsigned char **entityKind**  
*Kind of entity.*
- unsigned char **domain**  
*Domain of entity (air, surface, subsurface, space, etc)*
- unsigned short **country**  
*country to which the design of the entity is attributed*
- unsigned char **category**  
*category of entity*
- unsigned char **nomenclatureVersion**  
*specific info based on subcategory field*
- unsigned short **nomenclature**

### 4.794.1 Detailed Description

Definition at line 168 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.795 rb1 Struct Reference

### Data Fields

- int **head**
- int **tail**
- int **noOfElements**
- void \* **data**

### 4.795.1 Detailed Description

Definition at line 8 of file ringbuf.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/ringbuf.h

## 4.796 ReceiverPdu Struct Reference

### Data Fields

- struct **RadioCommunicationsFamilyPdu** **myRadioCommunicationsFamilyPdu**
- unsigned short **receiverState**  
*encoding scheme used, and enumeration*
- unsigned short **padding1**  
*padding*
- float **receivedPoser**  
*received power*
- struct **EntityID** **transmitterEntityId**  
*ID of transmitter.*
- unsigned short **transmitterRadioid**  
*ID of transmitting radio.*

### 4.796.1 Detailed Description

Definition at line 1854 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.797 RecordQueryReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** **mySimulationManagementWithReliability**↔  
**FamilyPdu**
- unsigned int **requestID**  
*request ID*
- unsigned char **requiredReliabilityService**  
*level of reliability service used for this transaction*
- unsigned short **pad1**  
*padding.*
- unsigned char **pad2**  
*padding*
- unsigned short **eventType**  
*event type*
- unsigned int **time**  
*time*
- unsigned int **numberOfRecords**  
*numberOfRecords*
- void \* **recordIDs**  
*record IDs*

### 4.797.1 Detailed Description

Definition at line 1777 of file DIS.h.

### 4.797.2 Field Documentation

#### 4.797.2.1 pad1

```
unsigned short RecordQueryReliablePdu::pad1
```

padding.

The spec is unclear and contradictory here.

Definition at line 1784 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.798 RecordSet Struct Reference

### Data Fields

- unsigned int **recordID**  
*record ID*
- unsigned int **recordSetSerialNumber**  
*record set serial number*
- unsigned short **recordLength**  
*record length*
- unsigned short **recordCount**  
*record count*
- unsigned short **recordValues**  
^^^ *This is wrong—variable sized data records*
- unsigned char **pad4**  
^^^ *This is wrong—variable sized padding*

### 4.798.1 Detailed Description

Definition at line 421 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.799 rectBlock Class Reference

### Public Member Functions

- **rectBlock** ( **gridBoundaryChain** \*left, **gridBoundaryChain** \*right, Int beginVline, Int endVline)
- Int **get\_upGridLineIndex** ()
- Int **get\_lowGridLineIndex** ()
- Int \* **get\_leftIndices** ()
- Int \* **get\_rightIndices** ()
- Int **num\_quads** ()
- void **print** ()
- void **draw** (Real \*u\_values, Real \*v\_values)

### 4.799.1 Detailed Description

Definition at line 39 of file rectBlock.h.

The documentation for this class was generated from the following files:

- src/libnurbs/nurbtess/rectBlock.h
- src/libnurbs/nurbtess/rectBlock.cc

## 4.800 rectBlockArray Class Reference

### Public Member Functions

- **rectBlockArray** (Int s)
- Int **get\_n\_elements** ()
- **rectBlock** \* **get\_element** (Int i)
- void **insert** ( **rectBlock** \*newBlock)
- Int **num\_quads** ()
- void **print** ()
- void **draw** (Real \*u\_values, Real \*v\_values)

### 4.800.1 Detailed Description

Definition at line 61 of file rectBlock.h.

The documentation for this class was generated from the following files:

- src/libnurbs/nurbtess/rectBlock.h
- src/libnurbs/nurbtess/rectBlock.cc



## 4.801 reflexChain Class Reference

### Public Member Functions

- **reflexChain** (Int size, Int isIncreasing)
- void **insert** (Real u, Real v)
- void **insert** (Real v[2])
- void **processNewVertex** (Real v[2], **primStream** \*pStream)
- void **outputFan** (Real v[2], **primStream** \*pStream)
- void **processNewVertex** (Real v[2], **Backend** \*backend)
- void **outputFan** (Real v[2], **Backend** \*backend)
- void **print** ()

### 4.801.1 Detailed Description

Definition at line 43 of file monoTriangulation.h.

The documentation for this class was generated from the following files:

- src/libnurbs/nurbtess/monoTriangulation.h
- src/libnurbs/internals/monoTriangulationBackend.cc
- src/libnurbs/nurbtess/monoTriangulation.cc

## 4.802 Relationship Struct Reference

### Data Fields

- unsigned short **nature**  
*Nature of join.*
- unsigned short **position**  
*position of join*

### 4.802.1 Detailed Description

Definition at line 320 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.803 RemoveEntityPdu Struct Reference

### Data Fields

- struct **SimulationManagementFamilyPdu** mySimulationManagementFamilyPdu
- unsigned int **requestID**  
*Identifier for the request.*

### 4.803.1 Detailed Description

Definition at line 971 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.804 RemoveEntityReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** mySimulationManagementWithReliability↔  
**FamilyPdu**
- unsigned char **requiredReliabilityService**  
*level of reliability service used for this transaction*
- unsigned short **pad1**  
*padding*
- unsigned char **pad2**  
*padding*
- unsigned int **requestID**  
*Request ID.*

### 4.804.1 Detailed Description

Definition at line 1943 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.805 Renderhints Class Reference

### Public Member Functions

- void **init** (void)
- int **isProperty** (long)
- REAL **getProperty** (long)
- void **setProperty** (long, REAL)

### Data Fields

- REAL **display\_method**
- REAL **errorchecking**
- REAL **subdivisions**
- REAL **tmp1**
- int **displaydomain**
- int **maxsubdivisions**
- int **wiretris**
- int **wirequads**

### 4.805.1 Detailed Description

Definition at line 41 of file renderhints.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/renderhints.h
- src/libnurbs/internals/renderhints.cc

## 4.806 RepairCompletePdu Struct Reference

### Data Fields

- struct **LogisticsFamilyPdu** myLogisticsFamilyPdu
- struct **EntityID** receivingEntityID  
*Entity that is receiving service.*
- struct **EntityID** repairingEntityID  
*Entity that is supplying.*
- unsigned short **repair**  
*Enumeration for type of repair.*
- short **padding2**  
*padding, number prevents conflict with superclass ivar name*

### 4.806.1 Detailed Description

Definition at line 721 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.807 RepairResponsePdu Struct Reference

### Data Fields

- struct **LogisticsFamilyPdu** myLogisticsFamilyPdu
- struct **EntityID** receivingEntityID  
*Entity that is receiving service.*
- struct **EntityID** repairingEntityID  
*Entity that is supplying.*
- unsigned char **repairResult**  
*Result of repair operation.*
- short **padding1**  
*padding*
- char **padding2**  
*padding*

### 4.807.1 Detailed Description

Definition at line 783 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.808 resource\_item Struct Reference

### Data Fields

- struct **resource\_item** \* **parent**
- **s\_list\_t** \* **children**
- bool **network**
- bool **new\_root**
- resource\_type\_t **type**
- resource\_status\_t **status**
- resource\_actions\_t **actions**
- bool **complete**
- void \* **ectx**
- void \* **whereToPlaceData**
- int **offsetFromWhereToPlaceData**
- int **textureNumber**
- **s\_list\_t** \* **m\_request**
- char \* **URLrequest**
- char \* **URLbase**
- char \* **temp\_dir**
- char \* **afterPoundCharacters**
- char \* **parsed\_request**
- char \* **actual\_file**
- void \* **cached\_files**
- void \* **opened\_files**
- char **four\_first\_bytes** [4]
- resource\_media\_type\_t **media\_type**
- int **treat\_as\_root**
- pthread\_t \* **\_loadThread**
- void \* **tg**
- int(\* **\_loadFunc** )(void \*)

### 4.808.1 Detailed Description

Definition at line 99 of file resources.h.

The documentation for this struct was generated from the following file:

- src/lib/resources.h

## 4.809 ResupplyCancelPdu Struct Reference

### Data Fields

- struct **LogisticsFamilyPdu** **myLogisticsFamilyPdu**
- struct **EntityID** **receivingEntityID**  
*Entity that is receiving service.*
- struct **EntityID** **supplyingEntityID**  
*Entity that is supplying.*

### 4.809.1 Detailed Description

Definition at line 1205 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.810 ResupplyOfferPdu Struct Reference

### Data Fields

- struct **LogisticsFamilyPdu** **myLogisticsFamilyPdu**
- struct **EntityID** **receivingEntityID**  
*Entity that is receiving service.*
- struct **EntityID** **supplyingEntityID**  
*Entity that is supplying.*
- unsigned char **numberOfSupplyTypes**  
*how many supplies are being offered*
- short **padding1**  
*padding*
- char **padding2**  
*padding*
- void \* **supplies**

### 4.810.1 Detailed Description

Definition at line 1300 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.811 ResupplyReceivedPdu Struct Reference

### Data Fields

- struct **LogisticsFamilyPdu** **myLogisticsFamilyPdu**
- struct **EntityID** **receivingEntityID**  
*Entity that is receiving service.*
- struct **EntityID** **supplyingEntityID**  
*Entity that is supplying.*
- unsigned char **numberOfSupplyTypes**  
*how many supplies are being offered*
- short **padding1**  
*padding*
- char **padding2**  
*padding*
- void \* **supplies**

### 4.811.1 Detailed Description

Definition at line 978 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.812 row32 Struct Reference

### Data Fields

- int **allocn**
- int **len32**
- unsigned int \* **str32**
- int **glyphstartindex**
- double **hrowsize**
- double **vcolsize**
- double **widestchar**
- **chardata** \* **chr**

### 4.812.1 Detailed Description

Definition at line 211 of file Component\_Text.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Text.c

## 4.813 s\_renderer\_capabilities\_t Struct Reference

### Data Fields

- const char \* **renderer**
- const char \* **version**
- const char \* **vendor**
- const char \* **extensions**
- float **versionf**
- bool **have\_GL\_VERSION\_1\_1**
- bool **have\_GL\_VERSION\_1\_2**
- bool **have\_GL\_VERSION\_1\_3**
- bool **have\_GL\_VERSION\_1\_4**
- bool **have\_GL\_VERSION\_1\_5**
- bool **have\_GL\_VERSION\_2\_0**
- bool **have\_GL\_VERSION\_2\_1**
- bool **have\_GL\_VERSION\_3\_0**
- bool **av\_multitexture**
- bool **av\_npot\_texture**
- bool **av\_texture\_rect**
- bool **av\_occlusion\_q**
- int **texture\_units**
- int **runtime\_max\_texture\_size**
- int **system\_max\_texture\_size**
- float **anisotropicDegree**
- GLboolean **quadBuffer**

### 4.813.1 Detailed Description

Definition at line 441 of file display.h.

The documentation for this struct was generated from the following file:

- src/lib/display.h

## 4.814 s\_shader\_capabilities Struct Reference

### Data Fields

- GLint **compiledOK**
- GLuint **myShaderProgram**
- GLint **myMaterialAmbient**
- GLint **myMaterialDiffuse**
- GLint **myMaterialSpecular**
- GLint **myMaterialShininess**
- GLint **myMaterialEmission**
- GLint **myMaterialBackAmbient**
- GLint **myMaterialBackDiffuse**
- GLint **myMaterialBackSpecular**
- GLint **myMaterialBackShininess**

- GLint **myMaterialBackEmission**
- GLint **myPointSize**
- bool **haveLightInShader**
- GLint **lightcount**
- GLint **lightType** [MAX\_LIGHTS]
- GLint **lightAmbient** [MAX\_LIGHTS]
- GLint **lightDiffuse** [MAX\_LIGHTS]
- GLint **lightSpecular** [MAX\_LIGHTS]
- GLint **lightPosition** [MAX\_LIGHTS]
- GLint **lightSpotDir** [MAX\_LIGHTS]
- GLint **lightAtten** [MAX\_LIGHTS]
- GLint **lightSpotCutoffAngle** [MAX\_LIGHTS]
- GLint **lightSpotBeamWidth** [MAX\_LIGHTS]
- GLint **lightRadius** [MAX\_LIGHTS]
- GLint **ModelViewMatrix**
- GLint **ProjectionMatrix**
- GLint **NormalMatrix**
- GLint **ModelViewInverseMatrix**
- GLint **TextureMatrix** [MAX\_MULTITEXTURE]
- GLint **Vertices**
- GLint **Normals**
- GLint **Colours**
- GLint **TexCoords** [MAX\_MULTITEXTURE]
- GLint **FogCoords**
- GLint **TextureUnit** [MAX\_MULTITEXTURE]
- GLint **TextureMode** [MAX\_MULTITEXTURE]
- GLint **TextureSource** [MAX\_MULTITEXTURE]
- GLint **TextureFunction** [MAX\_MULTITEXTURE]
- GLint **textureCount**
- GLint **multitextureColor**
- GLint **tex3dTiles**
- GLint **tex3dUseVertex**
- GLint **repeatSTR**
- GLint **magFilter**
- GLint **hatchColour**
- GLint **hatchPercent**
- GLint **hatchScale**
- GLint **filledBool**
- GLint **hatchedBool**
- GLint **algorithm**
- GLint **texCoordGenType**
- GLint **fogColor**
- GLint **fogvisibilityRange**
- GLint **fogScale**
- GLint **fogType**
- GLint **fogHaveCoords**
- GLint **clipplanes**
- GLint **nclipplanes**

#### 4.814.1 Detailed Description

Definition at line 344 of file display.h.

The documentation for this struct was generated from the following file:

- src/lib/display.h



## 4.815 freeWRLSAI\_cpp::saiBrowser Class Reference

### Public Member Functions

- virtual **saiBrowser** \* **getBrowser** (const SAIParameter \*pParams)=0
- virtual **saiBrowser** \* **createBrowser** (const SAIParameter \*pParams, std::map< std::string, std::string > \*pProperties)=0
- virtual const char \* **getName** ()=0
- virtual const char \* **getVersion** ()=0
- virtual float **getCurrentSpeed** ()=0
- virtual float **getCurrentFrameRate** ()=0
- virtual void **replaceWorld** (const char \*sceneURI)=0
- virtual void **loadURL** (const char \*sceneURL)=0
- virtual void **setDescription** (const char \*strDescription)=0
- virtual **saiScene** \* **createX3DFromString** (const char \*strX3DSource)=0
- virtual void **updateControl** (unsigned int nAction)=0
- virtual void **registerBrowserInterest** (unsigned int nAction, **saiBrowser** \*pRequester)=0
- virtual std::map< std::string, std::string > \* **getRenderingProperties** ()=0
- virtual std::map< std::string, std::string > \* **getBrowserProperties** ()=0
- virtual void **changeViewpoint** (unsigned int nAction)=0
- virtual void **print** ()=0
- virtual void **dispose** ()=0
- virtual bool **setBrowserOption** (const char \*strOptionName, void \*pOptionValue)=0
- virtual const std::vector< **saiProfileDeclaration** \* > \* **getSupportedProfiles** ()=0
- virtual const **saiProfileDeclaration** \* **getProfile** (const char \*strProfileName)=0
- virtual const std::map< std::string, **saiComponent** \* > \* **getSupportedComponents** ()=0
- virtual const **saiComponent** \* **getComponent** (const char \*strComponentName)=0
- virtual const **saiExecutionContext** \* **getExecutionContext** ()=0
- virtual **saiExecutionContext** \* **createScene** ()=0
- virtual **saiExecutionContext** \* **importDocument** (const char \*DOMdocURI)=0
- virtual **saiExecutionContext** \* **createX3DFromStream** (void \*pStreambuf)=0
- virtual **saiExecutionContext** \* **createX3DFromUrl** (const char \*srcURL)=0

### 4.815.1 Detailed Description

Definition at line 49 of file SAIBrowser.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAIBrowser.h

## 4.816 freeWRLSAI\_cpp::saiComponent Class Reference

### Public Member Functions

- virtual const char \* **getComponentName** ()=0

### 4.816.1 Detailed Description

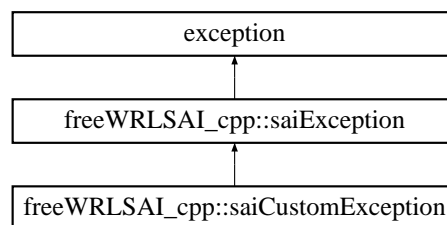
Definition at line 64 of file SAIGlobals.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAIGlobals.h

## 4.817 freeWRLSAI\_cpp::saiCustomException Class Reference

Inheritance diagram for freeWRLSAI\_cpp::saiCustomException:



### Public Member Functions

- **saiCustomException** (const char \*strWhat, const char \*strFile, int strLine, const char \*strFunc)
- virtual const char \* **what** ()

### Data Fields

- std::string **m\_strWhat**

### Additional Inherited Members

### 4.817.1 Detailed Description

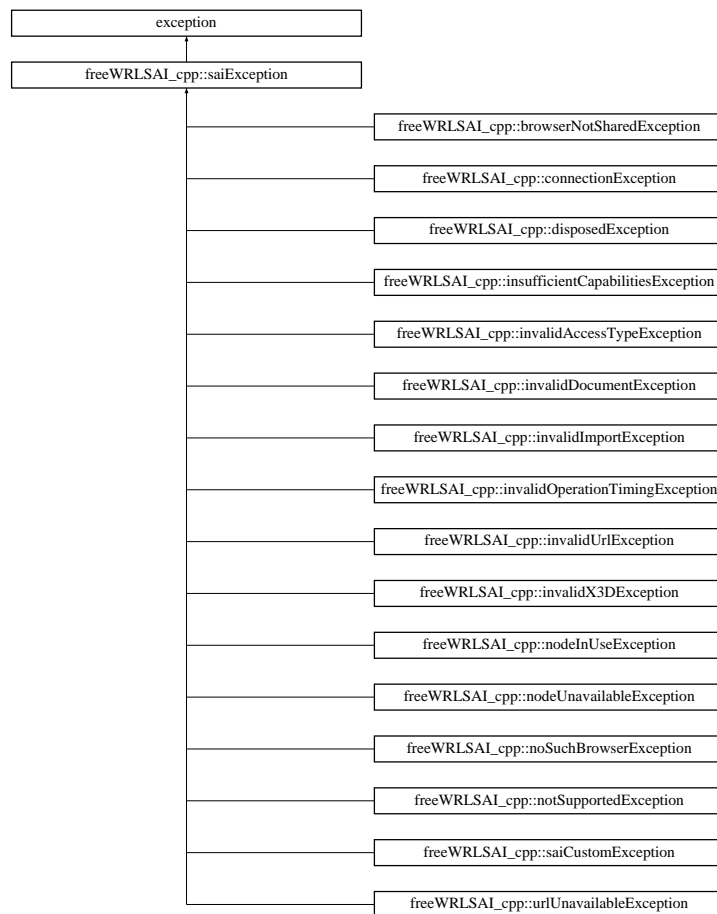
Definition at line 310 of file SAlexception.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAlexception.h

## 4.818 freeWRLSAI\_cpp::saiException Class Reference

Inheritance diagram for freeWRLSAI\_cpp::saiException:



### Public Member Functions

- virtual const char \* **what** ()
- virtual int **GetError** ()

### Protected Attributes

- int **m\_nErrorCode**

### 4.818.1 Detailed Description

Definition at line 56 of file SAlexception.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAlexception.h

## 4.819 freeWRLSAI\_cpp::saiExecutionContext Class Reference

### Public Types

- enum **saiContextType** { **saiGenericContext** = 0, **saiSceneContext**, **saiUndefinedContext** }

### Public Member Functions

- virtual saiContextType **getContextType** ()=0
- virtual const char \* **getSpecificationVersion** ()=0
- virtual int **getEncoding** ()=0
- virtual const char \* **getWorldURL** ()=0
- virtual **saiNode** \* **getNode** (const char \*strNodeName, int nAction)=0
- virtual **saiNode** \* **createNode** (const char \*strNodeType)=0
- virtual **saiNode** \* **createProto** (const char \*strProtoName)=0
- virtual saiProtoDeclaration \* **getProtoDeclaration** (const char \*strProtoName)=0
- virtual void **protoDeclarationHandling** (const char \*strProtoName, **saiNode** \*pNode, int nAction)=0
- virtual saiProtoDeclaration \* **getExternProtoDeclaration** (const char \*strProtoName)=0
- virtual void **externProtoDeclarationHandling** (const char \*strProtoName, **saiNode** \*pNode, int nAction)=0
- virtual std::vector< **saiNode** \* > \* **getRootNodes** ()=0
- virtual std::vector< **saiRoute** \* > \* **getRoutes** ()=0
- virtual void **dispose** ()=0
- virtual **saiProfileDeclaration** \* **getProfile** ()=0
- virtual std::map< std::string, **saiComponent** \* > \* **getComponents** ()=0

### 4.819.1 Detailed Description

Definition at line 45 of file SAExecutionContext.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAExecutionContext.h

## 4.820 freeWRLSAI\_cpp::saiField Class Reference

### Public Types

- enum **saiFieldAccess** { **initializeOnly** = 0, **inputOnly**, **outputOnly**, **inputOutput** }

### Public Member Functions

- virtual saiFieldAccess **getAccessType** ()=0
- virtual int **getType** ()=0
- virtual const char \* **getName** ()=0
- virtual void **dispose** ()=0
- virtual const saiFieldValuePtr **getValue** ()=0
- virtual void **setValue** (const saiFieldValuePtr pValue)=0

### 4.820.1 Detailed Description

Definition at line 52 of file SAIField.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAIField.h

## 4.821 freeWRLSAI\_cpp::saiNode Class Reference

### Public Member Functions

- virtual const char \* **getTypeName** ()=0
- virtual const char \* **getType** ()=0
- virtual **saiField** \* **getField** (const char \*strFieldName)=0
- virtual std::vector< **saiField** \* > \* **getFieldDefinitions** (const char \*strNodeType)=0
- virtual void **dispose** ()=0

### 4.821.1 Detailed Description

Definition at line 48 of file SAINode.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAINode.h

## 4.822 freeWRLSAI\_cpp::saiProfileDeclaration Class Reference

### Public Member Functions

- virtual const char \* **getProfileName** ()=0
- virtual std::map< std::string, **saiComponent** \* > **getComponentDeclaration** ()=0

### 4.822.1 Detailed Description

Definition at line 72 of file SAIGlobals.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAIGlobals.h

## 4.823 freeWRLSAI\_cpp::saiProto Class Reference

### Public Types

- enum **saiLoadState** { **NOT\_STARTED** = 0, **IN\_PROGRESS**, **COMPLETE**, **FAILED** }

## Public Member Functions

- virtual bool **isExternproto** ()=0
- virtual **saiNode** \* **createInstance** (const char \*strProtoDeclaration)=0
- virtual std::vector< **saiField** \* > \* **getFieldDefinitions** ()=0
- virtual saiLoadState **checkLoadState** ()=0
- virtual void **requestImmediateLoad** ()=0

### 4.823.1 Detailed Description

Definition at line 49 of file SAProto.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAProto.h

## 4.824 freeWRLSAI\_cpp::saiRoute Class Reference

## Public Member Functions

- virtual const **saiNode** \* **getSourceNode** ()=0
- virtual const **saiField** \* **getSourceField** ()=0
- virtual const **saiNode** \* **getDestinationNode** ()=0
- virtual const **saiField** \* **getDestinationField** ()=0
- virtual void **dispose** ()=0

### 4.824.1 Detailed Description

Definition at line 49 of file SAIroute.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAIroute.h

## 4.825 freeWRLSAI\_cpp::saiScene Class Reference

## Public Member Functions

- virtual const char \* **getMetaData** (const char \*strKey)=0
- virtual void **setMetaData** (const char \*strKey, const char \*strMetadata)=0
- virtual void **rootNodeHandling** (const **saiNode** \*pTargetNode, int nAction)=0
- virtual void **AddRootNode** (const **saiNode** \*pNodeToAdd)=0
- virtual void **RemoveRootNode** (const **saiNode** \*pNodeToRemove)=0

### 4.825.1 Detailed Description

Definition at line 55 of file SAIScene.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAIScene.h

## 4.826 sampledLine Class Reference

### Public Member Functions

- **sampledLine** (Int n\_points)
- **sampledLine** (Int n\_points, Real pts[ ][2])
- **sampledLine** (Real pt1[2], Real pt2[2])
- void **init** (Int n\_points, Real2 \*pts)
- void **setPoint** (Int i, Real p[2])
- **sampledLine** \* **insert** ( **sampledLine** \*nline)
- void **deleteList** ()
- Int **get\_npoints** ()
- Real2 \* **get\_points** ()
- void **tessellate** (Real u\_reso, Real v\_reso)
- void **tessellateAll** (Real u\_reso, Real v\_reso)
- void **print** ()

### Data Fields

- **sampledLine** \* **next**

### 4.826.1 Detailed Description

Definition at line 38 of file sampledLine.h.

The documentation for this class was generated from the following files:

- src/libnurbs/nurbtess/sampledLine.h
- src/libnurbs/nurbtess/sampledLine.cc

## 4.827 sCollisionGeometry Struct Reference

### Data Fields

- struct **point\_XYZ** \* **pts**
- struct **point\_XYZ** \* **tpts**
- ctri \* **tris**
- int **ntris**
- cquad \* **quads**
- int **nquads**
- int **npts**
- double **smin** [3]
- double **smax** [3]

### 4.827.1 Detailed Description

Definition at line 64 of file Component\_Geometry3D.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Geometry3D.c

## 4.828 sCollisionInfo Struct Reference

### Data Fields

- struct **point\_XYZ** **Offset**
- int **Count**
- double **Maximum2**

### 4.828.1 Detailed Description

Definition at line 50 of file Collision.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.h

## 4.829 screentextdata Struct Reference

### Data Fields

- int **nalloc**
- int **nrow**
- **row32** \* **rowvec**
- void \* **atlasfont**
- float **size**
- float **faceheight**
- float **emsize**

### 4.829.1 Detailed Description

Definition at line 223 of file Component\_Text.c.

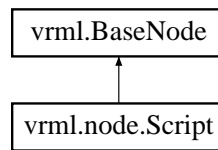
The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Text.c



## 4.830 vrml.node.Script Class Reference

Inheritance diagram for vrml.node.Script:



### Public Member Functions

- void **initialize** ()
- final **Field** **getEventOut** (String eventOutName)
- void **processEvents** (final int count, final **Event** events[])
- void **processEvent** ( **Event** event)
- void **eventsProcessed** ()
- void **shutdown** ()

### Protected Member Functions

- final **Field** **getField** (String fieldName)
- final **Field** **getEventIn** (String eventInName)

### 4.830.1 Detailed Description

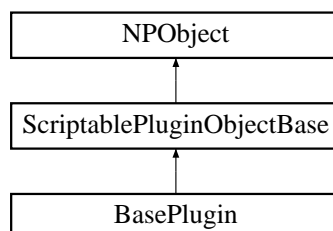
Definition at line 10 of file Script.java.

The documentation for this class was generated from the following file:

- src/java/vrml/node/Script.java

## 4.831 ScriptableObjectBase Class Reference

Inheritance diagram for ScriptableObjectBase:



## Public Member Functions

- **ScriptableObjectBase** ( **NPP** npp)
- virtual void **Invalidate** ()
- virtual bool **HasMethod** (NPIdentifier name)
- virtual bool **Invoke** (NPIdentifier name, const **NPVariant** \*args, uint32\_t argCount, **NPVariant** \*result)
- virtual bool **InvokeDefault** (const **NPVariant** \*args, uint32\_t argCount, **NPVariant** \*result)
- virtual bool **HasProperty** (NPIdentifier name)
- virtual bool **GetProperty** (NPIdentifier name, **NPVariant** \*result)
- virtual bool **SetProperty** (NPIdentifier name, const **NPVariant** \*value)
- virtual bool **RemoveProperty** (NPIdentifier name)
- virtual bool **Enumerate** (NPIdentifier \*\*identifier, uint32\_t \*count)
- virtual bool **Construct** (const **NPVariant** \*args, uint32\_t argCount, **NPVariant** \*result)

## Static Public Member Functions

- static void **\_Deallocate** ( **NPObject** \*npobj)
- static void **\_Invalidate** ( **NPObject** \*npobj)
- static bool **\_HasMethod** ( **NPObject** \*npobj, NPIdentifier name)
- static bool **\_Invoke** ( **NPObject** \*npobj, NPIdentifier name, const **NPVariant** \*args, uint32\_t argCount, **NPVariant** \*result)
- static bool **\_InvokeDefault** ( **NPObject** \*npobj, const **NPVariant** \*args, uint32\_t argCount, **NPVariant** \*result)
- static bool **\_HasProperty** ( **NPObject** \*npobj, NPIdentifier name)
- static bool **\_GetProperty** ( **NPObject** \*npobj, NPIdentifier name, **NPVariant** \*result)
- static bool **\_SetProperty** ( **NPObject** \*npobj, NPIdentifier name, const **NPVariant** \*value)
- static bool **\_RemoveProperty** ( **NPObject** \*npobj, NPIdentifier name)
- static bool **\_Enumerate** ( **NPObject** \*npobj, NPIdentifier \*\*identifier, uint32\_t \*count)
- static bool **\_Construct** ( **NPObject** \*npobj, const **NPVariant** \*args, uint32\_t argCount, **NPVariant** \*result)

## Protected Attributes

- **NPP** mNpp

## Additional Inherited Members

### 4.831.1 Detailed Description

Definition at line 68 of file ScriptableObjectBase.h.

The documentation for this class was generated from the following files:

- src/plugin\_win32/ScriptableObjectBase.h
- src/plugin\_win32/ScriptableObjectBase.cpp

## 4.832 ScriptFieldDecl Struct Reference

### Data Fields

- struct **FieldDecl** \* **fieldDecl**
- char \* **ASCIIvalue**
- int **valueChanged**
- union **anyVrml** **value**
- BOOL **valueSet**
- int **eventInSet**
- struct **Shader\_Script** \* **script**

### 4.832.1 Detailed Description

Definition at line 55 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/CScripts.h

## 4.833 ScriptFieldInstanceInfo Struct Reference

### Data Fields

- struct **ScriptFieldDecl** \* **decl**
- struct **Shader\_Script** \* **script**

### 4.833.1 Detailed Description

Definition at line 79 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/CScripts.h

## 4.834 ScriptParamList Struct Reference

### Data Fields

- struct **ScriptParamList** \* **next**
- indexT **kind**
- indexT **type**
- char \* **field**
- union **anyVrml** **value**

### 4.834.1 Detailed Description

Definition at line 146 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/CScripts.h

## 4.835 SeesPdu Struct Reference

### Data Fields

- struct **DistributedEmissionsFamilyPdu** myDistributedEmissionsFamilyPdu
- struct **EntityID** originatingEntityID  
*Originating entity ID.*
- unsigned short **infraredSignatureRepresentationIndex**  
*IR Signature representation index.*
- unsigned short **acousticSignatureRepresentationIndex**  
*acoustic Signature representation index*
- unsigned short **radarCrossSectionSignatureRepresentationIndex**  
*radar cross section representation index*
- unsigned short **numberOfPropulsionSystems**  
*how many propulsion systems*
- unsigned short **numberOfVectoringNozzleSystems**  
*how many vectoring nozzle systems*
- void \* **propulsionSystemData**  
*variable length list of propulsion system data*
- void \* **vectoringSystemData**  
*variable length list of vectoring system data*

### 4.835.1 Detailed Description

Definition at line 1956 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.836 SensStruct Struct Reference

### Data Fields

- struct **X3D\_Node** \* fromnode
- struct **X3D\_Node** \* datanode
- void(\* **interpptr** )(void \*, int, int, int)

### 4.836.1 Detailed Description

Definition at line 130 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

## 4.837 ServiceRequestPdu Struct Reference

### Data Fields

- struct **LogisticsFamilyPdu** **myLogisticsFamilyPdu**
- struct **EntityID** **requestingEntityID**  
*Entity that is requesting service.*
- struct **EntityID** **servicingEntityID**  
*Entity that is providing the service.*
- unsigned char **serviceTypeRequested**  
*type of service requested*
- unsigned char **numberOfSupplyTypes**  
*How many requested.*
- short **serviceRequestPadding**  
*padding*
- void \* **supplies**

### 4.837.1 Detailed Description

Definition at line 705 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.838 SetDataPdu Struct Reference

### Data Fields

- struct **SimulationManagementFamilyPdu** **mySimulationManagementFamilyPdu**
- unsigned int **requestID**  
*ID of request.*
- unsigned int **padding1**  
*padding*
- unsigned int **numberOfFixedDatumRecords**  
*Number of fixed datum records.*
- unsigned int **numberOfVariableDatumRecords**  
*Number of variable datum records.*
- void \* **fixedDatums**  
*variable length list of fixed datums*
- void \* **variableDatums**  
*variable length list of variable length datums*

### 4.838.1 Detailed Description

Definition at line 1760 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.839 SetDataReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** mySimulationManagementWithReliability↵  
**FamilyPdu**
- unsigned char **requiredReliabilityService**  
*level of reliability service used for this transaction*
- unsigned short **pad1**  
*padding*
- unsigned char **pad2**  
*padding*
- unsigned int **requestID**  
*Request ID.*
- unsigned int **numberOfFixedDatumRecords**  
*Fixed datum record count.*
- unsigned int **numberOfVariableDatumRecords**  
*variable datum record count*
- void \* **fixedDatumRecords**  
*Fixed datum records.*
- void \* **variableDatumRecords**  
*Variable datum records.*

### 4.839.1 Detailed Description

Definition at line 1321 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.840 SetRecordReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** **mySimulationManagementWithReliabilityFamilyPdu**  
**FamilyPdu**
- unsigned int **requestID**  
*request ID*
- unsigned char **requiredReliabilityService**  
*level of reliability service used for this transaction*
- unsigned short **pad1**  
*padding.*
- unsigned char **pad2**  
*padding*
- unsigned int **numberOfRecordSets**  
*Number of record sets in list.*
- void \* **recordSets**  
*record sets*

### 4.840.1 Detailed Description

Definition at line 1173 of file DIS.h.

### 4.840.2 Field Documentation

#### 4.840.2.1 pad1

```
unsigned short SetRecordReliablePdu::pad1
```

padding.

The spec is unclear and contradictory here.

Definition at line 1180 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.841 sFallInfo Struct Reference

### Data Fields

- double **fallHeight**
- double **climbHeight**
- double **fallStep**
- double **hfall**
- double **hclimb**
- int **isFall**
- int **canFall**
- int **isClimb**
- int **hits**
- int **walking**
- int **smoothStep**
- int **allowClimbing**
- GLDOUBLE **collision2avatar** [16]
- GLDOUBLE **avatar2collision** [16]
- int **checkFall**
- int **checkCylinder**
- int **checkPenetration**
- int **canPenetrate**
- int **isPenetrate**
- GLDOUBLE **penMin** [3]
- GLDOUBLE **penMax** [3]
- struct **point\_XYZ** **penvec**
- double **penRadius**
- struct **point\_XYZ** **pen correction**
- double **pendisp**

### 4.841.1 Detailed Description

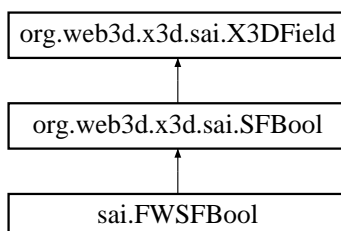
Definition at line 137 of file Collision.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Collision.h

## 4.842 org.web3d.x3d.sai.SFBool Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFBool:





## Public Member Functions

- boolean **getValue** ()
- void **setValue** (boolean value)

### 4.842.1 Detailed Description

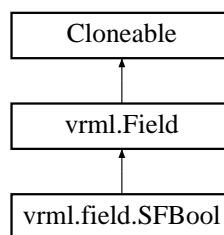
Definition at line 3 of file SFBool.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFBool.java

## 4.843 vrml.field.SFBool Class Reference

Inheritance diagram for vrml.field.SFBool:



## Public Member Functions

- **SFBool** (boolean value)
- boolean **getValue** ()
- void **setValue** (boolean value)
- void **setValue** ( **ConstSFBool** sfBool)
- void **setValue** ( **SFBool** sfBool)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.843.1 Detailed Description

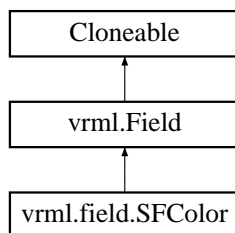
Definition at line 10 of file SFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFBool.java

## 4.844 vrml.field.SFColor Class Reference

Inheritance diagram for vrml.field.SFColor:



### Public Member Functions

- **SFColor** (float red, float green, float blue)
- void **getValue** (float[] values)
- float **getRed** ()
- float **getGreen** ()
- float **getBlue** ()
- void **setValue** (float red, float green, float blue)
- void **setValue** (float[] values)
- void **setValue** ( **ConstSFColor** sfColor)
- void **setValue** ( **SFColor** sfColor)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 4.844.1 Detailed Description

Definition at line 10 of file SFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFColor.java

## 4.845 SFColor Struct Reference

### Data Fields

- float **c** [3]

### 4.845.1 Detailed Description

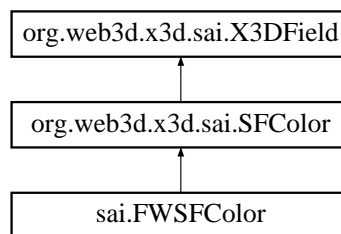
Definition at line 2536 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.846 org.web3d.x3d.sai.SFColor Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFColor:



### Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

### 4.846.1 Detailed Description

Definition at line 3 of file SFColor.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFColor.java

## 4.847 SFColorRGBA Struct Reference

### Data Fields

- float **c** [4]
- float **r** [4]

### 4.847.1 Detailed Description

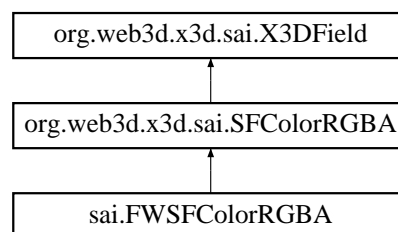
Definition at line 2538 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.848 org.web3d.x3d.sai.SFColorRGBA Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFColorRGBA:



### Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

### 4.848.1 Detailed Description

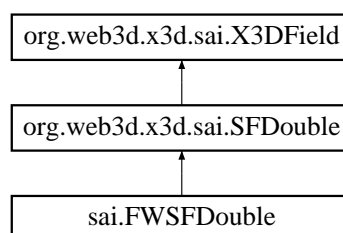
Definition at line 3 of file SFColorRGBA.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFColorRGBA.java

## 4.849 org.web3d.x3d.sai.SFDouble Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFDouble:



## Public Member Functions

- double **getValue** ()
- void **setValue** (double value)

### 4.849.1 Detailed Description

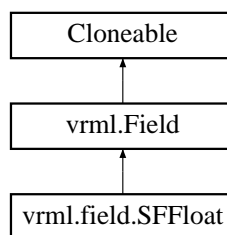
Definition at line 3 of file SFDouble.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFDouble.java

## 4.850 vrml.field.SFFloat Class Reference

Inheritance diagram for vrml.field.SFFloat:



## Public Member Functions

- **SFFloat** (float f)
- float **getValue** ()
- void **setValue** (float f)
- void **setValue** ( **ConstSFFloat** sfFloat)
- void **setValue** ( **SFFloat** sfFloat)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.850.1 Detailed Description

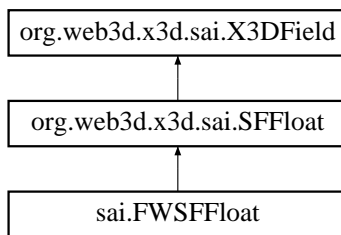
Definition at line 10 of file SFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFFloat.java

## 4.851 org.web3d.x3d.sai.SFFloat Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFFloat:



### Public Member Functions

- float **getValue** ()
- void **setValue** (float value)

### 4.851.1 Detailed Description

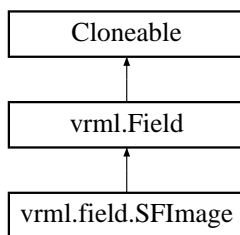
Definition at line 3 of file SFFloat.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFFloat.java

## 4.852 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

### 4.852.1 Detailed Description

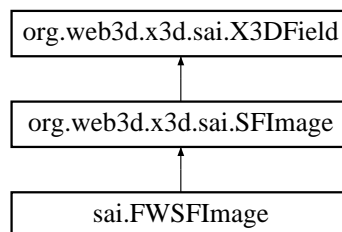
Definition at line 10 of file SFImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFImage.java

## 4.853 org.web3d.x3d.sai.SFImage Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFImage:



## Public Member Functions

- int **getWidth** ()
- int **getHeight** ()
- int **getComponents** ()
- void **getPixels** (int[] pixels)
- java.awt.image.WritableRenderedImage **getImage** ()
- void **setValue** (int width, int height, int components, int[] pixels)
- void **setImage** (java.awt.image.RenderedImage image)
- void **setSubImage** (java.awt.image.RenderedImage image, int srcWidth, int srcHeight, int srcXOffset, int srcYOffset, int destXOffset, int destYOffset)

### 4.853.1 Detailed Description

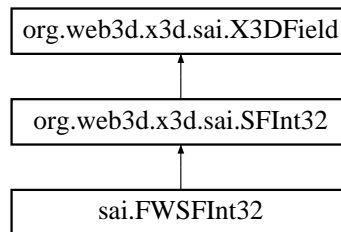
Definition at line 3 of file SFImage.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFImage.java

## 4.854 org.web3d.x3d.sai.SFInt32 Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFInt32:



### Public Member Functions

- int **getValue** ()
- void **setValue** (int value)

### 4.854.1 Detailed Description

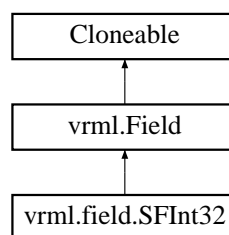
Definition at line 3 of file SFInt32.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFInt32.java

## 4.855 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

### 4.855.1 Detailed Description

Definition at line 10 of file SFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFInt32.java

## 4.856 SFMatrix3d Struct Reference

### Data Fields

- double **c** [9]

### 4.856.1 Detailed Description

Definition at line 2554 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.857 SFMatrix3f Struct Reference

### Data Fields

- float **c** [9]

### 4.857.1 Detailed Description

Definition at line 2552 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.858 SFMatrix4d Struct Reference

### Data Fields

- double **c** [16]

### 4.858.1 Detailed Description

Definition at line 2558 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.859 SFMatrix4f Struct Reference

### Data Fields

- float **c** [16]

### 4.859.1 Detailed Description

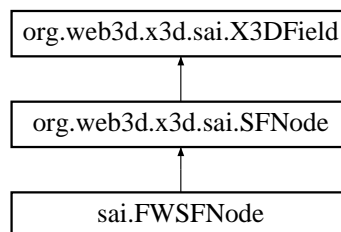
Definition at line 2556 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.860 org.web3d.x3d.sai.SFNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFNode:



### Public Member Functions

- **X3DNode** `getValue ()`
- void `setValue ( X3DNode value)` throws `InvalidNodeException`

### 4.860.1 Detailed Description

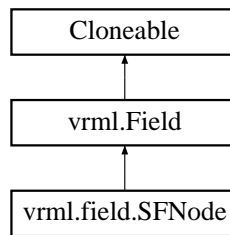
Definition at line 3 of file SFNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFNode.java

## 4.861 vrml.field.SFNode Class Reference

Inheritance diagram for vrml.field.SFNode:



### Public Member Functions

- **SFNode** ( **BaseNode** node)
- **BaseNode** **getValue** ()
- void **setValue** ( **BaseNode** node)
- void **setValue** ( **ConstSFNode** sfNode)
- void **setValue** ( **SFNode** sfNode)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 4.861.1 Detailed Description

Definition at line 10 of file SFNode.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFNode.java

## 4.862 SFRotation Struct Reference

### Data Fields

- float **c** [4]
- float **r** [4]

#### 4.862.1 Detailed Description

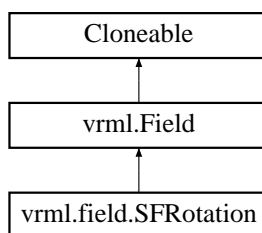
Definition at line 2526 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.863 vrml.field.SFRotation Class Reference

Inheritance diagram for vrml.field.SFRotation:



### Public Member Functions

- **SFRotation** (float axisX, float axisY, float axisZ, float angle)
- void **getValue** (float[] values)
- void **setValue** (float axisX, float axisY, float axisZ, float angle)
- void **setValue** (float[] values)
- void **setValue** ( **ConstSFRotation** sfRotation)
- void **setValue** ( **SFRotation** sfRotation)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

#### 4.863.1 Detailed Description

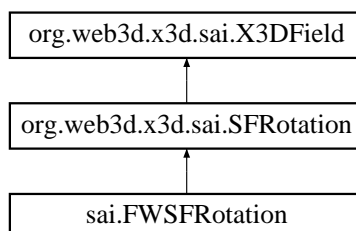
Definition at line 10 of file SFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFRotation.java

## 4.864 org.web3d.x3d.sai.SFRotation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFRotation:



## Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

### 4.864.1 Detailed Description

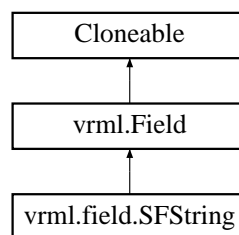
Definition at line 3 of file SFRotation.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFRotation.java

## 4.865 vrml.field.SFString Class Reference

Inheritance diagram for vrml.field.SFString:



## Public Member Functions

- **SFString** (String s)
- String **getValue** ()
- void **setValue** (String s)
- void **setValue** ( **ConstSFString** sfString)
- void **setValue** ( **SFString** sfString)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.865.1 Detailed Description

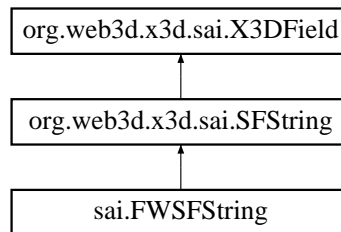
Definition at line 10 of file SFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFString.java

## 4.866 org.web3d.x3d.sai.SFString Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFString:



### Public Member Functions

- String **getValue** ()
- void **setValue** (String value)

### 4.866.1 Detailed Description

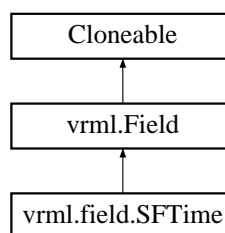
Definition at line 3 of file SFString.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFString.java

## 4.867 vrml.field.SFTime Class Reference

Inheritance diagram for vrml.field.SFTime:



### Public Member Functions

- **SFTime** (double value)
- double **getValue** ()
- void **setValue** (double value)
- void **setValue** ( **ConstSFTime** sfTime)
- void **setValue** ( **SFTime** sfTime)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.867.1 Detailed Description

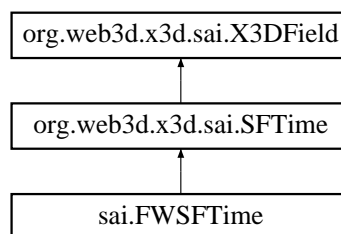
Definition at line 10 of file SFTime.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFTime.java

## 4.868 org.web3d.x3d.sai.SFTime Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFTime:



## Public Member Functions

- double **getValue** ()
- long **getJavaValue** ()
- void **setValue** (double value)
- void **setValue** (long value)

### 4.868.1 Detailed Description

Definition at line 3 of file SFTime.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFTime.java

## 4.869 SFVec2d Struct Reference

## Data Fields

- double **c** [2]

### 4.869.1 Detailed Description

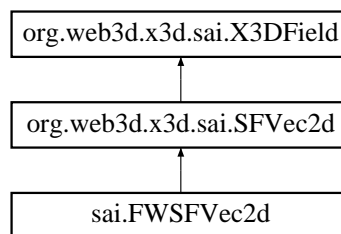
Definition at line 2560 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.870 org.web3d.x3d.sai.SFVec2d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec2d:



### Public Member Functions

- void **getValue** (double[] value)
- void **setValue** (double[] value)

### 4.870.1 Detailed Description

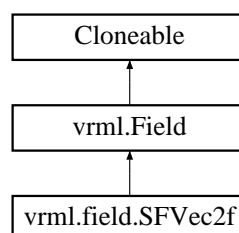
Definition at line 3 of file SFVec2d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec2d.java

## 4.871 vrml.field.SFVec2f Class Reference

Inheritance diagram for vrml.field.SFVec2f:





## Public Member Functions

- **SFVec2f** (float x, float y)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- void **setValue** (float x, float y)
- void **setValue** (float[] values)
- void **setValue** ( **ConstSFVec2f** sfVec2f)
- void **setValue** ( **SFVec2f** sfVec2f)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

## Additional Inherited Members

### 4.871.1 Detailed Description

Definition at line 10 of file SFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFVec2f.java

## 4.872 SFVec2f Struct Reference

### Data Fields

- float **c** [2]

### 4.872.1 Detailed Description

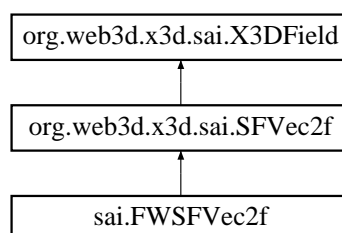
Definition at line 2544 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.873 org.web3d.x3d.sai.SFVec2f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec2f:



## Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

### 4.873.1 Detailed Description

Definition at line 3 of file SFVec2f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec2f.java

## 4.874 SFVec3d Struct Reference

### Data Fields

- double **c** [3]

### 4.874.1 Detailed Description

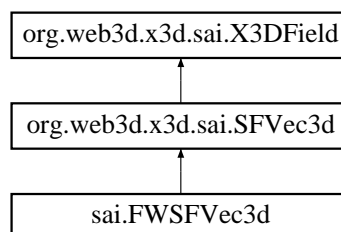
Definition at line 2548 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.875 org.web3d.x3d.sai.SFVec3d Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec3d:



## Public Member Functions

- void **getValue** (double[] value)
- void **setValue** (double[] value)

### 4.875.1 Detailed Description

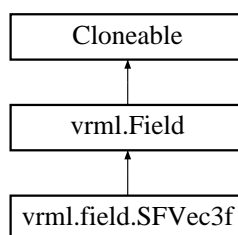
Definition at line 3 of file SFVec3d.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec3d.java

## 4.876 vrml.field.SFVec3f Class Reference

Inheritance diagram for vrml.field.SFVec3f:



### Public Member Functions

- **SFVec3f** (float x, float y, float z)
- void **getValue** (float[] values)
- float **getX** ()
- float **getY** ()
- float **getZ** ()
- void **setValue** (float x, float y, float z)
- void **setValue** (float[] values)
- void **setValue** ( **ConstSFVec3f** sfVec3f)
- void **setValue** ( **SFVec3f** sfVec3f)
- String **toString** ()
- void **\_\_fromPerl** (BufferedReader in) throws IOException
- void **\_\_toPerl** (PrintWriter out) throws IOException

### Additional Inherited Members

### 4.876.1 Detailed Description

Definition at line 10 of file SFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/field/SFVec3f.java

## 4.877 SFVec3f Struct Reference

### Data Fields

- float **c** [3]

### 4.877.1 Detailed Description

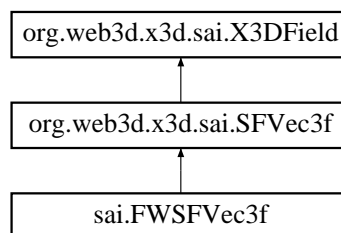
Definition at line 2528 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.878 org.web3d.x3d.sai.SFVec3f Interface Reference

Inheritance diagram for org.web3d.x3d.sai.SFVec3f:



### Public Member Functions

- void **getValue** (float[] value)
- void **setValue** (float[] value)

### 4.878.1 Detailed Description

Definition at line 3 of file SFVec3f.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/SFVec3f.java

## 4.879 SFVec4d Struct Reference

### Data Fields

- double **c** [4]

### 4.879.1 Detailed Description

Definition at line 2564 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.880 SFVec4f Struct Reference

### Data Fields

- float **c** [4]

### 4.880.1 Detailed Description

Definition at line 2562 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.881 Shader\_Script Struct Reference

### Data Fields

- struct **X3D\_Node** \* **ShaderScriptNode**
- int **num**
- BOOL **loaded**
- struct **Vector** \* **fields**

### 4.881.1 Detailed Description

Definition at line 112 of file CScripts.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/CScripts.h

## 4.882 shaderflagsstruct Struct Reference

### Data Fields

- int **base**
- int **effects**
- int **usershaders**
- int **volume**

### 4.882.1 Detailed Description

Definition at line 62 of file Component\_Shape.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Shape.h

## 4.883 shaderTableEntry Struct Reference

### Data Fields

- **shaderflagsstruct whichOne**
- **s\_shader\_capabilities\_t \* myCapabilities**

### 4.883.1 Detailed Description

Definition at line 88 of file OpenGL\_Utils.c.

The documentation for this struct was generated from the following file:

- src/lib/opengl/OpenGL\_Utils.c

## 4.884 ShaftRPMs Struct Reference

### Data Fields

- short **currentShaftRPMs**  
*Current shaft RPMs.*
- short **orderedShaftRPMs**  
*ordered shaft rpms*
- float **shaftRPMRateOfChange**  
*rate of change of shaft RPMs*

### 4.884.1 Detailed Description

Definition at line 442 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.885 SignalPdu Struct Reference

### Data Fields

- struct **RadioCommunicationsFamilyPdu** myRadioCommunicationsFamilyPdu
- unsigned short **encodingScheme**  
*encoding scheme used, and enumeration*
- unsigned short **tdlType**  
*tdl type*
- unsigned int **sampleRate**  
*sample rate*
- short **dataLength**  
*length od data*
- short **samples**  
*number of samples*
- void \* **data**  
*list of eight bit values*

### 4.885.1 Detailed Description

Definition at line 1926 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.886 SimulationAddress Struct Reference

### Data Fields

- unsigned short **site**  
*The site ID.*
- unsigned short **application**  
*The application ID.*

### 4.886.1 Detailed Description

Definition at line 350 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.887 SimulationManagementFamilyPdu Struct Reference

### Data Fields

- struct **Pdu myPdu**
- struct **EntityID originatingEntityID**  
*Entity that is sending message.*
- struct **EntityID receivingEntityID**  
*Entity that is intended to receive message.*

### 4.887.1 Detailed Description

Definition at line 798 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.888 SimulationManagementWithReliabilityFamilyPdu Struct Reference

### Data Fields

- struct **Pdu myPdu**
- struct **EntityID originatingEntityID**  
*Object originatig the request.*
- struct **EntityID receivingEntityID**  
*Object with which this point object is associated.*

### 4.888.1 Detailed Description

Definition at line 1077 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h



## 4.889 SixByteChunk Struct Reference

### Data Fields

- char **otherParameters** [6]  
*six bytes of arbitrary data*

### 4.889.1 Detailed Description

Definition at line 581 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.890 slice Struct Reference

### Data Fields

- unsigned int **vert\_pos**
- unsigned int **quant\_scale**
- char \* **extra\_info**

### 4.890.1 Detailed Description

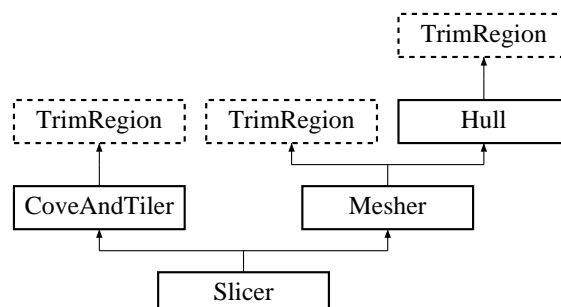
Definition at line 150 of file mpeg\_berkley.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/mpeg\_berkley.h

## 4.891 Slicer Class Reference

Inheritance diagram for Slicer:



## Public Member Functions

- **Slicer** ( **Backend** &)
- void **slice** (Arc\_ptr)
- void **slice\_old** (Arc\_ptr)
- void **slice\_new** (Arc\_ptr)
- void **evalStream** ( **primStream** \*)
- void **evalRBlockArray** ( **rectBlockArray** \*rbArray, **gridWrap** \*grid)
- void **outline** (Arc\_ptr)
- void **setstriptessellation** (REAL, REAL)
- void **setisolines** (int)
- void **set\_uilinear** (int ulinear\_flag)
- void **set\_vlinear** (int vlinear\_flag)

## Additional Inherited Members

### 4.891.1 Detailed Description

Definition at line 49 of file slicer.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/slicer.h
- src/libnurbs/internals/slicer.cc

## 4.892 sNavInfo Struct Reference

### Data Fields

- double **width**
- double **height**
- double **step**

### 4.892.1 Detailed Description

Definition at line 57 of file Bindable.h.

The documentation for this struct was generated from the following file:

- src/lib/x3d\_parser/Bindable.h

## 4.893 SNDFILE Struct Reference

### Data Fields

- int **type**
- FILE \* **fd**
- char **data** [MAXBUFSIZE]
- int **dataptr**
- int **wavdataoffset**
- float **pitch**
- int **bytes\_remaining**
- int **ampl**
- int **balance**
- **fmtChnk** FormatChunk
- **datChnk** DataChunk

### 4.893.1 Detailed Description

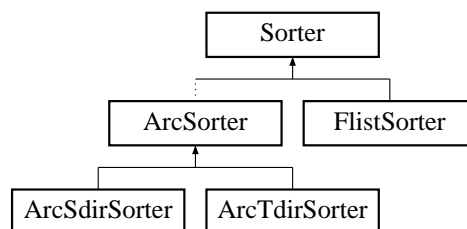
Definition at line 75 of file soundheader.h.

The documentation for this struct was generated from the following file:

- src/sound/soundheader.h

## 4.894 Sorter Class Reference

Inheritance diagram for Sorter:



### Public Member Functions

- **Sorter** (int es)
- void **qsort** (void \*a, int n)

### Protected Member Functions

- virtual int **qscmp** (char \*, char \*)
- virtual void **qsexc** (char \*i, char \*j)
- virtual void **qstexc** (char \*i, char \*j, char \*k)

### 4.894.1 Detailed Description

Definition at line 36 of file sorter.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/sorter.h
- src/libnurbs/internals/sorter.cc

## 4.895 SphericalHarmonicAntennaPattern Struct Reference

### Data Fields

- char **order**

### 4.895.1 Detailed Description

Definition at line 437 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.896 Splinespec Struct Reference

### Public Member Functions

- **Splinespec** (int)
- void **kspecinit** ( **Knotvector** &)
- void **kspecinit** ( **Knotvector** &, **Knotvector** &)
- void **select** (void)
- void **layout** (long)
- void **setupquilt** (Quilt\_ptr)
- void **copy** (INREAL \*)
- void **transform** (void)

### Data Fields

- **Knotspec** \* **kspec**
- int **dim**
- REAL \* **outcpts**

### 4.896.1 Detailed Description

Definition at line 95 of file tobezier.cc.

The documentation for this struct was generated from the following file:

- src/libnurbs/internals/tobezier.cc

## 4.897 **ssr Struct Reference**

### Data Fields

- char \* **name**
- char \* **ip**
- char \* **port**
- void \* **next**
- double **extent** [6]
- int **levels\_available**

### 4.897.1 Detailed Description

Definition at line 552 of file SSRServer.c.

The documentation for this struct was generated from the following file:

- src/SSR/SSRServer.c

## 4.898 **SSR\_request Struct Reference**

### Data Fields

- int **type**
- pthread\_mutex\_t **requester\_mutex**
- pthread\_cond\_t **requester\_condition**
- double **quat4** [4]
- double **vec3** [3]
- char \* **blob**
- int **len**
- int **answered**
- int **LOD**
- int **levels\_available**
- int **status**
- double **extent** [6]
- int **isInside**
- double **avatarHeight**
- double **fov**

### 4.898.1 Detailed Description

Definition at line 7 of file SSRhelper.h.

The documentation for this struct was generated from the following file:

- src/lib/SSRhelper.h

## 4.899 stage Struct Reference

### Data Fields

- **tcontenttype t1**
- **int type**
- **unsigned int ibuffer**
- **unsigned int itexturebuffer**
- **unsigned int idepthbuffer**
- **ivec4 ivport**
- **BOOL clear\_zbuffer**
- **int even\_odd\_frame**

### 4.899.1 Detailed Description

Definition at line 2132 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

## 4.900 StartResumePdu Struct Reference

### Data Fields

- **struct SimulationManagementFamilyPdu mySimulationManagementFamilyPdu**
- **struct ClockTime realWorldTime**  
*UTC time at which the simulation shall start or resume.*
- **struct ClockTime simulationTime**  
*Simulation clock time at which the simulation shall start or resume.*
- **unsigned int requestID**  
*Identifier for the request.*

### 4.900.1 Detailed Description

Definition at line 1219 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.901 StartResumeReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** mySimulationManagementWithReliability↔  
**FamilyPdu**
- struct **ClockTime** realWorldTime  
*time in real world for this operation to happen*
- struct **ClockTime** simulationTime  
*time in simulation for the simulation to resume*
- unsigned char **requiredReliabilityService**  
*level of reliability service used for this transaction*
- unsigned short **pad1**  
*padding*
- unsigned char **pad2**  
*padding*
- unsigned int **requestID**  
*Request ID.*

### 4.901.1 Detailed Description

Definition at line 1513 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.902 StopFreezePdu Struct Reference

### Data Fields

- struct **SimulationManagementFamilyPdu** mySimulationManagementFamilyPdu
- struct **ClockTime** realWorldTime  
*UTC time at which the simulation shall stop or freeze.*
- unsigned char **reason**  
*Reason the simulation was stopped or frozen.*
- unsigned char **frozenBehavior**  
*Internal behavior of the simulation and its appearance while frozen to the other participants.*
- short **padding1**  
*padding*
- unsigned int **requestID**  
*Request ID that is unique.*

### 4.902.1 Detailed Description

Definition at line 1190 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.903 StopFreezeReliablePdu Struct Reference

### Data Fields

- struct **SimulationManagementWithReliabilityFamilyPdu** **mySimulationManagementWithReliabilityFamilyPdu**  
**FamilyPdu**
- struct **ClockTime** **realWorldTime**  
*time in real world for this operation to happen*
- unsigned char **reason**  
*Reason for stopping/freezing simulation.*
- unsigned char **frozenBehavior**  
*internal behavior of the simulation while frozen*
- unsigned char **requiredReliabilityService**  
*reliability level*
- unsigned char **pad1**  
*padding*
- unsigned int **requestID**  
*Request ID.*

### 4.903.1 Detailed Description

Definition at line 1990 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.904 StoredVertex Class Reference

### Public Member Functions

- void **saveEvalCoord** (REAL x, REAL y)
- void **saveEvalPoint** (long x, long y)
- void **invoke** ( **OpenGLSurfaceEvaluator** \*eval)

### 4.904.1 Detailed Description

Definition at line 85 of file glsurfeval.h.

The documentation for this class was generated from the following file:

- src/libnurbs/interface/glsurfeval.h



## 4.905 stringint Struct Reference

### Data Fields

- char \* **c**
- int **i**

### 4.905.1 Detailed Description

Definition at line 1854 of file Component\_Geospatial.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Geospatial.c

## 4.906 Subdivider Class Reference

### Public Member Functions

- **Subdivider** ( **Renderhints** &, **Backend** &)
- void **clear** (void)
- void **beginTrims** (void)
- void **beginLoop** (void)
- void **addArc** (REAL \*, **Quilt** \*, long)
- void **addArc** (int, **TrimVertex** \*, long)
- void **endLoop** (void)
- void **endTrims** (void)
- void **beginQuilts** (void)
- void **addQuilt** ( **Quilt** \*)
- void **endQuilts** (void)
- void **drawCurves** (void)
- void **drawSurfaces** (long)
- int **ccwTurn\_sl** (Arc\_ptr, Arc\_ptr)
- int **ccwTurn\_sr** (Arc\_ptr, Arc\_ptr)
- int **ccwTurn\_tl** (Arc\_ptr, Arc\_ptr)
- int **ccwTurn\_tr** (Arc\_ptr, Arc\_ptr)
- void **setJumpbuffer** (JumpBuffer \*)
- void **set\_domain\_distance\_u\_rate** (REAL u\_rate)
- void **set\_domain\_distance\_v\_rate** (REAL v\_rate)
- void **set\_is\_domain\_distance\_sampling** (int flag)

### 4.906.1 Detailed Description

Definition at line 55 of file subdivider.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/subdivider.h
- src/libnurbs/internals/ccw.cc
- src/libnurbs/internals/curvesub.cc
- src/libnurbs/internals/intersect.cc
- src/libnurbs/internals/monotonizer.cc
- src/libnurbs/internals/splitarcs.cc
- src/libnurbs/internals/subdivider.cc

## 4.907 SupplyQuantity Struct Reference

### Data Fields

- struct **EntityType** **supplyType**  
*Type of supply.*
- unsigned char **quantity**  
*quantity to be supplied*

### 4.907.1 Detailed Description

Definition at line 1036 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.908 surfEvalMachine Struct Reference

### Data Fields

- REAL **uprime**
- REAL **vprime**
- int **k**
- REAL **u1**
- REAL **u2**
- int **ustride**
- int **uorder**
- REAL **v1**
- REAL **v2**
- int **vstride**
- int **vorder**
- REAL **ctlPoints** [IN\_MAX\_BEZIER\_ORDER \* IN\_MAX\_BEZIER\_ORDER \* IN\_MAX\_DIMENSION]
- REAL **ucoeff** [IN\_MAX\_BEZIER\_ORDER]
- REAL **vcoeff** [IN\_MAX\_BEZIER\_ORDER]
- REAL **ucoeffDeriv** [IN\_MAX\_BEZIER\_ORDER]
- REAL **vcoeffDeriv** [IN\_MAX\_BEZIER\_ORDER]

### 4.908.1 Detailed Description

Definition at line 64 of file glsurfeval.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/interface/glsurfeval.h

## 4.909 sweepRange Struct Reference

### Data Fields

- **directedLine** \* **left**
- **Int leftType**
- **directedLine** \* **right**
- **Int rightType**

### 4.909.1 Detailed Description

Definition at line 70 of file partitionY.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/nurbtess/partitionY.h

## 4.910 SyntheticEnvironmentFamilyPdu Struct Reference

### Data Fields

- struct **Pdu myPdu**

### 4.910.1 Detailed Description

Definition at line 762 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.911 SystemID Struct Reference

### Data Fields

- unsigned short **systemType**  
*System Type.*
- unsigned short **systemName**  
*System name, an enumeration.*
- unsigned char **systemMode**  
*System mode.*
- unsigned char **changeOptions**  
*Change Options.*

### 4.911.1 Detailed Description

Definition at line 156 of file DIS.h.

The documentation for this struct was generated from the following file:

- `src/lib/DIS/DIS.h`

## 4.912 targetwindow Struct Reference

### Data Fields

- `contenttype * stage`
- `void * hwnd`
- `BOOL swapbuf`
- `ivec4 ivport`
- `freewrl_params_t params`
- `struct targetwindow * next`

### 4.912.1 Detailed Description

Definition at line 2965 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- `src/lib/main/MainLoop.c`

## 4.913 iiglobal::tBindable Struct Reference

### Data Fields

- `void * naviinfo`
- `int activeLayer`
- `void * bstacks`
- `void * prv`

### 4.913.1 Detailed Description

Definition at line 421 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- `src/lib/iiglobal.h`

## 4.914 iiglobal::tcollision Struct Reference

### Data Fields

- void \* **prv**

#### 4.914.1 Detailed Description

Definition at line 241 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.915 iiglobal::tcommon Struct Reference

### Data Fields

- void \* **prv**

#### 4.915.1 Detailed Description

Definition at line 443 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.916 iiglobal::tComponent\_CubeMapTexturing Struct Reference

### Data Fields

- void \* **prv**

#### 4.916.1 Detailed Description

Definition at line 244 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.917 iiglobal::tComponent\_EnvironSensor Struct Reference

### Data Fields

- void \* **prv**

### 4.917.1 Detailed Description

Definition at line 247 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.918 iiglobal::tComponent\_Followers Struct Reference

### Data Fields

- void \* **prv**

### 4.918.1 Detailed Description

Definition at line 277 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.919 iiglobal::tComponent\_Geometry3D Struct Reference

### Data Fields

- void \* **prv**

### 4.919.1 Detailed Description

Definition at line 250 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.920 iiglobal::tComponent\_Geospatial Struct Reference

### Data Fields

- void \* **prv**

#### 4.920.1 Detailed Description

Definition at line 253 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.921 iiglobal::tComponent\_HAnim Struct Reference

### Data Fields

- void \* **prv**

#### 4.921.1 Detailed Description

Definition at line 256 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.922 iiglobal::tComponent\_KeyDevice Struct Reference

### Data Fields

- void \* **prv**

#### 4.922.1 Detailed Description

Definition at line 280 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.923 `iiglobal::tComponent_Layering` Struct Reference

### Data Fields

- `void * prv`

### 4.923.1 Detailed Description

Definition at line 259 of file `iiglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iiglobal.h`

## 4.924 `iiglobal::tComponent_Layout` Struct Reference

### Data Fields

- `void * prv`

### 4.924.1 Detailed Description

Definition at line 262 of file `iiglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iiglobal.h`

## 4.925 `iiglobal::tComponent_NURBS` Struct Reference

### Data Fields

- `void * prv`

### 4.925.1 Detailed Description

Definition at line 265 of file `iiglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iiglobal.h`



## 4.926 iiglobal::tComponent\_ParticleSystems Struct Reference

### Data Fields

- void \* **prv**

#### 4.926.1 Detailed Description

Definition at line 268 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.927 iiglobal::tComponent\_Picking Struct Reference

### Data Fields

- void \* **prv**

#### 4.927.1 Detailed Description

Definition at line 294 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.928 iiglobal::tComponent\_ProgrammableShaders Struct Reference

### Data Fields

- void \* **prv**

#### 4.928.1 Detailed Description

Definition at line 271 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.929 `iiglobal::tComponent_Rendering` Struct Reference

### Data Fields

- `void * prv`

### 4.929.1 Detailed Description

Definition at line 297 of file `iiglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iiglobal.h`

## 4.930 `iiglobal::tComponent_RigidBodyPhysics` Struct Reference

### Data Fields

- `void * prv`

### 4.930.1 Detailed Description

Definition at line 274 of file `iiglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iiglobal.h`

## 4.931 `iiglobal::tComponent_Shape` Struct Reference

### Data Fields

- `void * prv`

### 4.931.1 Detailed Description

Definition at line 300 of file `iiglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iiglobal.h`

## 4.932 iiglobal::tComponent\_Sound Struct Reference

### Data Fields

- int **sound\_from\_audioclip**
- int **SoundEngineStarted**
- void \* **prv**

### 4.932.1 Detailed Description

Definition at line 303 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.933 iiglobal::tComponent\_Text Struct Reference

### Data Fields

- void \* **prv**

### 4.933.1 Detailed Description

Definition at line 309 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.934 iiglobal::tComponent\_VolumeRendering Struct Reference

### Data Fields

- void \* **prv**

### 4.934.1 Detailed Description

Definition at line 315 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.935 `iiglobal::tComponent_VRML1` Struct Reference

### Data Fields

- `void *` **prv**

### 4.935.1 Detailed Description

Definition at line 312 of file `iiglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iiglobal.h`

## 4.936 `iiglobal::tConsoleMessage` Struct Reference

### Data Fields

- `int` **consMsgCount**
- `int` **Console\_writeToHud**
- `void *` **prv**

### 4.936.1 Detailed Description

Definition at line 128 of file `iiglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iiglobal.h`

## 4.937 `tcontenttype` Struct Reference

### Data Fields

- `int` **itype**
- `contenttype *` **contents**
- `contenttype *` **next**
- `contenttype *` **pnext**
- `float` **viewport** [4]
- `void(* render )(void *self)`
- `int(* pick )(void *self, int mev, int butnum, int mouseX, int mouseY, unsigned int ID, int windex)`

### 4.937.1 Detailed Description

Definition at line 447 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

## 4.938 iiglobal::tCParse Struct Reference

### Data Fields

- void \* **globalParser**
- void \* **prv**

### 4.938.1 Detailed Description

Definition at line 375 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.939 iiglobal::tCParserParser Struct Reference

### Data Fields

- void \* **prv**

### 4.939.1 Detailed Description

Definition at line 379 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.940 iiglobal::tCRoutes Struct Reference

### Data Fields

- void \* **CRoutesExtra**
- void \* **JSSFpointer**
- int **max\_script\_found**
- int **max\_script\_found\_and\_initialized**
- int **jsnameindex**
- int **MAXJSparamNames**
- void \* **prv**

#### 4.940.1 Detailed Description

Definition at line 382 of file iglobal.h.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

### 4.941 `iiglobal::tCScripts` Struct Reference

#### Data Fields

- `void * prv`

#### 4.941.1 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`

### 4.942 `iiglobal::tCursorDraw` Struct Reference

#### Data Fields

- `void * prv`

#### 4.942.1 Detailed Description

Definition at line 446 of file iglobal.h.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

### 4.943 `iiglobal::tdisplay` Struct Reference

#### Data Fields

- `void * params`
- `int _global_gl_err`
- `IBOOL display_initialized`
- `int screenWidth`
- `int screenHeight`
- `char * window_title`
- `int shutterGlasses`
- `void * rdr_caps`
- `void * prv`

### 4.943.1 Detailed Description

Definition at line 43 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 4.944 iiglobal::tEAI\_C\_CommonFunctions Struct Reference

### Data Fields

- int **eaiverbose**
- void \* **prv**

### 4.944.1 Detailed Description

Definition at line 105 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 4.945 iiglobal::tEAICore Struct Reference

### Data Fields

- char \* **EAIbuffer**
- int **EAIbufcount**
- int **EAIbufpos**
- int **EAIbufsize**
- void \* **prv**

### 4.945.1 Detailed Description

Definition at line 117 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 4.946 iiglobal::tEAIEventsIn Struct Reference

### Data Fields

- void \* **prv**

#### 4.946.1 Detailed Description

Definition at line 109 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

### 4.947 iiglobal::tEAIHelpers Struct Reference

#### Data Fields

- char \* **outBuffer**
- int **outBufferLen**
- void \* **prv**

#### 4.947.1 Detailed Description

Definition at line 112 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

### 4.948 text\_combiner\_data Struct Reference

#### Data Fields

- float \* **coords**
- int \* **counter**
- int \* **ria**
- int \* **riaindex**

#### 4.948.1 Detailed Description

Definition at line 962 of file headers.h.

The documentation for this struct was generated from the following file:

- src/lib/main/headers.h



## 4.949 textureTableIndexStruct Struct Reference

### Data Fields

- struct **X3D\_Node** \* **scenegraphNode**
- int **nodeType**
- int **status**
- int **hasAlpha**
- GLuint **OpenGLTexture**
- GLuint **ifbobuffer**
- GLuint **idepthbuffer**
- int **frames**
- char \* **filename**
- int **x**
- int **y**
- int **z**
- int **tiles** [3]
- unsigned char \* **texdata**
- GLint **repeatSTR** [3]
- GLint **magFilter**
- int **textureNumber**
- int **channels**

### 4.949.1 Detailed Description

Definition at line 37 of file Textures.h.

The documentation for this struct was generated from the following file:

- src/lib/OpenGL/Textures.h

## 4.950 textureVertexInfo Struct Reference

### Data Fields

- GLfloat \* **pre\_canned\_textureCoords**
- GLint **TC\_size**
- GLenum **TC\_type**
- GLsizei **TC\_stride**
- GLvoid \* **TC\_pointer**
- void \* **next**
- GLint **VBO**

### 4.950.1 Detailed Description

Definition at line 67 of file Textures.h.

The documentation for this struct was generated from the following file:

- src/lib/OpenGL/Textures.h

## 4.951 `iglobal::tFrustum` Struct Reference

### Data Fields

- `int OccFailed`
- `void * prv`

### 4.951.1 Detailed Description

Definition at line 190 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

## 4.952 `iglobal::tinternalc` Struct Reference

### Data Fields

- `IBOOL global_strictParsing`
- `IBOOL global_plugin_print`
- `IBOOL global_occlusion_disable`
- `unsigned user_request_texture_size`
- `IBOOL global_print_opengl_errors`
- `IBOOL global_trace_threads`
- `void * prv`

### 4.952.1 Detailed Description

Definition at line 54 of file `iglobal.h`.

The documentation for this struct was generated from the following file:

- `src/lib/iglobal.h`

## 4.953 `iglobal::tLoadTextures` Struct Reference

### Data Fields

- `void * prv`

### 4.953.1 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`

## 4.954 `tm_unz_s` Struct Reference

### Data Fields

- `uint tm_sec`
- `uint tm_min`
- `uint tm_hour`
- `uint tm_mday`
- `uint tm_mon`
- `uint tm_year`

### 4.954.1 Detailed Description

Definition at line 84 of file `unzip.h`.

The documentation for this struct was generated from the following file:

- `src/libminizip/unzip.h`

## 4.955 `tm_zip_s` Struct Reference

### Data Fields

- `uint tm_sec`
- `uint tm_min`
- `uint tm_hour`
- `uint tm_mday`
- `uint tm_mon`
- `uint tm_year`

### 4.955.1 Detailed Description

Definition at line 89 of file `zip.h`.

The documentation for this struct was generated from the following file:

- `src/libminizip/zip.h`

## 4.956 iiglobal::tMainloop Struct Reference

### Data Fields

- float **gl\_linewidth**
- int **currentFileVersion**
- double **TickTime**
- double **lastTime**
- double **BrowserFPS**
- double **BrowserSpeed**
- const char \* **BrowserDescription**
- int **HaveSensitive**
- int **AllowNavDrag**
- int **trisThisLoop**
- int **clipPlane**
- int **SHIFT**
- int **CTRL**
- void \* **prv**
- char \* **tmpFileLocation**
- char \* **url**
- char \* **scene\_name**
- char \* **scene\_suff**
- int **scene\_profile**
- int \* **scene\_components**
- char \* **replaceWorldRequest**
- void \* **replaceWorldRequestMulti**
- void \* **\_vportstack**
- void \* **\_stagestack**
- void \* **\_framebufferstack**
- int **screenOrientation2**
- int **pickray\_x**
- int **pickray\_y**
- float **fieldOfView**

### 4.956.1 Detailed Description

Definition at line 133 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 4.957 iiglobal::tOpenGL\_Utils Struct Reference

### Data Fields

- int **displayDepth**
- int **cc\_changed**
- void \* **prv**

### 4.957.1 Detailed Description

Definition at line 199 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 4.958 Touch Struct Reference

### Data Fields

- int **buttonState**
- int **mev**
- unsigned int **ID**
- int **inUse**
- float **angle**
- int **x**
- int **y**
- float **fx**
- float **fy**
- int **dragStart**
- int **dragEnd**
- int **windex**
- void \* **stageld**
- int **rx**
- int **ry**
- int **claimant**
- int **passed**
- struct **X3D\_Node** \* **CursorOverSensitive**
- struct **X3D\_Node** \* **oldCOS**
- struct **X3D\_Node** \* **lastPressedOver**
- struct **X3D\_Node** \* **lastOver**
- int **lastOverButtonPressed**
- void \* **hypersensitive**
- int **hyperhit**
- double **justModel** [16]
- struct **point\_XYZ** **hp**

### 4.958.1 Detailed Description

Definition at line 153 of file MainLoop.c.

The documentation for this struct was generated from the following file:

- src/lib/main/MainLoop.c

## 4.959 iiglobal::tPluginSocket Struct Reference

### Data Fields

- void \* **prv**

### 4.959.1 Detailed Description

Definition at line 235 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.960 iiglobal::tpluginUtils Struct Reference

### Data Fields

- void \* **prv**

### 4.960.1 Detailed Description

Definition at line 238 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.961 iiglobal::tProdCon Struct Reference

### Data Fields

- struct **Vector** \* **viewpointNodes**
- int **currboundvpno**
- struct **X3D\_Node** \* **setViewpointBindInRender**
- struct **X3D\_Node** \* **setFogBindInRender**
- struct **X3D\_Node** \* **setBackgroundBindInRender**
- struct **X3D\_Node** \* **setNavigationBindInRender**
- void \* **savedParser**
- void \* **prv**

### 4.961.1 Detailed Description

Definition at line 166 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 4.962 TrackJamTarget Struct Reference

### Data Fields

- struct **EntityID** **trackJam**  
*track/jam target*
- unsigned char **emitterID**  
*Emitter ID.*
- unsigned char **beamID**  
*beam ID*

### 4.962.1 Detailed Description

Definition at line 1273 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.963 TransferControlRequestPdu Struct Reference

### Data Fields

- struct **EntityManagementFamilyPdu** **myEntityManagementFamilyPdu**
- struct **EntityID** **originatingEntityID**  
*ID of entity originating request.*
- struct **EntityID** **receivingEntityID**  
*ID of entity receiving request.*
- unsigned int **requestID**  
*ID of request.*
- unsigned char **requiredReliabilityService**  
*required level of reliability service.*
- unsigned char **transferType**  
*type of transfer desired*
- struct **EntityID** **transferEntityID**  
*The entity for which control is being requested to transfer.*
- unsigned char **numberOfRecordSets**  
*number of record sets to transfer*
- void \* **recordSets**  
^^^ This is wrong—the **RecordSet** (p. 547) class needs more work

### 4.963.1 Detailed Description

Definition at line 1476 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.964 TransmitterPdu Struct Reference

### Data Fields

- struct **RadioCommunicationsFamilyPdu** myRadioCommunicationsFamilyPdu
- struct **RadioEntityType** radioEntityType
  - linear acceleration of entity*
- unsigned char **transmitState**
  - transmit state*
- unsigned char **inputSource**
  - input source*
- unsigned short **padding1**
  - padding*
- struct **Vector3Double** antennaLocation
  - Location of antenna.*
- struct **Vector3Float** relativeAntennaLocation
  - relative location of antenna*
- unsigned short **antennaPatternType**
  - antenna pattern type*
- unsigned short **antennaPatternCount**
  - atenna pattern length*
- unsigned long long **frequency**
  - frequency*
- float **transmitFrequencyBandwidth**
  - transmit frequency Bandwidth*
- float **power**
  - transmission power*
- struct **ModulationType** modulationType
  - modulation*
- unsigned short **cryptoSystem**
  - crypto system enumeration*
- unsigned short **cryptoKeyId**
  - crypto system key identifier*
- unsigned char **modulationParameterCount**
  - how many modulation parameters we have*
- unsigned short **padding2**
  - padding2*
- unsigned char **padding3**
  - padding3*
- void \* **modulationParametersList**
  - variable length list of modulation parameters*
- void \* **antennaPatternList**
  - variable length list of antenna pattern records*



### 4.964.1 Detailed Description

Definition at line 1230 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.965 treeNode Struct Reference

### Data Fields

- void \* **key**
- struct **treeNode** \* **parent**
- struct **treeNode** \* **left**
- struct **treeNode** \* **right**

### 4.965.1 Detailed Description

Definition at line 36 of file searchTree.h.

The documentation for this struct was generated from the following file:

- src/libnurbs/nurbtess/searchTree.h

## 4.966 iiGlobal::tRenderFuncs Struct Reference

### Data Fields

- int **BrowserAction**
- double **hitPointDist**
- float **hyp\_save\_posn** [3]
- float **hyp\_save\_norm** [3]
- float **ray\_save\_posn** [3]
- float **camera\_axis** [3]
- void \* **hypersensitive**
- int **hyperhit**
- void \* **hp**
- void \* **rayHit**
- int **lightingOn**
- int **have\_transparency**
- int **last\_texture\_type**
- unsigned int **boundTextureStack** [10]
- int **textureStackTop**
- void \* **texturenode**
- void \* **shapenode**
- void \* **prv**

### 4.966.1 Detailed Description

Definition at line 318 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 4.967 trenderstate Struct Reference

### Data Fields

- int **render\_sensitive**
- int **render\_picking**
- int **render\_vp**
- int **render\_light**
- int **render\_proximity**
- int **render\_other**
- int **verbose**
- int **render\_blend**
- int **render\_geom**
- int **render\_collision**
- int **render\_cube**
- int **render\_background**
- int **render\_boxes**

### 4.967.1 Detailed Description

Definition at line 791 of file headers.h.

The documentation for this struct was generated from the following file:

- src/lib/main/headers.h

## 4.968 iiglobal::tRenderTextures Struct Reference

### Data Fields

- void \* **textureParameterStack**
- void \* **prv**

### 4.968.1 Detailed Description

Definition at line 220 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 4.969 iiglobal::tresources Struct Reference

### Data Fields

- void \* **root\_res**
- void \* **prv**

### 4.969.1 Detailed Description

Definition at line 66 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.970 Trimline Class Reference

### Public Member Functions

- void **init** ( **TrimVertex** \*)
- void **init** (long, Arc\_ptr, long)
- void **getNextPt** (void)
- void **getPrevPt** (void)
- void **getNextPts** (REAL, **Backend** &)
- void **getPrevPts** (REAL, **Backend** &)
- void **getNextPts** (Arc\_ptr)
- void **getPrevPts** (Arc\_ptr)
- **TrimVertex** \* **next** (void)
- **TrimVertex** \* **prev** (void)
- **TrimVertex** \* **first** (void)
- **TrimVertex** \* **last** (void)

### 4.970.1 Detailed Description

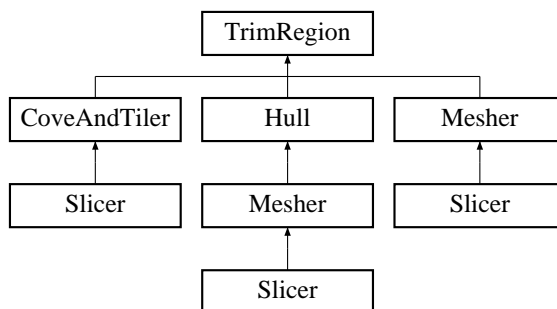
Definition at line 46 of file trimline.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/trimline.h
- src/libnurbs/internals/trimline.cc

## 4.971 TrimRegion Class Reference

Inheritance diagram for TrimRegion:



### Public Member Functions

- void **init** (REAL)
- void **advance** (REAL, REAL, REAL)
- void **setDu** (REAL)
- void **init** (long, Arc\_ptr)
- void **getPts** (Arc\_ptr)
- void **getPts** ( Backend &)
- void **getGridExtent** ( TrimVertex \*, TrimVertex \*)
- void **getGridExtent** (void)
- int **canTile** (void)

### Data Fields

- Trimline left
- Trimline right
- Gridline top
- Gridline bot
- Uarray uarray

### 4.971.1 Detailed Description

Definition at line 46 of file trimregion.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/trimregion.h
- src/libnurbs/internals/trimregion.cc

## 4.972 TrimVertex Class Reference

### Data Fields

- REAL **param** [2]
- long **nuid**

### 4.972.1 Detailed Description

Definition at line 43 of file trimvertex.h.

The documentation for this class was generated from the following file:

- src/libnurbs/internals/trimvertex.h

## 4.973 TrimVertexPool Class Reference

### Public Member Functions

- void **clear** (void)
- **TrimVertex** \* **get** (int)

### 4.973.1 Detailed Description

Definition at line 45 of file trimvertpool.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/trimvertpool.h
- src/libnurbs/internals/trimvertpool.cc

## 4.974 iiglobal::tSensInterps Struct Reference

### Data Fields

- void \* **prv**

### 4.974.1 Detailed Description

Definition at line 125 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 4.975 iiglobal::tSnapshot Struct Reference

### Data Fields

- IBOOL **doSnapshot**
- IBOOL **doPrintshot**
- int **snapGoodCount**
- void \* **prv**

#### 4.975.1 Detailed Description

Definition at line 99 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

### 4.976 iiglobal::tstatusbar Struct Reference

#### Data Fields

- void \* **prv**

#### 4.976.1 Detailed Description

Definition at line 372 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

### 4.977 iiglobal::tStreamPoly Struct Reference

#### Data Fields

- void \* **prv**

#### 4.977.1 Detailed Description

Definition at line 354 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

### 4.978 iiglobal::tTess Struct Reference

#### Data Fields

- int \* **global\_IFS\_Coords**
- int **global\_IFS\_Coord\_count**
- void \* **global\_tessobj**
- int \* **text\_IFS\_Coords**
- int **text\_IFS\_Coord\_count**
- void \* **text\_tessobj**
- void \* **prv**

### 4.978.1 Detailed Description

Definition at line 357 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.979 iiglobal::tTextures Struct Reference

### Data Fields

- unsigned int \* **global\_tcin**
- int **global\_tcin\_count**
- void \* **global\_tcin\_lastParent**
- unsigned int **defaultBlankTexture**
- void \* **prv**

### 4.979.1 Detailed Description

Definition at line 225 of file iiglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iiglobal.h

## 4.980 iiglobal::tthreads Struct Reference

### Data Fields

- pthread\_t **disposeThread**
- pthread\_t **mainThread**
- pthread\_t **DispThrd**
- pthread\_t **PCthread**
- pthread\_t **loadThread**
- pthread\_mutex\_t **mutex\_resource\_tree**
- pthread\_mutex\_t **mutex\_resource\_list**
- pthread\_cond\_t **resource\_list\_condition**
- pthread\_mutex\_t **mutex\_frontend\_list**
- pthread\_mutex\_t **mutex\_texture\_list**
- pthread\_cond\_t **texture\_list\_condition**
- IBOOL **ResourceThreadRunning**
- IBOOL **TextureThreadRunning**
- IBOOL **ResourceThreadWaiting**
- IBOOL **TextureThreadWaiting**
- IBOOL **flushing**
- int **MainLoopQuit**
- void \* **prv**

### 4.980.1 Detailed Description

Definition at line 71 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 4.981 iiglobal::tViewer Struct Reference

### Data Fields

- int **stereotype**
- void \* **prv**

### 4.981.1 Detailed Description

Definition at line 368 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 4.982 TwoByteChunk Struct Reference

### Data Fields

- char **otherParameters** [2]  
*two bytes of arbitrary data*

### 4.982.1 Detailed Description

Definition at line 306 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.983 iiglobal::tX3DParser Struct Reference

### Data Fields

- int **parentIndex**
- char \* **CDATA\_Text**
- int **CDATA\_Text\_curlen**
- void \* **prv**



### 4.983.1 Detailed Description

Definition at line 436 of file iglobal.h.

The documentation for this struct was generated from the following file:

- src/lib/iglobal.h

## 4.984 UaPdu Struct Reference

### Data Fields

- struct **DistributedEmissionsFamilyPdu** myDistributedEmissionsFamilyPdu
- struct **EntityID** emittingEntityID  
*ID of the entity that is the source of the emission.*
- struct **EventID** eventID  
*ID of event.*
- char **stateChangeIndicator**  
*This field shall be used to indicate whether the data in the UA PDU represent a state update or data that have changed since issuance of the last UA PDU.*
- char **pad**  
*padding*
- unsigned short **passiveParameterIndex**  
*This field indicates which database record (or file) shall be used in the definition of passive signature (unintentional) emissions of the entity.*
- unsigned char **propulsionPlantConfiguration**  
*This field shall specify the entity propulsion plant configuration.*
- unsigned char **numberOfShafts**  
*This field shall represent the number of shafts on a platform.*
- unsigned char **numberOfAPAs**  
*This field shall indicate the number of APAs described in the current UA PDU.*
- unsigned char **numberOfUAEmitterSystems**  
*This field shall specify the number of UA emitter systems being described in the current UA PDU.*
- void \* **shaftRPMs**  
*shaft RPM values*
- void \* **apaData**  
*apaData*
- void \* **emitterSystems**

### 4.984.1 Detailed Description

Definition at line 1869 of file DIS.h.

### 4.984.2 Field Documentation

#### 4.984.2.1 `passiveParameterIndex`

```
unsigned short UaPdu::passiveParameterIndex
```

This field indicates which database record (or file) shall be used in the definition of passive signature (unintentional) emissions of the entity.

The indicated database record (or file) shall define all noise generated as a function of propulsion plant configurations and associated auxiliaries.

Definition at line 1880 of file DIS.h.

#### 4.984.2.2 `propulsionPlantConfiguration`

```
unsigned char UaPdu::propulsionPlantConfiguration
```

This field shall specify the entity propulsion plant configuration.

This field is used to determine the passive signature characteristics of an entity.

Definition at line 1882 of file DIS.h.

The documentation for this struct was generated from the following file:

- `src/lib/DIS/DIS.h`

### 4.985 Uarray Class Reference

#### Public Member Functions

- `long init (REAL, Arc_ptr, Arc_ptr)`

#### Data Fields

- `REAL * uarray`

#### 4.985.1 Detailed Description

Definition at line 44 of file `uarray.h`.

The documentation for this class was generated from the following files:

- `src/libnurbs/internals/uarray.h`
- `src/libnurbs/internals/uarray.cc`

## 4.986 un1 Union Reference

### Data Fields

- int **i**
- float **f**
- void \* **p**

### 4.986.1 Detailed Description

Definition at line 2 of file ringbuf.h.

The documentation for this union was generated from the following file:

- src/lib/scenegraph/ringbuf.h

## 4.987 unca Struct Reference

### Data Fields

- char \* **catname**
- int **iunca**
- int **lengthpower**
- int **derived**
- int **ichanged**
- double **factor**
- char \* **uname**

### 4.987.1 Detailed Description

Definition at line 1719 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.c

## 4.988 Uni\_String Struct Reference

### Data Fields

- int **len**
- char \* **strptr**
- int **touched**
- size\_t **len**

### 4.988.1 Detailed Description

Definition at line 51 of file Structs.h.

The documentation for this struct was generated from the following files:

- src/lib/vrml\_parser/Structs.h
- src/libeai/EAI\_C.h

## 4.989 unitsB Struct Reference

### Data Fields

- char \* **catname**
- int **iunca**
- int **lengthpower**
- int **derived**
- int **ichanged**
- double **factor**
- char **uname** [40]

### 4.989.1 Detailed Description

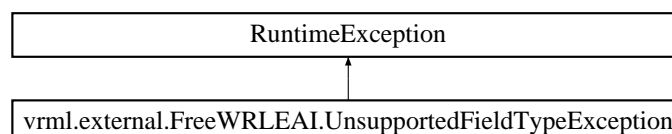
Definition at line 1774 of file CParseParser.c.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.c

## 4.990 vrml.external.FreeWRLEAI.UnsupportedFieldTypeException Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.UnsupportedFieldTypeException:



### Public Member Functions

- **UnsupportedFieldTypeException** (String str)

### 4.990.1 Detailed Description

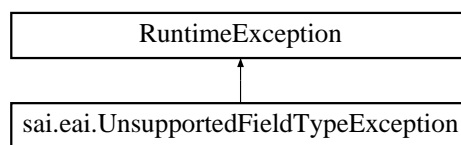
Definition at line 19 of file UnsupportedFieldTypeException.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/UnsupportedFieldTypeException.java

## 4.991 sai.eai.UnsupportedFieldTypeException Class Reference

Inheritance diagram for sai.eai.UnsupportedFieldTypeException:



### Public Member Functions

- **UnsupportedFieldTypeException** (String str)

### 4.991.1 Detailed Description

Definition at line 19 of file UnsupportedFieldTypeException.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/UnsupportedFieldTypeException.java

## 4.992 unz64\_file\_pos\_s Struct Reference

### Data Fields

- ZPOS64\_T **pos\_in\_zip\_directory**
- ZPOS64\_T **num\_of\_file**

### 4.992.1 Detailed Description

Definition at line 272 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

## 4.993 unz64\_s Struct Reference

### Data Fields

- **zlib\_filefunc64\_32\_def** z\_filefunc
- int **is64bitOpenFunction**
- voidpf **filestream**
- **unz\_global\_info64** gi
- ZPOS64\_T **byte\_before\_the\_zipfile**
- ZPOS64\_T **num\_file**
- ZPOS64\_T **pos\_in\_central\_dir**
- ZPOS64\_T **current\_file\_ok**
- ZPOS64\_T **central\_pos**
- ZPOS64\_T **size\_central\_dir**
- ZPOS64\_T **offset\_central\_dir**
- **unz\_file\_info64** cur\_file\_info
- **unz\_file\_info64\_internal** cur\_file\_info\_internal
- **file\_in\_zip64\_read\_info\_s** \* pfile\_in\_zip\_read
- int **encrypted**
- int **isZip64**

### 4.993.1 Detailed Description

Definition at line 165 of file unzip.c.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.c

## 4.994 unz\_file\_info64\_internal\_s Struct Reference

### Data Fields

- ZPOS64\_T **offset\_curfile**

### 4.994.1 Detailed Description

Definition at line 126 of file unzip.c.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.c

## 4.995 unz\_file\_info64\_s Struct Reference

### Data Fields

- uLong **version**
- uLong **version\_needed**
- uLong **flag**
- uLong **compression\_method**
- uLong **dosDate**
- uLong **crc**
- ZPOS64\_T **compressed\_size**
- ZPOS64\_T **uncompressed\_size**
- uLong **size\_filename**
- uLong **size\_file\_extra**
- uLong **size\_file\_comment**
- uLong **disk\_num\_start**
- uLong **internal\_fa**
- uLong **external\_fa**
- **tm\_unz** **tmu\_date**

### 4.995.1 Detailed Description

Definition at line 111 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

## 4.996 unz\_file\_info\_s Struct Reference

### Data Fields

- uLong **version**
- uLong **version\_needed**
- uLong **flag**
- uLong **compression\_method**
- uLong **dosDate**
- uLong **crc**
- uLong **compressed\_size**
- uLong **uncompressed\_size**
- uLong **size\_filename**
- uLong **size\_file\_extra**
- uLong **size\_file\_comment**
- uLong **disk\_num\_start**
- uLong **internal\_fa**
- uLong **external\_fa**
- **tm\_unz** **tmu\_date**

### 4.996.1 Detailed Description

Definition at line 132 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

## 4.997 unz\_file\_pos\_s Struct Reference

### Data Fields

- uLong **pos\_in\_zip\_directory**
- uLong **num\_of\_file**

### 4.997.1 Detailed Description

Definition at line 258 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

## 4.998 unz\_global\_info64\_s Struct Reference

### Data Fields

- ZPOS64\_T **number\_entry**
- uLong **size\_comment**

### 4.998.1 Detailed Description

Definition at line 96 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

## 4.999 unz\_global\_info\_s Struct Reference

### Data Fields

- uLong **number\_entry**
- uLong **size\_comment**



### 4.999.1 Detailed Description

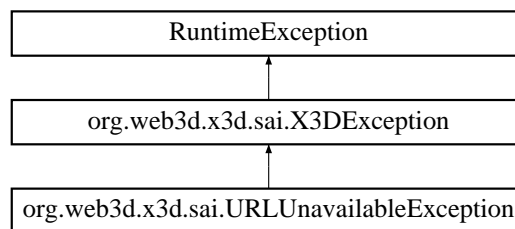
Definition at line 103 of file unzip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/unzip.h

## 4.1000 org.web3d.x3d.sai.URLUnavailableException Class Reference

Inheritance diagram for org.web3d.x3d.sai.URLUnavailableException:



### Public Member Functions

- **URLUnavailableException** (String msg)

### 4.1000.1 Detailed Description

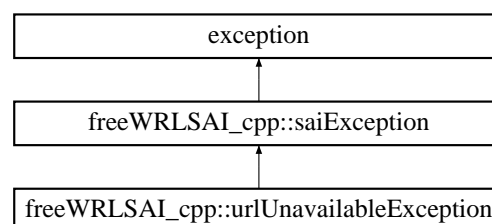
Definition at line 3 of file URLUnavailableException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/URLUnavailableException.java

## 4.1001 freeWRLSAI\_cpp::urlUnavailableException Class Reference

Inheritance diagram for freeWRLSAI\_cpp::urlUnavailableException:



## Public Member Functions

- virtual const char \* **what** ()

## Additional Inherited Members

### 4.1001.1 Detailed Description

Definition at line 240 of file SAexception.h.

The documentation for this class was generated from the following file:

- src/SAI\_Cpp/SAexception.h

## 4.1002 usehit Struct Reference

### Data Fields

- struct **X3D\_Node** \* **node**
- double **mvm** [16]
- void \* **userdata**

### 4.1002.1 Detailed Description

Definition at line 83 of file RenderFuncs.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/RenderFuncs.h

## 4.1003 VariableDatum Struct Reference

### Data Fields

- unsigned int **variableDatumID**  
*ID of the variable datum.*
- unsigned int **variableDatumLength**  
*length of the variable datums*
- void \* **variableDatums**  
*variable length list of 64-bit datums*

### 4.1003.1 Detailed Description

Definition at line 615 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.1004 Varray Class Reference

### Public Member Functions

- long **init** (REAL, **Arc** \*, **Arc** \*)

### Data Fields

- REAL \* **varray**
- REAL **vval** [1000]
- long **voffset** [1000]
- long **numquads**

### 4.1004.1 Detailed Description

Definition at line 43 of file varray.h.

The documentation for this class was generated from the following files:

- src/libnurbs/internals/varray.h
- src/libnurbs/internals/varray.cc

## 4.1005 vec2 Struct Reference

### Data Fields

- float **X**
- float **Y**

### 4.1005.1 Detailed Description

Definition at line 2298 of file Component\_Text.c.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Component\_Text.c

## 4.1006 vec4 Struct Reference

### Data Fields

- float **X**
- float **Y**
- float **Z**
- float **W**

### 4.1006.1 Detailed Description

Definition at line 728 of file MainLoop.c.

The documentation for this struct was generated from the following files:

- src/lib/main/MainLoop.c
- src/lib/scenegraph/Component\_Text.c

## 4.1007 Vector Struct Reference

### Data Fields

- int **n**
- int **allocn**
- void \* **data**

### 4.1007.1 Detailed Description

Definition at line 36 of file Vector.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Vector.h

## 4.1008 Vector3Double Struct Reference

### Data Fields

- double **x**  
*X value.*
- double **y**  
*Y value.*
- double **z**  
*Z value.*

### 4.1008.1 Detailed Description

Definition at line 587 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.1009 Vector3Float Struct Reference

### Data Fields

- float **x**  
*X value.*
- float **y**  
*y Value*
- float **z**  
*Z value.*

### 4.1009.1 Detailed Description

Definition at line 328 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.1010 VectoringNozzleSystemData Struct Reference

### Data Fields

- float **horizontalDeflectionAngle**  
*horizontal deflection angle*
- float **verticalDeflectionAngle**  
*vertical deflection angle*

### 4.1010.1 Detailed Description

Definition at line 232 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.1011 vertexArray Class Reference

### Public Member Functions

- **vertexArray** (Int s)
- **vertexArray** (Real vertices[][2], Int nVertices)
- void **appendVertex** (Real \*ptr)
- Real \* **getVertex** (Int i)
- Real \*\* **getArray** ()
- Int **getNumElements** ()
- Int **findIndexAbove** (Real v)
- Int **findIndexAboveGen** (Real v, Int startIndex, Int endIndex)
- Int **findIndexBelowGen** (Real v, Int startIndex, Int endIndex)
- Int **findIndexStrictBelowGen** (Real v, Int startIndex, Int endIndex)
- Int **findIndexFirstAboveEqualGen** (Real v, Int startIndex, Int endIndex)
- Int **skipEqualityFromStart** (Real v, Int start, Int end)
- Int **findDecreaseChainFromEnd** (Int begin, Int end)
- void **print** ()

### 4.1011.1 Detailed Description

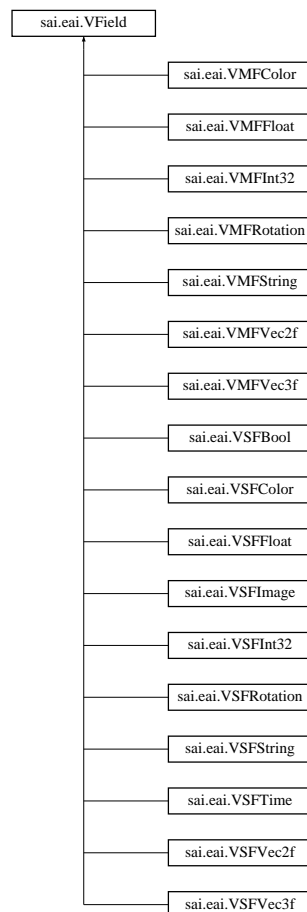
Definition at line 77 of file monoTriangulation.h.

The documentation for this class was generated from the following files:

- src/libnurbs/nurbtess/monoTriangulation.h
- src/libnurbs/nurbtess/monoTriangulation.cc

## 4.1012 sai.eai.VField Class Reference

Inheritance diagram for sai.eai.VField:



## Public Member Functions

- byte **getType** ()
- abstract void **write** (DataOutputStream out) throws IOException

## Static Public Attributes

- static final byte **NOTHING** = -1
- static final byte **SFBOOL** = 0
- static final byte **SFCOLOR** = 1
- static final byte **SFFLOAT** = 2
- static final byte **SFIMAGE** = 3
- static final byte **SFINT32** = 4
- static final byte **SFNODE** = 5
- static final byte **SFROTATION** = 6
- static final byte **SFSTRING** = 7
- static final byte **SFTIME** = 8
- static final byte **SFVEC2F** = 9
- static final byte **SFVEC3F** = 10
- static final byte **MFCOLOR** = 11
- static final byte **MFFLOAT** = 12
- static final byte **MFINT32** = 13
- static final byte **MFNODE** = 14
- static final byte **MFROTATION** = 15
- static final byte **MFSTRING** = 16
- static final byte **MFVEC2F** = 17
- static final byte **MFVEC3F** = 18

### 4.1012.1 Detailed Description

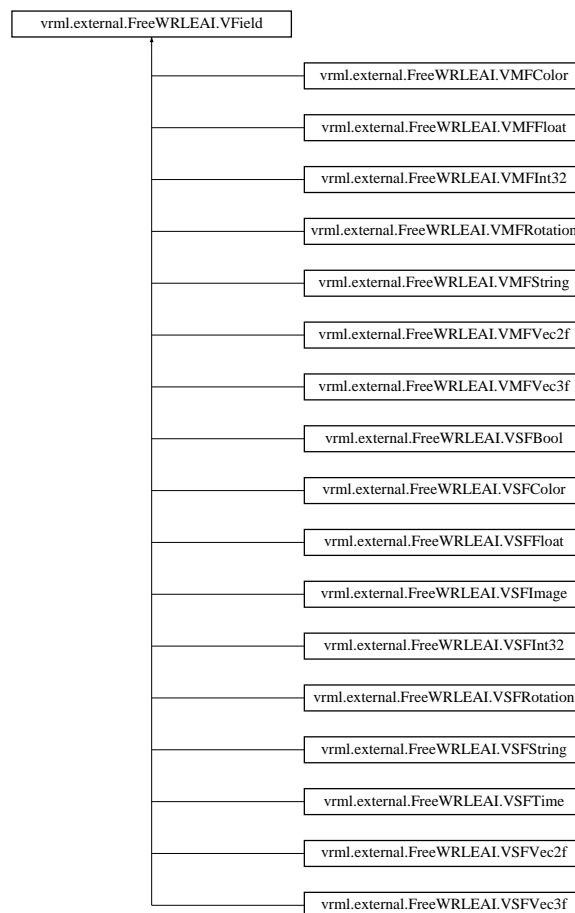
Definition at line 24 of file VField.java.

The documentation for this class was generated from the following file:

- `src/java/sai/eai/VField.java`

### 4.1013 vrml.external.FreeWRLEAI.VField Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VField:



### Public Member Functions

- byte **getType** ()
- abstract void **write** (DataOutputStream out) throws IOException



## Static Public Attributes

- static final byte **NOTHING** = -1
- static final byte **SFBOOL** = 0
- static final byte **SFCOLOR** = 1
- static final byte **SFFLOAT** = 2
- static final byte **SFIMAGE** = 3
- static final byte **SFINT32** = 4
- static final byte **SFNODE** = 5
- static final byte **SFROTATION** = 6
- static final byte **SFSTRING** = 7
- static final byte **SFTIME** = 8
- static final byte **SFVEC2F** = 9
- static final byte **SFVEC3F** = 10
- static final byte **MFCOLOR** = 11
- static final byte **MFFLOAT** = 12
- static final byte **MFINT32** = 13
- static final byte **MFNODE** = 14
- static final byte **MFROTATION** = 15
- static final byte **MFSTRING** = 16
- static final byte **MFVEC2F** = 17
- static final byte **MFVEC3F** = 18

### 4.1013.1 Detailed Description

Definition at line 24 of file VField.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VField.java

## 4.1014 vid\_stream Struct Reference

### Data Fields

- unsigned int **h\_size**
- unsigned int **v\_size**
- unsigned int **mb\_height**
- unsigned int **mb\_width**
- unsigned char **aspect\_ratio**
- unsigned char **picture\_rate**
- unsigned int **bit\_rate**
- unsigned int **vbv\_buffer\_size**
- int **const\_param\_flag**
- unsigned char **intra\_quant\_matrix** [8][8]
- unsigned char **non\_intra\_quant\_matrix** [8][8]
- char \* **ext\_data**
- char \* **user\_data**
- **GoP** group
- **Pict** picture
- **Slice** slice

- **Macroblock mblock**
- **Block block**
- int **state**
- int **bit\_offset**
- unsigned int \* **buffer**
- int **buf\_length**
- unsigned int \* **buf\_start**
- int **max\_buf\_length**
- int **film\_has\_ended**
- int **sys\_layer**
- unsigned int **num\_left**
- unsigned int **leftover\_bytes**
- int **EOF\_flag**
- FILE \* **input**
- long **seekValue**
- int **swap**
- int **Parse\_done**
- int **gAudioStreamID**
- int **gVideoStreamID**
- int **gReservedStreamID**
- int **right\_for**
- int **down\_for**
- int **right\_half\_for**
- int **down\_half\_for**
- unsigned int **curBits**
- int **matched\_depth**
- char \* **filename**
- int **ditherType**
- char \* **ditherFlags**
- int **totNumFrames**
- double **realTimeStart**
- **PictImage** \* **past**
- **PictImage** \* **future**
- **PictImage** \* **current**
- **PictImage** \* **ring** [RING\_BUF\_SIZE]
- int **ppm\_width**
- int **ppm\_height**
- int **ppm\_modulus**

#### 4.1014.1 Detailed Description

Definition at line 191 of file mpeg\_berkley.h.

The documentation for this struct was generated from the following file:

- src/lib/scenagraph/mpeg\_berkley.h

## 4.1015 viewer Struct Reference

### Data Fields

- struct **point\_XYZ** **currentPosInModel**
- struct **point\_XYZ** **Pos**
- **Quaternion** **Quat**
- struct **point\_XYZ** **Pos0**
- **Quaternion** **Quat0**
- struct **point\_XYZ** **Up**
- int **headlight**
- int **collision**
- double **speed**
- double **Dist**
- int **isStereo**
- int **isStereoB**
- int **iside**
- int **isideB**
- int **sidebyside**
- int **updown**
- int **updownB**
- int **shutterGlasses**
- int **haveQuadbuffer**
- int **anaglyph**
- int **anaglyphB**
- int **dominantEye**
- int **eitherDominantEye**
- double **stereoParameter**
- double **eyehalf**
- double **eyehalfangle**
- double **screendist**
- double **eyedist**
- int **iprogram** [2]
- unsigned int **buffer**
- int **oktypes** [18]
- **X3D\_Viewer\_Walk** **walk**
- **X3D\_Viewer\_Examine** **examine**
- **X3D\_Viewer\_Fly** **fly**
- **X3D\_Viewer\_Spherical** **ypz**
- **X3D\_Viewer\_InPlane** **inplane**
- struct **point\_XYZ** **VPvelocity**
- int **SLERPing2**
- int **SLERPing2justStarted**
- int **SLERPing**
- double **startSLERPtime**
- int **SLERPing3**
- int **type**
- int **lastType**
- int **LookatMode**
- int **transitionType**
- double **transitionTime**
- double **lasttime**
- struct **point\_XYZ** **startSLERPPos**
- **Quaternion** **startSLERPQuat**

- double **startSLERPDist**
- double **endSLERPDist**
- struct **point\_XYZ** **endSLERPPos**
- **Quaternion** **endSLERPQuat**
- double **slerp\_viewmatrix** [16]
- double **slerp\_posorimatrix** [16]
- int **vp2rnSaved**
- int **doExamineModeDistanceCalculations**
- int **ortho**
- double **orthoField** [4]
- int **screenOrientation**
- double **nearPlane**
- double **farPlane**
- double **xcenter**
- double **backgroundPlane**
- GLDOUBLE **fieldofview**
- GLDOUBLE **fovZoom**
- int **wasBound**

#### 4.1015.1 Detailed Description

Definition at line 162 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

### 4.1016 viewer\_examine Struct Reference

#### Data Fields

- struct **point\_XYZ** **Origin**
- **Quaternion** **OQuat**
- **Quaternion** **SQuat**
- double **ODist**
- double **SY**

#### 4.1016.1 Detailed Description

Definition at line 118 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

## 4.1017 viewer\_fly Struct Reference

### Data Fields

- double **Velocity** [2][3]
- **KeyHit down** [2][3]
- int **ndown** [2][3]
- **KeyHit wasDown** [2][3][10]
- double **lasttime**

### 4.1017.1 Detailed Description

Definition at line 152 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

## 4.1018 viewer\_inplane Struct Reference

### Data Fields

- double **x**
- double **y**
- double **xx**
- double **yy**
- int **on**
- int **ibut**

### 4.1018.1 Detailed Description

Definition at line 132 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

## 4.1019 viewer\_walk Struct Reference

### Data Fields

- double **SX**
- double **SY**
- double **XD**
- double **YD**
- double **ZD**
- double **RD**

### 4.1019.1 Detailed Description

Definition at line 108 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

## 4.1020 viewer\_ypz Struct Reference

### Data Fields

- double **ypz0** [3]
- double **ypz** [3]
- float **x**
- float **y**

### 4.1020.1 Detailed Description

Definition at line 126 of file Viewer.h.

The documentation for this struct was generated from the following file:

- src/lib/scenegraph/Viewer.h

## 4.1021 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

### 4.1021.1 Detailed Description

Definition at line 19 of file VIP.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VIP.java

## 4.1022 vrml.external.FreeWRLEAI.VIP Class Reference

### Static Public Member Functions

- static String **fieldName** (short value)

### Static Public Attributes

- static final short **QUIT** = -1
- static final short **MESSAGE** = -2
- static final short **ADD\_OBJECT** = -3
- static final short **REMOVE\_OBJECT** = -4
- static final short **PRIVATE\_MESSAGE** = -5
- static final short **CREATE\_OBJECT** = -6
- static final short **USER\_INFO** = -7
- static final short **SELF\_INFO** = -8
- static final short **SSRC** = -9
- static final short **TRANSFERREQUEST** = -10
- static final short **TRANSFERACCEPT** = -11
- static final short **TRANSFERREJECT** = -12
- static final short **TRANSFERREQUESTADD** = -13
- static final short **FILEREQUEST** = -14
- static final short **FRQRESPONSE** = -15
- static final short **POSITION** = 0
- static final short **ORIENTATION** = 1
- static final short **SCALE** = 2
- static final short **NAME** = 3
- static final short **OWNER** = 4
- static final short **PARENT** = 5
- static final short **CHILDREN** = 6
- static final short **DROPPED** = 7
- static final short **NUM\_FIELDS** = 4
- static final short **MAX\_GESTURES** = 10
- static final short **MAX\_CHILDREN** = 50

### 4.1022.1 Detailed Description

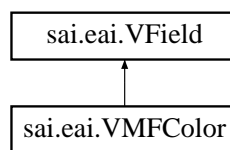
Definition at line 19 of file VIP.java.

The documentation for this class was generated from the following file:

- `src/java/vrml/external/FreeWRLEAI/VIP.java`

## 4.1023 sai.eai.VMFCOLOR Class Reference

Inheritance diagram for `sai.eai.VMFCOLOR`:



### Public Member Functions

- **VMFCOLOR** (`DataInputStream in`) throws `IOException`
- void **write** (`DataOutputStream out`) throws `IOException`
- byte **getType** ()

### Additional Inherited Members

### 4.1023.1 Detailed Description

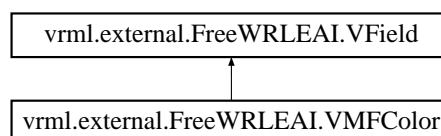
Definition at line 21 of file `VMFCOLOR.java`.

The documentation for this class was generated from the following file:

- `src/java/sai/eai/VMFCOLOR.java`

## 4.1024 vrml.external.FreeWRLEAI.VMFCOLOR Class Reference

Inheritance diagram for `vrml.external.FreeWRLEAI.VMFCOLOR`:





## Public Member Functions

- **VMFColor** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1024.1 Detailed Description

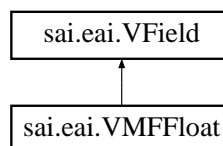
Definition at line 21 of file VMFColor.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFColor.java

## 4.1025 sai.eai.VMFFloat Class Reference

Inheritance diagram for sai.eai.VMFFloat:



## Public Member Functions

- **VMFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1025.1 Detailed Description

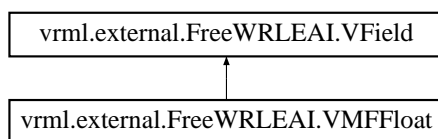
Definition at line 21 of file VMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFFloat.java

## 4.1026 vrml.external.FreeWRLEAI.VMFFloat Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFFloat:



### Public Member Functions

- **VMFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

### Additional Inherited Members

#### 4.1026.1 Detailed Description

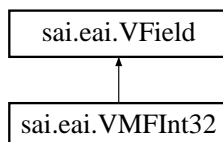
Definition at line 21 of file VMFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFFloat.java

## 4.1027 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

### 4.1027.1 Detailed Description

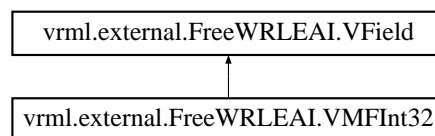
Definition at line 21 of file VMField32.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMField32.java

## 4.1028 vrml.external.FreeWRLEAI.VMField32 Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMField32:



## Public Member Functions

- **VMField32** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1028.1 Detailed Description

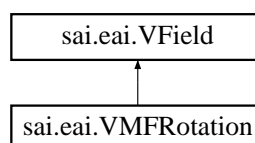
Definition at line 21 of file VMField32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMField32.java

## 4.1029 sai.eai.VMFieldRotation Class Reference

Inheritance diagram for sai.eai.VMFieldRotation:



## Public Member Functions

- **VMFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1029.1 Detailed Description

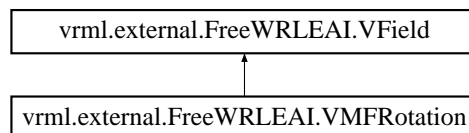
Definition at line 21 of file VMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFRotation.java

## 4.1030 vrml.external.FreeWRLEAI.VMFRotation Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFRotation:



## Public Member Functions

- **VMFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1030.1 Detailed Description

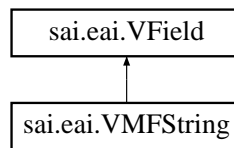
Definition at line 21 of file VMFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFRotation.java

## 4.1031 sai.eai.VMFString Class Reference

Inheritance diagram for sai.eai.VMFString:



### Public Member Functions

- **VMFString** (DataInputStream in) throws IOException
- **VMFString** (String[] strings)
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- String[] **getValue** ()
- String **get1Value** (int pos)
- String **toString** ()

### Additional Inherited Members

#### 4.1031.1 Detailed Description

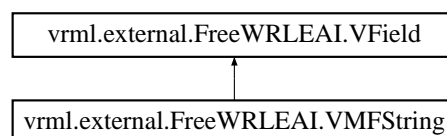
Definition at line 21 of file VMFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFString.java

## 4.1032 vrml.external.FreeWRLEAI.VMFString Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFString:



### Public Member Functions

- **VMFString** (DataInputStream in) throws IOException
- **VMFString** (String[] strings)
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- String[] **getValue** ()
- String **get1Value** (int pos)
- String **toString** ()

## Additional Inherited Members

### 4.1032.1 Detailed Description

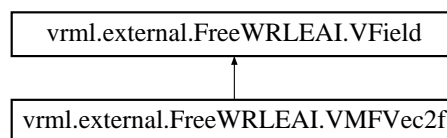
Definition at line 21 of file VMFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFString.java

## 4.1033 vrml.external.FreeWRLEAI.VMFVec2f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFVec2f:



## Public Member Functions

- **VMFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1033.1 Detailed Description

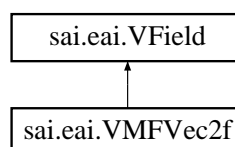
Definition at line 21 of file VMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFVec2f.java

## 4.1034 sai.eai.VMFVec2f Class Reference

Inheritance diagram for sai.eai.VMFVec2f:



## Public Member Functions

- **VMFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1034.1 Detailed Description

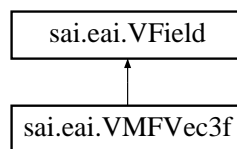
Definition at line 21 of file VMFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFVec2f.java

## 4.1035 sai.eai.VMFVec3f Class Reference

Inheritance diagram for sai.eai.VMFVec3f:



## Public Member Functions

- **VMFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1035.1 Detailed Description

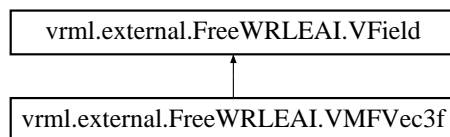
Definition at line 21 of file VMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VMFVec3f.java

## 4.1036 vrml.external.FreeWRLEAI.VMFVec3f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VMFVec3f:



### Public Member Functions

- **VMFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

### Additional Inherited Members

#### 4.1036.1 Detailed Description

Definition at line 21 of file VMFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VMFVec3f.java

## 4.1037 void3 Struct Reference

### Data Fields

- void \* **one**
- void \* **two**
- void \* **three**

#### 4.1037.1 Detailed Description

Definition at line 695 of file headers.h.

The documentation for this struct was generated from the following file:

- src/lib/main/headers.h



## 4.1038 VRMLLexer Struct Reference

### Data Fields

- char \* **nextIn**
- char \* **startOfStringPtr** [LEXER\_INPUT\_STACK\_MAX]
- char \* **curlID**
- BOOL **isEof**
- int **lexerInputLevel**
- char \* **oldNextIn** [LEXER\_INPUT\_STACK\_MAX]
- **Stack** \* **userNodeNames**
- struct **Vector** \* **userNodeTypesVec**
- **Stack** \* **userNodeTypesStack**
- struct **Vector** \* **user\_initializeOnly**
- struct **Vector** \* **user\_inputOutput**
- struct **Vector** \* **user\_inputOnly**
- struct **Vector** \* **user\_outputOnly**

### 4.1038.1 Detailed Description

Definition at line 50 of file CParseLexer.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseLexer.h

## 4.1039 sai.eai.VRMLObject Class Reference

### Public Member Functions

- **VRMLObject** (int id, String URL, **VRMLObjectObserver** observer)
- String[] **getFieldNames** ()
- **VField** **getField** (short field)
- void **setName** (String name)
- void **setField** (short field, **VField** value)
- String **toString** ()
- void **load** ()

### Data Fields

- int **id**
- String **URL**
- **VRMLObject** **next**
- String[] **gestures**
- boolean **loaded** = false

### Protected Member Functions

- void **doSetField** (short field, **VField** value)

## Protected Attributes

- String **name**
- String[] **fieldNames**
- **VRMLObjectObserver** **observer**
- **VField**[] **fields**

### 4.1039.1 Detailed Description

Definition at line 23 of file VRMLObject.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VRMLObject.java

## 4.1040 vrml.external.FreeWRLEAI.VRMLObject Class Reference

### Public Member Functions

- **VRMLObject** (int id, String URL, **VRMLObjectObserver** observer)
- String[] **getFieldNames** ()
- **VField** **getField** (short field)
- void **setName** (String name)
- void **setField** (short field, **VField** value)
- String **toString** ()
- void **load** ()

### Data Fields

- int **id**
- String **URL**
- **VRMLObject** **next**
- String[] **gestures**
- boolean **loaded** = false

### Protected Member Functions

- void **doSetField** (short field, **VField** value)

## Protected Attributes

- String **name**
- String[] **fieldNames**
- **VRMLObjectObserver** **observer**
- **VField**[] **fields**

### 4.1040.1 Detailed Description

Definition at line 23 of file VRMLObject.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VRMLObject.java

## 4.1041 sai.eai.VRMLObjectObserver Interface Reference

### Public Member Functions

- void **onClicked** ( VRMLObject obj)
- void **onLoaded** ( VRMLObject obj)

### 4.1041.1 Detailed Description

Definition at line 19 of file VRMLObjectObserver.java.

The documentation for this interface was generated from the following file:

- src/java/sai/eai/VRMLObjectObserver.java

## 4.1042 vrml.external.FreeWRLEAI.VRMLObjectObserver Interface Reference

### Public Member Functions

- void **onClicked** ( VRMLObject obj)
- void **onLoaded** ( VRMLObject obj)

### 4.1042.1 Detailed Description

Definition at line 19 of file VRMLObjectObserver.java.

The documentation for this interface was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VRMLObjectObserver.java

## 4.1043 VRMLParser Struct Reference

### Data Fields

- struct **VRMLLexer** \* **lexer**
- void \* **ectx**
- void \* **ptr**
- unsigned **ofs**
- struct **ProtoDefinition** \* **curPROTO**
- **Stack** \* **DEFedNodes**
- struct **Vector** \* **PROTOs**
- int **parsingX3DfromXML**
- **Stack** \* **brotoDEFedNodes**

### 4.1043.1 Detailed Description

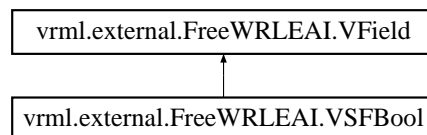
Definition at line 148 of file CParseParser.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/CParseParser.h

## 4.1044 vrml.external.FreeWRLEAI.VSFBool Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFBool:



### Public Member Functions

- **VSFBool** (boolean value)
- **VSFBool** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- boolean **getValue** ()
- byte **getType** ()

### Additional Inherited Members

### 4.1044.1 Detailed Description

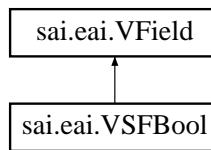
Definition at line 21 of file VSFBool.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFBool.java

## 4.1045 sai.eai.VSFBool Class Reference

Inheritance diagram for sai.eai.VSFBool:



### Public Member Functions

- **VSFBool** (boolean value)
- **VSFBool** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- boolean **getValue** ()
- byte **getType** ()

### Additional Inherited Members

#### 4.1045.1 Detailed Description

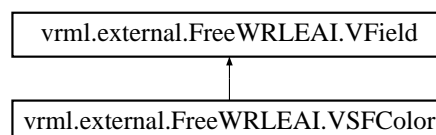
Definition at line 21 of file VSFBool.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFBool.java

## 4.1046 vrml.external.FreeWRLEAI.VSFColor Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFColor:



### Public Member Functions

- **VSFColor** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1046.1 Detailed Description

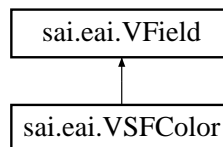
Definition at line 21 of file VSFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFColor.java

## 4.1047 sai.eai.VSFColor Class Reference

Inheritance diagram for sai.eai.VSFColor:



## Public Member Functions

- **VSFColor** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1047.1 Detailed Description

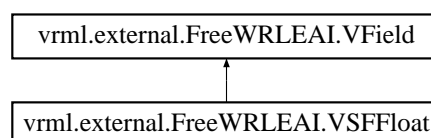
Definition at line 21 of file VSFCOLOR.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFColor.java

## 4.1048 vrml.external.FreeWRLEAI.VSFFloat Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFFloat:



## Public Member Functions

- **VSFFloat** (float value) throws IOException
- **VSFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1048.1 Detailed Description

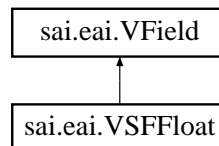
Definition at line 20 of file VSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VsFFloat.java

## 4.1049 sai.eai.VSFFloat Class Reference

Inheritance diagram for sai.eai.VSFFloat:



## Public Member Functions

- **VSFFloat** (float value) throws IOException
- **VSFFloat** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1049.1 Detailed Description

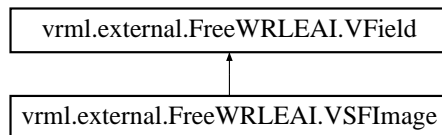
Definition at line 20 of file VSFFloat.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VsFFloat.java

## 4.1050 vrml.external.FreeWRLEAI.VSFIImage Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFIImage:



### Public Member Functions

- **VSFIImage** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

### Additional Inherited Members

#### 4.1050.1 Detailed Description

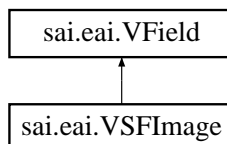
Definition at line 21 of file VSFIImage.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFIImage.java

## 4.1051 sai.eai.VSFIImage Class Reference

Inheritance diagram for sai.eai.VSFIImage:



### Public Member Functions

- **VSFIImage** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()



## Additional Inherited Members

### 4.1051.1 Detailed Description

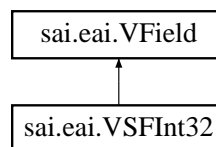
Definition at line 21 of file VSField.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VField.java

## 4.1052 sai.eai.VSField Class Reference

Inheritance diagram for sai.eai.VSField:



## Public Member Functions

- **VSField32** (DataInputStream in) throws IOException
- **VSField32** (int v)
- void **write** (DataOutputStream out) throws IOException
- int **getValue** ()
- byte **getType** ()

## Additional Inherited Members

### 4.1052.1 Detailed Description

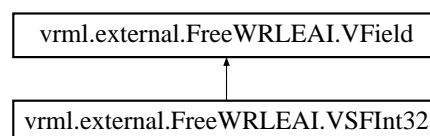
Definition at line 21 of file VSField32.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VField32.java

## 4.1053 vrml.external.FreeWRLEAI.VSField32 Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSField32:



## Public Member Functions

- **VSFInt32** (DataInputStream in) throws IOException
- **VSFInt32** (int v)
- void **write** (DataOutputStream out) throws IOException
- int **getValue** ()
- byte **getType** ()

## Additional Inherited Members

### 4.1053.1 Detailed Description

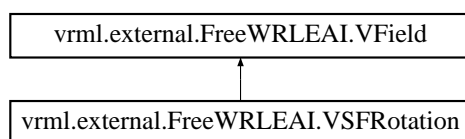
Definition at line 21 of file VSFInt32.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFInt32.java

## 4.1054 vrml.external.FreeWRLEAI.VSFRotation Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFRotation:



## Public Member Functions

- **VSFRotation** (float axisX, float axisY, float axisZ, float angle)
- **VSFRotation** (float[] values)
- **VSFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- double **getAngle** ()

## Additional Inherited Members

### 4.1054.1 Detailed Description

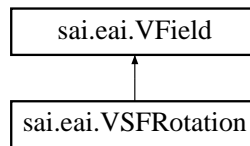
Definition at line 20 of file VSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFRotation.java

## 4.1055 sai.eai.VSFRotation Class Reference

Inheritance diagram for sai.eai.VSFRotation:



### Public Member Functions

- **VSFRotation** (float axisX, float axisY, float axisZ, float angle)
- **VSFRotation** (float[] values)
- **VSFRotation** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- double **getAngle** ()

### Additional Inherited Members

#### 4.1055.1 Detailed Description

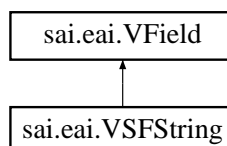
Definition at line 20 of file VSFRotation.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFRotation.java

## 4.1056 sai.eai.VSFString Class Reference

Inheritance diagram for sai.eai.VSFString:



### Public Member Functions

- **VSFString** (String s)
- **VSFString** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- String **getValue** ()
- byte **getType** ()

## Additional Inherited Members

### 4.1056.1 Detailed Description

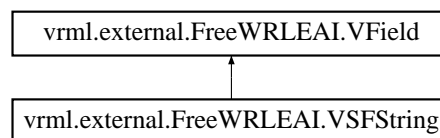
Definition at line 21 of file VSFString.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFString.java

## 4.1057 vrml.external.FreeWRLEAI.VSFString Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFString:



## Public Member Functions

- **VSFString** (String s)
- **VSFString** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- String **getValue** ()
- byte **getType** ()

## Additional Inherited Members

### 4.1057.1 Detailed Description

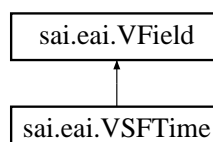
Definition at line 21 of file VSFString.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFString.java

## 4.1058 sai.eai.VSFTIME Class Reference

Inheritance diagram for sai.eai.VSFTIME:



## Public Member Functions

- **VSFTIME** (double time)
- **VSFTIME** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- double **getValue** ()

## Additional Inherited Members

### 4.1058.1 Detailed Description

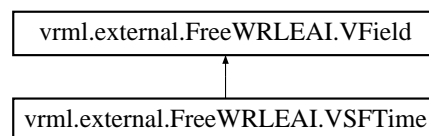
Definition at line 21 of file VSFTIME.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSTIME.java

## 4.1059 vrml.external.FreeWRLEAI.VSFTIME Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFTIME:



## Public Member Functions

- **VSFTIME** (double time)
- **VSFTIME** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()
- double **getValue** ()

## Additional Inherited Members

### 4.1059.1 Detailed Description

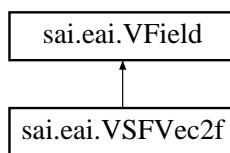
Definition at line 21 of file VSFTIME.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSTIME.java

## 4.1060 sai.eai.VSFVec2f Class Reference

Inheritance diagram for sai.eai.VSFVec2f:



### Public Member Functions

- **VSFVec2f** (float x, float y, float z)
- **VSFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

### Additional Inherited Members

#### 4.1060.1 Detailed Description

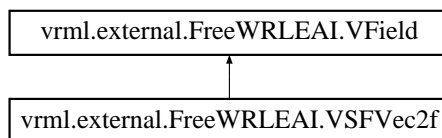
Definition at line 21 of file VSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFVec2f.java

## 4.1061 vrml.external.FreeWRLEAI.VSFVec2f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFVec2f:



### Public Member Functions

- **VSFVec2f** (float x, float y, float z)
- **VSFVec2f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- byte **getType** ()

## Additional Inherited Members

### 4.1061.1 Detailed Description

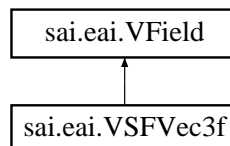
Definition at line 21 of file VSFVec2f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFVec2f.java

## 4.1062 sai.eai.VSFVec3f Class Reference

Inheritance diagram for sai.eai.VSFVec3f:



## Public Member Functions

- **VSFVec3f** (float x, float y, float z)
- **VSFVec3f** (float[] values)
- **VSFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- **VSFVec3f plus** ( VSFVec3f v)
- **VSFVec3f minus** ( VSFVec3f v)
- **VSFVec3f times** (float s)
- double **getDistance** ( VSFVec3f v)
- double **getAngle** ( VSFVec3f v)

## Additional Inherited Members

### 4.1062.1 Detailed Description

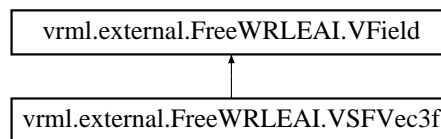
Definition at line 19 of file VSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/sai/eai/VSFVec3f.java

## 4.1063 vrml.external.FreeWRLEAI.VSFVec3f Class Reference

Inheritance diagram for vrml.external.FreeWRLEAI.VSFVec3f:



### Public Member Functions

- **VSFVec3f** (float x, float y, float z)
- **VSFVec3f** (float[] values)
- **VSFVec3f** (DataInputStream in) throws IOException
- void **write** (DataOutputStream out) throws IOException
- String **toString** ()
- byte **getType** ()
- float[] **getValue** ()
- **VSFVec3f plus** ( **VSFVec3f** v)
- **VSFVec3f minus** ( **VSFVec3f** v)
- **VSFVec3f times** (float s)
- double **getDistance** ( **VSFVec3f** v)
- double **getAngle** ( **VSFVec3f** v)

### Additional Inherited Members

#### 4.1063.1 Detailed Description

Definition at line 19 of file VSFVec3f.java.

The documentation for this class was generated from the following file:

- src/java/vrml/external/FreeWRLEAI/VSFVec3f.java

## 4.1064 walk\_cbdata Struct Reference

### Data Fields

- int(\* **fkey** )(const char \* **key**, int index, **cson\_value** \*val, void \*cbdata)
- int(\* **fval** )( **cson\_value** \*val, int index, void \*cbdata)
- void \* **data**
- void \* **arr**
- int **arrtype**



### 4.1064.1 Detailed Description

Definition at line 234 of file SSRServer.c.

The documentation for this struct was generated from the following file:

- src/SSR/SSRServer.c

## 4.1065 WarfareFamilyPdu Struct Reference

### Data Fields

- struct **Pdu** **myPdu**
- struct **EntityID** **firingEntityID**  
*ID of the entity that shot.*
- struct **EntityID** **targetEntityID**  
*ID of the entity that is being shot at.*

### 4.1065.1 Detailed Description

Definition at line 994 of file DIS.h.

The documentation for this struct was generated from the following file:

- src/lib/DIS/DIS.h

## 4.1066 WEB3DNATIVE Struct Reference

### Data Fields

- int **fieldType**
- union {  
    void \* **native**  
    union **anyVrml** \* **anyvrml**  
};
- int \* **valueChanged**
- int **kind**
- char **gc**

### 4.1066.1 Detailed Description

Definition at line 84 of file FWTYPE.h.

The documentation for this struct was generated from the following file:

- src/lib/world\_script/FWTYPE.h

## 4.1067 X3D\_Anchor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- struct **Uni\_String** \* **description**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **parameter**
- struct **Multi\_String** **url**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- void \* **\_parentResource**

### 4.1067.1 Detailed Description

Definition at line 2679 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1068 X3D\_Appearance Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**

- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **fillProperties**
- struct **X3D\_Node** \* **lineProperties**
- struct **X3D\_Node** \* **material**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **shaders**
- struct **Multi\_Node** **effects**
- struct **X3D\_Node** \* **texture**
- struct **X3D\_Node** \* **textureTransform**

### 4.1068.1 Detailed Description

Definition at line 2708 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1069 X3D\_Arc2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- float **endAngle**
- float **radius**
- float **startAngle**
- struct **Multi\_Vec2f** **\_\_points**
- int **\_\_numPoints**

### 4.1069.1 Detailed Description

Definition at line 2734 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1070 X3D\_ArcClose2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **closureType**
- float **endAngle**
- float **radius**
- int **solid**
- float **startAngle**
- struct **Multi\_Vec2f** **\_\_points**
- struct **Multi\_Vec2f** **\_\_texCoords**
- int **\_\_numPoints**
- int **\_\_simpleDisk**
- void \* **\_\_wireindices**

### 4.1070.1 Detailed Description

Definition at line 2758 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1071 X3D\_AudioClip Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**

- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Uni\_String** \* **description**
- int **loop**
- struct **X3D\_Node** \* **metadata**
- double **pauseTime**
- float **pitch**
- double **resumeTime**
- double **startTime**
- double **stopTime**
- struct **Multi\_String** **url**
- double **duration\_changed**
- double **elapsedTime**
- int **isActive**
- int **isPaused**
- void \* **\_parentResource**
- int **\_\_loadstatus**
- void \* **\_\_loadResource**
- int **\_\_sourceNumber**
- double **\_\_inittime**
- double **\_\_lasttime**

#### 4.1071.1 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

## 4.1072 X3D\_BackdropBackground Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **set\_bind**
- double **bindTime**
- int **isBound**
- float **transparency**
- struct **SFColor** **color**
- struct **X3D\_Node** \* **metadata**
- int **\_\_texture**
- int **\_\_VBO**
- struct **Multi\_String** **url**

### 4.1072.1 Detailed Description

Definition at line 2824 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1073 X3D\_Background Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **set\_bind**
- struct **Multi\_Float** **groundAngle**
- struct **Multi\_Color** **groundColor**
- struct **Multi\_Float** **skyAngle**
- struct **Multi\_Color** **skyColor**
- double **bindTime**
- int **isBound**
- int **\_layerId**
- void \* **\_parentResource**
- struct **Multi\_Vec3f** **\_\_points**
- struct **Multi\_Color** **\_\_colours**
- int **\_\_quadcount**
- float **transparency**
- struct **Multi\_String** **frontUrl**
- struct **Multi\_String** **backUrl**
- struct **Multi\_String** **topUrl**
- struct **Multi\_String** **bottomUrl**
- struct **Multi\_String** **leftUrl**
- struct **Multi\_String** **rightUrl**
- struct **X3D\_Node** \* **metadata**
- int **\_\_textureright**
- struct **X3D\_Node** \* **\_\_frontTexture**
- struct **X3D\_Node** \* **\_\_backTexture**
- struct **X3D\_Node** \* **\_\_topTexture**
- struct **X3D\_Node** \* **\_\_bottomTexture**
- struct **X3D\_Node** \* **\_\_leftTexture**
- struct **X3D\_Node** \* **\_\_rightTexture**
- int **\_\_VBO**

### 4.1073.1 Detailed Description

Definition at line 2851 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1074 X3D\_BallJoint Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **anchorPoint**
- struct **X3D\_Node** \* **body1**
- struct **X3D\_Node** \* **body2**
- struct **Multi\_String** **forceOutput**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **body1AnchorPoint**
- struct **SFVec3f** **body2AnchorPoint**
- void \* **\_joint**
- int **\_forceout**
- struct **SFVec3f** **\_\_old\_anchorPoint**
- struct **X3D\_Node** \* **\_\_old\_body1**
- struct **X3D\_Node** \* **\_\_old\_body2**

### 4.1074.1 Detailed Description

Definition at line 2897 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1075 X3D\_Billboard Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **SFVec3f** **axisOfRotation**
- struct **Multi\_Node** **children**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **X3D\_Node** \* **metadata**
- double **\_rotationAngle**

### 4.1075.1 Detailed Description

Definition at line 2927 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1076 X3D\_BlendedVolumeStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**



- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **surfaceNormals**
- struct **X3D\_Node** \* **renderStyle**
- struct **X3D\_Node** \* **voxels**
- float **weightConstant1**
- float **weightConstant2**
- struct **Uni\_String** \* **weightFunction1**
- struct **Uni\_String** \* **weightFunction2**
- struct **X3D\_Node** \* **weightTransferFunction1**
- struct **X3D\_Node** \* **weightTransferFunction2**
- struct **Multi\_Int32\_fbohandles**
- int **\_weightFunction1**
- int **\_weightFunction2**

### 4.1076.1 Detailed Description

Definition at line 2954 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1077 X3D\_BooleanFilter Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **set\_boolean**
- int **inputFalse**
- int **inputNegate**
- int **inputTrue**
- struct **X3D\_Node** \* **metadata**

### 4.1077.1 Detailed Description

Definition at line 2986 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1078 X3D\_BooleanSequencer Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **next**
- int **previous**
- float **set\_fraction**
- struct **Multi\_Float** **key**
- struct **Multi\_Bool** **keyValue**
- int **value\_changed**
- struct **X3D\_Node** \* **metadata**
- int **\_index**

### 4.1078.1 Detailed Description

Definition at line 3009 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1079 X3D\_BooleanToggle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **set\_boolean**
- int **toggle**
- struct **X3D\_Node** \* **metadata**

### 4.1079.1 Detailed Description

Definition at line 3035 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1080 X3D\_BooleanTrigger Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- double **set\_triggerTime**
- int **triggerTrue**
- struct **X3D\_Node** \* **metadata**

### 4.1080.1 Detailed Description

Definition at line 3056 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1081 X3D\_BoundaryEnhancementVolumeStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- float **boundaryOpacity**
- float **opacityFactor**
- float **retainedOpacity**

### 4.1081.1 Detailed Description

Definition at line 3077 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1082 X3D\_BoundedPhysicsModel Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **geometry**
- struct **X3D\_Node** \* **metadata**

### 4.1082.1 Detailed Description

Definition at line 3100 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1083 X3D\_Box Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **size**
- int **solid**
- struct **Multi\_Vec3f** **\_\_points**

### 4.1083.1 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

## 4.1084 X3D\_CADAssembly Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **\_sortedChildren**

### 4.1084.1 Detailed Description

Definition at line 3143 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1085 X3D\_CADFace Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **X3D\_Node** \* **shape**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**

### 4.1085.1 Detailed Description

Definition at line 3170 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1086 X3D\_CADLayer Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Multi\_Bool** **visible**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**

### 4.1086.1 Detailed Description

Definition at line 3193 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1087 X3D\_CADPart Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **SFVec3f** **center**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **\_\_do\_center**
- int **\_\_do\_trans**
- int **\_\_do\_rotation**
- int **\_\_do\_scaleO**
- int **\_\_do\_scale**
- int **\_\_do\_anything**
- struct **Multi\_Node** **\_sortedChildren**

### 4.1087.1 Detailed Description

Definition at line 3220 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1088 X3D\_CalibratedCameraSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- int **isActive**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **description**
- struct **Multi\_Int32** **image**
- struct **SFVec2f** **focalPoint**
- float **fieldOfView**
- struct **Uni\_String** \* **fovMode**
- float **aspectRatio**

### 4.1088.1 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

## 4.1089 X3D\_CartoonVolumeStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **surfaceNormals**
- struct **SFColorRGBA** **orthogonalColor**
- struct **SFColorRGBA** **parallelColor**
- int **colorSteps**

### 4.1089.1 Detailed Description

Definition at line 3285 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1090 X3D\_Circle2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- float **radius**
- struct **Multi\_Vec2f** **\_\_points**
- int **\_\_numPoints**

### 4.1090.1 Detailed Description

Definition at line 3309 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1091 X3D\_ClipPlane Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec4f** **plane**

### 4.1091.1 Detailed Description

Definition at line 3331 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1092 X3D\_CollidableOffset Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **translation**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **\_\_do\_trans**
- int **\_\_do\_rotation**
- struct **X3D\_Node** \* **collidable**
- void \* **\_geom**
- struct **SFRotation** **\_initialRotation**
- struct **SFVec3f** **\_initialTranslation**
- int **\_initialized**
- void \* **\_csensor**

### 4.1092.1 Detailed Description

Definition at line 3352 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1093 X3D\_CollidableShape Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **translation**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **\_\_do\_trans**
- int **\_\_do\_rotation**
- struct **X3D\_Node** \* **shape**
- void \* **\_geom**
- struct **SFRotation** **\_initialRotation**
- struct **SFVec3f** **\_initialTranslation**
- int **\_initialized**
- void \* **\_csensor**

### 4.1093.1 Detailed Description

Definition at line 3384 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1094 X3D\_Collision Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**

- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- int **enabled**
- int **collide**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **X3D\_Node** \* **proxy**
- double **collideTime**
- struct **X3D\_Node** \* **metadata**
- int **\_\_hit**

#### 4.1094.1 Detailed Description

Definition at line 3416 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1095 X3D\_CollisionCollection Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_String** **appliedParameters**
- float **bounce**
- struct **Multi\_Node** **collidables**
- int **enabled**
- struct **SFVec2f** **frictionCoefficients**
- struct **X3D\_Node** \* **metadata**

- float **minBounceSpeed**
- struct **SFVec2f** **slipFactors**
- float **softnessConstantForceMix**
- float **softnessErrorCorrection**
- struct **SFVec2f** **surfaceSpeed**
- void \* **\_class**
- void \* **\_csensor**
- int **\_appliedParametersMask**

#### 4.1095.1 Detailed Description

Definition at line 3446 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1096 X3D\_CollisionSensor Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **collider**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **intersections**
- struct **Multi\_Node** **contacts**
- int **isActive**

#### 4.1096.1 Detailed Description

Definition at line 3478 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1097 X3D\_CollisionSpace Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **collidables**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- int **useGeometry**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- void \* **\_space**

### 4.1097.1 Detailed Description

Definition at line 3502 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1098 X3D\_Color Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Color** **color**
- struct **X3D\_Node** \* **metadata**

### 4.1098.1 Detailed Description

Definition at line 3527 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1099 X3D\_ColorChaser Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- int **isActive**
- double **duration**
- double **\_bufferendtime**
- double **\_steptime**
- struct **SFColor** **value\_changed**
- struct **SFColor** **initialDestination**
- struct **SFColor** **initialValue**
- struct **SFColor** **set\_destination**
- struct **SFColor** **set\_value**
- void \* **\_buffer**
- struct **SFColor** **\_previousvalue**
- struct **SFColor** **\_destination**

### 4.1099.1 Detailed Description

Definition at line 3547 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1100 X3D\_ColorDamper Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- double **tau**
- float **tolerance**
- int **isActive**
- int **order**
- double **\_tau**
- double **\_lasttick**
- int **\_takefirstinput**
- struct **SFColor** **value\_changed**
- struct **SFColor** **initialDestination**
- struct **SFColor** **initialValue**
- struct **SFColor** **set\_destination**
- struct **SFColor** **set\_value**
- void \* **\_values**
- struct **SFColor** **\_input**

### 4.1100.1 Detailed Description

Definition at line 3580 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1101 X3D\_ColorInterpolator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- struct **Multi\_Float** **key**
- struct **Multi\_Color** **keyValue**
- struct **X3D\_Node** \* **metadata**
- struct **SFColor** **value\_changed**

### 4.1101.1 Detailed Description

Definition at line 3615 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1102 X3D\_ColorRGBA Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_ColorRGBA** **color**
- struct **X3D\_Node** \* **metadata**

### 4.1102.1 Detailed Description

Definition at line 3638 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1103 X3D\_ComposedCubeMapTexture Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **back**
- struct **X3D\_Node** \* **bottom**
- struct **X3D\_Node** \* **front**
- struct **X3D\_Node** \* **left**
- struct **X3D\_Node** \* **top**
- struct **X3D\_Node** \* **right**
- void \* **\_parentResource**

### 4.1103.1 Detailed Description

Definition at line 3658 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1104 X3D\_ComposedShader Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **activate**
- struct **Multi\_Node** parts
- int **isSelected**
- int **isValid**
- struct **Uni\_String** \* **language**
- struct **X3D\_Node** \* **metadata**
- int **\_initialized**
- struct **X3D\_Node** \* **\_shaderUserDefinedFields**
- int **\_shaderUserNumber**
- pthread\_t **\_shaderLoadThread**
- int **\_retrievedURLData**

### 4.1104.1 Detailed Description

Definition at line 3684 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1105 X3D\_ComposedTexture3D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**

- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **texture**
- struct **X3D\_Node** \* **textureProperties**
- int **repeatS**
- int **repeatT**
- int **repeatR**
- int **\_\_textureTableIndex**
- void \* **\_parentResource**

### 4.1105.1 Detailed Description

Definition at line 3713 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1106 X3D\_ComposedVolumeStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **renderStyle**

### 4.1106.1 Detailed Description

Definition at line 3739 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1107 X3D\_CompositeVolumeStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **renderStyle**

### 4.1107.1 Detailed Description

Definition at line 3760 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1108 X3D\_Cone Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- int **bottom**
- float **bottomRadius**
- float **height**
- int **side**
- int **solid**
- struct **Multi\_Vec3f** **\_\_sidepoints**
- struct **Multi\_Vec3f** **\_\_botpoints**
- struct **Multi\_Vec3f** **\_\_normals**
- int **\_\_coneVBO**
- int **\_\_coneTriangles**
- void \* **\_\_wireindices**

### 4.1108.1 Detailed Description

Definition at line 3781 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1109 X3D\_ConeEmitter Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **angle**
- struct **SFVec3f** **direction**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **position**
- float **speed**
- float **variation**
- float **mass**
- float **surfaceArea**

### 4.1109.1 Detailed Description

Definition at line 3811 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1110 X3D\_Contact Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_String** **appliedParameters**
- struct **X3D\_Node** \* **body1**
- struct **X3D\_Node** \* **body2**
- float **bounce**
- struct **SFVec3f** **contactNormal**
- float **depth**
- struct **SFVec2f** **frictionCoefficients**
- struct **SFVec3f** **frictionDirection**
- struct **X3D\_Node** \* **geometry1**
- struct **X3D\_Node** \* **geometry2**
- struct **X3D\_Node** \* **metadata**
- float **minBounceSpeed**
- struct **SFVec3f** **position**
- struct **SFVec2f** **slipCoefficients**
- float **softnessConstantForceMix**
- float **softnessErrorCorrection**
- struct **SFVec2f** **surfaceSpeed**
- int **\_appliedParameters**

### 4.1110.1 Detailed Description

Definition at line 3837 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1111 X3D\_Contour2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**

### 4.1111.1 Detailed Description

Definition at line 3873 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1112 X3D\_ContourPolyline2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec2d** **controlPoint**
- struct **Multi\_Vec2f** **point**

### 4.1112.1 Detailed Description

Definition at line 3896 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1113 X3D\_Coordinate Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec3f** **point**
- struct **X3D\_Node** \* **metadata**

### 4.1113.1 Detailed Description

Definition at line 3917 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1114 X3D\_CoordinateChaser Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]

- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- int **isActive**
- double **duration**
- double **\_bufferendtime**
- double **\_steptime**
- struct **Multi\_Vec3f** **value\_changed**
- struct **Multi\_Vec3f** **initialDestination**
- struct **Multi\_Vec3f** **initialValue**
- struct **Multi\_Vec3f** **set\_destination**
- struct **Multi\_Vec3f** **set\_value**
- void \* **\_buffer**
- struct **Multi\_Vec3f** **\_previousvalue**
- struct **Multi\_Vec3f** **\_destination**

#### 4.1114.1 Detailed Description

Definition at line 3937 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1115 X3D\_CoordinateDamper Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- double **tau**
- float **tolerance**

- int **isActive**
- int **order**
- double **\_tau**
- double **\_lasttick**
- int **\_takefirstinput**
- struct **Multi\_Vec3f** **value\_changed**
- struct **Multi\_Vec3f** **initialDestination**
- struct **Multi\_Vec3f** **initialValue**
- struct **Multi\_Vec3f** **set\_destination**
- struct **Multi\_Vec3f** **set\_value**
- void \* **\_values**
- struct **Multi\_Vec3f** **\_input**

#### 4.1115.1 Detailed Description

Definition at line 3970 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1116 X3D\_CoordinateDouble Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec3d** **point**

#### 4.1116.1 Detailed Description

Definition at line 4005 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1117 X3D\_CoordinateInterpolator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec3f** **keyValue**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec3f** **value\_changed**
- int **\_GPU\_Routes\_out**
- int **\_CPU\_Routes\_out**
- int **\_keyVBO**
- int **\_keyValueVBO**

### 4.1117.1 Detailed Description

Definition at line 4025 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1118 X3D\_CoordinateInterpolator2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec2f** **keyValue**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec2f** **value\_changed**

### 4.1118.1 Detailed Description

Definition at line 4052 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1119 X3D\_Cylinder Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- int **bottom**
- float **height**
- float **radius**
- int **side**
- int **solid**
- int **top**
- struct **Multi\_Vec3f** **\_\_points**
- struct **Multi\_Vec3f** **\_\_normals**
- int **\_\_cylinderVBO**
- int **\_\_cylinderTriangles**
- void \* **\_\_wireindices**

### 4.1119.1 Detailed Description

Definition at line 4075 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1120 X3D\_CylinderSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **autoOffset**
- struct **SFRotation** **axisRotation**
- float **diskAngle**
- int **enabled**
- float **maxAngle**
- float **minAngle**
- float **offset**
- int **isActive**
- int **isOver**
- struct **Uni\_String** \* **description**
- struct **SFRotation** **rotation\_changed**
- struct **SFVec3f** **trackPoint\_changed**
- struct **X3D\_Node** \* **metadata**
- int **sensorLocalOutput**
- struct **SFVec3f** **\_oldtrackPoint**
- struct **SFRotation** **\_oldrotation**
- struct **SFVec3f** **\_origPoint**
- float **\_radius**
- int **\_usingDisk**
- int **\_\_oldEnabled**

### 4.1120.1 Detailed Description

Definition at line 4105 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1121 X3D\_DirectionalLight Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **ambientIntensity**
- struct **SFColor** **color**
- struct **SFVec3f** **direction**
- int **global**
- float **intensity**
- struct **X3D\_Node** \* **metadata**
- int **on**
- struct **SFVec4f** **\_dir**
- struct **SFVec4f** **\_col**
- struct **SFVec4f** **\_amb**

### 4.1121.1 Detailed Description

Definition at line 4222 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1122 X3D\_DISEntityManager Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**



- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- int **isActive**
- double **timestamp**
- struct **Uni\_String** \* **address**
- int **port**
- struct **Uni\_String** \* **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni\_String** \* **networkMode**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isStandAlone**
- double **readInterval**
- double **writeInterval**
- int **rtpHeaderExpected**
- int **isRtpHeaderHeard**
- int **\_registered**
- struct **X3D\_Node** \* **\_dsock**
- double **\_lasttime**
- int **\_pduchange\_networksensor**
- struct **X3D\_Node** \* **\_oldState**
- int **entityID**
- int **applicationID**
- int **siteID**
- struct **Multi\_Node** mapping
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **addedEntities**
- struct **Multi\_Node** **removedEntities**
- struct **Multi\_Node** **addEntities**
- struct **Multi\_Node** **removeEntities**
- struct **Multi\_Node** **entities**
- int **\_pduchange\_create**
- int **\_pduchange\_remove**
- int **\_pduchange\_em\_info**

### 4.1122.1 Detailed Description

Definition at line 4143 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1123 X3D\_DISEntityTypeMapping Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **url**
- int **kind**
- int **domain**
- int **country**
- int **category**
- int **subcategory**
- int **specific**
- int **extra**
- struct **X3D\_Node** \* **\_child**

### 4.1123.1 Detailed Description

Definition at line 4194 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1124 X3D\_Disk2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**

- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- float **innerRadius**
- float **outerRadius**
- int **solid**
- struct **Multi\_Vec2f** **\_\_points**
- struct **Multi\_Vec2f** **\_\_texCoords**
- int **\_\_numPoints**
- int **\_\_simpleDisk**
- void \* **\_\_wireindices**

#### 4.1124.1 Detailed Description

Definition at line 4250 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1125 X3D\_DoubleAxisHingeJoint Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **anchorPoint**
- struct **SFVec3f** **axis1**
- struct **SFVec3f** **axis2**
- struct **X3D\_Node** \* **body1**
- struct **X3D\_Node** \* **body2**
- float **desiredAngularVelocity1**
- float **desiredAngularVelocity2**
- struct **Multi\_String** **forceOutput**
- float **maxAngle1**
- float **maxTorque1**
- float **maxTorque2**
- struct **X3D\_Node** \* **metadata**
- float **minAngle1**

- float **stopBounce1**
- float **stopConstantForceMix1**
- float **stopErrorCorrection1**
- float **suspensionErrorCorrection**
- float **suspensionForce**
- struct **SFVec3f** **body1AnchorPoint**
- struct **SFVec3f** **body1Axis**
- struct **SFVec3f** **body2AnchorPoint**
- struct **SFVec3f** **body2Axis**
- float **hinge1Angle**
- float **hinge1AngleRate**
- float **hinge2Angle**
- float **hinge2AngleRate**
- void \* **\_joint**
- int **\_forceout**
- struct **SFVec3f** **\_\_old\_anchorPoint**
- struct **SFVec3f** **\_\_old\_axis1**
- struct **SFVec3f** **\_\_old\_axis2**
- struct **X3D\_Node** \* **\_\_old\_body1**
- struct **X3D\_Node** \* **\_\_old\_body2**
- void \* **\_motor1**
- void \* **\_motor2**
- float **axis1Angle**

#### 4.1125.1 Detailed Description

Definition at line 4277 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1126 X3D\_EaseInEaseOut Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- struct **Multi\_Vec2f** **easeInEaseOut**
- struct **Multi\_Float** **key**
- struct **X3D\_Node** \* **metadata**
- float **modifiedFraction\_changed**

### 4.1126.1 Detailed Description

Definition at line 4331 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1127 X3D\_EdgeEnhancementVolumeStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **surfaceNormals**
- struct **SFColorRGBA** **edgeColor**
- float **gradientThreshold**

### 4.1127.1 Detailed Description

Definition at line 4354 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1128 X3D\_Effect Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **activate**
- struct **Multi\_Node** parts
- int **isSelected**
- int **isValid**
- struct **Uni\_String** \* **language**
- struct **X3D\_Node** \* **metadata**
- int **\_initialized**
- struct **X3D\_Node** \* **\_shaderUserDefinedFields**
- int **\_shaderUserNumber**
- pthread\_t **\_shaderLoadThread**
- int **\_retrievedURLData**

### 4.1128.1 Detailed Description

Definition at line 4377 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1129 X3D\_EffectPart Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**

- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **url**
- struct **Uni\_String** \* **type**
- int **\_\_loadstatus**
- void \* **\_parentResource**
- void \* **\_\_loadResource**
- struct **X3D\_Node** \* **\_shaderUserDefinedFields**

#### 4.1129.1 Detailed Description

Definition at line 4406 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1130 X3D\_ElevationGrid Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **set\_height**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- struct **X3D\_Node** \* **texCoord**
- int **ccw**
- int **colorPerVertex**
- float **creaseAngle**
- struct **Multi\_Float** **height**
- int **normalPerVertex**
- int **solid**
- int **xDimension**
- float **xSpacing**
- int **zDimension**
- float **zSpacing**
- struct **Multi\_Int32** **\_coordIndex**

### 4.1130.1 Detailed Description

Definition at line 4431 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1131 X3D\_EspduTransform Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- int **isActive**
- double **timestamp**
- struct **Uni\_String** \* **address**
- int **port**
- struct **Uni\_String** \* **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni\_String** \* **networkMode**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isStandAlone**
- double **readInterval**
- double **writeInterval**
- int **rtpHeaderExpected**
- int **isRtpHeaderHeard**
- int **\_registered**
- struct **X3D\_Node** \* **\_dsock**
- double **\_lasttime**
- int **\_pduchange\_networksensor**
- struct **X3D\_Node** \* **\_oldState**
- int **entityID**
- int **applicationID**
- int **siteID**
- struct **Multi\_String** **geoSystem**
- struct **SFVec3d** **geoCoords**
- struct **X3D\_Node** \* **\_\_geoSystem**
- int **entityKind**



- int **entityDomain**
- int **entityCountry**
- int **entityCategory**
- int **entitySubCategory**
- int **entitySpecific**
- int **entityExtra**
- int **forceID**
- struct **Uni\_String** \* **marking**
- int **deadReckoning**
- struct **SFVec3f** **linearVelocity**
- struct **SFVec3f** **linearAcceleration**
- struct **SFVec3f** **\_p0**
- struct **SFVec3f** **\_v0**
- struct **SFVec3f** **\_a0**
- struct **SFRotation** **\_angularVelocity**
- struct **SFRotation** **\_r0**
- int **\_change\_count**
- int **\_sent**
- struct **SFVec3f** **\_lastp0**
- struct **SFRotation** **\_lastr0**
- double **\_lastp0time**
- double **\_lastframetime**
- struct **SFVec3f** **\_smoothingDelta**
- int **\_smoothingCount**
- 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 **articulationParameterCount**
- struct **Multi\_Int32** **articulationParameterDesignatorArray**
- struct **Multi\_Int32** **articulationParameterChangeIndicatorArr**
- struct **Multi\_Int32** **articulationParameterIdPartAttachedToAr**
- struct **Multi\_Int32** **articulationParameterTypeArray**
- struct **Multi\_Float** **articulationParameterArray**
- float **articulationParameterValue0\_changed**
- float **articulationParameterValue1\_changed**
- float **articulationParameterValue2\_changed**
- float **articulationParameterValue3\_changed**
- float **articulationParameterValue4\_changed**
- float **articulationParameterValue5\_changed**
- float **articulationParameterValue6\_changed**
- float **articulationParameterValue7\_changed**
- int **\_pduchange\_es**
- int **collisionType**
- double **collideTime**
- int **isCollided**
- int **\_pduchange\_collision**
- int **eventEntityID**
- int **eventApplicationID**
- int **eventSiteID**
- int **eventNumber**

- int **fired1**
- int **fired2**
- int **fireMissionIndex**
- float **firingRange**
- double **firedTime**
- int **\_pduchange\_fire**
- struct **SFVec3f** **detonationLocation**
- struct **SFVec3f** **detonationRelativeLocation**
- int **detonationResult**
- double **detonateTime**
- int **isDetonated**
- int **\_pduchange\_detonation**
- int **munitionEntityID**
- int **munitionApplicationID**
- int **munitionSiteID**
- struct **SFVec3f** **munitionStartPoint**
- struct **SFVec3f** **munitionEndPoint**
- int **munitionQuantity**
- int **firingRate**
- int **fuse**
- int **warhead**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **SFVec3f** **center**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **\_\_do\_center**
- int **\_\_do\_trans**
- int **\_\_do\_rotation**
- int **\_\_do\_scaleO**
- int **\_\_do\_scale**
- int **\_\_do\_anything**
- struct **Multi\_Node** **\_sortedChildren**

#### 4.1131.1 Detailed Description

Definition at line 4467 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

## 4.1132 X3D\_ExplosionEmitter Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **position**
- float **speed**
- float **variation**
- float **mass**
- float **surfaceArea**

### 4.1132.1 Detailed Description

Definition at line 4607 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1133 X3D\_Extrusion Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec2f** **set\_crossSection**

- struct **Multi\_Rotation** set\_orientation
- struct **Multi\_Vec2f** set\_scale
- struct **Multi\_Vec3f** set\_spine
- struct **X3D\_Node** \* metadata
- int **beginCap**
- int **ccw**
- int **convex**
- float **creaseAngle**
- struct **Multi\_Vec2f** crossSection
- int **endCap**
- struct **Multi\_Rotation** orientation
- struct **Multi\_Vec2f** scale
- int **solid**
- struct **Multi\_Vec3f** spine

#### 4.1133.1 Detailed Description

Definition at line 4631 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1134 X3D\_FillProperties Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **filled**
- struct **SFColor** **hatchColor**
- int **hatched**
- int **hatchStyle**
- struct **X3D\_Node** \* **metadata**
- int **\_enabled**
- struct **SFVec2f** **\_hatchScale**

### 4.1134.1 Detailed Description

Definition at line 4664 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1135 X3D\_FloatVertexAttribute Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** value
- struct **Uni\_String** \* **name**
- int **numComponents**
- struct **X3D\_Node** \* **metadata**

### 4.1135.1 Detailed Description

Definition at line 4689 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1136 X3D\_Fog Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFColor** **color**
- struct **Uni\_String** \* **fogType**
- float **visibilityRange**
- float **\_\_fogScale**
- int **\_\_fogType**
- int **set\_bind**
- double **bindTime**
- int **isBound**
- int **\_layerId**
- struct **X3D\_Node** \* **metadata**

### 4.1136.1 Detailed Description

Definition at line 4711 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1137 X3D\_FogCoordinate Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** **depth**
- struct **X3D\_Node** \* **metadata**

### 4.1137.1 Detailed Description

Definition at line 4739 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1138 X3D\_FontStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **family**
- int **horizontal**
- struct **Multi\_String** **justify**
- struct **Uni\_String** \* **language**
- int **leftToRight**
- float **size**
- float **spacing**
- struct **Uni\_String** \* **style**
- int **topToBottom**

### 4.1138.1 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

## 4.1139 X3D\_ForcePhysicsModel Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **SFVec3f** **force**
- struct **X3D\_Node** \* **metadata**

### 4.1139.1 Detailed Description

Definition at line 4787 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1140 X3D\_GeneratedCubeMapTexture Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **textureProperties**
- int **\_\_textureTableIndex**
- void \* **\_parentResource**
- struct **Multi\_Node** **\_\_subTextures**
- int **\_\_regenSubTextures**
- struct **Uni\_String** \* **update**
- int **size**



### 4.1140.1 Detailed Description

Definition at line 4808 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1141 X3D\_GeoConvert Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3d** **set\_geoCoords**
- struct **SFVec3d** **set\_gcCoords**
- struct **Multi\_String** **geoSystem**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3d** **gcCoords\_changed**
- struct **SFVec3d** **geoCoords\_changed**
- struct **X3D\_Node** \* **\_\_geoSystem**
- struct **SFVec3d** **\_\_oldgeoCoords**
- struct **SFVec3d** **\_\_oldgcCoords**

### 4.1141.1 Detailed Description

Definition at line 4834 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1142 X3D\_GeoCoordinate Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec3d** **point**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- struct **X3D\_Node** \* **\_\_geoSystem**
- struct **Multi\_Vec3f** **\_\_movedCoords**

### 4.1142.1 Detailed Description

Definition at line 4861 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1143 X3D\_GeoElevationGrid Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Double** **set\_height**

- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- struct **X3D\_Node** \* **texCoord**
- float **yScale**
- int **ccw**
- int **colorPerVertex**
- double **creaseAngle**
- struct **SFVec3d** **geoGridOrigin**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- struct **Multi\_Double** **height**
- int **normalPerVertex**
- int **solid**
- int **xDimension**
- double **xSpacing**
- int **zDimension**
- double **zSpacing**
- struct **Multi\_Int32** **\_coordIndex**
- struct **X3D\_Node** \* **\_\_geoSystem**
- struct **SFVec3d** **\_\_autoOffset**
- struct **SFVec4d** **\_\_localOrient**
- struct **Multi\_Int32** **\_\_planets**

#### 4.1143.1 Detailed Description

Definition at line 4885 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1144 X3D\_GeoLocation Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**

- struct **Multi\_Node \_\_sibAffectors**
- struct **Multi\_Node children**
- struct **SFVec3d geoCoords**
- struct **X3D\_Node \* metadata**
- struct **X3D\_Node \* geoOrigin**
- struct **Multi\_String geoSystem**
- struct **SFVec3f bboxCenter**
- struct **SFVec3f bboxSize**
- int **relativeHeight**
- double **\_gridHeight**
- struct **X3D\_Node \* \_\_geoSystem**
- struct **SFVec3d \_\_position**
- struct **SFVec3d \_\_movedCoords**
- struct **SFVec3d \_\_movedgd**
- struct **SFVec4d \_\_localOrient**
- struct **SFVec4d \_\_offsetOrient**
- struct **SFVec3d \_\_oldgeoCoords**
- struct **Multi\_Node \_\_oldChildren**
- struct **Multi\_Node \_sortedChildren**

#### 4.1144.1 Detailed Description

Definition at line 4971 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1145 X3D\_GeoLOD Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector \* \_parentVector**
- double **\_dist**
- float **\_extent [6]**
- struct **X3D\_PolyRep \* \_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node \* \_executionContext**
- struct **X3D\_Node \* metadata**
- struct **Multi\_Node children**
- int **level\_changed**
- struct **SFVec3d center**
- struct **Multi\_String child1Url**
- struct **Multi\_String child2Url**

- struct **Multi\_String** child3Url
- struct **Multi\_String** child4Url
- struct **X3D\_Node** \* geoOrigin
- struct **Multi\_String** geoSystem
- float range
- struct **Multi\_String** rootUrl
- struct **Multi\_Node** rootNode
- struct **SFVec3f** bboxCenter
- struct **SFVec3f** bboxSize
- struct **X3D\_Node** \* \_\_geoSystem
- struct **SFVec3d** \_\_movedCoords
- int \_\_inRange
- struct **X3D\_Node** \* \_\_child1Node
- struct **X3D\_Node** \* \_\_child2Node
- struct **X3D\_Node** \* \_\_child3Node
- struct **X3D\_Node** \* \_\_child4Node
- struct **X3D\_Node** \* \_\_rootUrl
- int \_\_childloadstatus
- int \_\_rooturlloadstatus
- int \_\_level

#### 4.1145.1 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

### 4.1146 X3D\_GeoMetadata Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** data
- struct **Multi\_String** summary
- struct **Multi\_String** url
- struct **X3D\_Node** \* metadata

### 4.1146.1 Detailed Description

Definition at line 5010 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1147 X3D\_GeoOrigin Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3d** **geoCoords**
- struct **Multi\_String** **geoSystem**
- struct **X3D\_Node** \* **metadata**
- int **rotateYUp**
- struct **X3D\_Node** \* **\_\_geoSystem**
- struct **SFVec3d** **\_\_movedCoords**
- struct **SFVec3d** **\_\_movedgd**
- struct **SFVec3d** **\_\_oldgeoCoords**
- struct **Multi\_String** **\_\_oldMFString**
- struct **SFVec4d** **\_\_rotyup**

### 4.1147.1 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

## 4.1148 X3D\_GeoPlanet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Uni\_String** \* **description**
- int **planetId**
- struct **Multi\_Node** **\_\_oldChildren**
- struct **Multi\_Node** **\_sortedChildren**

### 4.1148.1 Detailed Description

Definition at line 5060 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1149 X3D\_GeoPositionInterpolator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**

- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec3d** **keyValue**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3d** **geovalue\_changed**
- struct **SFVec3f** **value\_changed**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- struct **X3D\_Node** \* **\_\_geoSystem**
- struct **Multi\_Vec3f** **\_\_movedValue**
- struct **Multi\_Float** **\_\_oldKeyPtr**
- struct **Multi\_Vec3d** **\_\_oldKeyValuePtr**

#### 4.1149.1 Detailed Description

Definition at line 5089 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1150 X3D\_GeoProximitySensor Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **SFVec3d** **geoCenter**
- struct **SFVec3d** **center**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **size**
- struct **SFVec3f** **centerOfRotation\_changed**
- double **enterTime**
- double **exitTime**
- struct **SFVec3d** **geoCoord\_changed**



- int **isActive**
- struct **SFRotation** **orientation\_changed**
- struct **SFVec3f** **position\_changed**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- int **\_\_hit**
- struct **SFVec3f** **\_\_t1**
- struct **SFRotation** **\_\_t2**
- struct **SFVec3d** **\_\_t3**
- struct **X3D\_Node** \* **\_\_geoSystem**
- struct **SFVec3d** **\_\_movedCoords**
- struct **SFVec4d** **\_\_localOrient**
- int **\_\_oldEnabled**
- struct **SFVec3d** **\_\_oldGeoCenter**
- struct **SFVec3f** **\_\_oldSize**

### 4.1150.1 Detailed Description

Definition at line 5119 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1151 X3D\_GeoTouchSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Uni\_String** \* **description**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **hitNormal\_changed**
- struct **SFVec3f** **hitPoint\_changed**
- struct **SFVec2f** **hitTexCoord\_changed**
- struct **SFVec3d** **hitGeoCoord\_changed**
- int **isActive**
- int **isOver**
- double **touchTime**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- struct **X3D\_Node** \* **\_\_geoSystem**
- struct **SFVec3f** **\_oldhitNormal**
- struct **SFVec3f** **\_oldhitPoint**
- struct **SFVec2f** **\_oldhitTexCoord**
- int **\_\_oldEnabled**

### 4.1151.1 Detailed Description

Definition at line 5161 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1152 X3D\_GeoTransform Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **SFVec3f** **center**
- struct **Multi\_Node** **children**
- struct **SFVec3d** **geoCenter**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- int **\_\_do\_center**
- int **\_\_do\_trans**
- int **\_\_do\_rotation**
- int **\_\_do\_scaleO**
- int **\_\_do\_scale**
- int **\_\_do\_anything**
- struct **X3D\_Node** \* **\_\_geoSystem**
- struct **SFVec3d** **\_\_movedCoords**
- struct **SFVec4d** **\_\_localOrient**
- struct **SFVec3d** **\_\_oldGeoCenter**
- struct **Multi\_Node** **\_\_oldChildren**
- struct **Multi\_Node** **\_sortedChildren**

### 4.1152.1 Detailed Description

Definition at line 5196 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1153 X3D\_GeoViewpoint Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_layerId**
- int **\_donethispass**
- int **set\_bind**
- double **bindTime**
- int **isBound**
- struct **Uni\_String** \* **description**
- int **jump**
- float **fieldOfView**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **orientation**
- struct **SFVec3d** **position**
- struct **SFVec3d** **centerOfRotation**
- int **headlight**
- struct **Multi\_String** **navType**
- struct **X3D\_Node** \* **geoOrigin**
- struct **Multi\_String** **geoSystem**
- float **speedFactor**
- int **retainUserOffsets**
- int **\_initializedOnce**
- struct **SFRotation** **\_orientation**
- struct **SFVec3d** **\_position**
- int **relativeHeight**
- int **\_resetRelativeHeight**
- int **\_prepped\_planet**
- struct **X3D\_Node** \* **\_\_geoSystem**
- struct **SFVec3d** **\_\_movedPosition**
- struct **SFRotation** **\_\_movedOrientation**

- struct **SFRotation** \_\_movedOrientationB
- struct **SFVec3d** \_\_movedgd
- struct **Uni\_String** \* \_\_oldSFString
- float \_\_oldFieldOfView
- int \_\_oldHeadlight
- int \_\_oldJump
- struct **Multi\_String** \_\_oldMFString

#### 4.1153.1 Detailed Description

Definition at line 5241 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1154 X3D\_Group Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **\_sortedChildren**

#### 4.1154.1 Detailed Description

Definition at line 5293 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1155 X3D\_HAnimDisplacer Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **coordIndex**
- struct **Multi\_Vec3f** **displacements**
- struct **Uni\_String** \* **name**
- float **weight**
- struct **X3D\_Node** \* **metadata**

### 4.1155.1 Detailed Description

Definition at line 5319 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1156 X3D\_HAnimHumanoid Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **center**
- struct **Multi\_String** **info**

- struct **Multi\_Node** joints
- struct **Uni\_String** \* name
- struct **SFRotation** rotation
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation
- struct **Multi\_Node** segments
- struct **Multi\_Node** sites
- struct **Multi\_Node** skeleton
- struct **Multi\_Node** skin
- struct **X3D\_Node** \* skinCoord
- struct **X3D\_Node** \* skinNormal
- struct **Multi\_Node** \_\_sibAffectors
- struct **SFVec3f** translation
- struct **Uni\_String** \* version
- struct **Multi\_Node** viewpoints
- struct **SFVec3f** bboxCenter
- struct **SFVec3f** bboxSize
- struct **X3D\_Node** \* metadata
- void \* \_JT
- void \* \_PVI
- void \* \_PVW
- int \_NV
- void \* \_origCoords
- void \* \_origNorms

#### 4.1156.1 Detailed Description

Definition at line 5342 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1157 X3D\_HAnimJoint Struct Reference

#### Data Fields

- int \_nodeType
- int \_renderFlags
- int \_hit
- int \_change
- int \_ichange
- struct **Vector** \* \_parentVector
- double \_dist
- float \_extent [6]
- struct **X3D\_PolyRep** \* \_intern
- int referenceCount
- int \_defaultContainer
- void \* \_gc
- struct **X3D\_Node** \* \_executionContext
- struct **Multi\_Node** addChildren

- struct **Multi\_Node** removeChildren
- struct **Multi\_Node** \_\_sibAffectors
- struct **Multi\_Node** children
- struct **SFVec3f** center
- struct **SFRotation** rotation
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation
- struct **SFVec3f** translation
- struct **Multi\_Node** displacers
- struct **SFRotation** limitOrientation
- struct **Multi\_Float** llimit
- struct **Uni\_String** \* name
- struct **Multi\_Int32** skinCoordIndex
- struct **Multi\_Float** skinCoordWeight
- struct **Multi\_Float** stiffness
- struct **Multi\_Float** ulimit
- struct **SFVec3f** bboxCenter
- struct **SFVec3f** bboxSize
- struct **X3D\_Node** \* metadata
- int \_\_do\_center
- int \_\_do\_trans
- int \_\_do\_rotation
- int \_\_do\_scaleO
- int \_\_do\_scale
- int \_\_do\_anything

#### 4.1157.1 Detailed Description

Definition at line 5386 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1158 X3D\_HAnimSegment Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**

- struct **Multi\_Node** addChildren
- struct **Multi\_Node** removeChildren
- struct **Multi\_Node** \_\_sibAffectors
- struct **Multi\_Node** children
- struct **Uni\_String** \* name
- struct **SFVec3f** bboxCenter
- struct **SFVec3f** bboxSize
- struct **SFVec3f** centerOfMass
- struct **X3D\_Node** \* coord
- struct **Multi\_Node** displacers
- float **mass**
- struct **Multi\_Float** momentsOfInertia
- struct **X3D\_Node** \* metadata
- void \* **\_origCoords**

#### 4.1158.1 Detailed Description

Definition at line 5430 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1159 X3D\_HAnimSite Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** addChildren
- struct **Multi\_Node** removeChildren
- struct **Multi\_Node** \_\_sibAffectors
- struct **Multi\_Node** children
- struct **Uni\_String** \* name
- struct **SFVec3f** bboxCenter
- struct **SFVec3f** bboxSize
- struct **SFVec3f** center
- struct **SFRotation** rotation
- struct **SFVec3f** scale
- struct **SFRotation** scaleOrientation



- struct **SFVec3f** translation
- struct **X3D\_Node** \* metadata
- int **\_\_do\_center**
- int **\_\_do\_trans**
- int **\_\_do\_rotation**
- int **\_\_do\_scaleO**
- int **\_\_do\_scale**
- int **\_\_do\_anything**

### 4.1159.1 Detailed Description

Definition at line 5462 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1160 X3D\_ImageBackdropBackground Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **set\_bind**
- double **bindTime**
- int **isBound**
- float **transparency**
- struct **SFColor** **color**
- struct **X3D\_Node** \* **metadata**
- int **\_\_texture**
- int **\_\_VBO**
- struct **Multi\_Int32** **image**

### 4.1160.1 Detailed Description

Definition at line 5499 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1161 X3D\_ImageCubeMapTexture Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **textureProperties**
- int **\_\_textureTableIndex**
- void \* **\_parentResource**
- struct **Multi\_Node** **\_\_subTextures**
- int **\_\_regenSubTextures**
- struct **Multi\_String** **url**

### 4.1161.1 Detailed Description

Definition at line 5526 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1162 X3D\_ImageTexture Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **url**
- int **repeatS**
- int **repeatT**
- struct **X3D\_Node** \* **textureProperties**
- int **\_\_textureTableIndex**
- void \* **\_parentResource**

### 4.1162.1 Detailed Description

Definition at line 5551 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1163 X3D\_ImageTexture3D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **url**
- int **repeatS**
- int **repeatT**
- int **repeatR**
- struct **X3D\_Node** \* **textureProperties**
- int **\_\_textureTableIndex**
- void \* **\_parentResource**
- int **\_needs\_gradient**

### 4.1163.1 Detailed Description

Definition at line 5576 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1164 X3D\_IndexedFaceSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **set\_colorIndex**
- struct **Multi\_Int32** **set\_coordIndex**
- struct **Multi\_Int32** **set\_normalIndex**
- struct **Multi\_Int32** **set\_texCoordIndex**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- struct **X3D\_Node** \* **texCoord**
- int **ccw**
- struct **Multi\_Int32** **colorIndex**
- int **colorPerVertex**
- int **convex**
- struct **Multi\_Int32** **coordIndex**
- float **creaseAngle**
- struct **Multi\_Int32** **normalIndex**
- int **normalPerVertex**
- int **solid**
- struct **Multi\_Int32** **texCoordIndex**

### 4.1164.1 Detailed Description

Definition at line 5603 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1165 X3D\_IndexedLineSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **set\_colorIndex**
- struct **Multi\_Int32** **set\_coordIndex**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Int32** **colorIndex**
- int **colorPerVertex**
- struct **Multi\_Int32** **coordIndex**
- void \* **\_\_vertArr**
- void \* **\_\_vertIndx**
- void \* **\_\_xcolours**
- void \* **\_\_vertices**
- void \* **\_\_vertexCount**
- int **\_\_segCount**

### 4.1165.1 Detailed Description

Definition at line 5642 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1166 X3D\_IndexedQuadSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **set\_index**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- struct **X3D\_Node** \* **texCoord**
- int **ccw**
- struct **Multi\_Int32** **index**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi\_Int32** **\_coordIndex**

### 4.1166.1 Detailed Description

Definition at line 5676 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1167 X3D\_IndexedTriangleFanSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**

- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **set\_index**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- struct **X3D\_Node** \* **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi\_Int32** **index**
- struct **Multi\_Int32** **\_coordIndex**

#### 4.1167.1 Detailed Description

Definition at line 5708 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1168 X3D\_IndexedTriangleSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **set\_index**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**

- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- struct **X3D\_Node** \* **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi\_Int32** **index**
- struct **Multi\_Int32** **\_coordIndex**

#### 4.1168.1 Detailed Description

Definition at line 5740 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1169 X3D\_IndexedTriangleStripSet Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **set\_index**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- struct **X3D\_Node** \* **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi\_Int32** **index**
- struct **Multi\_Int32** **\_coordIndex**



### 4.1169.1 Detailed Description

Definition at line 5772 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1170 X3D\_Inline Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **\_\_children**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **\_sortedChildren**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- void \* **\_\_protoDeclares**
- void \* **\_\_externProtoDeclares**
- void \* **\_\_nodes**
- void \* **\_\_subcontexts**
- void \* **\_\_GC**
- void \* **\_\_protoDef**
- int **\_\_protoFlags**
- struct **X3D\_Node** \* **\_\_prototype**
- struct **X3D\_Node** \* **\_\_parentProto**
- void \* **\_\_ROUTES**
- void \* **\_\_EXPORTS**
- void \* **\_\_IMPORTS**
- void \* **\_\_DEFnames**
- void \* **\_\_IS**
- void \* **\_\_scripts**
- struct **Multi\_String** **url**
- struct **Multi\_String** **\_\_oldurl**
- void \* **\_\_afterPound**
- int **\_\_loadstatus**

- void \* **\_parentResource**
- void \* **\_\_loadResource**
- void \* **\_\_typename**
- int **load**
- int **\_\_oldload**
- double **\_\_unitlengthfactor**
- int **\_\_specversion**

#### 4.1170.1 Detailed Description

Definition at line 5804 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1171 X3D\_IntegerSequencer Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **next**
- int **previous**
- float **set\_fraction**
- struct **Multi\_Float** **key**
- struct **Multi\_Int32** **keyValue**
- int **value\_changed**
- struct **X3D\_Node** \* **metadata**
- int **\_index**

#### 4.1171.1 Detailed Description

Definition at line 5856 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1172 X3D\_IntegerTrigger Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **set\_boolean**
- int **integerKey**
- int **triggerValue**
- struct **X3D\_Node** \* **metadata**

### 4.1172.1 Detailed Description

Definition at line 5882 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1173 X3D\_IsoSurfaceVolumeData Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **dimensions**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **voxels**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- void \* **\_boxtris**
- struct **Multi\_Node** **renderStyle**
- float **contourStepSize**
- struct **X3D\_Node** \* **gradients**
- float **surfaceTolerance**
- struct **Multi\_Float** **surfaceValues**

### 4.1173.1 Detailed Description

Definition at line 5904 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1174 X3D\_KeySensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- int **actionKeyPress**
- int **actionKeyRelease**
- int **altKey**
- int **controlKey**
- int **isActive**
- struct **Uni\_String** \* **keyPress**
- struct **Uni\_String** \* **keyRelease**
- int **shiftKey**
- struct **X3D\_Node** \* **metadata**
- int **\_\_oldEnabled**

### 4.1174.1 Detailed Description

Definition at line 5933 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1175 X3D\_Layer Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- int **isPickable**
- struct **X3D\_Node** \* **viewport**

### 4.1175.1 Detailed Description

Definition at line 5994 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1176 X3D\_LayerSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **activeLayer**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **layers**
- struct **Multi\_Int32** **order**

### 4.1176.1 Detailed Description

Definition at line 6019 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1177 X3D\_Layout Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_String** align
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Float** offset
- struct **Multi\_String** offsetUnits
- struct **Multi\_String** scaleMode
- struct **Multi\_Float** size
- struct **Multi\_String** sizeUnits
- struct **Multi\_Int32** \_align
- struct **Multi\_Int32** \_offsetUnits
- struct **Multi\_Int32** \_scaleMode
- struct **Multi\_Int32** \_sizeUnits
- struct **Multi\_Float** \_scale

### 4.1177.1 Detailed Description

Definition at line 6041 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1178 X3D\_LayoutGroup Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **X3D\_Node** \* **layout**
- struct **X3D\_Node** \* **viewport**

### 4.1178.1 Detailed Description

Definition at line 6071 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1179 X3D\_LayoutLayer Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**

- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- int **isPickable**
- struct **X3D\_Node** \* **viewport**
- struct **X3D\_Node** \* **layout**

#### 4.1179.1 Detailed Description

Definition at line 6098 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1180 X3D\_LinePickSensor Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **objectType**
- struct **X3D\_Node** \* **pickingGeometry**
- struct **Multi\_Node** **pickTarget**
- int **isActive**
- struct **Multi\_Node** **pickedGeometry**
- struct **Uni\_String** \* **intersectionType**
- struct **Uni\_String** \* **sortOrder**
- struct **Uni\_String** \* **matchCriterion**
- int **\_\_oldEnabled**
- struct **Multi\_Vec3f** **pickedPoint**
- struct **Multi\_Vec3f** **pickedNormal**
- struct **Multi\_Vec3f** **pickedTextureCoordinate**



### 4.1180.1 Detailed Description

Definition at line 6124 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1181 X3D\_LineProperties Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **applied**
- int **linetype**
- float **linewidthScaleFactor**
- struct **X3D\_Node** \* **metadata**

### 4.1181.1 Detailed Description

Definition at line 6156 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1182 X3D\_LineSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **autoOffset**
- struct **SFVec3f** **direction**
- int **enabled**
- float **maxPosition**
- float **minPosition**
- float **offset**
- int **isActive**
- int **isOver**
- struct **Uni\_String** \* **description**
- struct **SFVec3f** **trackPoint\_changed**
- struct **SFVec3f** **translation\_changed**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **\_oldtrackPoint**
- struct **SFVec3f** **\_oldtranslation**
- struct **SFVec3f** **\_origPoint**
- int **\_\_oldEnabled**

### 4.1182.1 Detailed Description

Definition at line 6178 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1183 X3D\_LineSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **fogCoord**
- struct **Multi\_Int32** **vertexCount**
- void \* **\_\_vertArr**
- void \* **\_\_vertIndx**
- int **\_\_segCount**

### 4.1183.1 Detailed Description

Definition at line 6212 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1184 X3D\_LoadSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**

- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- double **timeOut**
- struct **Multi\_Node** **watchList**
- int **isActive**
- int **isLoaded**
- double **loadTime**
- float **progress**
- int **\_\_loading**
- int **\_\_finishedloading**
- double **\_\_StartLoadTime**
- int **\_\_oldEnabled**

#### 4.1184.1 Detailed Description

Definition at line 6239 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1185 X3D\_LocalFog Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFColor** **color**
- struct **Uni\_String** \* **fogType**
- float **visibilityRange**
- float **\_\_fogScale**
- int **\_\_fogType**
- int **enabled**
- struct **X3D\_Node** \* **metadata**

### 4.1185.1 Detailed Description

Definition at line 6269 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1186 X3D\_LOD Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **level**
- struct **Multi\_Node** **children**
- struct **SFVec3f** **center**
- struct **Multi\_Float** **range**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **X3D\_Node** \* **metadata**
- int **level\_changed**
- int **forceTransitions**
- int **\_\_isX3D**
- void \* **\_selected**

### 4.1186.1 Detailed Description

Definition at line 5962 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1187 X3D\_Material Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **ambientIntensity**
- struct **SFColor** **diffuseColor**
- struct **SFColor** **emissiveColor**
- struct **X3D\_Node** \* **metadata**
- float **shininess**
- struct **SFColor** **specularColor**
- float **transparency**
- struct **Multi\_Float** **\_verifiedColor**

### 4.1187.1 Detailed Description

Definition at line 6294 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1188 X3D\_Matrix3VertexAttribute Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Matrix3f** **value**
- struct **Uni\_String** \* **name**
- struct **X3D\_Node** \* **metadata**

### 4.1188.1 Detailed Description

Definition at line 6320 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1189 X3D\_Matrix4VertexAttribute Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Matrix4f** value
- struct **Uni\_String** \* **name**

### 4.1189.1 Detailed Description

Definition at line 6341 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1190 X3D\_MetadataBoolean Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Uni\_String** \* **reference**
- struct **Multi\_Bool** value

### 4.1190.1 Detailed Description

Definition at line 6362 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1191 X3D\_MetadataDouble Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Uni\_String** \* **reference**
- struct **Multi\_Double** value

### 4.1191.1 Detailed Description

Definition at line 6384 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1192 X3D\_MetadataFloat Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Uni\_String** \* **reference**
- struct **Multi\_Float** value

### 4.1192.1 Detailed Description

Definition at line 6406 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1193 X3D\_MetadataInteger Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Uni\_String** \* **reference**
- struct **Multi\_Int32** value

### 4.1193.1 Detailed Description

Definition at line 6428 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1194 X3D\_MetadataMFBool Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Bool** value
- struct **Multi\_Bool** valueChanged
- struct **Multi\_Bool** setValue
- double **tickTime**

### 4.1194.1 Detailed Description

Definition at line 6450 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1195 X3D\_MetadataMFColor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Color** value
- struct **Multi\_Color** valueChanged
- struct **Multi\_Color** setValue
- double **tickTime**

### 4.1195.1 Detailed Description

Definition at line 6472 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1196 X3D\_MetadataMFColorRGBA Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_ColorRGBA** value
- struct **Multi\_ColorRGBA** valueChanged
- struct **Multi\_ColorRGBA** setValue
- double **tickTime**

### 4.1196.1 Detailed Description

Definition at line 6494 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1197 X3D\_MetadataMFDouble Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Double** **value**
- struct **Multi\_Double** **valueChanged**
- struct **Multi\_Double** **setValue**
- double **tickTime**

### 4.1197.1 Detailed Description

Definition at line 6516 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1198 X3D\_MetadataMFFloat Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Float** value
- struct **Multi\_Float** valueChanged
- struct **Multi\_Float** setValue
- double **tickTime**

### 4.1198.1 Detailed Description

Definition at line 6538 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1199 X3D\_MetadataMFloat32 Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** value
- struct **Multi\_Int32** valueChanged
- struct **Multi\_Int32** setValue
- double **tickTime**

### 4.1199.1 Detailed Description

Definition at line 6560 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1200 X3D\_MetadataMFMatrix3d Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Matrix3d** value
- struct **Multi\_Matrix3d** valueChanged
- struct **Multi\_Matrix3d** setValue
- double **tickTime**

### 4.1200.1 Detailed Description

Definition at line 6582 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1201 X3D\_MetadataMFMatrix3f Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Matrix3f** value
- struct **Multi\_Matrix3f** valueChanged
- struct **Multi\_Matrix3f** setValue
- double **tickTime**

### 4.1201.1 Detailed Description

Definition at line 6604 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1202 X3D\_MetadataMFMatrix4d Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Matrix4d** value
- struct **Multi\_Matrix4d** valueChanged
- struct **Multi\_Matrix4d** setValue
- double **tickTime**

### 4.1202.1 Detailed Description

Definition at line 6626 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1203 X3D\_MetadataMFMatrix4f Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Matrix4f** **value**
- struct **Multi\_Matrix4f** **valueChanged**
- struct **Multi\_Matrix4f** **setValue**
- double **tickTime**

### 4.1203.1 Detailed Description

Definition at line 6648 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1204 X3D\_MetadataMFNode Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** value
- struct **Multi\_Node** valueChanged
- struct **Multi\_Node** setValue
- double **tickTime**

### 4.1204.1 Detailed Description

Definition at line 6670 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1205 X3D\_MetadataMFRotation Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Rotation** value
- struct **Multi\_Rotation** valueChanged
- struct **Multi\_Rotation** setValue
- double **tickTime**

### 4.1205.1 Detailed Description

Definition at line 6692 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1206 X3D\_MetadataMFString Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_String** value
- struct **Multi\_String** valueChanged
- struct **Multi\_String** setValue
- double **tickTime**

### 4.1206.1 Detailed Description

Definition at line 6714 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1207 X3D\_MetadataMFTIME Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Time** value
- struct **Multi\_Time** valueChanged
- struct **Multi\_Time** setValue
- double **tickTime**

### 4.1207.1 Detailed Description

Definition at line 6736 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1208 X3D\_MetadataMFVec2d Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec2d** value
- struct **Multi\_Vec2d** valueChanged
- struct **Multi\_Vec2d** setValue
- double **tickTime**

### 4.1208.1 Detailed Description

Definition at line 6758 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1209 X3D\_MetadataMFVec2f Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec2f** value
- struct **Multi\_Vec2f** valueChanged
- struct **Multi\_Vec2f** setValue
- double **tickTime**

### 4.1209.1 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

## 4.1210 X3D\_MetadataMFVec3d Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec3d** value
- struct **Multi\_Vec3d** valueChanged
- struct **Multi\_Vec3d** setValue
- double **tickTime**

### 4.1210.1 Detailed Description

Definition at line 6802 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1211 X3D\_MetadataMFVec3f Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec3f** value
- struct **Multi\_Vec3f** valueChanged
- struct **Multi\_Vec3f** setValue
- double **tickTime**

### 4.1211.1 Detailed Description

Definition at line 6824 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

## 4.1212 X3D\_MetadataMFVec4d Struct Reference

### Data Fields

- `int _nodeType`
- `int _renderFlags`
- `int _hit`
- `int _change`
- `int _ichange`
- `struct Vector * _parentVector`
- `double _dist`
- `float _extent [6]`
- `struct X3D_PolyRep * _intern`
- `int referenceCount`
- `int _defaultContainer`
- `void * _gc`
- `struct X3D_Node * _executionContext`
- `struct Multi_Vec4d value`
- `struct Multi_Vec4d valueChanged`
- `struct Multi_Vec4d setValue`
- `double tickTime`

### 4.1212.1 Detailed Description

Definition at line 6846 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

## 4.1213 X3D\_MetadataMFVec4f Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Vec4f** value
- struct **Multi\_Vec4f** valueChanged
- struct **Multi\_Vec4f** setValue
- double **tickTime**

### 4.1213.1 Detailed Description

Definition at line 6868 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1214 X3D\_MetadataSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Uni\_String** \* **reference**
- struct **Multi\_Node** value

### 4.1214.1 Detailed Description

Definition at line 7352 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

## 4.1215 X3D\_MetadataSFBool Struct Reference

### Data Fields

- `int _nodeType`
- `int _renderFlags`
- `int _hit`
- `int _change`
- `int _ichange`
- `struct Vector * _parentVector`
- `double _dist`
- `float _extent [6]`
- `struct X3D_PolyRep * _intern`
- `int referenceCount`
- `int _defaultContainer`
- `void * _gc`
- `struct X3D_Node * _executionContext`
- `int value`
- `int valueChanged`
- `int setValue`
- `double tickTime`

### 4.1215.1 Detailed Description

Definition at line 6890 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`



## 4.1216 X3D\_MetadataSFCOLOR Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFCOLOR** value
- struct **SFCOLOR** valueChanged
- struct **SFCOLOR** setValue
- double **tickTime**

### 4.1216.1 Detailed Description

Definition at line 6912 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1217 X3D\_MetadataSFCOLORRGBA Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFCOLORRGBA** value
- struct **SFCOLORRGBA** valueChanged
- struct **SFCOLORRGBA** setValue
- double **tickTime**

### 4.1217.1 Detailed Description

Definition at line 6934 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1218 X3D\_MetadataSFDouble Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- double **value**
- double **valueChanged**
- double **setValue**
- double **tickTime**

### 4.1218.1 Detailed Description

Definition at line 6956 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1219 X3D\_MetadataSFFloat Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **value**
- float **valueChanged**
- float **setValue**
- double **tickTime**

### 4.1219.1 Detailed Description

Definition at line 6978 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1220 X3D\_MetadataSFImage Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **value**
- struct **Multi\_Int32** **valueChanged**
- struct **Multi\_Int32** **setValue**
- double **tickTime**

### 4.1220.1 Detailed Description

Definition at line 7000 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

## 4.1221 X3D\_MetadataSFInt32 Struct Reference

### Data Fields

- `int _nodeType`
- `int _renderFlags`
- `int _hit`
- `int _change`
- `int _ichange`
- `struct Vector * _parentVector`
- `double _dist`
- `float _extent [6]`
- `struct X3D_PolyRep * _intern`
- `int referenceCount`
- `int _defaultContainer`
- `void * _gc`
- `struct X3D_Node * _executionContext`
- `int value`
- `int valueChanged`
- `int setValue`
- `double tickTime`

### 4.1221.1 Detailed Description

Definition at line 7022 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

## 4.1222 X3D\_MetadataSFMMatrix3d Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFMMatrix3d** **value**
- struct **SFMMatrix3d** **valueChanged**
- struct **SFMMatrix3d** **setValue**
- double **tickTime**

### 4.1222.1 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

## 4.1223 X3D\_MetadataSFMMatrix3f Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFMMatrix3f** **value**
- struct **SFMMatrix3f** **valueChanged**
- struct **SFMMatrix3f** **setValue**
- double **tickTime**

### 4.1223.1 Detailed Description

Definition at line 7066 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1224 X3D\_MetadataSFMatrix4d Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFMatrix4d** **value**
- struct **SFMatrix4d** **valueChanged**
- struct **SFMatrix4d** **setValue**
- double **tickTime**

### 4.1224.1 Detailed Description

Definition at line 7088 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1225 X3D\_MetadataSFMatrix4f Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFMatrix4f** **value**
- struct **SFMatrix4f** **valueChanged**
- struct **SFMatrix4f** **setValue**
- double **tickTime**

### 4.1225.1 Detailed Description

Definition at line 7110 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1226 X3D\_MetadataSFNode Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **value**
- struct **X3D\_Node** \* **valueChanged**
- struct **X3D\_Node** \* **setValue**
- double **tickTime**

### 4.1226.1 Detailed Description

Definition at line 7132 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1227 X3D\_MetadataSFRotation Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFRotation** **value**
- struct **SFRotation** **valueChanged**
- struct **SFRotation** **setValue**
- double **tickTime**

### 4.1227.1 Detailed Description

Definition at line 7154 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1228 X3D\_MetadataSFString Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Uni\_String** \* **value**
- struct **Uni\_String** \* **valueChanged**
- struct **Uni\_String** \* **setValue**
- double **tickTime**

### 4.1228.1 Detailed Description

Definition at line 7176 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1229 X3D\_MetadataSFTime Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- double **value**
- double **valueChanged**
- double **setValue**
- double **tickTime**

### 4.1229.1 Detailed Description

Definition at line 7198 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

## 4.1230 X3D\_MetadataSFVec2d Struct Reference

### Data Fields

- `int _nodeType`
- `int _renderFlags`
- `int _hit`
- `int _change`
- `int _ichange`
- `struct Vector * _parentVector`
- `double _dist`
- `float _extent [6]`
- `struct X3D_PolyRep * _intern`
- `int referenceCount`
- `int _defaultContainer`
- `void * _gc`
- `struct X3D_Node * _executionContext`
- `struct SFVec2d value`
- `struct SFVec2d valueChanged`
- `struct SFVec2d setValue`
- `double tickTime`

### 4.1230.1 Detailed Description

Definition at line 7220 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

## 4.1231 X3D\_MetadataSFVec2f Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec2f** value
- struct **SFVec2f** valueChanged
- struct **SFVec2f** setValue
- double **tickTime**

### 4.1231.1 Detailed Description

Definition at line 7242 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1232 X3D\_MetadataSFVec3d Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3d** value
- struct **SFVec3d** valueChanged
- struct **SFVec3d** setValue
- double **tickTime**

### 4.1232.1 Detailed Description

Definition at line 7264 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1233 X3D\_MetadataSFVec3f Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **value**
- struct **SFVec3f** **valueChanged**
- struct **SFVec3f** **setValue**
- double **tickTime**

### 4.1233.1 Detailed Description

Definition at line 7286 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1234 X3D\_MetadataSFVec4d Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec4d** **value**
- struct **SFVec4d** **valueChanged**
- struct **SFVec4d** **setValue**
- double **tickTime**

### 4.1234.1 Detailed Description

Definition at line 7308 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1235 X3D\_MetadataSFVec4f Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec4f** **value**
- struct **SFVec4f** **valueChanged**
- struct **SFVec4f** **setValue**
- double **tickTime**

### 4.1235.1 Detailed Description

Definition at line 7330 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1236 X3D\_MetadataString Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **name**
- struct **Uni\_String** \* **reference**
- struct **Multi\_String** value

### 4.1236.1 Detailed Description

Definition at line 7374 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1237 X3D\_MotorJoint Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **axis1Angle**
- float **axis1Torque**
- float **axis2Angle**
- float **axis2Torque**
- float **axis3Angle**
- float **axis3Torque**
- struct **X3D\_Node** \* **body1**
- struct **X3D\_Node** \* **body2**
- int **enabledAxes**
- struct **Multi\_String** **forceOutput**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **motor1Axis**
- struct **SFVec3f** **motor2Axis**
- struct **SFVec3f** **motor3Axis**
- float **stop1Bounce**
- float **stop1ErrorCorrection**
- float **stop2Bounce**
- float **stop2ErrorCorrection**
- float **stop3Bounce**
- float **stop3ErrorCorrection**
- float **motor1Angle**
- float **motor1AngleRate**
- float **motor2Angle**
- float **motor2AngleRate**
- float **motor3Angle**
- float **motor3AngleRate**
- int **autoCalc**
- void \* **\_joint**
- int **\_forceout**
- struct **SFVec3f** **\_\_old\_motor1Axis**
- struct **SFVec3f** **\_\_old\_motor2Axis**
- struct **SFVec3f** **\_\_old\_motor3Axis**
- struct **X3D\_Node** \* **\_\_old\_body1**
- struct **X3D\_Node** \* **\_\_old\_body2**
- float **\_\_old\_axis1Angle**
- float **\_\_old\_axis2Angle**
- float **\_\_old\_axis3Angle**

### 4.1237.1 Detailed Description

Definition at line 7396 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1238 X3D\_MovieTexture Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Uni\_String** \* **description**
- int **loop**
- struct **X3D\_Node** \* **metadata**
- double **pauseTime**
- float **pitch**
- double **resumeTime**
- double **startTime**
- double **stopTime**
- struct **Multi\_String** **url**
- double **duration\_changed**
- double **elapsedTime**
- int **isActive**
- int **isPaused**
- void \* **\_parentResource**
- int **\_\_loadstatus**
- void \* **\_\_loadResource**
- int **\_\_sourceNumber**
- double **\_\_inittime**
- double **\_\_lasttime**
- int **repeatS**
- int **repeatT**
- struct **X3D\_Node** \* **textureProperties**
- int **\_\_textureTableIndex**
- float **speed**
- float **\_\_frac**
- int **\_\_ctex**
- int **\_\_lowest**
- int **\_\_highest**
- void \* **\_\_fw\_movie**



### 4.1238.1 Detailed Description

Definition at line 7451 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1239 X3D\_MultiTexture Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **alpha**
- struct **SFColor** **color**
- struct **Multi\_String** **function**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **mode**
- struct **Multi\_String** **source**
- struct **Multi\_Node** **texture**
- void \* **\_\_xparams**

### 4.1239.1 Detailed Description

Definition at line 7498 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1240 X3D\_MultiTextureCoordinate Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **texCoord**

### 4.1240.1 Detailed Description

Definition at line 7524 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1241 X3D\_MultiTextureTransform Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **textureTransform**

### 4.1241.1 Detailed Description

Definition at line 7544 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1242 X3D\_NavigationInfo Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **set\_bind**
- struct **Multi\_Float** **avatarSize**
- int **headlight**
- float **speed**
- struct **Multi\_String** **type**
- float **visibilityLimit**
- int **isBound**
- int **\_layerId**
- struct **Multi\_String** **transitionType**
- double **bindTime**
- struct **X3D\_Node** \* **metadata**
- double **transitionTime**
- int **transitionComplete**

### 4.1242.1 Detailed Description

Definition at line 7564 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1243 X3D\_Node Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**

### 4.1243.1 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

## 4.1244 X3D\_Normal Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec3f** **vector**

### 4.1244.1 Detailed Description

Definition at line 7595 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1245 X3D\_NormalInterpolator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec3f** **keyValue**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec3f** **value\_changed**

### 4.1245.1 Detailed Description

Definition at line 7615 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1246 X3D\_NurbsCurve Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **controlPoint**
- struct **Multi\_Double** **weight**
- struct **Multi\_Double** **knot**
- int **order**
- int **tessellation**
- int **closed**
- float **\_tscale**
- struct **Multi\_Vec3f** **\_\_points**
- int **\_\_numPoints**

### 4.1246.1 Detailed Description

Definition at line 7638 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1247 X3D\_NurbsCurve2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**

- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec2d** **controlPoint**
- struct **Multi\_Double** **weight**
- struct **Multi\_Double** **knot**
- int **order**
- int **tessellation**
- int **closed**
- float **\_tscale**

### 4.1247.1 Detailed Description

Definition at line 7666 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1248 X3D\_NurbsOrientationInterpolator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **controlPoint**
- struct **Multi\_Double** **weight**
- struct **Multi\_Double** **knot**
- int **order**
- float **set\_fraction**
- struct **SFRotation** **value\_changed**
- struct **Multi\_Float** **\_knot**
- struct **Multi\_Vec4f** **\_xyzw**
- int **\_OK**
- struct **SFVec2f** **\_knotrange**

### 4.1248.1 Detailed Description

Definition at line 7692 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

## 4.1249 X3D\_NurbsPatchSurface Struct Reference

### Data Fields

- `int _nodeType`
- `int _renderFlags`
- `int _hit`
- `int _change`
- `int _ichange`
- `struct Vector * _parentVector`
- `double _dist`
- `float _extent [6]`
- `struct X3D_PolyRep * _intern`
- `int referenceCount`
- `int _defaultContainer`
- `void * _gc`
- `struct X3D_Node * _executionContext`
- `struct X3D_Node * metadata`
- `struct X3D_Node * controlPoint`
- `struct Multi_Double weight`
- `struct Multi_Double uKnot`
- `int uOrder`
- `int uDimension`
- `int uTessellation`
- `int uClosed`
- `struct Multi_Double vKnot`
- `int vOrder`
- `int vDimension`
- `int vTessellation`
- `int vClosed`
- `struct X3D_Node * texCoord`
- `int solid`
- `float _tscale`

### 4.1249.1 Detailed Description

Definition at line 7721 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`



## 4.1250 X3D\_NurbsPositionInterpolator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **controlPoint**
- struct **Multi\_Double** **weight**
- struct **Multi\_Double** **knot**
- int **order**
- float **set\_fraction**
- struct **SFVec3f** **value\_changed**
- struct **Multi\_Float** **knot**
- struct **Multi\_Vec4f** **\_xyzw**
- int **\_OK**
- struct **SFVec2f** **\_knotrange**

### 4.1250.1 Detailed Description

Definition at line 7755 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1251 X3D\_NurbsSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**

- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addGeometry**
- struct **Multi\_Node** **removeGeometry**
- struct **Multi\_Node** **geometry**
- struct **X3D\_Node** \* **metadata**
- float **tessellationScale**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**

#### 4.1251.1 Detailed Description

Definition at line 7784 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1252 X3D\_NurbsSurfaceInterpolator Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **controlPoint**
- struct **Multi\_Double** **weight**
- struct **Multi\_Double** **uKnot**
- int **uOrder**
- int **uDimension**
- struct **Multi\_Double** **vKnot**
- int **vOrder**
- int **vDimension**
- struct **SFVec2f** **set\_fraction**
- struct **SFVec3f** **position\_changed**
- struct **SFVec3f** **normal\_changed**
- struct **Multi\_Float** **uKnot**
- struct **Multi\_Float** **vKnot**
- struct **Multi\_Vec4f** **\_controlPoint**
- int **\_OK**

### 4.1252.1 Detailed Description

Definition at line 7809 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1253 X3D\_NurbsSweptSurface Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **crossSectionCurve**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **trajectoryCurve**
- int **ccw**
- int **solid**
- struct **Uni\_String** \* **method**
- struct **X3D\_Node** \* **\_patch**
- int **\_method**

### 4.1253.1 Detailed Description

Definition at line 7843 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1254 X3D\_NurbsSwungSurface Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **profileCurve**
- struct **X3D\_Node** \* **trajectoryCurve**
- int **ccw**
- int **solid**
- struct **X3D\_Node** \* **\_patch**

### 4.1254.1 Detailed Description

Definition at line 7869 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1255 X3D\_NurbsTextureCoordinate Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**

- struct **Multi\_Vec2f** controlPoint
- struct **Multi\_Float** weight
- struct **Multi\_Double** uKnot
- int **uOrder**
- int **uDimension**
- struct **Multi\_Double** vKnot
- int **vOrder**
- int **vDimension**
- struct **Multi\_Float\_uKnot**
- struct **Multi\_Float\_vKnot**
- struct **Multi\_Vec4f\_controlPoint**

#### 4.1255.1 Detailed Description

Definition at line 7893 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1256 X3D\_NurbsTrimmedSurface Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **controlPoint**
- struct **Multi\_Double** weight
- struct **Multi\_Double** uKnot
- int **uOrder**
- int **uDimension**
- int **uTessellation**
- int **uClosed**
- struct **Multi\_Double** vKnot
- int **vOrder**
- int **vDimension**
- int **vTessellation**
- int **vClosed**
- struct **X3D\_Node** \* **texCoord**
- int **solid**
- struct **Multi\_Node** addTrimmingContour
- struct **Multi\_Node** removeTrimmingContour
- struct **Multi\_Node** trimmingContour
- float **\_tscale**

### 4.1256.1 Detailed Description

Definition at line 7923 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1257 X3D\_OpacityMapVolumeStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **transferFunction**

### 4.1257.1 Detailed Description

Definition at line 8001 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1258 X3D\_OrientationChaser Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- int **isActive**
- double **duration**
- double **\_bufferendtime**
- double **\_steptime**
- struct **SFRotation** **value\_changed**
- struct **SFRotation** **initialDestination**
- struct **SFRotation** **initialValue**
- struct **SFRotation** **set\_destination**
- struct **SFRotation** **set\_value**
- void \* **\_buffer**
- struct **SFRotation** **\_previousvalue**
- struct **SFRotation** **\_destination**

### 4.1258.1 Detailed Description

Definition at line 8022 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1259 X3D\_OrientationDamper Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- double **tau**
- float **tolerance**
- int **isActive**
- int **order**
- double **\_tau**
- double **\_lasttick**
- int **\_takefirstinput**
- struct **SFRotation** **value\_changed**
- struct **SFRotation** **initialDestination**
- struct **SFRotation** **initialValue**
- struct **SFRotation** **set\_destination**
- struct **SFRotation** **set\_value**
- void \* **\_values**
- struct **SFRotation** **\_input**

### 4.1259.1 Detailed Description

Definition at line 8055 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1260 X3D\_OrientationInterpolator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- struct **Multi\_Float** **key**
- struct **Multi\_Rotation** **keyValue**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **value\_changed**

### 4.1260.1 Detailed Description

Definition at line 8090 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1261 X3D\_OrthoViewpoint Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_layerId**
- int **\_donethispass**

- int **set\_bind**
- double **bindTime**
- int **isBound**
- struct **Uni\_String** \* **description**
- int **jump**
- struct **Multi\_Float** **fieldOfView**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **orientation**
- struct **SFVec3f** **position**
- struct **SFVec3f** **centerOfRotation**
- int **retainUserOffsets**
- int **\_initializedOnce**
- struct **SFRotation** **\_orientation**
- struct **SFVec3f** **\_position**

#### 4.1261.1 Detailed Description

Definition at line 8113 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1262 X3D\_OSC\_Sensor Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **Uni\_String** \* **description**
- struct **Uni\_String** \* **protocol**
- struct **Uni\_String** \* **listenfor**
- int **port**
- struct **Uni\_String** \* **filter**
- struct **Uni\_String** \* **handler**
- struct **Multi\_String** **talksTo**
- int **FIFOsize**
- int **int32Inp**
- float **floatInp**

- struct **Uni\_String** \* **stringInp**
- int **gotEvents**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** \* **talkToNodes**
- int **\_status**
- void \* **\_int32InpFIFO**
- void \* **\_floatInpFIFO**
- void \* **\_stringInpFIFO**
- void \* **\_int32OutFIFO**
- void \* **\_floatOutFIFO**
- void \* **\_stringOutFIFO**
- struct **X3D\_Node** \* **\_\_oldmetadata**

### 4.1262.1 Detailed Description

Definition at line 7960 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1263 X3D\_PackagedShader Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **activate**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **url**
- int **isSelected**
- int **isValid**
- struct **Uni\_String** \* **language**
- int **\_initialized**
- int **\_shaderUserNumber**
- struct **X3D\_Node** \* **\_shaderUserDefinedFields**
- pthread\_t **\_shaderLoadThread**
- int **\_retrievedURLData**

### 4.1263.1 Detailed Description

Definition at line 8147 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1264 X3D\_ParticleSystem Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **appearance**
- struct **X3D\_Node** \* **geometry**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **\_shaderflags\_base**
- int **\_shaderflags\_effects**
- int **\_shaderflags\_usershaders**
- int **createParticles**
- int **enabled**
- float **lifetimeVariation**
- int **maxParticles**
- float **particleLifetime**
- struct **SFVec2f** **particleSize**
- int **isActive**
- struct **X3D\_Node** \* **colorRamp**
- struct **Multi\_Float** **colorKey**
- struct **X3D\_Node** \* **emitter**
- struct **Uni\_String** \* **geometryType**
- struct **Multi\_Node** **physics**
- struct **X3D\_Node** \* **texCoordRamp**
- struct **Multi\_Float** **texCoordKey**
- void \* **\_tris**
- void \* **\_ttex**
- void \* **\_ltex**
- void \* **\_particles**
- double **\_lasttime**
- int **\_geometryType**
- float **\_remainder**

### 4.1264.1 Detailed Description

Definition at line 8176 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1265 X3D\_PickableGroup Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **objectType**
- int **pickable**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**

### 4.1265.1 Detailed Description

Definition at line 8223 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1266 X3D\_PixelTexture Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **image**
- struct **X3D\_Node** \* **metadata**
- int **repeatS**
- int **repeatT**
- struct **X3D\_Node** \* **textureProperties**
- void \* **\_parentResource**
- int **\_\_textureTableIndex**

### 4.1266.1 Detailed Description

Definition at line 8250 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1267 X3D\_PixelTexture3D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**

- struct **Multi\_Int32** image
- struct **X3D\_Node** \* metadata
- int repeatS
- int repeatT
- int repeatR
- struct **X3D\_Node** \* textureProperties
- int \_\_textureTableIndex
- void \* \_parentResource
- int \_needs\_gradient

### 4.1267.1 Detailed Description

Definition at line 8275 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1268 X3D\_PlaneSensor Struct Reference

### Data Fields

- int \_nodeType
- int \_renderFlags
- int \_hit
- int \_change
- int \_ichange
- struct **Vector** \* \_parentVector
- double \_dist
- float \_extent [6]
- struct **X3D\_PolyRep** \* \_intern
- int referenceCount
- int \_defaultContainer
- void \* \_gc
- struct **X3D\_Node** \* \_executionContext
- int autoOffset
- struct **SFRotation** axisRotation
- int enabled
- struct **SFVec2f** maxPosition
- struct **SFVec2f** minPosition
- struct **SFVec3f** offset
- int isActive
- int isOver
- struct **Uni\_String** \* description
- struct **SFVec3f** trackPoint\_changed
- struct **SFVec3f** translation\_changed
- struct **X3D\_Node** \* metadata
- int sensorLocalOutput
- struct **SFVec3f** \_oldtrackPoint
- struct **SFVec3f** \_oldtranslation
- struct **SFVec3f** \_origPoint
- int \_\_oldEnabled

### 4.1268.1 Detailed Description

Definition at line 8302 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`

## 4.1269 X3D\_PointEmitter Struct Reference

### Data Fields

- `int _nodeType`
- `int _renderFlags`
- `int _hit`
- `int _change`
- `int _ichange`
- `struct Vector * _parentVector`
- `double _dist`
- `float _extent [6]`
- `struct X3D_PolyRep * _intern`
- `int referenceCount`
- `int _defaultContainer`
- `void * _gc`
- `struct X3D_Node * _executionContext`
- `struct SFVec3f direction`
- `struct X3D_Node * metadata`
- `struct SFVec3f position`
- `float speed`
- `float variation`
- `float mass`
- `float surfaceArea`

### 4.1269.1 Detailed Description

Definition at line 8337 of file Structs.h.

The documentation for this struct was generated from the following file:

- `src/lib/vrml_parser/Structs.h`



## 4.1270 X3D\_PointLight Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **ambientIntensity**
- struct **SFVec3f** **attenuation**
- struct **SFColor** **color**
- int **global**
- float **intensity**
- struct **SFVec3f** **location**
- struct **X3D\_Node** \* **metadata**
- int **on**
- float **radius**
- struct **SFVec4f** **\_loc**
- struct **SFVec4f** **\_col**
- struct **SFVec4f** **\_amb**

### 4.1270.1 Detailed Description

Definition at line 8362 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1271 X3D\_PointPickSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]

- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **objectType**
- struct **X3D\_Node** \* **pickingGeometry**
- struct **Multi\_Node** **pickTarget**
- int **isActive**
- struct **Multi\_Node** **pickedGeometry**
- struct **Uni\_String** \* **intersectionType**
- struct **Uni\_String** \* **sortOrder**
- struct **Uni\_String** \* **matchCriterion**
- int **\_\_oldEnabled**
- struct **Multi\_Vec3f** **pickedPoint**
- int **\_oldIsActive**
- struct **Multi\_Node** **\_oldpickTarget**
- struct **Multi\_Node** **\_oldpickedGeometry**
- struct **Multi\_Vec3f** **\_oldpickedPoint**
- struct **SFVec3f** **\_bboxCenter**
- struct **SFVec3f** **\_bboxSize**
- struct **Uni\_String** \* **set\_intersectionType**
- struct **Uni\_String** \* **set\_sortOrder**

#### 4.1271.1 Detailed Description

Definition at line 8392 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1272 X3D\_PointSensor Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**

- int **autoOffset**
- int **enabled**
- struct **SFVec3f** **maxPosition**
- struct **SFVec3f** **minPosition**
- struct **SFVec3f** **offset**
- int **isActive**
- int **isOver**
- struct **Uni\_String** \* **description**
- struct **SFVec3f** **trackPoint\_changed**
- struct **SFVec3f** **translation\_changed**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **\_oldtrackPoint**
- struct **SFVec3f** **\_oldtranslation**
- struct **SFVec3f** **\_origPoint**
- int **\_\_oldEnabled**

### 4.1272.1 Detailed Description

Definition at line 8430 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1273 X3D\_PointSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- int **\_pointsVBO**
- int **\_coloursVBO**
- int **\_npoints**
- int **\_colourSize**

### 4.1273.1 Detailed Description

Definition at line 8463 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1274 X3D\_Polyline2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec2f** **lineSegments**

### 4.1274.1 Detailed Description

Definition at line 8490 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1275 X3D\_PolylineEmitter Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]

- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **set\_coordIndex**
- int **set\_coordinate**
- struct **X3D\_Node** \* **coord**
- struct **SFVec3f** **direction**
- struct **X3D\_Node** \* **metadata**
- float **speed**
- float **variation**
- struct **Multi\_Int32** **coordIndex**
- float **mass**
- float **surfaceArea**
- int **\_method**
- int **\_nseg**
- void \* **\_segs**
- void \* **\_portions**

### 4.1275.1 Detailed Description

Definition at line 8510 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1276 X3D\_Polypoint2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec2f** **point**

### 4.1276.1 Detailed Description

Definition at line 8542 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1277 X3D\_PolyRep Struct Reference

### Data Fields

- int **irep\_change**
- int **ccw**
- int **ntri**
- int **streamed**
- GLuint \* **cindex**
- GLuint \* **colindex**
- GLuint \* **norindex**
- GLuint \* **tcindex**
- ushort \* **tri\_indices**
- ushort \* **wire\_indices**
- float \* **actualCoord**
- float \* **actualFog**
- float \* **color**
- float \* **normal**
- float \* **flat\_normal**
- int **last\_normal\_type**
- int **last\_index\_type**
- float \* **GeneratedTexCoords** [4]
- int **ntexdim** [4]
- int **ntcoord**
- int **tcoordtype**
- int **texgentype**
- GLfloat **minVals** [3]
- GLfloat **maxVals** [3]
- GLfloat **transparency**
- int **isRGBAColorNode**
- GLuint **VBO\_buffers** [VBO\_COUNT]

### 4.1277.1 Detailed Description

Definition at line 62 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1278 X3D\_PositionChaser Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- int **isActive**
- double **duration**
- double **\_bufferendtime**
- double **\_steptime**
- struct **SFVec3f** **value\_changed**
- struct **SFVec3f** **initialDestination**
- struct **SFVec3f** **initialValue**
- struct **SFVec3f** **set\_destination**
- struct **SFVec3f** **set\_value**
- void \* **\_buffer**
- struct **SFVec3f** **\_previousvalue**
- struct **SFVec3f** **\_destination**

### 4.1278.1 Detailed Description

Definition at line 8562 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1279 X3D\_PositionChaser2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- int **isActive**
- double **duration**
- double **\_bufferendtime**
- double **\_steptime**
- struct **SFVec2f** **value\_changed**
- struct **SFVec2f** **initialDestination**
- struct **SFVec2f** **initialValue**
- struct **SFVec2f** **set\_destination**
- struct **SFVec2f** **set\_value**
- void \* **\_buffer**
- struct **SFVec2f** **\_previousvalue**
- struct **SFVec2f** **\_destination**

### 4.1279.1 Detailed Description

Definition at line 8595 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1280 X3D\_PositionDamper Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- double **tau**
- float **tolerance**
- int **isActive**
- int **order**
- double **\_tau**
- double **\_lasttick**
- int **\_takefirstinput**
- struct **SFVec3f** **value\_changed**
- struct **SFVec3f** **initialDestination**
- struct **SFVec3f** **initialValue**
- struct **SFVec3f** **set\_destination**
- struct **SFVec3f** **set\_value**
- void \* **\_values**
- struct **SFVec3f** **\_input**

### 4.1280.1 Detailed Description

Definition at line 8628 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1281 X3D\_PositionDamper2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- double **tau**
- float **tolerance**
- int **isActive**
- int **order**
- double **\_tau**
- double **\_lasttick**
- int **\_takefirstinput**
- struct **SFVec2f** **value\_changed**
- struct **SFVec2f** **initialDestination**
- struct **SFVec2f** **initialValue**
- struct **SFVec2f** **set\_destination**
- struct **SFVec2f** **set\_value**
- void \* **\_values**
- struct **SFVec2f** **\_input**

### 4.1281.1 Detailed Description

Definition at line 8663 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1282 X3D\_PositionInterpolator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec3f** **keyValue**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **value\_changed**

### 4.1282.1 Detailed Description

Definition at line 8698 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1283 X3D\_PositionInterpolator2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec2f** **keyValue**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec2f** **value\_changed**

### 4.1283.1 Detailed Description

Definition at line 8721 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1284 X3D\_PrimitivePickSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **objectType**
- struct **X3D\_Node** \* **pickingGeometry**
- struct **Multi\_Node** **pickTarget**
- int **isActive**
- struct **Multi\_Node** **pickedGeometry**
- struct **Uni\_String** \* **intersectionType**
- struct **Uni\_String** \* **sortOrder**
- struct **Uni\_String** \* **matchCriterion**
- int **\_\_oldEnabled**

### 4.1284.1 Detailed Description

Definition at line 8744 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1285 X3D\_ProgramShader Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **activate**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **programs**
- int **isSelected**
- int **isValid**
- struct **Uni\_String** \* **language**
- int **\_initialized**
- int **\_shaderUserNumber**
- pthread\_t **\_shaderLoadThread**
- int **\_retrievedURLData**

### 4.1285.1 Detailed Description

Definition at line 8773 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1286 X3D\_ProjectionVolumeStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- float **intensityThreshold**
- struct **Uni\_String** \* **type**
- int **\_type**

### 4.1286.1 Detailed Description

Definition at line 8801 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1287 X3D\_Proto Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **\_\_children**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **\_sortedChildren**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- void \* **\_\_protoDeclares**
- void \* **\_\_externProtoDeclares**
- void \* **\_\_nodes**
- void \* **\_\_subcontexts**
- void \* **\_\_GC**
- void \* **\_\_protoDef**
- int **\_\_protoFlags**
- struct **X3D\_Node** \* **\_\_prototype**
- struct **X3D\_Node** \* **\_\_parentProto**
- void \* **\_\_ROUTES**
- void \* **\_\_EXPORTS**
- void \* **\_\_IMPORTS**
- void \* **\_\_DEFnames**
- void \* **\_\_IS**
- void \* **\_\_scripts**
- struct **Multi\_String** **url**
- struct **Multi\_String** **\_\_oldurl**
- void \* **\_\_afterPound**
- int **\_\_loadstatus**

- void \* **\_parentResource**
- void \* **\_\_loadResource**
- void \* **\_\_typename**
- int **load**
- int **\_\_oldload**
- double **\_\_unitlengthfactor**
- int **\_\_specversion**

### 4.1287.1 Detailed Description

Definition at line 8824 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1288 X3D\_ProximitySensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **center**
- struct **SFVec3f** **size**
- int **enabled**
- int **isActive**
- struct **SFVec3f** **position\_changed**
- struct **SFRotation** **orientation\_changed**
- double **enterTime**
- double **exitTime**
- struct **SFVec3f** **centerOfRotation\_changed**
- struct **X3D\_Node** \* **metadata**
- int **\_\_hit**
- struct **SFVec3f** **\_\_t1**
- struct **SFRotation** **\_\_t2**
- int **\_\_oldEnabled**

### 4.1288.1 Detailed Description

Definition at line 8876 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1289 X3D\_QuadSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- struct **X3D\_Node** \* **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi\_Int32** **\_coordIndex**

### 4.1289.1 Detailed Description

Definition at line 8908 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1290 X3D\_ReceiverPdu Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- int **isActive**
- double **timestamp**
- struct **Uni\_String** \* **address**
- int **port**
- struct **Uni\_String** \* **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni\_String** \* **networkMode**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isStandAlone**
- double **readInterval**
- double **writeInterval**
- int **rtpHeaderExpected**
- int **isRtpHeaderHeard**
- int **\_registered**
- struct **X3D\_Node** \* **\_dsock**
- double **\_lasttime**
- int **\_pduchange\_networksensor**
- struct **X3D\_Node** \* **\_oldState**
- int **entityID**
- int **applicationID**
- int **siteID**
- struct **Multi\_String** **geoSystem**
- struct **SFVec3d** **geoCoords**
- struct **X3D\_Node** \* **\_\_geoSystem**
- int **radioID**
- int **whichGeometry**
- int **receiverState**
- float **receivedPower**
- int **transmitterEntityID**
- int **transmitterApplicationID**
- int **transmitterSiteID**
- int **transmitterRadioID**
- int **\_pduchange\_receiver**

### 4.1290.1 Detailed Description

Definition at line 8938 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1291 X3D\_Rectangle2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec2f** **size**
- int **solid**
- struct **Multi\_Vec3f** **\_\_points**
- int **\_\_numPoints**

### 4.1291.1 Detailed Description

Definition at line 8991 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1292 X3D\_RigidBody Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **angularDampingFactor**
- struct **SFVec3f** **angularVelocity**
- int **autoDamp**
- int **autoDisable**
- struct **SFVec3f** **centerOfMass**
- float **disableAngularSpeed**
- float **disableLinearSpeed**
- float **disableTime**
- int **enabled**
- struct **SFVec3f** **finiteRotationAxis**
- int **fixed**
- struct **Multi\_Vec3f** **forces**
- struct **Multi\_Node** **geometry**
- struct **SFMatrix3f** **inertia**
- float **linearDampingFactor**
- struct **SFVec3f** **linearVelocity**
- float **mass**
- struct **X3D\_Node** \* **massDensityModel**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **orientation**
- struct **SFVec3f** **position**
- struct **Multi\_Vec3f** **torques**
- int **useFiniteRotation**
- int **useGlobalGravity**
- void \* **\_body**
- struct **SFVec3f** **\_\_old\_angularVelocity**
- struct **SFVec3f** **\_\_old\_centerOfMass**
- struct **SFVec3f** **\_\_old\_finiteRotationAxis**
- struct **SFVec3f** **\_\_old\_linearVelocity**
- struct **SFRotation** **\_\_old\_orientation**
- struct **SFVec3f** **\_\_old\_position**
- void \* **\_geomIdentityTransform**

### 4.1292.1 Detailed Description

Definition at line 9014 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1293 X3D\_RigidBodyCollection Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **set\_contacts**
- int **autoDisable**
- struct **Multi\_Node** **bodies**
- float **constantForceMix**
- float **contactSurfaceThickness**
- float **disableAngularSpeed**
- float **disableLinearSpeed**
- float **disableTime**
- int **enabled**
- float **errorCorrection**
- struct **SFVec3f** **gravity**
- int **iterations**
- struct **Multi\_Node** **joints**
- float **maxCorrectionSpeed**
- struct **X3D\_Node** \* **metadata**
- int **preferAccuracy**
- struct **X3D\_Node** \* **collider**
- void \* **\_world**
- void \* **\_group**

### 4.1293.1 Detailed Description

Definition at line 9064 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1294 X3D\_ScalarChaser Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- int **isActive**
- double **duration**
- double **\_bufferendtime**
- double **\_steptime**
- float **value\_changed**
- float **initialDestination**
- float **initialValue**
- float **set\_destination**
- float **set\_value**
- void \* **\_buffer**
- float **\_previousvalue**
- float **\_destination**

### 4.1294.1 Detailed Description

Definition at line 9101 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1295 X3D\_ScalarDamper Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- double **tau**
- float **tolerance**
- int **isActive**
- int **order**
- double **\_tau**
- double **\_lasttick**
- int **\_takefirstinput**
- float **value\_changed**
- float **initialDestination**
- float **initialValue**
- float **set\_destination**
- float **set\_value**
- void \* **\_values**
- float **\_input**

### 4.1295.1 Detailed Description

Definition at line 9134 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1296 X3D\_ScalarInterpolator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- struct **Multi\_Float** **key**
- struct **Multi\_Float** **keyValue**
- struct **X3D\_Node** \* **metadata**
- float **value\_changed**

### 4.1296.1 Detailed Description

Definition at line 9169 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1297 X3D\_ScreenFontStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **family**
- int **horizontal**
- struct **Multi\_String** **justify**
- struct **Uni\_String** \* **language**
- int **leftToRight**
- float **pointSize**
- float **spacing**
- struct **Uni\_String** \* **style**
- int **topToBottom**

### 4.1297.1 Detailed Description

Definition at line 9192 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1298 X3D\_ScreenGroup Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**

### 4.1298.1 Detailed Description

Definition at line 9220 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1299 X3D\_Script Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_String** **url**
- int **directOutput**
- int **mustEvaluate**
- struct **X3D\_Node** \* **metadata**
- void \* **\_\_scriptObj**
- void \* **\_parentResource**

### 4.1299.1 Detailed Description

Definition at line 9245 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1300 X3D\_SegmentedVolumeData Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **dimensions**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **voxels**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- void \* **\_boxtris**
- struct **Multi\_Node** **renderStyle**
- struct **Multi\_Bool** **segmentEnabled**
- struct **X3D\_Node** \* **segmentIdentifiers**

### 4.1300.1 Detailed Description

Definition at line 9269 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1301 X3D\_ShadedVolumeStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **surfaceNormals**
- int **lighting**
- int **shadows**
- struct **X3D\_Node** \* **material**
- struct **Uni\_String** \* **phaseFunction**
- int **\_phaseFunction**

### 4.1301.1 Detailed Description

Definition at line 9296 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1302 X3D\_ShaderPart Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **url**
- struct **Uni\_String** \* **type**
- int **\_\_loadstatus**
- void \* **\_parentResource**
- void \* **\_\_loadResource**
- struct **X3D\_Node** \* **\_shaderUserDefinedFields**

### 4.1302.1 Detailed Description

Definition at line 9322 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1303 X3D\_ShaderProgram Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **url**
- struct **Uni\_String** \* **type**
- int **\_\_loadstatus**
- void \* **\_parentResource**
- void \* **\_\_loadResource**
- struct **X3D\_Node** \* **\_shaderUserDefinedFields**

### 4.1303.1 Detailed Description

Definition at line 9347 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1304 X3D\_Shape Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **appearance**
- struct **X3D\_Node** \* **geometry**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **\_shaderflags\_base**
- int **\_shaderflags\_effects**
- int **\_shaderflags\_usershaders**
- int **\_\_visible**
- int **\_\_occludeCheckCount**
- int **\_\_Samples**

### 4.1304.1 Detailed Description

Definition at line 9372 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1305 X3D\_SignalPdu Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- int **isActive**
- double **timestamp**
- struct **Uni\_String** \* **address**
- int **port**
- struct **Uni\_String** \* **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni\_String** \* **networkMode**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isStandAlone**
- double **readInterval**
- double **writeInterval**
- int **rtpHeaderExpected**
- int **isRtpHeaderHeard**
- int **\_registered**
- struct **X3D\_Node** \* **\_dsock**
- double **\_lasttime**
- int **\_pduchange\_networksensor**
- struct **X3D\_Node** \* **\_oldState**
- int **entityID**
- int **applicationID**
- int **siteID**
- struct **Multi\_String** **geoSystem**
- struct **SFVec3d** **geoCoords**
- struct **X3D\_Node** \* **\_\_geoSystem**
- int **radioID**
- int **whichGeometry**
- struct **Multi\_Int32** **data**
- int **dataLength**
- int **encodingScheme**
- int **sampleRate**
- int **samples**
- int **tdlType**
- int **\_pduchange\_signal**

### 4.1305.1 Detailed Description

Definition at line 9401 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1306 X3D\_SilhouetteEnhancementVolumeStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **surfaceNormals**
- float **silhouetteBoundaryOpacity**
- float **silhouetteRetainedOpacity**
- float **silhouetteSharpness**

### 4.1306.1 Detailed Description

Definition at line 9454 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1307 X3D\_SingleAxisHingeJoint Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **anchorPoint**
- struct **SFVec3f** **axis**
- struct **X3D\_Node** \* **body1**
- struct **X3D\_Node** \* **body2**
- struct **Multi\_String** **forceOutput**
- float **maxAngle**
- struct **X3D\_Node** \* **metadata**
- float **minAngle**
- float **stopBounce**
- float **stopErrorCorrection**
- float **angle**
- float **angleRate**
- struct **SFVec3f** **body1AnchorPoint**
- struct **SFVec3f** **body2AnchorPoint**
- void \* **\_joint**
- int **\_forceout**
- struct **SFVec3f** **\_\_old\_anchorPoint**
- struct **SFVec3f** **\_\_old\_axis**
- struct **X3D\_Node** \* **\_\_old\_body1**
- struct **X3D\_Node** \* **\_\_old\_body2**

### 4.1307.1 Detailed Description

Definition at line 9478 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1308 X3D\_SliderJoint Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **axis**
- struct **X3D\_Node** \* **body1**
- struct **X3D\_Node** \* **body2**
- struct **Multi\_String** **forceOutput**
- float **maxSeparation**
- struct **X3D\_Node** \* **metadata**
- float **minSeparation**
- float **sliderForce**
- float **stopBounce**
- float **stopErrorCorrection**
- float **separation**
- float **separationRate**
- void \* **\_joint**
- int **\_forceout**
- struct **SFVec3f** **\_\_old\_axis**
- struct **X3D\_Node** \* **\_\_old\_body1**
- struct **X3D\_Node** \* **\_\_old\_body2**

### 4.1308.1 Detailed Description

Definition at line 9516 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1309 X3D\_Sound Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **direction**
- float **intensity**
- struct **SFVec3f** **location**
- float **maxBack**
- float **maxFront**
- struct **X3D\_Node** \* **metadata**
- float **minBack**
- float **minFront**
- float **priority**
- struct **X3D\_Node** \* **source**
- int **spatialize**
- int **\_\_sourceNumber**
- struct **SFVec3f** **\_\_lastlocation**
- double **\_\_lasttime**

### 4.1309.1 Detailed Description

Definition at line 9551 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1310 X3D\_Sphere Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**

- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- float **radius**
- int **solid**
- struct **Multi\_Vec3f** **\_\_points**
- int **\_sideVBO**
- int **\_\_SphereIndxVBO**
- void \* **\_\_pindices**
- int **\_\_wireindicesVBO**

#### 4.1310.1 Detailed Description

Definition at line 9583 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1311 X3D\_SphereSensor Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **autoOffset**
- int **enabled**
- struct **SFRotation** **offset**
- int **isActive**
- struct **SFRotation** **rotation\_changed**
- struct **SFVec3f** **trackPoint\_changed**
- struct **SFVec3f** **\_oldtrackPoint**
- struct **SFRotation** **\_oldrotation**
- int **isOver**
- struct **Uni\_String** \* **description**
- struct **X3D\_Node** \* **metadata**
- struct **SFVec3f** **\_origPoint**
- struct **SFVec3f** **\_origNormalizedPoint**
- float **\_radius**
- int **\_\_oldEnabled**

### 4.1311.1 Detailed Description

Definition at line 9609 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1312 X3D\_SplinePositionInterpolator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- int **closed**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec3f** **keyValue**
- struct **Multi\_Vec3f** **keyVelocity**
- struct **X3D\_Node** \* **metadata**
- int **normalizeVelocity**
- struct **SFVec3f** **value\_changed**
- struct **Multi\_Vec3f** **\_T0**
- struct **Multi\_Vec3f** **\_T1**

### 4.1312.1 Detailed Description

Definition at line 9642 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1313 X3D\_SplinePositionInterpolator2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- int **closed**
- struct **Multi\_Float** **key**
- struct **Multi\_Vec2f** **keyValue**
- struct **Multi\_Vec2f** **keyVelocity**
- struct **X3D\_Node** \* **metadata**
- int **normalizeVelocity**
- struct **SFVec2f** **value\_changed**
- struct **Multi\_Vec2f** **\_T0**
- struct **Multi\_Vec2f** **\_T1**

### 4.1313.1 Detailed Description

Definition at line 9670 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1314 X3D\_SplineScalarInterpolator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**

- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- int **closed**
- struct **Multi\_Float** **key**
- struct **Multi\_Float** **keyValue**
- struct **Multi\_Float** **keyVelocity**
- struct **X3D\_Node** \* **metadata**
- int **normalizeVelocity**
- float **value\_changed**
- struct **Multi\_Float\_T0**
- struct **Multi\_Float\_T1**

#### 4.1314.1 Detailed Description

Definition at line 9698 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1315 X3D\_SpotLight Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **ambientIntensity**
- struct **SFVec3f** **attenuation**
- float **beamWidth**
- struct **SFColor** **color**
- float **cutOffAngle**
- struct **SFVec3f** **direction**
- int **global**
- float **intensity**
- struct **SFVec3f** **location**
- struct **X3D\_Node** \* **metadata**
- int **on**
- float **radius**
- struct **SFVec4f** **\_dir**
- struct **SFVec4f** **\_loc**
- struct **SFVec4f** **\_col**
- struct **SFVec4f** **\_amb**

### 4.1315.1 Detailed Description

Definition at line 9726 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1316 X3D\_SquadOrientationInterpolator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **set\_fraction**
- struct **Multi\_Float** **key**
- struct **Multi\_Rotation** **keyValue**
- struct **X3D\_Node** \* **metadata**
- int **normalizeVelocity**
- int **closed**
- struct **SFRotation** **value\_changed**
- struct **Multi\_Float** **\_normkey**
- struct **Multi\_Rotation** **\_normkeyValue**

### 4.1316.1 Detailed Description

Definition at line 9760 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1317 X3D\_StaticGroup Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Node** **children**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- struct **Multi\_Node** **\_\_sibAffectors**
- int **\_\_transparency**
- int **\_\_solid**
- struct **Multi\_Node** **\_sortedChildren**

### 4.1317.1 Detailed Description

Definition at line 9787 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1318 X3D\_StringSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**

- struct **X3D\_Node** \* **\_executionContext**
- int **deletionAllowed**
- int **enabled**
- struct **Uni\_String** \* **enteredText**
- struct **Uni\_String** \* **finalText**
- int **isActive**
- struct **X3D\_Node** \* **metadata**
- int **singleton**
- int **\_initialized**
- int **\_\_oldEnabled**

#### 4.1318.1 Detailed Description

Definition at line 9813 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1319 X3D\_SurfaceEmitter Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **set\_coordIndex**
- int **set\_coordinate**
- struct **X3D\_Node** \* **metadata**
- float **speed**
- float **variation**
- struct **Multi\_Int32** **coordIndex**
- float **mass**
- struct **X3D\_Node** \* **surface**
- float **surfaceArea**
- struct **X3D\_Node** \* **geometry**
- void \* **\_ifs**



### 4.1319.1 Detailed Description

Definition at line 9840 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1320 X3D\_Switch Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **choice**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- int **whichChoice**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- int **\_\_isX3D**

### 4.1320.1 Detailed Description

Definition at line 9869 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1321 X3D\_Teapot Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- int **solid**
- void \* **\_\_ifsnode**

### 4.1321.1 Detailed Description

Definition at line 9897 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1322 X3D\_TexCoordChaser2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- int **isActive**

- double **duration**
- double **\_bufferendtime**
- double **\_steptime**
- struct **Multi\_Vec2f** **value\_changed**
- struct **Multi\_Vec2f** **initialDestination**
- struct **Multi\_Vec2f** **initialValue**
- struct **Multi\_Vec2f** **set\_destination**
- struct **Multi\_Vec2f** **set\_value**
- void \* **\_buffer**
- struct **Multi\_Vec2f** **\_previousvalue**
- struct **Multi\_Vec2f** **\_destination**

### 4.1322.1 Detailed Description

Definition at line 9918 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1323 X3D\_TexCoordDamper2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- void \* **\_p**
- void \* **\_t**
- double **tau**
- float **tolerance**
- int **isActive**
- int **order**
- double **\_tau**
- double **\_lasttick**
- int **\_takefirstinput**
- struct **Multi\_Vec2f** **value\_changed**
- struct **Multi\_Vec2f** **initialDestination**
- struct **Multi\_Vec2f** **initialValue**
- struct **Multi\_Vec2f** **set\_destination**
- struct **Multi\_Vec2f** **set\_value**
- void \* **\_values**
- struct **Multi\_Vec2f** **\_input**

### 4.1323.1 Detailed Description

Definition at line 9951 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1324 X3D\_Text Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **fontStyle**
- struct **Multi\_Float** **length**
- float **maxExtent**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **string**
- struct **Multi\_Vec2f** **lineBounds**
- struct **SFVec3f** **origin**
- int **solid**
- struct **SFVec2f** **textBounds**
- int **\_isScreen**
- void \* **\_screendata**

### 4.1324.1 Detailed Description

Definition at line 9986 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1325 X3D\_TextureBackground Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **set\_bind**
- struct **Multi\_Float** **groundAngle**
- struct **Multi\_Color** **groundColor**
- struct **Multi\_Float** **skyAngle**
- struct **Multi\_Color** **skyColor**
- double **bindTime**
- int **isBound**
- int **\_layerId**
- struct **X3D\_Node** \* **metadata**
- void \* **\_parentResource**
- struct **Multi\_Vec3f** **\_\_points**
- struct **Multi\_Vec3f** **\_\_colours**
- int **\_\_quadcount**
- int **\_\_VBO**
- struct **X3D\_Node** \* **frontTexture**
- struct **X3D\_Node** \* **backTexture**
- struct **X3D\_Node** \* **topTexture**
- struct **X3D\_Node** \* **bottomTexture**
- struct **X3D\_Node** \* **leftTexture**
- struct **X3D\_Node** \* **rightTexture**
- struct **Multi\_Float** **transparency**

### 4.1325.1 Detailed Description

Definition at line 10015 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1326 X3D\_TextureCoordinate Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec2f** **point**

### 4.1326.1 Detailed Description

Definition at line 10054 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1327 X3D\_TextureCoordinate3D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec3f** **point**

### 4.1327.1 Detailed Description

Definition at line 10074 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1328 X3D\_TextureCoordinate4D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec4f** **point**

### 4.1328.1 Detailed Description

Definition at line 10094 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1329 X3D\_TextureCoordinateGenerator Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **mode**
- struct **Multi\_Float** **parameter**

### 4.1329.1 Detailed Description

Definition at line 10114 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1330 X3D\_TextureProperties Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **anisotropicDegree**
- struct **SFColorRGBA** **borderColor**
- int **borderWidth**
- struct **Uni\_String** \* **boundaryModeS**
- struct **Uni\_String** \* **boundaryModeT**
- struct **Uni\_String** \* **boundaryModeR**
- struct **Uni\_String** \* **magnificationFilter**
- struct **X3D\_Node** \* **metadata**
- struct **Uni\_String** \* **minificationFilter**
- struct **Uni\_String** \* **textureCompression**
- float **texturePriority**
- int **generateMipMaps**

### 4.1330.1 Detailed Description

Definition at line 10135 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1331 X3D\_TextureTransform Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec2f** **center**
- struct **X3D\_Node** \* **metadata**
- float **rotation**
- struct **SFVec2f** **scale**
- struct **SFVec2f** **translation**

### 4.1331.1 Detailed Description

Definition at line 10165 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1332 X3D\_TextureTransform3D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **center**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFVec3f** **translation**

### 4.1332.1 Detailed Description

Definition at line 10188 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1333 X3D\_TextureTransformMatrix3D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **SFMatrix4f** **matrix**

### 4.1333.1 Detailed Description

Definition at line 10211 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1334 X3D\_TimeSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]

- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- double **cycleInterval**
- int **enabled**
- int **loop**
- struct **X3D\_Node** \* **metadata**
- double **pauseTime**
- double **resumeTime**
- double **startTime**
- double **stopTime**
- double **cycleTime**
- double **elapsedTime**
- float **fraction\_changed**
- int **isActive**
- double **isPaused**
- double **time**
- double **\_\_inittime**
- double **\_\_ctflag**
- int **\_\_oldEnabled**
- double **\_\_lasttime**

#### 4.1334.1 Detailed Description

Definition at line 10231 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1335 X3D\_TimeTrigger Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **set\_boolean**
- double **triggerTime**
- struct **X3D\_Node** \* **metadata**

### 4.1335.1 Detailed Description

Definition at line 10267 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1336 X3D\_ToneMappedVolumeStyle Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **surfaceNormals**
- struct **SFColorRGBA** **coolColor**
- struct **SFColorRGBA** **warmColor**

### 4.1336.1 Detailed Description

Definition at line 10288 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1337 X3D\_TouchSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **SFVec3f** **hitNormal\_changed**
- struct **SFVec3f** **hitPoint\_changed**
- struct **SFVec2f** **hitTexCoord\_changed**
- struct **SFVec3f** **\_oldhitNormal**
- struct **SFVec3f** **\_oldhitPoint**
- struct **SFVec2f** **\_oldhitTexCoord**
- int **isActive**
- int **isOver**
- struct **Uni\_String** \* **description**
- double **touchTime**
- struct **X3D\_Node** \* **metadata**
- int **\_\_oldEnabled**

### 4.1337.1 Detailed Description

Definition at line 10311 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1338 X3D\_TrackingSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**

- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **SFVec3f** **position**
- struct **SFRotation** **rotation**
- int **isActive**
- struct **Uni\_String** \* **description**
- struct **X3D\_Node** \* **metadata**
- int **isPositionAvailable**
- int **isRotationAvailable**

#### 4.1338.1 Detailed Description

Definition at line 10342 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1339 X3D\_Transform Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **SFVec3f** **center**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **rotation**
- struct **SFVec3f** **scale**
- struct **SFRotation** **scaleOrientation**
- struct **SFVec3f** **translation**
- struct **SFVec3f** **bboxCenter**

- struct **SFVec3f** **bboxSize**
- int **\_\_do\_center**
- int **\_\_do\_trans**
- int **\_\_do\_rotation**
- int **\_\_do\_scaleO**
- int **\_\_do\_scale**
- int **\_\_do\_anything**
- struct **Multi\_Node** **\_sortedChildren**

### 4.1339.1 Detailed Description

Definition at line 10368 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1340 X3D\_TransformSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **center**
- struct **SFVec3f** **size**
- int **enabled**
- int **isActive**
- struct **SFVec3f** **position\_changed**
- struct **SFRotation** **orientation\_changed**
- double **enterTime**
- double **exitTime**
- struct **X3D\_Node** \* **targetObject**
- struct **X3D\_Node** \* **metadata**
- int **\_\_hit**
- struct **SFVec3f** **\_\_t1**
- struct **SFRotation** **\_\_t2**
- int **\_\_oldEnabled**

### 4.1340.1 Detailed Description

Definition at line 10405 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1341 X3D\_TransmitterPdu Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- int **isActive**
- double **timestamp**
- struct **Uni\_String** \* **address**
- int **port**
- struct **Uni\_String** \* **multicastRelayHost**
- int **multicastRelayPort**
- struct **Uni\_String** \* **networkMode**
- int **isNetworkReader**
- int **isNetworkWriter**
- int **isStandAlone**
- double **readInterval**
- double **writeInterval**
- int **rtpHeaderExpected**
- int **isRtpHeaderHeard**
- int **\_registered**
- struct **X3D\_Node** \* **\_dsock**
- double **\_lasttime**
- int **\_pduchange\_networksensor**
- struct **X3D\_Node** \* **\_oldState**
- int **entityID**
- int **applicationID**
- int **siteID**
- struct **Multi\_String** **geoSystem**
- struct **SFVec3d** **geoCoords**
- struct **X3D\_Node** \* **\_\_geoSystem**
- int **radioID**



- int **whichGeometry**
- int **radioEntityTypeKind**
- int **radioEntityTypeDomain**
- int **radioEntityTypeCountry**
- int **radioEntityTypeCategory**
- int **radioEntityTypeNomenclature**
- int **radioEntityTypeNomenclatureVersion**
- struct **SFVec3f** **antennaLocation**
- int **antennaPatternLength**
- int **antennaPatternType**
- struct **SFVec3f** **relativeAntennaLocation**
- int **inputSource**
- int **transmitState**
- float **power**
- int **frequency**
- float **transmitFrequencyBandwidth**
- int **lengthOfModulationParameters**
- int **modulationTypeDetail**
- int **modulationTypeMajor**
- int **modulationTypeSpreadSpectrum**
- int **modulationTypeSystem**
- int **cryptoSystem**
- int **cryptoKeyID**
- int **\_pduchange\_transmitter**

#### 4.1341.1 Detailed Description

Definition at line 10437 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1342 X3D\_TriangleFanSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **attrib**

- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**
- struct **Multi\_Int32** **fanCount**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- struct **X3D\_Node** \* **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi\_Int32** **\_coordIndex**

#### 4.1342.1 Detailed Description

Definition at line 10506 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1343 X3D\_TriangleSet Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- struct **X3D\_Node** \* **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi\_Int32** **\_coordIndex**

### 4.1343.1 Detailed Description

Definition at line 10537 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1344 X3D\_TriangleSet2D Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Vec2f** **vertices**
- int **solid**
- struct **Multi\_Vec2f** **\_\_texCoords**
- void \* **\_\_wireindices**

### 4.1344.1 Detailed Description

Definition at line 10567 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1345 X3D\_TriangleStripSet Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **attrib**
- struct **X3D\_Node** \* **color**
- struct **X3D\_Node** \* **coord**
- struct **X3D\_Node** \* **fogCoord**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **normal**
- struct **Multi\_Int32** **stripCount**
- struct **X3D\_Node** \* **texCoord**
- int **ccw**
- int **colorPerVertex**
- int **normalPerVertex**
- int **solid**
- struct **Multi\_Int32** **\_coordIndex**

### 4.1345.1 Detailed Description

Definition at line 10590 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1346 X3D\_TwoSidedMaterial Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**

- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- float **ambientIntensity**
- float **backAmbientIntensity**
- struct **SFColor** **backDiffuseColor**
- struct **SFColor** **backEmissiveColor**
- float **backShininess**
- struct **SFColor** **backSpecularColor**
- float **backTransparency**
- struct **SFColor** **diffuseColor**
- struct **SFColor** **emissiveColor**
- struct **X3D\_Node** \* **metadata**
- float **shininess**
- int **separateBackColor**
- struct **SFColor** **specularColor**
- float **transparency**
- struct **Multi\_Float** **\_verifiedFrontColor**
- struct **Multi\_Float** **\_verifiedBackColor**

#### 4.1346.1 Detailed Description

Definition at line 10621 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1347 X3D\_UniversalJoint Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **anchorPoint**
- struct **SFVec3f** **axis1**
- struct **SFVec3f** **axis2**

- struct **X3D\_Node** \* **body1**
- struct **X3D\_Node** \* **body2**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **forceOutput**
- float **stop1Bounce**
- float **stop1ErrorCorrection**
- float **stop2Bounce**
- float **stop2ErrorCorrection**
- struct **SFVec3f** **body1AnchorPoint**
- struct **SFVec3f** **body1Axis**
- struct **SFVec3f** **body2AnchorPoint**
- struct **SFVec3f** **body2Axis**
- void \* **\_joint**
- int **\_forceout**
- struct **SFVec3f** **\_\_old\_anchorPoint**
- struct **SFVec3f** **\_\_old\_axis1**
- struct **SFVec3f** **\_\_old\_axis2**
- struct **X3D\_Node** \* **\_\_old\_body1**
- struct **X3D\_Node** \* **\_\_old\_body2**

#### 4.1347.1 Detailed Description

Definition at line 10655 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1348 X3D\_Viewpoint Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **\_layerId**
- int **\_donethispass**
- int **set\_bind**
- double **bindTime**
- int **isBound**
- struct **Uni\_String** \* **description**

- int **jump**
- float **fieldOfView**
- struct **X3D\_Node** \* **metadata**
- struct **SFRotation** **orientation**
- struct **SFVec3f** **position**
- struct **SFVec3f** **centerOfRotation**
- int **retainUserOffsets**
- struct **Uni\_String** \* **fovMode**
- float **aspectRatio**
- int **\_initializedOnce**
- struct **SFRotation** **\_orientation**
- struct **SFVec3f** **\_position**

### 4.1348.1 Detailed Description

Definition at line 10695 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1349 X3D\_ViewpointGroup Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **center**
- struct **Multi\_Node** **children**
- struct **Uni\_String** \* **description**
- int **displayed**
- struct **X3D\_Node** \* **metadata**
- int **retainUserOffsets**
- struct **SFVec3f** **size**
- struct **X3D\_Node** \* **\_\_proxNode**

### 4.1349.1 Detailed Description

Definition at line 10731 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1350 X3D\_Viewport Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Node** **addChildren**
- struct **Multi\_Node** **removeChildren**
- struct **Multi\_Node** **\_\_sibAffectors**
- struct **Multi\_Node** **children**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_Float** **clipBoundary**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**

### 4.1350.1 Detailed Description

Definition at line 10757 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h



## 4.1351 X3D\_Virt Struct Reference

### Data Fields

- void(\* **prep** )(void \*)
- void(\* **rend** )(void \*)
- void(\* **children** )(void \*)
- void(\* **fin** )(void \*)
- void(\* **rendray** )(void \*)
- void(\* **mkpolyrep** )(void \*)
- void(\* **proximity** )(void \*)
- void(\* **other** )(void \*)
- void(\* **collision** )(void \*)
- void(\* **compile** )(void \*, void \*, void \*, void \*, void \*, void \*)

### 4.1351.1 Detailed Description

Definition at line 37 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1352 X3D\_VisibilitySensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **center**
- int **enabled**
- struct **SFVec3f** **size**
- double **enterTime**
- double **exitTime**
- int **isActive**
- struct **X3D\_Node** \* **metadata**
- int **\_\_visible**
- int **\_\_occludeCheckCount**
- struct **Multi\_Vec3f** **\_\_points**
- int **\_\_Samples**
- int **\_\_oldEnabled**

### 4.1352.1 Detailed Description

Definition at line 10783 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1353 X3D\_VolumeData Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **dimensions**
- struct **X3D\_Node** \* **metadata**
- struct **X3D\_Node** \* **voxels**
- struct **SFVec3f** **bboxCenter**
- struct **SFVec3f** **bboxSize**
- void \* **\_boxtris**
- struct **X3D\_Node** \* **renderStyle**

### 4.1353.1 Detailed Description

Definition at line 10813 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1354 X3D\_VolumeEmitter Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_Int32** **set\_coordIndex**
- int **set\_coordinate**
- struct **X3D\_Node** \* **coord**
- struct **SFVec3f** **direction**
- struct **X3D\_Node** \* **metadata**
- float **speed**
- float **variation**
- struct **Multi\_Int32** **coordIndex**
- int **internal**
- float **mass**
- float **surfaceArea**
- void \* **\_ifs**

### 4.1354.1 Detailed Description

Definition at line 10838 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1355 X3D\_VolumePickSensor Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]

- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- int **enabled**
- struct **X3D\_Node** \* **metadata**
- struct **Multi\_String** **objectType**
- struct **X3D\_Node** \* **pickingGeometry**
- struct **Multi\_Node** **pickTarget**
- int **isActive**
- struct **Multi\_Node** **pickedGeometry**
- struct **Uni\_String** \* **intersectionType**
- struct **Uni\_String** \* **sortOrder**
- struct **Uni\_String** \* **matchCriterion**
- int **\_\_oldEnabled**

#### 4.1355.1 Detailed Description

Definition at line 10868 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

### 4.1356 X3D\_WindPhysicsModel Struct Reference

#### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **SFVec3f** **direction**
- int **enabled**
- float **gustiness**
- struct **X3D\_Node** \* **metadata**
- float **speed**
- float **turbulence**
- float **\_frameSpeed**

### 4.1356.1 Detailed Description

Definition at line 10897 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1357 X3D\_WorldInfo Struct Reference

### Data Fields

- int **\_nodeType**
- int **\_renderFlags**
- int **\_hit**
- int **\_change**
- int **\_ichange**
- struct **Vector** \* **\_parentVector**
- double **\_dist**
- float **\_extent** [6]
- struct **X3D\_PolyRep** \* **\_intern**
- int **referenceCount**
- int **\_defaultContainer**
- void \* **\_gc**
- struct **X3D\_Node** \* **\_executionContext**
- struct **Multi\_String** **info**
- struct **Uni\_String** \* **title**
- struct **X3D\_Node** \* **metadata**

### 4.1357.1 Detailed Description

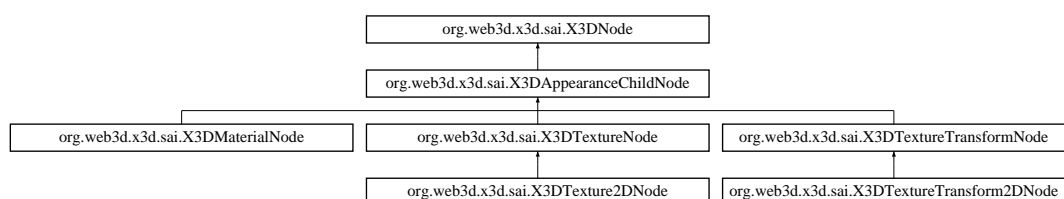
Definition at line 10922 of file Structs.h.

The documentation for this struct was generated from the following file:

- src/lib/vrml\_parser/Structs.h

## 4.1358 org.web3d.x3d.sai.X3DAppearanceChildNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAppearanceChildNode:



## Additional Inherited Members

### 4.1358.1 Detailed Description

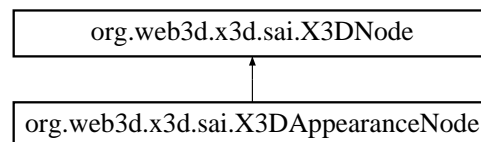
Definition at line 3 of file X3DAppearanceChildNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAppearanceChildNode.java

## 4.1359 org.web3d.x3d.sai.X3DAppearanceNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAppearanceNode:



## Additional Inherited Members

### 4.1359.1 Detailed Description

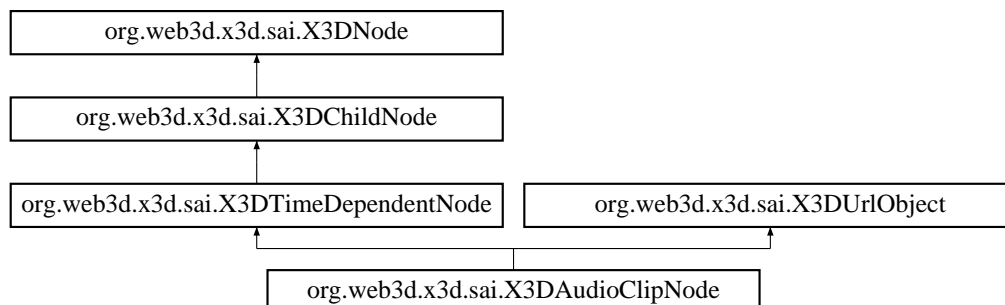
Definition at line 3 of file X3DAppearanceNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAppearanceNode.java

## 4.1360 org.web3d.x3d.sai.X3DAudioClipNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DAudioClipNode:



## Public Member Functions

- String **getDescription** ()
- void **setDescription** ()
- float **getPitch** ()
- void **setPitch** (float pitch) throws InvalidFieldValueException
- double **getDuration** ()
- void **setDuration** (double time)

### 4.1360.1 Detailed Description

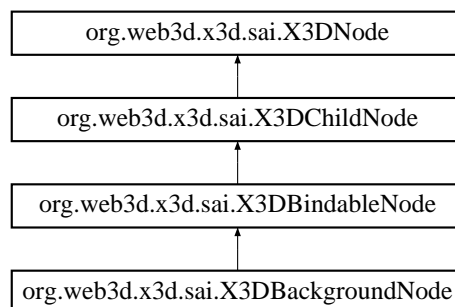
Definition at line 3 of file X3DAudioClipNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DAudioClipNode.java

## 4.1361 org.web3d.x3d.sai.X3DBackgroundNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBackgroundNode:



## Public Member Functions

- int **getNumSkyAngle** ()
- void **getSkyAngle** (float[] angles)
- void **setSkyAngle** (float[] angles)
- int **getNumGroundAngle** ()
- void **getGroundAngle** (float[] angle)
- void **setGroundAngle** (float[] angle)
- int **getNumSkyColor** ()
- void **getSkyColor** (float[] colors)
- void **setSkyColor** (float[] colors)
- int **getNumGroundColor** ()
- void **getGroundColor** (float[] color)
- void **setGroundColor** (float[] color)

### 4.1361.1 Detailed Description

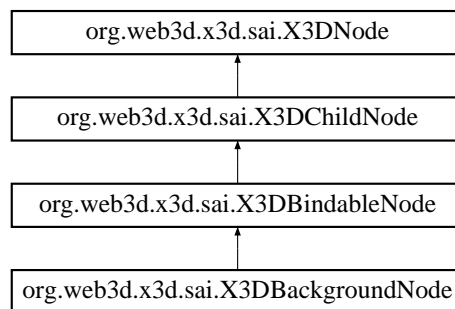
Definition at line 3 of file X3DBackgroundNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBackgroundNode.java

## 4.1362 org.web3d.x3d.sai.X3DBindableNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBindableNode:



### Public Member Functions

- void **setBind** (boolean enable)
- boolean **isBound** ()
- double **getBindTime** ()

### 4.1362.1 Detailed Description

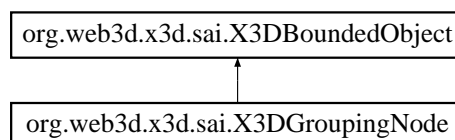
Definition at line 3 of file X3DBindableNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBindableNode.java

## 4.1363 org.web3d.x3d.sai.X3DBoundedObject Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DBoundedObject:





### 4.1363.1 Detailed Description

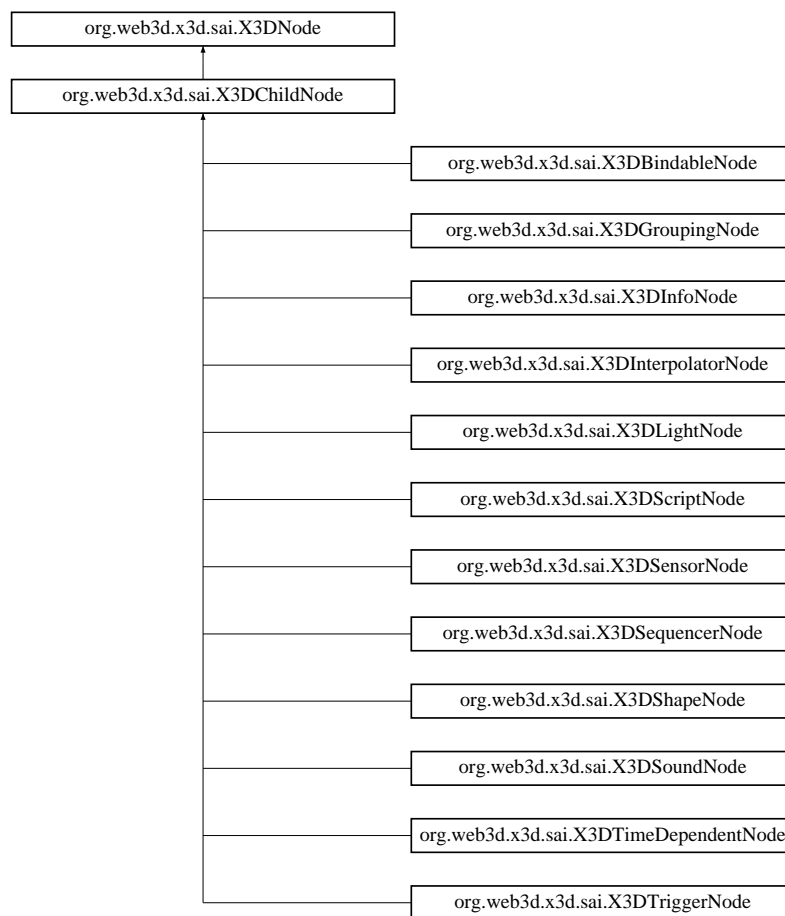
Definition at line 3 of file X3DBoundedObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DBoundedObject.java

## 4.1364 org.web3d.x3d.sai.X3DChildNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DChildNode:



### Additional Inherited Members

### 4.1364.1 Detailed Description

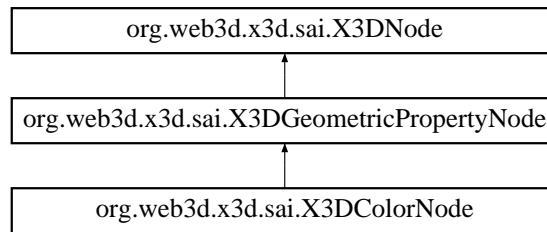
Definition at line 3 of file X3DChildNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DChildNode.java

## 4.1365 org.web3d.x3d.sai.X3DColorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DColorNode:



### Public Member Functions

- int **getNumColors** ()
- int **getNumComponents** ()
- void **setColor** (float[] colors)
- void **getColor** (float[] color)

### 4.1365.1 Detailed Description

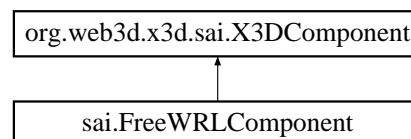
Definition at line 3 of file X3DColorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DColorNode.java

## 4.1366 org.web3d.x3d.sai.X3DComponent Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DComponent:



### Public Member Functions

- **ExternalBrowser** **getBrowser** ()
- Object **getImplementation** ()
- void **shutdown** ()

### 4.1366.1 Detailed Description

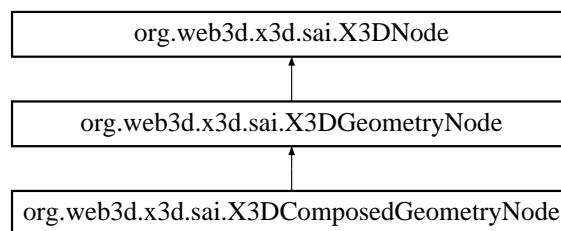
Definition at line 3 of file X3DComponent.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DComponent.java

## 4.1367 org.web3d.x3d.sai.X3DComposedGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DComposedGeometryNode:



### Public Member Functions

- **X3DNode** **getColor** ()
- void **setColor** ( **X3DColorNode** node)
- void **setColor** ( **X3DProtoInstance** comp)
- **X3DNode** **getCoord** ()
- void **setCoord** ( **X3DCoordinateNode** node)
- void **setCoord** ( **X3DProtoInstance** node)
- **X3DNode** **getTexCoord** ()
- void **setTexCoord** ( **X3DTextureCoordinateNode** node)
- void **setTexCoord** ( **X3DProtoInstance** node)
- **X3DNode** **getNormal** ()
- void **setNormal** ( **X3DNormalNode** node)
- void **setNormal** ( **X3DProtoInstance** node)
- boolean **getIsSolid** ()
- void **setIsSolid** (boolean solid)
- boolean **getIsCCW** ()
- void **setIsCCW** (boolean ccw)
- boolean **getColorPerVertex** ()
- void **setColorPerVertex** (boolean perVertex)
- boolean **getNormalPerVertex** ()
- void **setNormalPerVertex** (boolean perVertex)

### 4.1367.1 Detailed Description

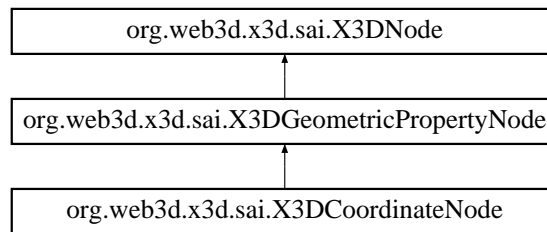
Definition at line 3 of file X3DComposedGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DComposedGeometryNode.java

## 4.1368 org.web3d.x3d.sai.X3DCoordinateNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DCoordinateNode:



### Public Member Functions

- int **getNumCoordinates** ()
- void **setPoint** (float[] points)
- void **getPoint** (float[] points)

### 4.1368.1 Detailed Description

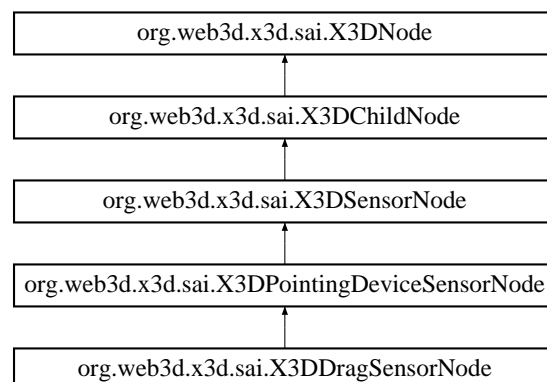
Definition at line 3 of file X3DCoordinateNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DCoordinateNode.java

## 4.1369 org.web3d.x3d.sai.X3DDragSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DDragSensorNode:



### Public Member Functions

- void **setAutoOffset** (boolean newAutoOffset)
- boolean **getAutoOffset** ()
- void **getTrackPoint** (float[] points)

### 4.1369.1 Detailed Description

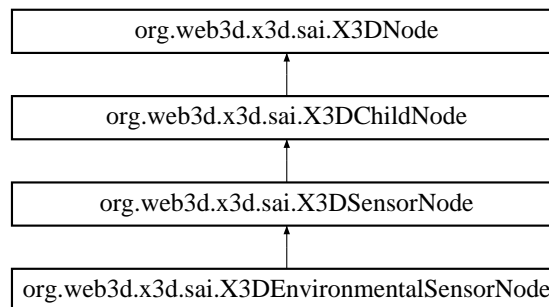
Definition at line 3 of file X3DDragSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DDragSensorNode.java

## 4.1370 org.web3d.x3d.sai.X3DEnvironmentalSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DEnvironmentalSensorNode:



### Public Member Functions

- double **getEnterTime** ()
- double **getExitTime** ()
- void **getCenter** (float[] pos)
- void **setCenter** (float[] pos)
- void **getSize** (float[] size)
- void **setSize** (float[] size)

### 4.1370.1 Detailed Description

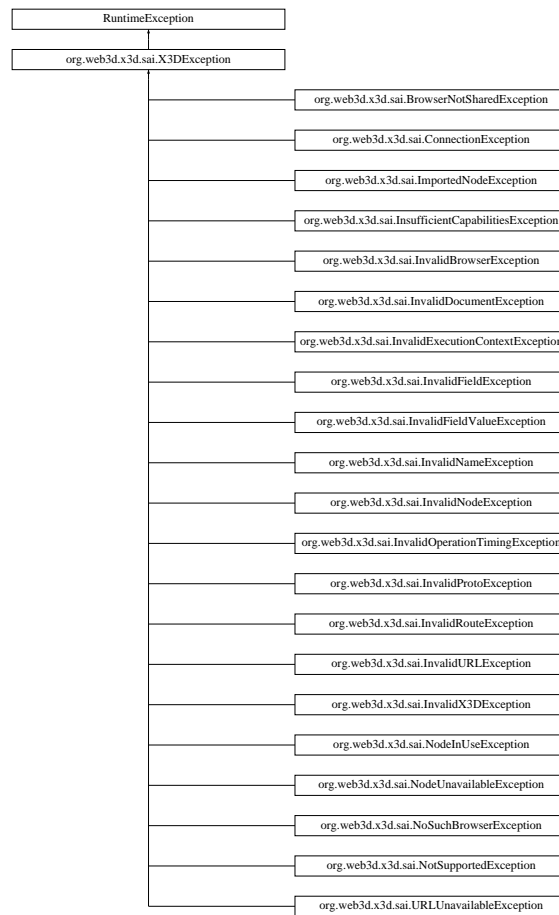
Definition at line 3 of file X3DEnvironmentalSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DEnvironmentalSensorNode.java

## 4.1371 org.web3d.x3d.sai.X3DException Class Reference

Inheritance diagram for org.web3d.x3d.sai.X3DException:



### Public Member Functions

- **X3DException** (String msg)

#### 4.1371.1 Detailed Description

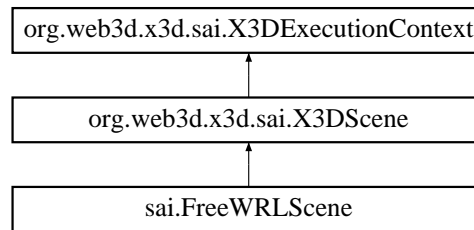
Definition at line 3 of file X3DException.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DException.java

## 4.1372 org.web3d.x3d.sai.X3DExecutionContext Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DExecutionContext:



### Public Member Functions

- String **getSpecificationVersion** () throws InvalidExecutionContextException
- int **getEncoding** () throws InvalidExecutionContextException
- **ProfileInfo** **getProfile** () throws InvalidExecutionContextException
- **ComponentInfo[]** **getComponents** () throws InvalidExecutionContextException
- String **getWorldURL** () throws InvalidExecutionContextException
- **X3DNode** **getNamedNode** (String nodeName) throws InvalidExecutionContextException, Node←UnavailableException, InvalidNameException
- **X3DNode** **getImportedNode** (String nodeName) throws InvalidExecutionContextException, Node←UnavailableException, InvalidNameException
- **X3DNode** **createNode** (String nodeName) throws InvalidExecutionContextException, InvalidName←Exception
- **X3DProtoInstance** **createProto** (String protoName) throws InvalidExecutionContextException, Invalid←NameException
- void **updateNamedNode** (String nodeName, **X3DNode** nodeRef) throws InvalidExecutionContextException, InvalidNameException, ImportedNodeException
- void **updateImportedNode** (String nodeName, String importedName, **X3DNode** nodeRef) throws Invalid←ExecutionContextException, InvalidNameException, ImportedNodeException
- void **removeNamedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName←Exception
- void **removeImportedNode** (String nodeName) throws InvalidExecutionContextException, InvalidName←Exception
- **X3DProtoDeclaration** **getProtoDeclaration** (String protoName) throws InvalidExecutionContextException, InvalidNameException
- void **updateProtoDeclaration** (String protoName, **X3DProtoDeclaration** newDeclaration) throws Invalid←ExecutionContextException, InvalidNameException
- void **removeProtoDeclaration** (String protoName) throws InvalidExecutionContextException, Invalid←NameException
- **X3DExternProtoDeclaration** **getExternProtoDeclaration** (String protoName) throws InvalidExecution←ContextException, InvalidNameException, URLUnavailableException
- void **updateExternProtoDeclaration** (String protoName, **X3DExternProtoDeclaration** newDeclaration) throws InvalidExecutionContextException
- void **removeExternProtoDeclaration** (String protoName) throws InvalidExecutionContextException
- **X3DNode[]** **getRootNodes** () throws InvalidExecutionContextException
- **X3DRoute[]** **getRoutes** () throws InvalidExecutionContextException
- **X3DRoute** **addRoute** ( **X3DNode** startNode, String starttName, **X3DNode** endNode, String endEvent) throws InvalidExecutionContextException, InvalidNodeException, InvalidFieldException
- void **removeRoute** ( **X3DRoute** route) throws InvalidExecutionContextException

### 4.1372.1 Detailed Description

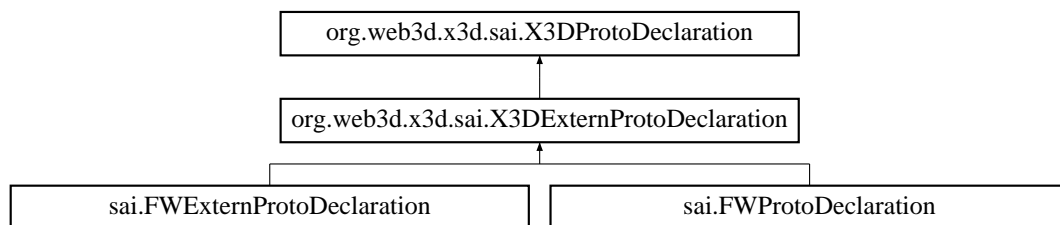
Definition at line 3 of file X3DExecutionContext.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DExecutionContext.java

## 4.1373 org.web3d.x3d.sai.X3DExternProtoDeclaration Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DExternProtoDeclaration:



### Public Member Functions

- int **getLoadState** () throws `InvalidOperationTimingException`, `InvalidProtoException`
- void **loadNow** () throws `InvalidOperationTimingException`, `InvalidProtoException`

### 4.1373.1 Detailed Description

Definition at line 3 of file X3DExternProtoDeclaration.java.

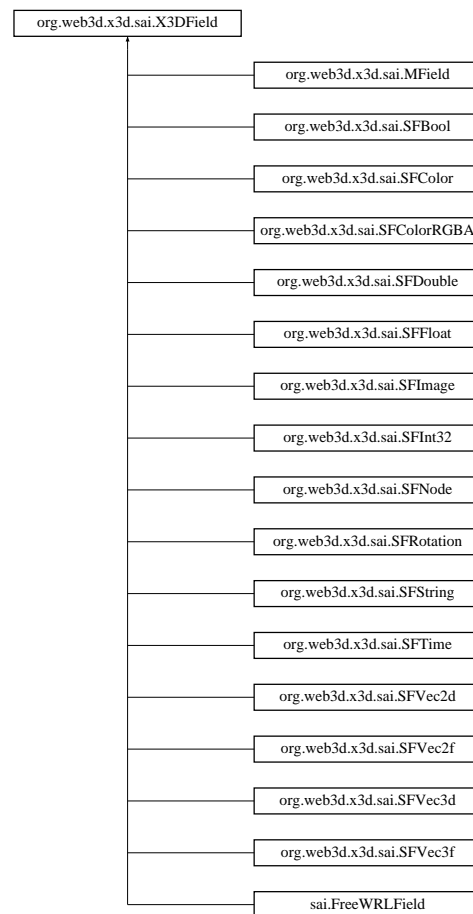
The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DExternProtoDeclaration.java

## 4.1374 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** ()

### 4.1374.1 Detailed Description

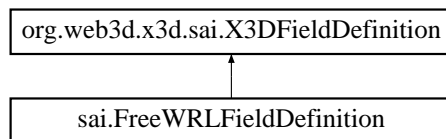
Definition at line 3 of file X3DField.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DField.java

## 4.1375 org.web3d.x3d.sai.X3DFieldDefinition Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldDefinition:



### Public Member Functions

- String **getName** ()
- int **getAccessType** ()
- int **getFieldType** ()
- String **getFieldTypeString** ()

### 4.1375.1 Detailed Description

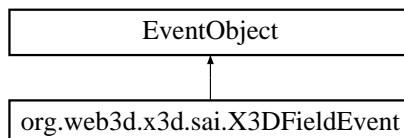
Definition at line 3 of file X3DFieldDefinition.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldDefinition.java

## 4.1376 org.web3d.x3d.sai.X3DFieldEvent Class Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldEvent:



### Public Member Functions

- **X3DFieldEvent** (Object src, double t, Object d)
- double **getTime** ()
- Object **getData** ()

### 4.1376.1 Detailed Description

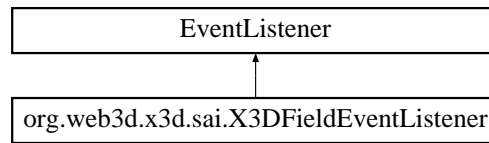
Definition at line 4 of file X3DFieldEvent.java.

The documentation for this class was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldEvent.java

## 4.1377 org.web3d.x3d.sai.X3DFieldEventListener Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFieldEventListener:



### Public Member Functions

- void **readableFieldChanged** ( **X3DFieldEvent** evt)

### 4.1377.1 Detailed Description

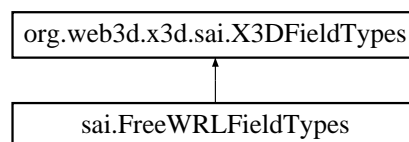
Definition at line 3 of file `X3DFieldEventListener.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DFieldEventListener.java`

## 4.1378 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 **MFLOAT** = 6
- int **SFIMAGE** = 25
- int **MFIMAGE** = 26
- int **SFINT32** = 3
- int **MFINT32** = 4
- int **SFNODE** = 11
- int **MFNODE** = 12
- int **SFROTATION** = 19
- int **MFROTATION** = 20
- int **SFSTRING** = 27
- int **MFSTRING** = 28
- int **SFTIME** = 9
- int **MFTIME** = 10
- int **SFVEC2F** = 13
- int **MFVEC2F** = 14
- int **SFVEC3F** = 15
- int **MFVEC3F** = 16
- int **SFVEC3D** = 17
- int **MFVEC3D** = 18
- int **SFVEC2D** = 29
- int **MFVEC2D** = 30

#### 4.1378.1 Detailed Description

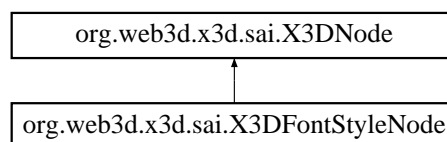
Definition at line 3 of file X3DFieldTypes.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFieldTypes.java

### 4.1379 org.web3d.x3d.sai.X3DFontStyleNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DFontStyleNode:



#### Public Member Functions

- Font **getFont** ()
- int **getHorizontalJustification** ()
- int **getVerticalJustification** ()
- float **getSpacing** ()
- float **getSize** ()
- boolean **isTopToBottom** ()
- boolean **isLeftToRight** ()

## Data Fields

- int **PLAIN\_STYLE** = java.awt.Font.PLAIN
- int **ITALIC\_STYLE** = java.awt.Font.ITALIC
- int **BOLD\_STYLE** = java.awt.Font.BOLD
- int **BOLDITALIC\_STYLE** = java.awt.Font.BOLD + java.awt.Font.ITALIC
- int **BEGIN\_JUSTIFY** = 1
- int **END\_JUSTIFY** = 2
- int **MIDDLE\_JUSTIFY** = 3
- int **FIRST\_JUSTIFY** = 4

### 4.1379.1 Detailed Description

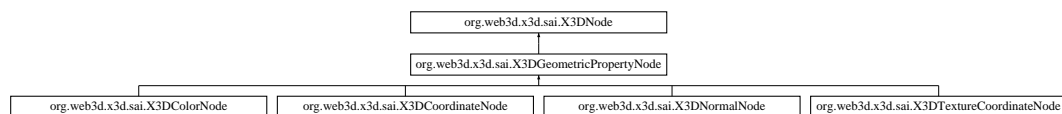
Definition at line 4 of file X3DFontStyleNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DFontStyleNode.java

## 4.1380 org.web3d.x3d.sai.X3DGeometricPropertyNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGeometricPropertyNode:



## Additional Inherited Members

### 4.1380.1 Detailed Description

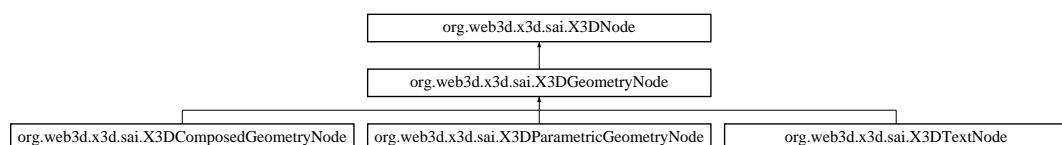
Definition at line 3 of file X3DGeometricPropertyNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGeometricPropertyNode.java

## 4.1381 org.web3d.x3d.sai.X3DGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGeometryNode:



## Additional Inherited Members

### 4.1381.1 Detailed Description

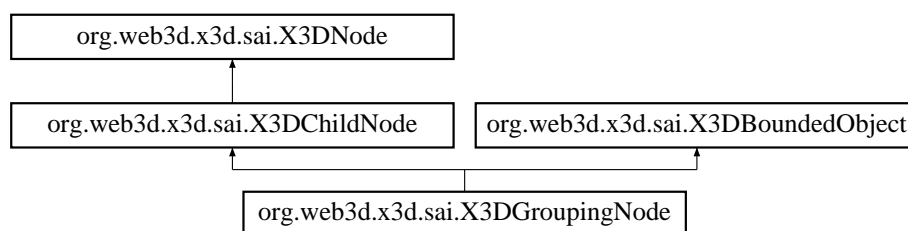
Definition at line 3 of file X3DGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGeometryNode.java

## 4.1382 org.web3d.x3d.sai.X3DGroupingNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DGroupingNode:



## Public Member Functions

- void **getChildren** ( `X3DNode[]` nodes)
- void **setChildren** ( `X3DNode[]` kids) throws `InvalidNodeException`
- void **addChildren** ( `X3DNode[]` added) throws `InvalidNodeException`
- void **removeChildren** ( `X3DNode[]` removed) throws `InvalidNodeException`
- void **removeChild** ( `X3DNode` removed) throws `InvalidNodeException`
- int **getNumChildren** ()

### 4.1382.1 Detailed Description

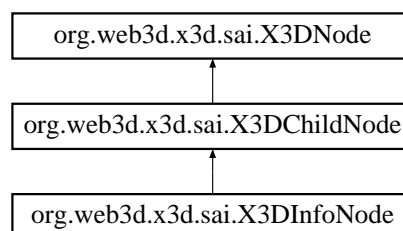
Definition at line 3 of file X3DGroupingNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DGroupingNode.java

## 4.1383 org.web3d.x3d.sai.X3DInfoNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DInfoNode:



## Additional Inherited Members

### 4.1383.1 Detailed Description

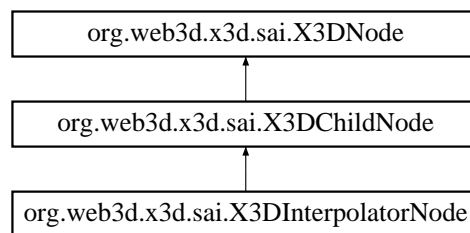
Definition at line 3 of file X3DInfoNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DInfoNode.java

## 4.1384 org.web3d.x3d.sai.X3DInterpolatorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DInterpolatorNode:



## Public Member Functions

- void **setFraction** (float value)
- int **getNumKeys** ()
- void **setKey** (float[] keys)
- void **getKey** (float[] keys)

### 4.1384.1 Detailed Description

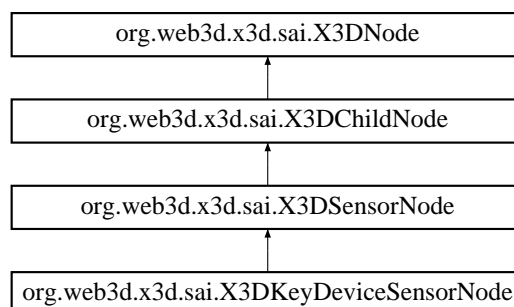
Definition at line 3 of file X3DInterpolatorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DInterpolatorNode.java

## 4.1385 org.web3d.x3d.sai.X3DKeyDeviceSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DKeyDeviceSensorNode:



## Additional Inherited Members

### 4.1385.1 Detailed Description

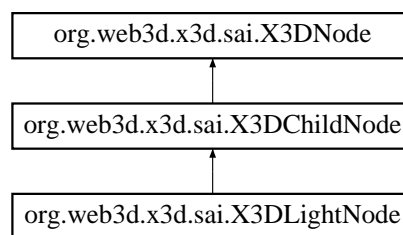
Definition at line 3 of file X3DKeyDeviceSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DKeyDeviceSensorNode.java

## 4.1386 org.web3d.x3d.sai.X3DLightNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DLightNode:



## Public Member Functions

- boolean **getOn** ()
- void **setOn** (boolean state)
- float **getAmbientIntensity** ()
- void **setAmbientIntensity** (float intensity) throws InvalidFieldValueException
- void **getColor** (float[] color)
- void **setColor** (float[] color) throws InvalidFieldValueException
- void **getIntensity** ()
- void **setIntensity** (float newIntensity) throws InvalidFieldValueException

### 4.1386.1 Detailed Description

Definition at line 3 of file X3DLightNode.java.

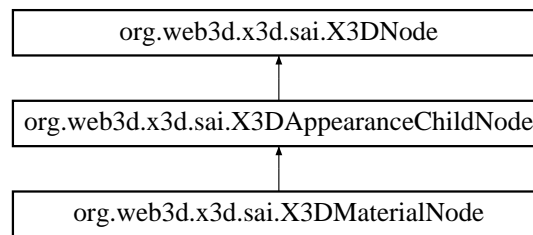
The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DLightNode.java



## 4.1387 org.web3d.x3d.sai.X3DMaterialNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DMaterialNode:



### Additional Inherited Members

#### 4.1387.1 Detailed Description

Definition at line 3 of file X3DMaterialNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DMaterialNode.java

## 4.1388 org.web3d.x3d.sai.X3DMetadataObject Interface Reference

### Public Member Functions

- void **setStandard** (String std)
- String **getStandard** ()
- void **setName** (String name)
- String **getName** ()

#### 4.1388.1 Detailed Description

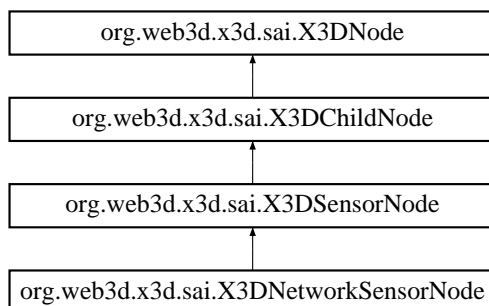
Definition at line 3 of file X3DMetadataObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DMetadataObject.java

## 4.1389 org.web3d.x3d.sai.X3DNetworkSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNetworkSensorNode:



### Additional Inherited Members

#### 4.1389.1 Detailed Description

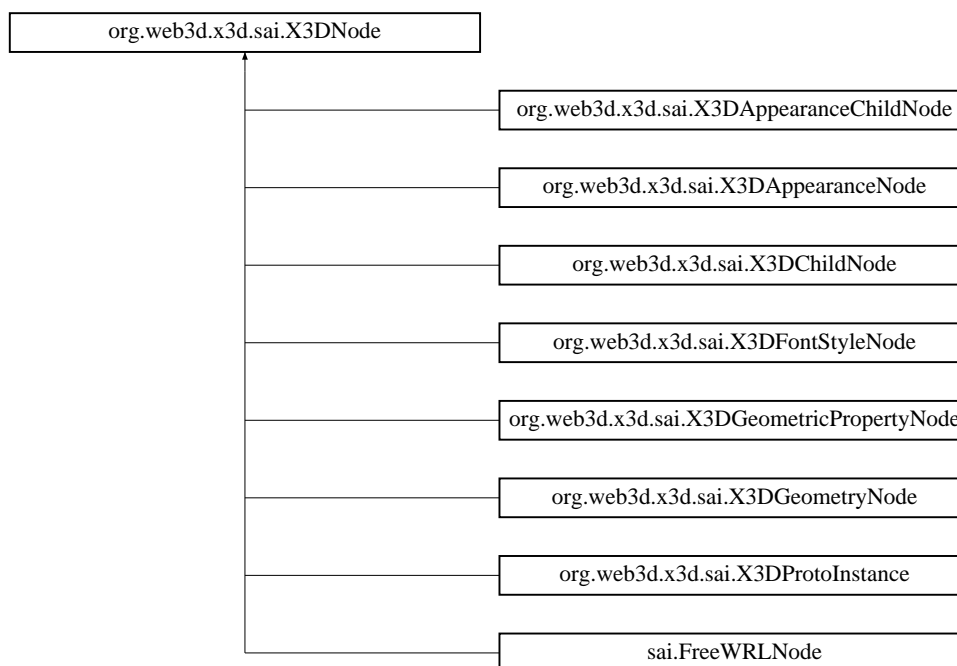
Definition at line 3 of file X3DNetworkSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNetworkSensorNode.java

## 4.1390 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** ()

### 4.1390.1 Detailed Description

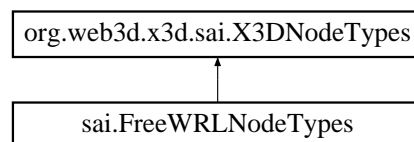
Definition at line 3 of file X3DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNode.java

## 4.1391 org.web3d.x3d.sai.X3DNodeTypes Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNodeTypes:



## Data Fields

- int **X3DBoundedObject** = 1
- int **X3DBounded2DObject** = 2
- int **X3DURLObject** = 3
- int **X3DAppearanceNode** = 10
- int **X3DAppearanceChildNode** = 11
- int **X3DMaterialNode** = 12
- int **X3DTextureNode** = 13
- int **X3DTexture2DNode** = 14
- int **X3DTexture3DNode** = 15
- int **X3DTextureTransformNode** = 16
- int **X3DTextureTransform2DNode** = 17
- int **X3DGeometryNode** = 18
- int **X3DTextNode** = 19
- int **X3DParametricGeometryNode** = 20
- int **X3DGeometricPropertyNode** = 21
- int **X3DColorNode** = 22
- int **X3DCoordinateNode** = 23
- int **X3DNormalNode** = 24

- int **X3DTextureCoordinateNode** = 25
- int **X3DFontStyleNode** = 26
- int **X3DProtoInstance** = 27
- int **X3DChildNode** = 28
- int **X3DBindableNode** = 29
- int **X3DBackgroundNode** = 30
- int **X3DGroupingNode** = 31
- int **X3DShapeNode** = 32
- int **X3DInterpolatorNode** = 33
- int **X3DLightNode** = 34
- int **X3DScriptNode** = 35
- int **X3DSensorNode** = 36
- int **X3DEnvironmentalSensorNode** = 37
- int **X3DKeyDeviceSensorNode** = 38
- int **X3DNetworkSensorNode** = 39
- int **X3DPointingDeviceSensorNode** = 40
- int **X3DDragSensorNode** = 41
- int **X3DTouchSensorNode** = 42
- int **X3DSequencerNode** = 43
- int **X3DTimeDependentNode** = 44
- int **X3DSoundSourceNode** = 45
- int **X3DTriggerNode** = 46
- int **X3DInfoNode** = 47

#### 4.1391.1 Detailed Description

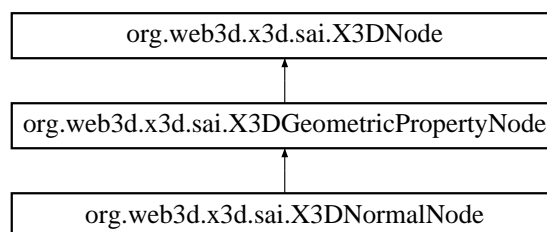
Definition at line 3 of file X3DNodeTypes.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNodeTypes.java

### 4.1392 org.web3d.x3d.sai.X3DNormalNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DNormalNode:



#### Public Member Functions

- int **getNumNormals** ()
- void **setVector** (float[] value)
- void **getVector** (float[] value)

### 4.1392.1 Detailed Description

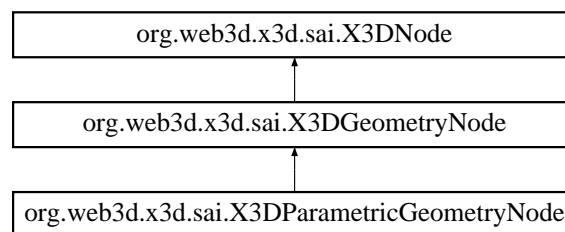
Definition at line 3 of file X3DNormalNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DNormalNode.java

## 4.1393 org.web3d.x3d.sai.X3DParametricGeometryNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DParametricGeometryNode:



### Additional Inherited Members

### 4.1393.1 Detailed Description

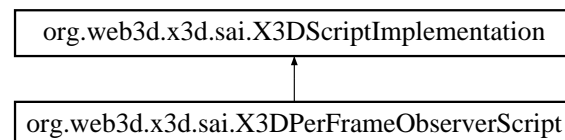
Definition at line 3 of file X3DParametricGeometryNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DParametricGeometryNode.java

## 4.1394 org.web3d.x3d.sai.X3DPerFrameObserverScript Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DPerFrameObserverScript:



### Public Member Functions

- void **prepareEvents** ()

#### 4.1394.1 Detailed Description

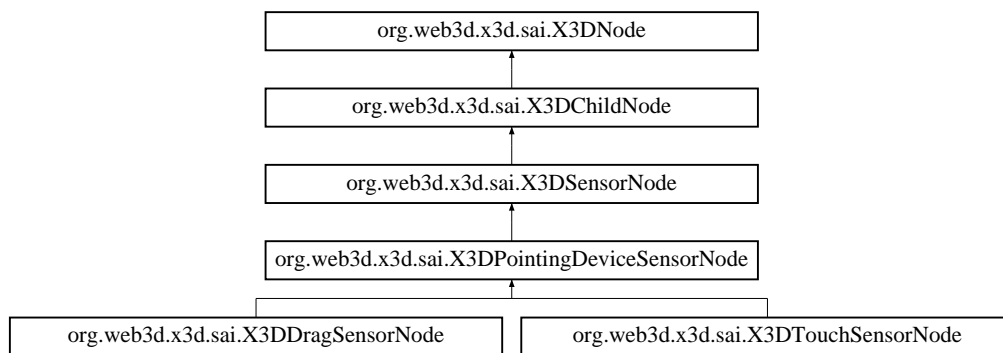
Definition at line 3 of file X3DPerFrameObserverScript.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DPerFrameObserverScript.java

### 4.1395 org.web3d.x3d.sai.X3DPointingDeviceSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DPointingDeviceSensorNode:



#### Additional Inherited Members

#### 4.1395.1 Detailed Description

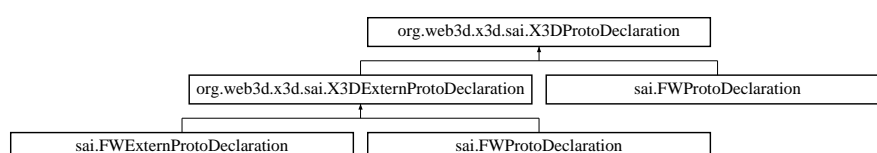
Definition at line 3 of file X3DPointingDeviceSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DPointingDeviceSensorNode.java

### 4.1396 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** ()

### 4.1396.1 Detailed Description

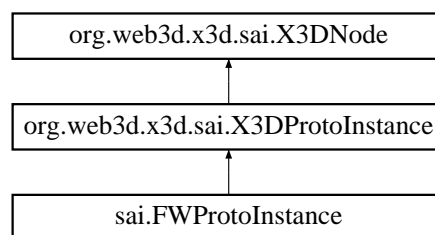
Definition at line 3 of file `X3DProtoDeclaration.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DProtoDeclaration.java`

## 4.1397 org.web3d.x3d.sai.X3DProtoInstance Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DProtoInstance`:



## Public Member Functions

- `int[]` **getImplementationTypes** ()

### 4.1397.1 Detailed Description

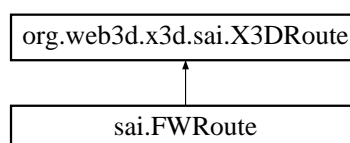
Definition at line 3 of file `X3DProtoInstance.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DProtoInstance.java`

## 4.1398 org.web3d.x3d.sai.X3DRoute Interface Reference

Inheritance diagram for `org.web3d.x3d.sai.X3DRoute`:



## Public Member Functions

- **X3DNode getSourceNode** () throws InvalidOperationTimingException, InvalidRouteException
- String **getSourceField** () throws InvalidOperationTimingException, InvalidRouteException
- **X3DNode getDestinationNode** () throws InvalidOperationTimingException, InvalidRouteException
- String **getDestinationField** () throws InvalidOperationTimingException, InvalidRouteException
- void **dispose** () throws InvalidOperationTimingException

### 4.1398.1 Detailed Description

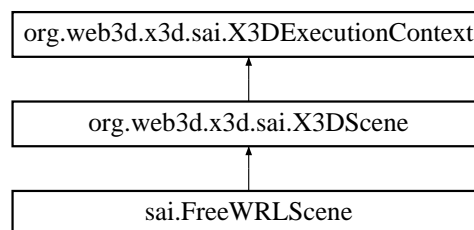
Definition at line 3 of file X3DRoute.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DRoute.java

## 4.1399 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** ()

### 4.1399.1 Detailed Description

Definition at line 3 of file X3DScene.java.

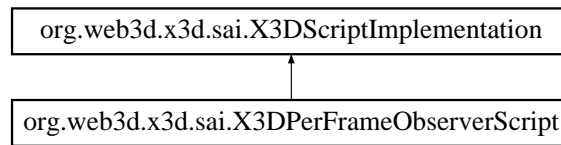
The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DScene.java



## 4.1400 org.web3d.x3d.sai.X3DScriptImplementation Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScriptImplementation:



### Public Member Functions

- void **setBrowser** ( **Browser** browser)
- void **setFields** ( **X3DScriptNode** externalView, java.util.Map fields)
- void **initialize** ()
- void **eventsProcessed** ()
- void **shutdown** ()

#### 4.1400.1 Detailed Description

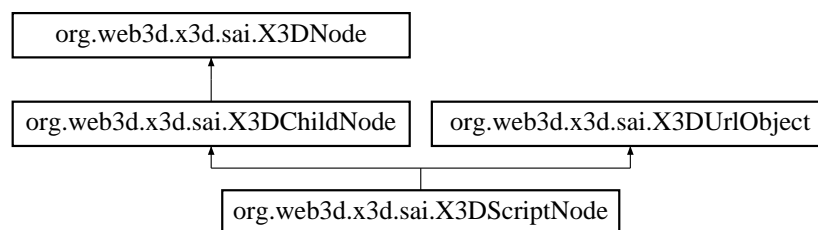
Definition at line 3 of file `X3DScriptImplementation.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DScriptImplementation.java`

## 4.1401 org.web3d.x3d.sai.X3DScriptNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DScriptNode:



### Additional Inherited Members

#### 4.1401.1 Detailed Description

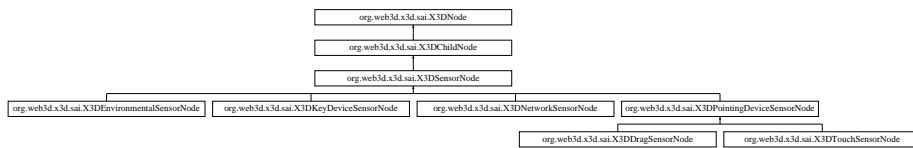
Definition at line 3 of file `X3DScriptNode.java`.

The documentation for this interface was generated from the following file:

- `src/java/org/web3d/x3d/sai/X3DScriptNode.java`

## 4.1402 org.web3d.x3d.sai.X3DSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSensorNode:



### Public Member Functions

- void **setEnabled** (boolean state)
- boolean **getEnabled** ()
- boolean **getIsActive** ()

#### 4.1402.1 Detailed Description

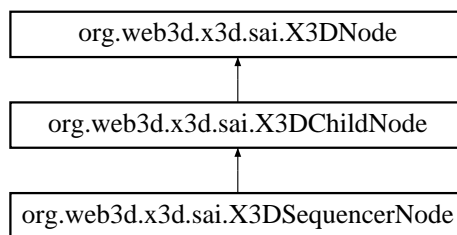
Definition at line 3 of file X3DSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSensorNode.java

## 4.1403 org.web3d.x3d.sai.X3DSequencerNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSequencerNode:



### Public Member Functions

- void **setFraction** (float fraction)
- int **getNumKey** ()
- void **getKey** (float[] keys)
- void **setKey** (float[] keys)
- int **getNumKeyValue** ()

### 4.1403.1 Detailed Description

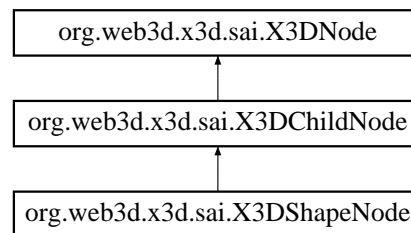
Definition at line 3 of file X3DSequencerNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSequencerNode.java

## 4.1404 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)

### 4.1404.1 Detailed Description

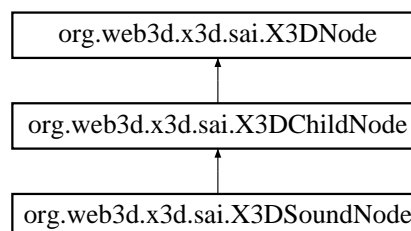
Definition at line 3 of file X3DShapeNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DShapeNode.java

## 4.1405 org.web3d.x3d.sai.X3DSoundNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DSoundNode:



## Additional Inherited Members

### 4.1405.1 Detailed Description

Definition at line 3 of file X3DSoundNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSoundNode.java

## 4.1406 org.web3d.x3d.sai.X3DSoundSourceNode Interface Reference

### Public Member Functions

- float **getPitch** ()
- void **setPitch** (float pitch) throws InvalidFieldValueException
- void **setDescription** (String text)
- String **getDescription** (String text)

### 4.1406.1 Detailed Description

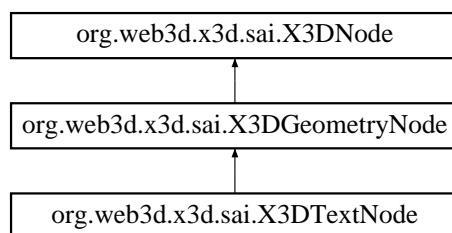
Definition at line 3 of file X3DSoundSourceNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DSoundSourceNode.java

## 4.1407 org.web3d.x3d.sai.X3DTextNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextNode:



### Public Member Functions

- void **setFontStyle** ( X3DFontStyleNode fs)
- void **setFontStyle** ( X3DProtoInstance fs)
- X3DNode **getFontStyle** ()
- int **getNumText** ()
- void **setText** (String[] text)
- void **getText** (String[] text)

### 4.1407.1 Detailed Description

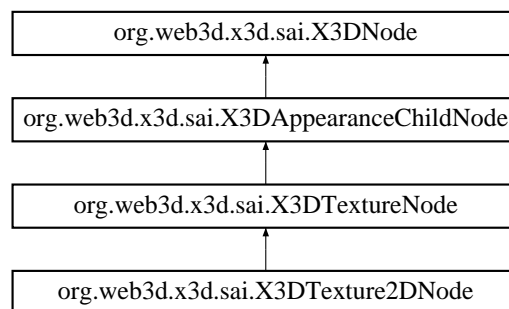
Definition at line 3 of file X3DTextNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextNode.java

## 4.1408 org.web3d.x3d.sai.X3DTexture2DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTexture2DNode:



### Public Member Functions

- void **setRepeatS** (boolean state)
- boolean **getRepeatS** ()
- void **setRepeatT** (boolean state)
- boolean **getRepeatT** ()

### 4.1408.1 Detailed Description

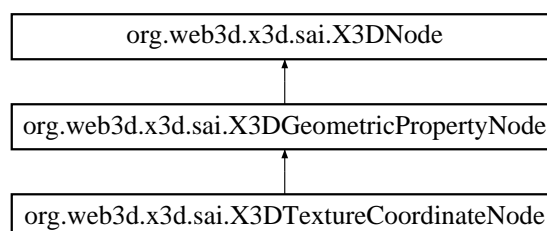
Definition at line 3 of file X3DTexture2DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTexture2DNode.java

## 4.1409 org.web3d.x3d.sai.X3DTextureCoordinateNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureCoordinateNode:



## Public Member Functions

- int **getNumCoordinates** ()
- int **getNumComponents** ()
- void **setPoint** (float[] points)
- void **getPoint** (float[] points)

### 4.1409.1 Detailed Description

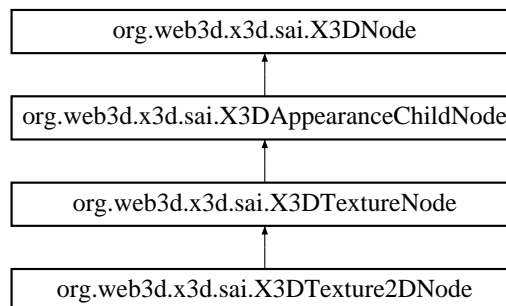
Definition at line 3 of file X3DTextureCoordinateNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureCoordinateNode.java

## 4.1410 org.web3d.x3d.sai.X3DTextureNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureNode:



## Additional Inherited Members

### 4.1410.1 Detailed Description

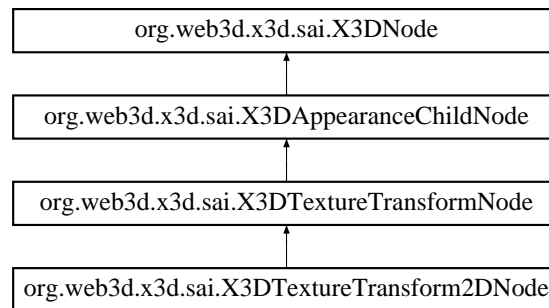
Definition at line 3 of file X3DTextureNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureNode.java

## 4.1411 org.web3d.x3d.sai.X3DTextureTransform2DNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureTransform2DNode:



### Public Member Functions

- void **getCenter** (float[] position)
- void **setCenter** (float[] position)
- float **getRotation** ()
- void **setRotation** (float angle)
- void **getScale** (float[] scale)
- void **setScale** (float[] scale)
- void **getTranslation** (float[] trans)
- void **setTranslation** (float[] trans)

### 4.1411.1 Detailed Description

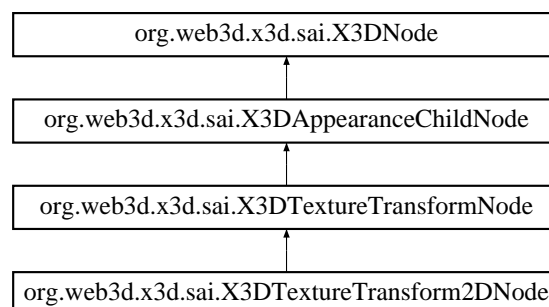
Definition at line 3 of file X3DTextureTransform2DNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureTransform2DNode.java

## 4.1412 org.web3d.x3d.sai.X3DTextureTransformNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTextureTransformNode:



## Additional Inherited Members

### 4.1412.1 Detailed Description

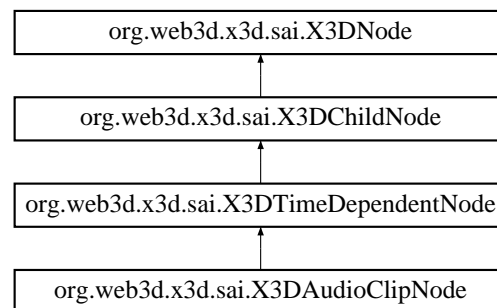
Definition at line 3 of file X3DTextureTransformNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTextureTransformNode.java

## 4.1413 org.web3d.x3d.sai.X3DTimeDependentNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTimeDependentNode:



## Public Member Functions

- boolean **getIsActive** ()
- boolean **getIsPaused** ()
- double **getElapsedTime** ()
- void **setNumLoops** (float count)
- float **getNumLoops** ()
- void **setLoop** (boolean loop)
- boolean **getLoop** ()
- void **setStartTime** (double time)
- double **getStartTime** ()
- void **setStopTime** (double time)
- double **getStopTime** ()
- void **setPauseTime** (double time)
- double **getPauseTime** ()
- void **setUnPauseTime** (double time)
- double **getUnPauseTime** ()

### 4.1413.1 Detailed Description

Definition at line 3 of file X3DTimeDependentNode.java.

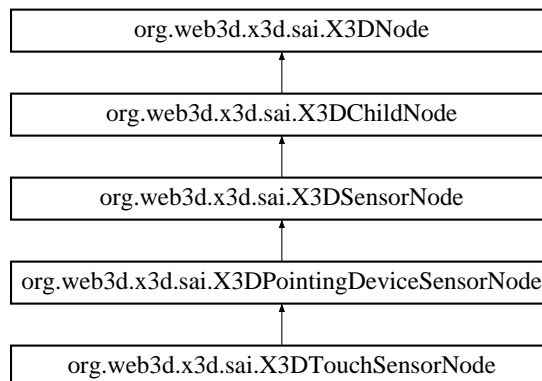
The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTimeDependentNode.java



## 4.1414 org.web3d.x3d.sai.X3DTouchSensorNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTouchSensorNode:



### Public Member Functions

- boolean **getIsOver** ()
- double **getEnterTime** ()
- double **getTouchTime** ()

#### 4.1414.1 Detailed Description

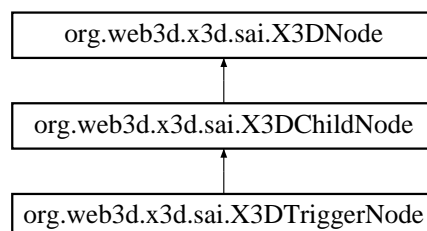
Definition at line 3 of file X3DTouchSensorNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTouchSensorNode.java

## 4.1415 org.web3d.x3d.sai.X3DTriggerNode Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DTriggerNode:



## Additional Inherited Members

### 4.1415.1 Detailed Description

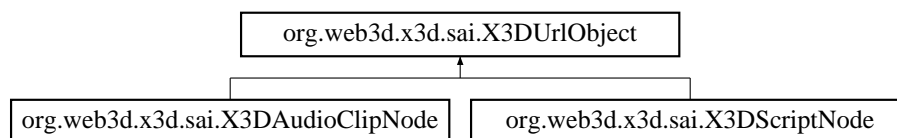
Definition at line 3 of file X3DTriggerNode.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DTriggerNode.java

## 4.1416 org.web3d.x3d.sai.X3DUrlObject Interface Reference

Inheritance diagram for org.web3d.x3d.sai.X3DUrlObject:



## Public Member Functions

- int **getNumUrls** ()
- void **geturl** (String[] urls)
- void **setUrl** (String[] urls)

### 4.1416.1 Detailed Description

Definition at line 3 of file X3DUrlObject.java.

The documentation for this interface was generated from the following file:

- src/java/org/web3d/x3d/sai/X3DUrlObject.java

## 4.1417 xml\_user\_data Struct Reference

### Data Fields

- Stack \* **context**
- Stack \* **nodes**
- Stack \* **atts**
- Stack \* **modes**
- Stack \* **fields**

### 4.1417.1 Detailed Description

Definition at line 89 of file X3DParser.c.

The documentation for this struct was generated from the following file:

- `src/lib/x3d_parser/X3DParser.c`

## 4.1418 XY Struct Reference

### Data Fields

- `int x`
- `int y`

### 4.1418.1 Detailed Description

Definition at line 212 of file CursorDraw.c.

The documentation for this struct was generated from the following file:

- `src/lib/ui/CursorDraw.c`

## 4.1419 zip64\_internal Struct Reference

### Data Fields

- `zlib_filefunc64_32_def z_filefunc`
- `voidpf filestream`
- `linkedlist_data central_dir`
- `int in_opened_file_inzip`
- `curfile64_info ci`
- `ZPOS64_T begin_pos`
- `ZPOS64_T add_position_when_writing_offset`
- `ZPOS64_T number_entry`
- `char * globalcomment`

### 4.1419.1 Detailed Description

Definition at line 165 of file zip.c.

The documentation for this struct was generated from the following file:

- `src/libminizip/zip.c`

## 4.1420 zip\_fileinfo Struct Reference

### Data Fields

- **tm\_zip** **tmz\_date**
- uLong **dosDate**
- uLong **internal\_fa**
- uLong **external\_fa**

### 4.1420.1 Detailed Description

Definition at line 99 of file zip.h.

The documentation for this struct was generated from the following file:

- src/libminizip/zip.h

## 4.1421 zlib\_filefunc64\_32\_def\_s Struct Reference

### Data Fields

- **zlib\_filefunc64\_def** **zfile\_func64**
- open\_file\_func **zopen32\_file**
- tell\_file\_func **ztell32\_file**
- seek\_file\_func **zseek32\_file**

### 4.1421.1 Detailed Description

Definition at line 170 of file ioapi.h.

The documentation for this struct was generated from the following file:

- src/libminizip/ioapi.h

## 4.1422 zlib\_filefunc64\_def\_s Struct Reference

### Data Fields

- open64\_file\_func **zopen64\_file**
- read\_file\_func **zread\_file**
- write\_file\_func **zwrite\_file**
- tell64\_file\_func **ztell64\_file**
- seek64\_file\_func **zseek64\_file**
- close\_file\_func **zclose\_file**
- testerror\_file\_func **zerror\_file**
- voidpf **opaque**

### 4.1422.1 Detailed Description

Definition at line 154 of file ioapi.h.

The documentation for this struct was generated from the following file:

- src/libminizip/ioapi.h

## 4.1423 zlib\_filefunc\_def\_s Struct Reference

### Data Fields

- open\_file\_func **zopen\_file**
- read\_file\_func **zread\_file**
- write\_file\_func **zwrite\_file**
- tell\_file\_func **ztell\_file**
- seek\_file\_func **zseek\_file**
- close\_file\_func **zclose\_file**
- testerror\_file\_func **zerror\_file**
- voidpf **opaque**

### 4.1423.1 Detailed Description

Definition at line 138 of file ioapi.h.

The documentation for this struct was generated from the following file:

- src/libminizip/ioapi.h

## 4.1424 zone Struct Reference

### Data Fields

- char \* **name**
- **Point** **center**
- **Point** \* **poly**
- int **n**
- char \* **ssrname**
- void \* **ssr**
- void \* **next**

### 4.1424.1 Detailed Description

Definition at line 543 of file SSRServer.c.

The documentation for this struct was generated from the following file:

- src/SSR/SSRServer.c



# Index

- [\\_AnyNative, 57](#)
- [\\_Atlas, 57](#)
- [\\_AtlasEntry, 58](#)
- [\\_AtlasFont, 58](#)
- [\\_BUTitem, 59](#)
- [\\_BrowserNative, 59](#)
- [\\_CRnodeStruct, 60](#)
- [\\_FW\\_PluginInstance, 60](#)
- [\\_GLwDrawingAreaClassPart, 61](#)
- [\\_GLwDrawingAreaClassRec, 62](#)
- [\\_GLwDrawingAreaRec, 62](#)
- [\\_GUIElement, 62](#)
- [\\_NPByteRange, 72](#)
- [\\_NPEmbedPrint, 73](#)
- [\\_NPFullPrint, 73](#)
- [\\_NPImageExpose, 74](#)
- [\\_NPNetscapeFuncs, 74](#)
- [\\_NPP, 75](#)
- [\\_NPPluginFuncs, 76](#)
- [\\_NPPrint, 76](#)
- [\\_NPRect, 77](#)
- [\\_NPSavedData, 77](#)
- [\\_NPSize, 77](#)
- [\\_NPStream, 78](#)
- [\\_NPString, 78](#)
- [\\_NPVariant, 78](#)
- [\\_NPWindow, 79](#)
- [\\_SFColorNative, 80](#)
- [\\_SFColorRGBANative, 80](#)
- [\\_SFImageNative, 81](#)
- [\\_SFNodeNative, 81](#)
- [\\_SFRotationNative, 81](#)
- [\\_SFVec2fNative, 82](#)
- [\\_SFVec3dNative, 82](#)
- [\\_SFVec3fNative, 82](#)
- [\\_SFVec4dNative, 83](#)
- [\\_SFVec4fNative, 83](#)
- [\\_X3DNode, 84](#)
- [\\_cd\\_list\\_t, 59](#)
- [\\_contenttype, 60](#)
- [\\_geosys, 61](#)
- [\\_intX3DEventIn, 72](#)
- [\\_intX3D\\_MFBool, 63](#)
- [\\_intX3D\\_MFColor, 63](#)
- [\\_intX3D\\_MFColorRGBA, 63](#)
- [\\_intX3D\\_MFFloat, 64](#)
- [\\_intX3D\\_MFImage, 64](#)
- [\\_intX3D\\_MFInt32, 64](#)
- [\\_intX3D\\_MFNode, 65](#)
- [\\_intX3D\\_MFRotation, 65](#)
- [\\_intX3D\\_MFString, 65](#)
- [\\_intX3D\\_MFTime, 66](#)
- [\\_intX3D\\_MFVec2d, 66](#)
- [\\_intX3D\\_MFVec2f, 66](#)
- [\\_intX3D\\_MFVec3d, 67](#)
- [\\_intX3D\\_MFVec3f, 67](#)
- [\\_intX3D\\_SFBool, 67](#)
- [\\_intX3D\\_SFColor, 68](#)
- [\\_intX3D\\_SFColorRGBA, 68](#)
- [\\_intX3D\\_SFFloat, 68](#)
- [\\_intX3D\\_SFImage, 69](#)
- [\\_intX3D\\_SFInt32, 69](#)
- [\\_intX3D\\_SFNode, 69](#)
- [\\_intX3D\\_SFRotation, 70](#)
- [\\_intX3D\\_SFString, 70](#)
- [\\_intX3D\\_SFTime, 70](#)
- [\\_intX3D\\_SFVec2d, 71](#)
- [\\_intX3D\\_SFVec2f, 71](#)
- [\\_intX3D\\_SFVec3d, 71](#)
- [\\_intX3D\\_SFVec3f, 72](#)
- [\\_s\\_list\\_t, 79](#)
- [\\_urlRequest, 83](#)
- [AcknowledgePdu, 84](#)
- [AcknowledgeReliablePdu, 85](#)
- [AcousticBeamData, 85](#)
- [AcousticBeamFundamentalParameter, 86](#)
- [AcousticEmitter, 86](#)
- [AcousticEmitterSystem, 87](#)
  - [acousticFunction, 87](#)
  - [acousticID, 87](#)
- [AcousticEmitterSystemData, 88](#)
  - [beamRecords, 88](#)
- [acousticFunction](#)
  - [AcousticEmitterSystem, 87](#)
- [acousticID](#)
  - [AcousticEmitterSystem, 87](#)
- [ActionRequestPdu, 89](#)
- [ActionRequestReliablePdu, 90](#)
- [ActionResponsePdu, 90](#)
- [ActionResponseReliablePdu, 91](#)
- [ActiveRegion, 91](#)
- [AggregateID, 92](#)
- [AggregateMarking, 92](#)
- [AggregateStatePdu, 93](#)
  - [pad2, 94](#)
- [AggregateType, 94](#)
- [allocateMenuID](#)
  - [nsIPluginManager2, 468](#)

- allowComments
  - cson\_parse\_opt, 170
- AngularVelocityVector, 95
- AntennaLocation, 95
- anyVrml, 95
- ApaData, 96
- api
  - cson\_value, 173
- Arc, 96
- ArcSdirSorter, 98
- ArcSorter, 98
- ArcTdirSorter, 99
- ArcTessellator, 100
- ArealObjectStatePdu, 100
- ArgListType, 101
- ArticulationParameter, 101
- AtlasEntrySet, 102
- Backend, 102
- BasePlugin, 104
- BasicCurveEvaluator, 105
- BasicSurfaceEvaluator, 105
- BeamAntennaPattern, 107
  - beamDirection, 107
- BeamData, 108
  - beamSweepSync, 108
- beamDirection
  - BeamAntennaPattern, 107
- beamParameterIndex
  - ElectronicEmissionBeamData, 228
- beamRecords
  - AcousticEmitterSystemData, 88
- beamSweepSync
  - BeamData, 108
  - FundamentalParameterData, 283
- beginWaitCursor
  - nsIPluginManager2, 468
- BezierArc, 108
- bezierPatch, 109
- bezierPatchMesh, 110
- Bin, 110
- bindablestack, 111
- block, 111
- Breakpt, 112
- brotoDefpair, 112
- brotoIS, 113
- brotoRoute, 113
- brouteEnd, 114
- Buffer, 122
- BurstDescriptor, 123
- CachedVertex, 123
- CachingEvaluator, 123
- callback
  - JSON\_config, 362
- callback\_ctx
  - JSON\_config, 363
- capacity
  - cson\_buffer, 163
- cbDataExactName, 124
- cbDataRootNameAndRouteDir, 125
- CdllFreeWRL, 125
- chardata, 126
- chaser\_ptrs, 127
- cleanup
  - cson\_value\_api, 174
- cline, 127
- ClockTime, 127
- coded\_block\_pattern\_entry, 128
- CollisionElasticPdu, 128
  - unitSurfaceNormal, 129
- CollisionPdu, 129
- colorScheme, 130
- command, 130
- CommentPdu, 131
- CommentReliablePdu, 131
- connection\_info\_struct, 132
- consoleLine, 134
- contenttype\_captiontext, 151
- contenttype\_e3dmouse, 151
- contenttype\_layer, 152
- contenttype\_multitouch, 152
- contenttype\_orientation, 153
- contenttype\_quadrant, 153
- contenttype\_scene, 153
- contenttype\_splitter, 154
- contenttype\_statusbar, 154
- contenttype\_stereo\_anaglyph, 154
- contenttype\_stereo\_shutter, 155
- contenttype\_stereo\_sidebyside, 155
- contenttype\_stereo\_updown, 155
- contenttype\_switch, 156
- contenttype\_textpanel, 156
- contenttype\_texturegrid, 157
- CoveAndTiler, 157
- CPlugin, 158
  - CPlugin, 158
- CR\_RegStruct, 159
- CreateEntityPdu, 159
- CreateEntityReliablePdu, 160
- createPluginInstance
  - nsIPlugin, 431
  - nsIPluginOld, 472
- createWidget
  - nsIPluginInstanceOwner, 454
- CRjsnameStruct, 160
- CRscriptStruct, 161
- CRStruct, 161
- cson\_array, 162
- cson\_buffer, 162
  - capacity, 163
  - mem, 163
  - timesExpanded, 163
  - used, 164
- cson\_data\_source\_StringSource\_, 164
  - pos, 165
- cson\_kv, 165



- cson\_kv\_list, 166
- cson\_object, 166
- cson\_object\_iterator, 167
- cson\_output\_opt, 167
  - escapeForwardSlashes, 168
  - indentation, 168
  - maxDepth, 168
- cson\_parse\_info, 169
- cson\_parse\_opt, 170
  - allowComments, 170
- cson\_parser, 170
- cson\_string, 171
- cson\_value, 172
  - api, 173
  - refcount, 173
  - value, 173
- cson\_value\_api, 174
  - cleanup, 174
- cson\_value\_list, 175
- curfile64\_info, 175
- currayhit, 176
- Curve, 176
- curveEvalMachine, 177
- Curvelist, 177
  
- damper\_ptr, 178
- DataPdu, 178
- DataQueryPdu, 179
  - timeInterval, 179
- DataQueryReliablePdu, 180
- DataReliablePdu, 180
- datChnk, 181
- dct\_dc\_size\_entry, 181
- DDS\_header, 182
- DdsLoadInfo, 182
- DeadReckoningParameter, 183
- deallocateMenuID
  - nsIPluginManager2, 468
- depth
  - JSON\_config, 363
- depth\_slice, 183
- DesignatorPdu, 184
- destroy
  - nsIPluginInstanceOld, 449
- DetonationPdu, 185
  - locationInEntityCoordinates, 185
- Dict, 186
- DictNode, 186
- directedLine, 187
- dis\_class, 188
- dis\_socket, 188
- disfieldattr, 189
- DisplayList, 189
- DistributedEmissionsFamilyPdu, 190
- Dlnode, 190
- DOMElement
  - nsIPluginTagInfo, 481
  - nsIPluginTagInfo2, 485
- draw\_call\_params, 191
  
- duk\_\_bigint, 192
- duk\_\_compile\_raw\_args, 192
- duk\_\_compiler\_stkstate, 192
- duk\_\_decode\_context, 193
- duk\_\_encode\_context, 193
- duk\_\_exp\_limits, 193
- duk\_\_id\_lookup\_result, 194
- duk\_\_numconv\_stringify\_ctx, 194
- duk\_\_objlit\_state, 195
- duk\_\_pcall\_prop\_args, 195
- duk\_\_re\_disjunction\_info, 195
- duk\_\_transform\_context, 196
- duk\_activation, 196
- duk\_bitdecoder\_ctx, 197
- duk\_bitencoder\_ctx, 197
- duk\_breakpoint, 197
- duk\_bufwriter\_ctx, 198
- duk\_catcher, 198
- duk\_compiler\_ctx, 199
- duk\_compiler\_func, 199
- duk\_compiler\_instr, 200
- duk\_double\_union, 201
- duk\_function\_list\_entry, 201
- duk\_harray, 202
- duk\_hbuffer, 202
- duk\_hbuffer\_dynamic, 202
- duk\_hbuffer\_external, 203
- duk\_hbuffer\_fixed, 203
- duk\_hbufobj, 203
- duk\_hcompfunc, 204
- duk\_heap, 204
- duk\_heaphdr, 205
- duk\_heaphdr\_string, 205
- duk\_hnatfunc, 206
- duk\_hobject, 206
- duk\_hstring, 207
- duk\_hstring\_external, 207
- duk\_hthread, 208
- duk\_internal\_thread\_state, 208
- duk\_ispec, 209
- duk\_ivalue, 209
- duk\_jmpbuf, 209
- duk\_json\_dec\_ctx, 210
- duk\_json\_enc\_ctx, 210
- duk\_labelinfo, 211
- duk\_lexer\_codepoint, 211
- duk\_lexer\_ctx, 212
- duk\_lexer\_point, 212
- duk\_ljstate, 213
- duk\_memory\_functions, 213
- duk\_number\_list\_entry, 213
- duk\_propaccessor, 214
- duk\_propdesc, 214
- duk\_propvalue, 215
- duk\_re\_compiler\_ctx, 215
- duk\_re\_matcher\_ctx, 215
- duk\_re\_token, 216
- duk\_strcache, 216

- duk\_strtab\_entry, 217
- duk\_thread\_state, 217
- duk\_time\_components, 217
- duk\_token, 218
- duk\_tval\_unused, 218
  
- EAI\_Extra\_Data, 219
- EAI\_ListenerStruct, 219
- EAINodeIndexStruct, 224
- EAINodeParams, 224
- EdgePair, 226
- effectiveRadiatedPower
  - FundamentalParameterData, 283
- EightByteChunk, 227
- ElectronicEmissionBeamData, 227
  - beamParameterIndex, 228
- ElectronicEmissionsPdu, 228
- ElectronicEmissionSystemData, 229
  - numberOfBeams, 229
  - systemDataLength, 229
- ellipsoid, 230
- EmitterSystem, 230
- endWaitCursor
  - nsIPluginManager2, 469
- EntityID, 230
- EntityInformationFamilyPdu, 231
- EntityManagementFamilyPdu, 231
- EntityStatePdu, 232
- EntityStateUpdatePdu, 233
- EntityType, 233
- Environment, 234
- EnvironmentalProcessPdu, 234
- escapeForwardSlashes
  - cson\_output\_opt, 168
- EventID, 235
- EventReportPdu, 260
- EventReportReliablePdu, 260
- extrusion, 261
  
- FaceCount, 262
- FastEntityStatePdu, 262
- field\_info, 265
- FieldDecl, 265
- file\_in\_zip64\_read\_info\_s, 267
- findProxyForURL
  - nsIPluginHost, 435
  - nsIPluginManager2, 469
- FirePdu, 267
- FirstStruct, 268
- FixedDatum, 268
- Flist, 269
- FlistSorter, 269
- flychord, 270
- fmtChnk, 270
- FourByteChunk, 271
- free
  - JSON\_config, 363
- freewrl\_params, 271
- freeWRLSAI\_cpp::\_SAIParameter, 80
- freeWRLSAI\_cpp::browserNotSharedException, 121
- freeWRLSAI\_cpp::connectionException, 133
- freeWRLSAI\_cpp::disposedException, 190
- freeWRLSAI\_cpp::insufficientCapabilitiesException, 334
- freeWRLSAI\_cpp::invalidAccessTypeException, 338
- freeWRLSAI\_cpp::invalidBrowserException, 338
- freeWRLSAI\_cpp::invalidDocumentException, 339
- freeWRLSAI\_cpp::invalidExecutionContextException, 343
- freeWRLSAI\_cpp::invalidFieldException, 346
- freeWRLSAI\_cpp::invalidImportException, 347
- freeWRLSAI\_cpp::invalidNodeException, 349
- freeWRLSAI\_cpp::invalidOperationTimingException, 351
- freeWRLSAI\_cpp::InvalidReadableFieldException, 352
- freeWRLSAI\_cpp::invalidUrlException, 354
- freeWRLSAI\_cpp::InvalidWritableFieldException, 356
- freeWRLSAI\_cpp::invalidX3DException, 357
- freeWRLSAI\_cpp::nodeInUseException, 418
- freeWRLSAI\_cpp::nodeUnavailableException, 419
- freeWRLSAI\_cpp::noSuchBrowserException, 420
- freeWRLSAI\_cpp::notSupportedException, 420
- freeWRLSAI\_cpp::saiBrowser, 557
- freeWRLSAI\_cpp::saiComponent, 557
- freeWRLSAI\_cpp::saiCustomException, 558
- freeWRLSAI\_cpp::saiException, 559
- freeWRLSAI\_cpp::saiExecutionContext, 560
- freeWRLSAI\_cpp::saiField, 560
- freeWRLSAI\_cpp::saiNode, 561
- freeWRLSAI\_cpp::saiProfileDeclaration, 561
- freeWRLSAI\_cpp::saiProto, 561
- freeWRLSAI\_cpp::saiRoute, 562
- freeWRLSAI\_cpp::saiScene, 562
- freeWRLSAI\_cpp::urlUnavailableException, 645
- ftype, 282
- fundamentalIffParameters
  - IffAtcNavAidsLayer2Pdu, 329
- FundamentalParameterData, 283
  - beamSweepSync, 283
  - effectiveRadiatedPower, 283
- FundamentalParameterDataIff, 284
- fw\_MaterialParameters, 285
- FWBITMAPFILEHEADER, 285
- FWBITMAPINFO, 285
- FWBITMAPINFOHEADER, 286
- FWFunctionSpec, 288
- FWJavaScriptClassLoader
  - vrml.FWJavaScriptClassLoader, 290
- FWPropertySpec, 301
- FWRGBQUAD, 302
- FWSNDMSG, 312
- FWTYPE, 313
- FWVAL, 313
- FGY, 314
  
- gcgd, 314
- getAttribute
  - nsIPluginTagInfo, 480
  - nsIPluginTagInfoOld, 486

- getAttributes
  - nsIPluginTagInfo, 480
  - nsIPluginTagInfoOld, 487
- GetAuthenticationInfo
  - nsIJVMAuthTools, 429
- getCookie
  - nsICookieStorage, 424
- getMIMEDescription
  - nsIPlugin, 431
  - nsIPluginOld, 473
- getMIMEType
  - nsIPluginInstance, 443
- getParameter
  - nsIPluginTagInfo, 481
  - nsIPluginTagInfo2, 483
- getParameters
  - nsIPluginTagInfo, 481
  - nsIPluginTagInfo2, 485
- GetPluginInstance
  - nsPluginNativeWindow, 491
- getPluginName
  - nsIPluginHost, 435
- getPluginTagForInstance
  - nsIPluginHost, 436
- getProgramPath
  - nsIFileUtilities, 426
- getTempDirPath
  - nsIFileUtilities, 427
- GetURL
  - nsIPluginHost, 436
  - nsIPluginInstanceOwner, 454
  - nsIPluginManager, 462
- GetURLWithHeaders
  - nsIPluginManager, 463
- GetValue
  - nsIPluginManager, 464
- getValue
  - nsIPlugin, 432
  - nsIPluginInstance, 443
  - nsIPluginInstanceOld, 450
  - nsIPluginInstancePeer, 456
  - nsIPluginOld, 473
- getWindow
  - nsIPluginInstanceOwner, 455
- GLUface, 315
- GLUhalfEdge, 315
- GLUmesh, 316
- GLUnurbs, 316
- GLUtesselator, 317
- GLUvertex, 318
- GLwDrawingAreaCallbackStruct, 318
- GLwDrawingAreaPart, 319
- GoP, 320
- GridAxisRecord, 320
- GridAxisRecordRepresentation0, 320
- GridAxisRecordRepresentation1, 321
- GridAxisRecordRepresentation2, 321
- gridBoundaryChain, 322
- GriddedDataPdu, 322
- Gridline, 323
- GridTrimVertex, 324
- GridVertex, 324
- gridWrap, 325
- groupedEntityDescriptions
  - IsGroupOfPdu, 359
- GUINamedType, 325
- GUIScreen, 326
- handleEvent
  - nsIPluginInstance, 443
  - nsIPluginInstanceOld, 450
- hasAllocatedMenuID
  - nsIPluginManager2, 469
- Hull, 326
- IffAtcNavAidsLayer1Pdu, 328
  - location, 328
- IffAtcNavAidsLayer2Pdu, 329
  - fundamentalIffParameters, 329
- IffFundamentalData, 330
- iiglobal, 330
- iiglobal::tBindable, 608
- iiglobal::tcollision, 609
- iiglobal::tcommon, 609
- iiglobal::tComponent\_CubeMapTexturing, 609
- iiglobal::tComponent\_EnviroSensor, 610
- iiglobal::tComponent\_Followers, 610
- iiglobal::tComponent\_Geometry3D, 610
- iiglobal::tComponent\_Geospatial, 611
- iiglobal::tComponent\_HAnim, 611
- iiglobal::tComponent\_KeyDevice, 611
- iiglobal::tComponent\_Layering, 612
- iiglobal::tComponent\_Layout, 612
- iiglobal::tComponent\_NURBS, 612
- iiglobal::tComponent\_ParticleSystems, 613
- iiglobal::tComponent\_Picking, 613
- iiglobal::tComponent\_ProgrammableShaders, 613
- iiglobal::tComponent\_Rendering, 614
- iiglobal::tComponent\_RigidBodyPhysics, 614
- iiglobal::tComponent\_Shape, 614
- iiglobal::tComponent\_Sound, 615
- iiglobal::tComponent\_Text, 615
- iiglobal::tComponent\_VolumeRendering, 615
- iiglobal::tComponent\_VRML1, 616
- iiglobal::tConsoleMessage, 616
- iiglobal::tCParse, 617
- iiglobal::tCParseParser, 617
- iiglobal::tCRoutes, 617
- iiglobal::tCScripts, 618
- iiglobal::tCursorDraw, 618
- iiglobal::tdisplay, 618
- iiglobal::tEAI\_C\_CommonFunctions, 619
- iiglobal::tEAICore, 619
- iiglobal::tEAIEventsIn, 619
- iiglobal::tEAHelpers, 620
- iiglobal::tFrustum, 622
- iiglobal::tinternalc, 622

- iiglobal::tLoadTextures, 622
- iiglobal::tMainloop, 624
- iiglobal::tOpenGL\_Utills, 624
- iiglobal::tPluginSocket, 626
- iiglobal::tpluginUtills, 626
- iiglobal::tProdCon, 626
- iiglobal::tRenderFuncs, 629
- iiglobal::tRenderTextures, 630
- iiglobal::tresources, 631
- iiglobal::tSensInterps, 633
- iiglobal::tSnapshot, 633
- iiglobal::tstatusbar, 634
- iiglobal::tStreamPoly, 634
- iiglobal::tTess, 634
- iiglobal::tTextures, 635
- iiglobal::tthreads, 635
- iiglobal::tViewer, 636
- iiglobal::tX3DParser, 636
- IMEXPORT, 333
- indentation
  - cson\_output\_opt, 168
- initialize
  - nsIPlugin, 432
  - nsIPluginInstance, 444
  - nsIPluginInstanceOld, 451
  - nsIPluginOld, 474
- initialRouteStruct, 333
- instantiateDummyJavaPlugin
  - nsIPluginHost, 437
- instantiatePluginForChannel
  - nsIPluginHost, 437
  - nsIPluginHostOld, 440
- IntercomCommunicationsParameters, 335
  - recordSpecificField, 335
- IntercomControlPdu, 336
  - intercomParameters, 336
- intercomParameters
  - IntercomControlPdu, 336
- IntercomSignalPdu, 337
- intersection\_info, 337
- InvalidEventInException
  - vrml.external.exception.InvalidEventInException, 341
- InvalidNodeException
  - vrml.external.exception.InvalidNodeException, 350
- InvalidVrmlException
  - vrml.external.exception.InvalidVrmlException, 355
- IsGroupOfPdu, 359
  - groupedEntityDescriptions, 359
- IsPartOfPdu, 360
  - partLocation, 360
- ivec2, 360
- ivec4, 361
- Jarcloc, 361
- JMATRIX, 362
- JSContext
  - nsIPluginInstance, 447
  - nsIPluginInstancePeer2, 460
- JSON\_config, 362
  - callback, 362
  - callback\_ctx, 363
  - depth, 363
  - free, 363
  - malloc, 363
- JSON\_parser\_struct, 364
- JSON\_value\_struct, 365
- JSThread
  - nsIPluginInstancePeer2, 460
- JSWindow
  - nsIPluginInstancePeer2, 460
- key, 365
- keyHit, 365
- keyval, 366
- Knotspec, 366
- Knotvector, 367
- LayerHeader, 368
- layout\_scale\_item, 368
- layoutmode, 369
- LinearObjectStatePdu, 369
- LinearSegmentParameter, 370
- linkedList\_data\_s, 370
- linkedList\_datablock\_internal\_s, 371
- location
  - IffAtcNavAidsLayer1Pdu, 328
- locationInEntityCoordinates
  - DetonationPdu, 185
- LogisticsFamilyPdu, 371
- macroblock, 371
- malloc
  - JSON\_config, 363
- Mapdesc, 372
- Maplist, 373
- Marking, 374
- matpropstruct, 374
- maxDepth
  - cson\_output\_opt, 168
- mb\_addr\_inc\_entry, 377
- mb\_type\_entry, 377
- mem
  - cson\_buffer, 163
- Mesh, 378
- Mesh, 378
- MIMEType
  - nsIPluginInstancePeer, 458
- MinefieldDataPdu, 400
  - pad3, 400
- MinefieldFamilyPdu, 401
- MinefieldQueryPdu, 401
- MinefieldResponseNackPdu, 402
- MinefieldStatePdu, 402
- mode
  - nsIPluginInstancePeer, 458
- mode\_name, 403
- ModulationType, 403
- monoChain, 404

- Monotonizer, 405
- motion\_vectors\_entry, 405
- Multi\_Any, 405
- Multi\_Bool, 406
- Multi\_Color, 406
- Multi\_ColorRGBA, 406
- Multi\_Double, 407
- Multi\_Float, 407
- Multi\_Int32, 408
- Multi\_Matrix3d, 408
- Multi\_Matrix3f, 408
- Multi\_Matrix4d, 409
- Multi\_Matrix4f, 409
- Multi\_Node, 410
- Multi\_Rotation, 410
- Multi\_String, 410
- Multi\_Time, 411
- Multi\_Vec2d, 411
- Multi\_Vec2f, 412
- Multi\_Vec3d, 412
- Multi\_Vec3f, 412
- Multi\_Vec4d, 413
- Multi\_Vec4f, 413
- multiTexParams, 414
- myArgs, 414
- MyVertex, 414
  
- name\_num, 415
- NamedLocation, 415
- navmode, 416
- newResponseHeader
  - nsIHTTPHeaderListener, 428
- newStream
  - nsIPluginInstanceOld, 451
  - nsIPluginInstancePeer, 457
- newStreamFromPlugin
  - nsIPluginInstance, 444
- newStreamToPlugin
  - nsIPluginInstance, 445
- newTempFileName
  - nsIFileUtilities, 427
- nodedistance, 417
- notifyStatusChange
  - nsIPluginManager2, 470
- NPClass, 422
- NPObject, 422
- nsByteRange, 423
- nsIAuthenticationInfo, 423
- nsICookieStorage, 424
  - getCookie, 424
  - setCookie, 424
- nsIFileUtilities, 425
  - getProgramPath, 426
  - getTempDirPath, 427
  - newTempFileName, 427
- nsIHTTPHeaderListener, 428
  - newResponseHeader, 428
  - statusLine, 428
- nsIJVMAuthTools, 429
  - GetAuthenticationInfo, 429
  - SetAuthenticationInfo, 430
- nsIPlugin, 430
  - createPluginInstance, 431
  - getMIMEDescription, 431
  - getValue, 432
  - initialize, 432
  - shutdown, 432
- nsIPluginDocument, 433
  - willHandleInstantiation, 433
- nsIPluginHost, 434
  - findProxyForURL, 435
  - getPluginName, 435
  - getPluginTagForInstance, 436
  - GetURL, 436
  - instantiateDummyJavaPlugin, 437
  - instantiatePluginForChannel, 437
  - parsePostBufferToFixHeaders, 437
  - PostURL, 438
  - reloadPlugins, 439
- nsIPluginHostOld, 439
  - instantiatePluginForChannel, 440
- nsIPluginInputStream, 441
- nsIPluginInstance, 441
  - getMIMEType, 443
  - getValue, 443
  - handleEvent, 443
  - initialize, 444
  - JSContext, 447
  - newStreamFromPlugin, 444
  - newStreamToPlugin, 445
  - print, 445
  - setWindow, 446
  - showStatus, 446
  - start, 446
  - stop, 447
- nsIPluginInstanceInternal, 447
- nsIPluginInstanceOld, 448
  - destroy, 449
  - getValue, 450
  - handleEvent, 450
  - initialize, 451
  - newStream, 451
  - peer, 453
  - print, 451
  - setWindow, 452
  - start, 452
  - stop, 452
- nsIPluginInstanceOwner, 453
  - createWidget, 454
  - GetURL, 454
  - getWindow, 455
- nsIPluginInstancePeer, 455
  - getValue, 456
  - MIMEType, 458
  - mode, 458
  - newStream, 457
  - setWindowSize, 457

- showStatus, 457
- nsIPluginInstancePeer2, 459
  - JSContext, 460
  - JSThread, 460
  - JSWindow, 460
- nsIPluginInstancePeer2\_1\_9\_1\_BRANCH, 461
- nsIPluginManager, 462
  - GetURL, 462
  - GetURLWithHeaders, 463
  - GetValue, 464
  - PostURL, 464
  - RegisterPlugin, 465
  - reloadPlugins, 466
  - UnregisterPlugin, 466
  - UserAgent, 466
- nsIPluginManager2, 467
  - allocateMenuID, 468
  - beginWaitCursor, 468
  - deallocateMenuID, 468
  - endWaitCursor, 469
  - findProxyForURL, 469
  - hasAllocatedMenuID, 469
  - notifyStatusChange, 470
  - registerWindow, 470
  - supportsURLProtocol, 471
  - unregisterWindow, 471
- nsIPluginOld, 472
  - createPluginInstance, 472
  - getMIMEDescription, 473
  - getValue, 473
  - initialize, 474
  - shutdown, 474
- nsIPluginStreamInfo, 474
- nsIPluginStreamListener, 475
  - onDataAvailable, 476
  - onFileAvailable, 476
  - onStartBinding, 477
  - onStopBinding, 477
  - streamType, 478
- nsIPluginTag, 478
- nsIPluginTagInfo, 479
  - DOMElement, 481
  - getAttribute, 480
  - getAttributes, 480
  - getParameter, 481
  - getParameters, 481
  - tagType, 482
- nsIPluginTagInfo2, 482
  - DOMElement, 485
  - getParameter, 483
  - getParameters, 485
  - tagType, 485
- nsIPluginTagInfoOld, 486
  - getAttribute, 486
  - getAttributes, 487
- nsIScriptablePlugin, 487
  - scriptableInterface, 488
  - scriptablePeer, 488
- nsIWindowlessPluginInstancePeer, 488
- nsPIPluginInstancePeer, 489
- nsPluginEmbedPrint, 489
- nsPluginEvent, 490
- nsPluginFullPrint, 490
- nsPluginLogging, 490
- nsPluginNativeWindow, 491
  - GetPluginInstance, 491
- nsPluginPrint, 492
- nsPluginRect, 492
- nsPluginWindow, 493
- numberOfBeams
  - ElectronicEmissionSystemData, 229
- NurbsTessellator, 493
- O\_curve, 495
- O\_nurbscurve, 495
- O\_nurbssurface, 496
- O\_pwlcurve, 497
- O\_surface, 497
- O\_trim, 498
- ObjectType, 498
- onDataAvailable
  - nsIPluginStreamListener, 476
- OneByteChunk, 499
- onFileAvailable
  - nsIPluginStreamListener, 476
- onStartBinding
  - nsIPluginStreamListener, 477
- onStopBinding
  - nsIPluginStreamListener, 477
- OpenGLCurveEvaluator, 499
- OpenGLSurfaceEvaluator, 501
- opened\_file, 502
- org.web3d.x3d.sai.Browser, 114
- org.web3d.x3d.sai.BrowserEvent, 117
- org.web3d.x3d.sai.BrowserFactoryImpl, 118
- org.web3d.x3d.sai.BrowserInterface, 120
- org.web3d.x3d.sai.BrowserListener, 121
- org.web3d.x3d.sai.BrowserNotSharedException, 122
- org.web3d.x3d.sai.ComponentInfo, 132
- org.web3d.x3d.sai.ConnectionException, 133
- org.web3d.x3d.sai.ExternalBrowser, 261
- org.web3d.x3d.sai.ImportedNodeException, 333
- org.web3d.x3d.sai.InsufficientCapabilitiesException, 334
- org.web3d.x3d.sai.InvalidBrowserException, 339
- org.web3d.x3d.sai.InvalidDocumentException, 340
- org.web3d.x3d.sai.InvalidExecutionContextException, 344
- org.web3d.x3d.sai.InvalidFieldException, 345
- org.web3d.x3d.sai.InvalidFieldValueException, 347
- org.web3d.x3d.sai.InvalidNameException, 348
- org.web3d.x3d.sai.InvalidNodeException, 348
- org.web3d.x3d.sai.InvalidOperationTimingException, 350
- org.web3d.x3d.sai.InvalidProtoException, 352
- org.web3d.x3d.sai.InvalidRouteException, 353
- org.web3d.x3d.sai.InvalidURLErrorException, 354

- org.web3d.x3d.sai.InvalidX3DException, 358
- org.web3d.x3d.sai.Matrix, 375
- org.web3d.x3d.sai.Matrix3, 375
- org.web3d.x3d.sai.Matrix4, 376
- org.web3d.x3d.sai.MFBool, 378
- org.web3d.x3d.sai.MFColor, 380
- org.web3d.x3d.sai.MFColorRGBA, 381
- org.web3d.x3d.sai.MFDouble, 381
- org.web3d.x3d.sai.MFFloat, 382
- org.web3d.x3d.sai.MField, 384
- org.web3d.x3d.sai.MFImage, 386
- org.web3d.x3d.sai.MFInt32, 387
- org.web3d.x3d.sai.MFNode, 388
- org.web3d.x3d.sai.MFRotation, 390
- org.web3d.x3d.sai.MFString, 392
- org.web3d.x3d.sai.MFTime, 393
- org.web3d.x3d.sai.MFVec2d, 395
- org.web3d.x3d.sai.MFVec2f, 396
- org.web3d.x3d.sai.MFVec3d, 397
- org.web3d.x3d.sai.MFVec3f, 399
- org.web3d.x3d.sai.NodeInUseException, 417
- org.web3d.x3d.sai.NodeUnavailableException, 418
- org.web3d.x3d.sai.NoSuchBrowserException, 419
- org.web3d.x3d.sai.NotSupportedException, 421
- org.web3d.x3d.sai.ProfileInfo, 535
- org.web3d.x3d.sai.SFBool, 572
- org.web3d.x3d.sai.SFColor, 575
- org.web3d.x3d.sai.SFColorRGBA, 576
- org.web3d.x3d.sai.SFDouble, 576
- org.web3d.x3d.sai.SFFloat, 578
- org.web3d.x3d.sai.SFImage, 579
- org.web3d.x3d.sai.SFInt32, 580
- org.web3d.x3d.sai.SFNode, 582
- org.web3d.x3d.sai.SFRotation, 584
- org.web3d.x3d.sai.SFString, 586
- org.web3d.x3d.sai.SFTime, 587
- org.web3d.x3d.sai.SFVec2d, 588
- org.web3d.x3d.sai.SFVec2f, 589
- org.web3d.x3d.sai.SFVec3d, 590
- org.web3d.x3d.sai.SFVec3f, 592
- org.web3d.x3d.sai.URLUnavailableException, 645
- org.web3d.x3d.sai.X3DAppearanceChildNode, 905
- org.web3d.x3d.sai.X3DAppearanceNode, 906
- org.web3d.x3d.sai.X3DAudioClipNode, 906
- org.web3d.x3d.sai.X3DBackgroundNode, 907
- org.web3d.x3d.sai.X3DBindableNode, 908
- org.web3d.x3d.sai.X3DBoundedObject, 908
- org.web3d.x3d.sai.X3DChildNode, 909
- org.web3d.x3d.sai.X3DColorNode, 910
- org.web3d.x3d.sai.X3DComponent, 910
- org.web3d.x3d.sai.X3DComposedGeometryNode, 911
- org.web3d.x3d.sai.X3DCoordinateNode, 912
- org.web3d.x3d.sai.X3DDragSensorNode, 912
- org.web3d.x3d.sai.X3DEnvironmentalSensorNode, 913
- org.web3d.x3d.sai.X3DException, 914
- org.web3d.x3d.sai.X3DExecutionContext, 915
- org.web3d.x3d.sai.X3DEExternProtoDeclaration, 916
- org.web3d.x3d.sai.X3DField, 916
- org.web3d.x3d.sai.X3DFieldDefinition, 918
- org.web3d.x3d.sai.X3DFieldEvent, 918
- org.web3d.x3d.sai.X3DFieldEventListener, 919
- org.web3d.x3d.sai.X3DFieldTypes, 919
- org.web3d.x3d.sai.X3DFontStyleNode, 920
- org.web3d.x3d.sai.X3DGeometricPropertyNode, 921
- org.web3d.x3d.sai.X3DGeometryNode, 921
- org.web3d.x3d.sai.X3DGroupingNode, 922
- org.web3d.x3d.sai.X3DInfoNode, 922
- org.web3d.x3d.sai.X3DInterpolatorNode, 923
- org.web3d.x3d.sai.X3DKeyDeviceSensorNode, 923
- org.web3d.x3d.sai.X3DLightNode, 924
- org.web3d.x3d.sai.X3DMaterialNode, 925
- org.web3d.x3d.sai.X3DMetadataObject, 925
- org.web3d.x3d.sai.X3DNetworkSensorNode, 926
- org.web3d.x3d.sai.X3DNode, 926
- org.web3d.x3d.sai.X3DNodeTypes, 927
- org.web3d.x3d.sai.X3DNormalNode, 928
- org.web3d.x3d.sai.X3DParametricGeometryNode, 929
- org.web3d.x3d.sai.X3DPerFrameObserverScript, 929
- org.web3d.x3d.sai.X3DPointingDeviceSensorNode, 930
- org.web3d.x3d.sai.X3DProtoDeclaration, 930
- org.web3d.x3d.sai.X3DProtoInstance, 931
- org.web3d.x3d.sai.X3DRoute, 931
- org.web3d.x3d.sai.X3DScene, 932
- org.web3d.x3d.sai.X3DScriptImplementation, 933
- org.web3d.x3d.sai.X3DScriptNode, 933
- org.web3d.x3d.sai.X3DSensorNode, 934
- org.web3d.x3d.sai.X3DSequencerNode, 934
- org.web3d.x3d.sai.X3DShapeNode, 935
- org.web3d.x3d.sai.X3DSoundNode, 935
- org.web3d.x3d.sai.X3DSoundSourceNode, 936
- org.web3d.x3d.sai.X3DTextNode, 936
- org.web3d.x3d.sai.X3DTexture2DNode, 937
- org.web3d.x3d.sai.X3DTextureCoordinateNode, 937
- org.web3d.x3d.sai.X3DTextureNode, 938
- org.web3d.x3d.sai.X3DTextureTransform2DNode, 939
- org.web3d.x3d.sai.X3DTextureTransformNode, 939
- org.web3d.x3d.sai.X3DTimeDependentNode, 940
- org.web3d.x3d.sai.X3DTouchSensorNode, 941
- org.web3d.x3d.sai.X3DTriggerNode, 941
- org.web3d.x3d.sai.X3DUriObject, 942
- orient\_XYZA, 503
- Orientation, 503
- pad1
  - RecordQueryReliablePdu, 547
  - SetRecordReliablePdu, 571
- pad2
  - AggregateStatePdu, 94
- pad3
  - MinefieldDataPdu, 400
- parsePostBufferToFixHeaders
  - nsIPluginHost, 437
- particle, 503
- partLocation
  - IsPartOfPdu, 360
- passiveParameterIndex
  - UaPdu, 637

- Patch, 504
- Patchlist, 504
- Patchspec, 505
- pBindable, 506
- pcollision, 506
- pcommon, 507
- pComponent\_CubeMapTexturing, 507
- pComponent\_EnviroSensor, 508
- pComponent\_Followers, 508
- pComponent\_Geometry3D, 508
- pComponent\_Geospatial, 509
- pComponent\_HAnim, 509
- pComponent\_KeyDevice, 509
- pComponent\_Layering, 510
- pComponent\_Layout, 510
- pComponent\_NURBS, 510
- pComponent\_ParticleSystems, 511
- pComponent\_Picking, 511
- pComponent\_ProgrammableShaders, 511
- pComponent\_Rendering, 512
- pComponent\_RigidBodyPhysics, 512
- pComponent\_Shape, 512
- pComponent\_Sound, 513
- pComponent\_Text, 513
- pComponent\_VolumeRendering, 514
- pConsoleMessage, 515
- pCParse, 515
- pCParseParser, 516
- pCRoutes, 516
- pCScripts, 517
- pCursorDraw, 517
- pdisplay, 517
- Pdu, 518
  - protocolVersion, 518
- PduContainer, 518
- pEAI\_C\_CommonFunctions, 519
- pEAICore, 519
- pEAIEventsIn, 519
- pEAHelpers, 520
- pedal\_state, 520
- peer
  - nsIPluginInstanceOld, 453
- pFrustum, 521
- pict, 521
- pict\_image, 522
- Planet, 522
- pLoadTextures, 522
- pMainloop, 523
- Point, 524
- point\_XYZ, 525
- point\_XYZ3, 525
- pointer2pointer, 525
- PointObjectStatePdu, 526
- polygon, 526
- polyrep\_combiner\_data, 527
- Pool, 527
- PooledObj, 528
- pOpenGL\_Utils, 529
- pos
  - cson\_data\_source\_StringSource\_, 165
- PostURL
  - nsIPluginHost, 438
  - nsIPluginManager, 464
- pPluginSocket, 529
- ppluginUtils, 530
- pProdCon, 530
- PQhandleElem, 531
- PQnode, 531
- pRasterFont, 531
- pRenderFuncs, 532
- pRenderTextures, 533
- presources, 533
- primStream, 534
- print
  - nsIPluginInstance, 445
  - nsIPluginInstanceOld, 451
- PriorityQ, 534
- profile\_entry, 535
- proftablestruct, 536
- Property, 536
- propulsionPlantConfiguration
  - UaPdu, 638
- PropulsionSystemData, 537
- protocolVersion
  - Pdu, 518
- ProtoDefinition, 537
- ProtoFieldDecl, 538
- pSensInterps, 538
- pSnapshot, 538
- Pspec, 539
- PSStruct, 539
- pstatusbar, 540
- pStreamPoly, 540
- pTess, 541
- pTextures, 541
- pViewer, 541
- PwlArc, 542
- pX3DParser, 542
- quaternion, 543
- Quilt, 543
- Quiltspec, 544
- RadioCommunicationsFamilyPdu, 544
- RadioEntityType, 545
- rb1, 545
- ReceiverPdu, 546
- RecordQueryReliablePdu, 546
  - pad1, 547
- RecordSet, 547
- recordSpecificField
  - IntercomCommunicationsParameters, 335
- rectBlock, 548
- rectBlockArray, 548
- refcount
  - cson\_value, 173
- reflexChain, 549



- RegisterPlugin
  - nsIPluginManager, 465
- registerWindow
  - nsIPluginManager2, 470
- Relationship, 549
- reloadPlugins
  - nsIPluginHost, 439
  - nsIPluginManager, 466
- RemoveEntityPdu, 549
- RemoveEntityReliablePdu, 550
- Renderhints, 550
- RepairCompletePdu, 551
- RepairResponsePdu, 551
- resource\_item, 552
- ResupplyCancelPdu, 553
- ResupplyOfferPdu, 553
- ResupplyReceivedPdu, 554
- row32, 554
  
- s\_renderer\_capabilities\_t, 555
- s\_shader\_capabilities, 555
- sai.BrowserFactory, 118
- sai.BrowserGlobals, 119
- sai.eai.EAIAsyncMessage, 220
- sai.eai.EAIAsyncQueue, 221
- sai.eai.EAIAsyncThread, 221
- sai.eai.EAIinThread, 222
- sai.eai.EAIMessage, 223
- sai.eai.EAIoutQueue, 225
- sai.eai.EAIoutThread, 225
- sai.eai.UnsupportedFieldTypeException, 641
- sai.eai.VField, 650
- sai.eai.VIP, 658
- sai.eai.VMFCColor, 660
- sai.eai.VMFFloat, 661
- sai.eai.VMFInt32, 662
- sai.eai.VMFRotation, 663
- sai.eai.VMFString, 665
- sai.eai.VMFVec2f, 666
- sai.eai.VMFVec3f, 667
- sai.eai.VRMLObject, 669
- sai.eai.VRMLObjectObserver, 671
- sai.eai.VSFBool, 673
- sai.eai.VSFColor, 674
- sai.eai.VSFFloat, 675
- sai.eai.VSFImage, 676
- sai.eai.VSFInt32, 677
- sai.eai.VSFRotation, 679
- sai.eai.VSFString, 679
- sai.eai.VSFTime, 680
- sai.eai.VSFVec2f, 682
- sai.eai.VSFVec3f, 683
- sai.FreeWRLBrowser, 272
- sai.FreeWRLBrowserInfo, 274
- sai.FreeWRLComponent, 274
- sai.FreeWRLField, 275
- sai.FreeWRLFieldDefinition, 276
- sai.FreeWRLFieldTypes, 277
- sai.FreeWRLMField, 278
- sai.FreeWRLNode, 279
- sai.FreeWRLNodeTypes, 279
- sai.FreeWRLRendererInfo, 280
- sai.FreeWRLScene, 281
- sai.FWComponentInfo, 286
- sai.FWExternProtoDeclaration, 287
- sai.FWMFCColor, 291
- sai.FWMFCColorRGBA, 291
- sai.FWMFDouble, 292
- sai.FWMFFloat, 293
- sai.FWMFInt32, 294
- sai.FWMFNode, 294
- sai.FWMFRotation, 295
- sai.FWMFString, 296
- sai.FWMFVec2d, 297
- sai.FWMFVec2f, 297
- sai.FWMFVec3d, 298
- sai.FWMFVec3f, 299
- sai.FWProfileInfo, 300
- sai.FWProfInfo, 300
- sai.FWProtoDeclaration, 301
- sai.FWProtoInstance, 302
- sai.FWRoute, 303
- sai.FWSFBool, 303
- sai.FWSFColor, 304
- sai.FWSFColorRGBA, 305
- sai.FWSFDouble, 305
- sai.FWSFFloat, 306
- sai.FWSFImage, 306
- sai.FWSFInt32, 307
- sai.FWSFNode, 308
- sai.FWSFRotation, 308
- sai.FWSFString, 309
- sai.FWSFTime, 309
- sai.FWSFVec2d, 310
- sai.FWSFVec2f, 311
- sai.FWSFVec3d, 311
- sai.FWSFVec3f, 312
- sampledLine, 563
- sCollisionGeometry, 563
- sCollisionInfo, 564
- screentextdata, 564
- scriptableInterface
  - nsIScriptablePlugin, 488
- scriptablePeer
  - nsIScriptablePlugin, 488
- ScriptablePluginObjectBase, 565
- ScriptFieldDecl, 567
- ScriptFieldInstanceInfo, 567
- ScriptParamList, 567
- SeesPdu, 568
- SensStruct, 568
- ServiceRequestPdu, 569
- SetAuthenticationInfo
  - nsIJVMAuthTools, 430
- setCookie
  - nsICookieStorage, 424
- SetDataPdu, 569

- SetDataReliablePdu, 570
- SetRecordReliablePdu, 571
  - pad1, 571
- setWindow
  - nsIPluginInstance, 446
  - nsIPluginInstanceOld, 452
- setWindowSize
  - nsIPluginInstancePeer, 457
- sFallInfo, 572
- SFColor, 574
- SFColorRGBA, 575
- SFMatrix3d, 581
- SFMatrix3f, 581
- SFMatrix4d, 581
- SFMatrix4f, 582
- SFRotation, 583
- SFVec2d, 587
- SFVec2f, 589
- SFVec3d, 590
- SFVec3f, 592
- SFVec4d, 592
- SFVec4f, 593
- Shader\_Script, 593
- shaderflagsstruct, 594
- shaderTableEntry, 594
- ShaftRPMs, 594
- showStatus
  - nsIPluginInstance, 446
  - nsIPluginInstancePeer, 457
- shutdown
  - nsIPlugin, 432
  - nsIPluginOld, 474
- SignalPdu, 595
- SimulationAddress, 595
- SimulationManagementFamilyPdu, 596
- SimulationManagementWithReliabilityFamilyPdu, 596
- SixByteChunk, 597
- slice, 597
- Slicer, 597
- sNavInfo, 598
- SNDFILE, 599
- Sorter, 599
- SphericalHarmonicAntennaPattern, 600
- Splinespec, 600
- ssr, 601
- SSR\_request, 601
- stage, 602
- start
  - nsIPluginInstance, 446
  - nsIPluginInstanceOld, 452
- StartResumePdu, 602
- StartResumeReliablePdu, 603
- statusLine
  - nsIHTTPHeaderListener, 428
- stop
  - nsIPluginInstance, 447
  - nsIPluginInstanceOld, 452
- StopFreezePdu, 603
- StopFreezeReliablePdu, 604
- StoredVertex, 604
- streamType
  - nsIPluginStreamListener, 478
- stringint, 605
- Subdivider, 605
- SupplyQuantity, 606
- supportsURLProtocol
  - nsIPluginManager2, 471
- surfEvalMachine, 606
- sweepRange, 607
- SyntheticEnvironmentFamilyPdu, 607
- systemDataLength
  - ElectronicEmissionSystemData, 229
- SystemID, 607
- tagType
  - nsIPluginTagInfo, 482
  - nsIPluginTagInfo2, 485
- targetwindow, 608
- tcontenttype, 616
- text\_combiner\_data, 620
- textureTableIndexStruct, 621
- textureVertexInfo, 621
- timeInterval
  - DataQueryPdu, 179
- timesExpanded
  - cson\_buffer, 163
- tm\_unz\_s, 623
- tm\_zip\_s, 623
- Touch, 625
- TrackJamTarget, 627
- TransferControlRequestPdu, 627
- TransmitterPdu, 628
- treeNode, 629
- trenderstate, 630
- Trimline, 631
- TrimRegion, 632
- TrimVertex, 632
- TrimVertexPool, 633
- TwoByteChunk, 636
- UaPdu, 637
  - passiveParameterIndex, 637
  - propulsionPlantConfiguration, 638
- Uarray, 638
- un1, 639
- unca, 639
- Uni\_String, 639
- unitsB, 640
- unitSurfaceNormal
  - CollisionElasticPdu, 129
- UnregisterPlugin
  - nsIPluginManager, 466
- unregisterWindow
  - nsIPluginManager2, 471
- unz64\_file\_pos\_s, 641
- unz64\_s, 642
- unz\_file\_info64\_internal\_s, 642

- unz\_file\_info64\_s, 643
- unz\_file\_info\_s, 643
- unz\_file\_pos\_s, 644
- unz\_global\_info64\_s, 644
- unz\_global\_info\_s, 644
- used
  - cson\_buffer, 164
- usehit, 646
- UserAgent
  - nsIPluginManager, 466
- value
  - cson\_value, 173
- VariableDatum, 646
- Varray, 647
- vec2, 647
- vec4, 648
- Vector, 648
- Vector3Double, 648
- Vector3Float, 649
- VectoringNozzleSystemData, 649
- vertexArray, 650
- vid\_stream, 653
- viewer, 655
- viewer\_examine, 656
- viewer\_fly, 657
- viewer\_inplane, 657
- viewer\_walk, 657
- viewer\_ypz, 658
- void3, 668
- vrml.BaseNode, 103
- vrml.Browser, 115
- vrml.ConstField, 134
- vrml.ConstMField, 136
- vrml.Event, 235
- vrml.external.Browser, 116
- vrml.external.BrowserGlobals, 119
- vrml.external.BrowserInterface, 120
- vrml.external.exception.InvalidEventInException, 341
  - InvalidEventInException, 341
- vrml.external.exception.InvalidEventOutException, 342
- vrml.external.exception.InvalidNodeException, 349
  - InvalidNodeException, 350
- vrml.external.exception.InvalidVrmlException, 355
  - InvalidVrmlException, 355
- vrml.external.field.EventIn, 236
- vrml.external.field.EventInMFColor, 237
- vrml.external.field.EventInMFFloat, 237
- vrml.external.field.EventInMFInt32, 238
- vrml.external.field.EventInMFNode, 239
- vrml.external.field.EventInMFRotation, 239
- vrml.external.field.EventInMFString, 240
- vrml.external.field.EventInMFVec2f, 240
- vrml.external.field.EventInMFVec3f, 241
- vrml.external.field.EventInSFBool, 241
- vrml.external.field.EventInSFColor, 242
- vrml.external.field.EventInSFFloat, 242
- vrml.external.field.EventInSFImage, 243
- vrml.external.field.EventInSFInt32, 243
- vrml.external.field.EventInSFNode, 244
- vrml.external.field.EventInSFRotation, 244
- vrml.external.field.EventInSFString, 245
- vrml.external.field.EventInSFTime, 245
- vrml.external.field.EventInSFVec2f, 246
- vrml.external.field.EventInSFVec3f, 246
- vrml.external.field.EventOut, 247
- vrml.external.field.EventOutMFColor, 248
- vrml.external.field.EventOutMFFloat, 248
- vrml.external.field.EventOutMField, 249
- vrml.external.field.EventOutMFInt32, 250
- vrml.external.field.EventOutMFNode, 250
- vrml.external.field.EventOutMFRotation, 251
- vrml.external.field.EventOutMFString, 252
- vrml.external.field.EventOutMFVec2f, 252
- vrml.external.field.EventOutMFVec3f, 253
- vrml.external.field.EventOutObserver, 253
- vrml.external.field.EventOutSFBool, 254
- vrml.external.field.EventOutSFColor, 254
- vrml.external.field.EventOutSFFloat, 255
- vrml.external.field.EventOutSFImage, 255
- vrml.external.field.EventOutSFInt32, 256
- vrml.external.field.EventOutSFNode, 257
- vrml.external.field.EventOutSFRotation, 257
- vrml.external.field.EventOutSFString, 258
- vrml.external.field.EventOutSFTime, 258
- vrml.external.field.EventOutSFVec2f, 259
- vrml.external.field.EventOutSFVec3f, 259
- vrml.external.field.FieldTypes, 266
- vrml.external.FreeWRLEAI.EAIAsyncMessage, 219
- vrml.external.FreeWRLEAI.EAIAsyncQueue, 220
- vrml.external.FreeWRLEAI.EAIAsyncThread, 221
- vrml.external.FreeWRLEAI.EAlinThread, 222
- vrml.external.FreeWRLEAI.EAIMessage, 223
- vrml.external.FreeWRLEAI.EAloutQueue, 225
- vrml.external.FreeWRLEAI.EAloutThread, 226
- vrml.external.FreeWRLEAI.UnsupportedFieldTypeException, 640
- vrml.external.FreeWRLEAI.VField, 652
- vrml.external.FreeWRLEAI.VIP, 659
- vrml.external.FreeWRLEAI.VMFColor, 660
- vrml.external.FreeWRLEAI.VMFFloat, 662
- vrml.external.FreeWRLEAI.VMFInt32, 663
- vrml.external.FreeWRLEAI.VMFRotation, 664
- vrml.external.FreeWRLEAI.VMFString, 665
- vrml.external.FreeWRLEAI.VMFVec2f, 666
- vrml.external.FreeWRLEAI.VMFVec3f, 668
- vrml.external.FreeWRLEAI.VRMLObject, 670
- vrml.external.FreeWRLEAI.VRMLObjectObserver, 671
- vrml.external.FreeWRLEAI.VSFBool, 672
- vrml.external.FreeWRLEAI.VSFColor, 673
- vrml.external.FreeWRLEAI.VSFFloat, 674
- vrml.external.FreeWRLEAI.VSFImage, 676
- vrml.external.FreeWRLEAI.VSFInt32, 677
- vrml.external.FreeWRLEAI.VSFRotation, 678
- vrml.external.FreeWRLEAI.VSFString, 680
- vrml.external.FreeWRLEAI.VSFTime, 681
- vrml.external.FreeWRLEAI.VSFVec2f, 682

- vrml.external.FreeWRLEAI.VSFVec3f, 684
- vrml.external.IBrowser, 327
- vrml.external.Node, 416
- vrml.Field, 264
- vrml.field.ConstMFColor, 135
- vrml.field.ConstMFFloat, 136
- vrml.field.ConstMFInt32, 138
- vrml.field.ConstMFNode, 138
- vrml.field.ConstMFRotation, 139
- vrml.field.ConstMFString, 140
- vrml.field.ConstMFTime, 141
- vrml.field.ConstMFVec2f, 141
- vrml.field.ConstMFVec3f, 142
- vrml.field.ConstSFBool, 143
- vrml.field.ConstSFColor, 144
- vrml.field.ConstSFFloat, 144
- vrml.field.ConstSFImage, 145
- vrml.field.ConstSFInt32, 146
- vrml.field.ConstSFNode, 147
- vrml.field.ConstSFRotation, 147
- vrml.field.ConstSFString, 148
- vrml.field.ConstSFTime, 149
- vrml.field.ConstSFVec2f, 149
- vrml.field.ConstSFVec3f, 150
- vrml.field.MFColor, 379
- vrml.field.MFFloat, 383
- vrml.field.MFInt32, 387
- vrml.field.MFNode, 389
- vrml.field.MFRotation, 391
- vrml.field.MFString, 392
- vrml.field.MFTime, 394
- vrml.field.MFVec2f, 396
- vrml.field.MFVec3f, 398
- vrml.field.SFBool, 573
- vrml.field.SFColor, 574
- vrml.field.SFFloat, 577
- vrml.field.SFImage, 578
- vrml.field.SFInt32, 580
- vrml.field.SFNode, 583
- vrml.field.SFRotation, 584
- vrml.field.SFString, 585
- vrml.field.SFTime, 586
- vrml.field.SFVec2f, 588
- vrml.field.SFVec3f, 591
- vrml.FWCreateField, 287
- vrml.FWHelper, 288
- vrml.FWJavaScript, 289
- vrml.FWJavaScriptBinding, 289
- vrml.FWJavaScriptClassLoader, 290
  - FWJavaScriptClassLoader, 290
- vrml.InvalidEventInException, 340
- vrml.InvalidEventOutException, 342
- vrml.InvalidExposedFieldException, 344
- vrml.InvalidFieldChangeException, 345
- vrml.InvalidFieldException, 346
- vrml.InvalidRouteException, 353
- vrml.InvalidVRMLSyntaxException, 356
- vrml.InvalidX3DSyntaxException, 358
- vrml.MField, 385
- vrml.node.Node, 416
- vrml.node.Script, 565
- VRMLLexer, 669
- VRMLParser, 672
- walk\_cbdata, 684
- WarfareFamilyPdu, 685
- WEB3DNATIVE, 685
- willHandleInstantiation
  - nsIPluginDocument, 433
- X3D\_Anchor, 686
- X3D\_Appearance, 686
- X3D\_Arc2D, 687
- X3D\_ArcClose2D, 688
- X3D\_AudioClip, 688
- X3D\_BackdropBackground, 689
- X3D\_Background, 690
- X3D\_BallJoint, 691
- X3D\_Billboard, 692
- X3D\_BlendedVolumeStyle, 692
- X3D\_BooleanFilter, 693
- X3D\_BooleanSequencer, 694
- X3D\_BooleanToggle, 695
- X3D\_BooleanTrigger, 695
- X3D\_BoundaryEnhancementVolumeStyle, 696
- X3D\_BoundedPhysicsModel, 697
- X3D\_Box, 697
- X3D\_CADAssembly, 698
- X3D\_CADFace, 699
- X3D\_CADLayer, 699
- X3D\_CADPart, 700
- X3D\_CalibratedCameraSensor, 701
- X3D\_CartoonVolumeStyle, 701
- X3D\_Circle2D, 702
- X3D\_ClipPlane, 702
- X3D\_CollidableOffset, 703
- X3D\_CollidableShape, 704
- X3D\_Collision, 704
- X3D\_CollisionCollection, 705
- X3D\_CollisionSensor, 706
- X3D\_CollisionSpace, 707
- X3D\_Color, 707
- X3D\_ColorChaser, 708
- X3D\_ColorDamper, 709
- X3D\_ColorInterpolator, 710
- X3D\_ColorRGBA, 710
- X3D\_ComposedCubeMapTexture, 711
- X3D\_ComposedShader, 712
- X3D\_ComposedTexture3D, 712
- X3D\_ComposedVolumeStyle, 713
- X3D\_CompositeVolumeStyle, 714
- X3D\_Cone, 714
- X3D\_ConeEmitter, 715
- X3D\_Contact, 716
- X3D\_Contour2D, 717
- X3D\_ContourPolyline2D, 717
- X3D\_Coordinate, 718

- X3D\_CoordinateChaser, 718
- X3D\_CoordinateDamper, 719
- X3D\_CoordinateDouble, 720
- X3D\_CoordinateInterpolator, 721
- X3D\_CoordinateInterpolator2D, 721
- X3D\_Cylinder, 722
- X3D\_CylinderSensor, 723
- X3D\_DirectionalLight, 724
- X3D\_DISEntityManager, 724
- X3D\_DISEntityTypeMapping, 726
- X3D\_Disk2D, 726
- X3D\_DoubleAxisHingeJoint, 727
- X3D\_EaseInEaseOut, 728
- X3D\_EdgeEnhancementVolumeStyle, 729
- X3D\_Effect, 730
- X3D\_EffectPart, 730
- X3D\_ElevationGrid, 731
- X3D\_EspduTransform, 732
- X3D\_ExplosionEmitter, 735
- X3D\_Extrusion, 735
- X3D\_FillProperties, 736
- X3D\_FloatVertexAttribute, 737
- X3D\_Fog, 738
- X3D\_FogCoordinate, 738
- X3D\_FontStyle, 739
- X3D\_ForcePhysicsModel, 740
- X3D\_GeneratedCubeMapTexture, 740
- X3D\_GeoConvert, 741
- X3D\_GeoCoordinate, 742
- X3D\_GeoElevationGrid, 742
- X3D\_GeoLocation, 743
- X3D\_GeoLOD, 744
- X3D\_GeoMetadata, 745
- X3D\_GeoOrigin, 746
- X3D\_GeoPlanet, 747
- X3D\_GeoPositionInterpolator, 747
- X3D\_GeoProximitySensor, 748
- X3D\_GeoTouchSensor, 749
- X3D\_GeoTransform, 750
- X3D\_GeoViewpoint, 751
- X3D\_Group, 752
- X3D\_HAnimDisplacer, 753
- X3D\_HAnimHumanoid, 753
- X3D\_HAnimJoint, 754
- X3D\_HAnimSegment, 755
- X3D\_HAnimSite, 756
- X3D\_ImageBackdropBackground, 757
- X3D\_ImageCubeMapTexture, 758
- X3D\_ImageTexture, 758
- X3D\_ImageTexture3D, 759
- X3D\_IndexedFaceSet, 760
- X3D\_IndexedLineSet, 761
- X3D\_IndexedQuadSet, 762
- X3D\_IndexedTriangleFanSet, 762
- X3D\_IndexedTriangleSet, 763
- X3D\_IndexedTriangleStripSet, 764
- X3D\_Inline, 765
- X3D\_IntegerSequencer, 766
- X3D\_IntegerTrigger, 767
- X3D\_IsoSurfaceVolumeData, 767
- X3D\_KeySensor, 768
- X3D\_Layer, 769
- X3D\_LayerSet, 769
- X3D\_Layout, 770
- X3D\_LayoutGroup, 771
- X3D\_LayoutLayer, 771
- X3D\_LinePickSensor, 772
- X3D\_LineProperties, 773
- X3D\_LineSensor, 774
- X3D\_LineSet, 775
- X3D\_LoadSensor, 775
- X3D\_LocalFog, 776
- X3D\_LOD, 777
- X3D\_Material, 778
- X3D\_Matrix3VertexAttribute, 778
- X3D\_Matrix4VertexAttribute, 779
- X3D\_MetadataBoolean, 779
- X3D\_MetadataDouble, 780
- X3D\_MetadataFloat, 781
- X3D\_MetadataInteger, 781
- X3D\_MetadataMFBool, 782
- X3D\_MetadataMFColor, 783
- X3D\_MetadataMFColorRGBA, 783
- X3D\_MetadataMFDouble, 784
- X3D\_MetadataMFFloat, 785
- X3D\_MetadataMFInt32, 785
- X3D\_MetadataMFMatrix3d, 786
- X3D\_MetadataMFMatrix3f, 787
- X3D\_MetadataMFMatrix4d, 787
- X3D\_MetadataMFMatrix4f, 788
- X3D\_MetadataMFNode, 789
- X3D\_MetadataMFRotation, 789
- X3D\_MetadataMFString, 790
- X3D\_MetadataMFTime, 791
- X3D\_MetadataMFVec2d, 791
- X3D\_MetadataMFVec2f, 792
- X3D\_MetadataMFVec3d, 793
- X3D\_MetadataMFVec3f, 793
- X3D\_MetadataMFVec4d, 794
- X3D\_MetadataMFVec4f, 795
- X3D\_MetadataSet, 795
- X3D\_MetadataSFBool, 796
- X3D\_MetadataSFColor, 797
- X3D\_MetadataSFColorRGBA, 797
- X3D\_MetadataSFDouble, 798
- X3D\_MetadataSFFloat, 799
- X3D\_MetadataSFImage, 799
- X3D\_MetadataSFInt32, 800
- X3D\_MetadataSFMMatrix3d, 801
- X3D\_MetadataSFMMatrix3f, 801
- X3D\_MetadataSFMMatrix4d, 802
- X3D\_MetadataSFMMatrix4f, 803
- X3D\_MetadataSFNode, 803
- X3D\_MetadataSFRotation, 804
- X3D\_MetadataSFString, 805
- X3D\_MetadataSFTime, 805

X3D\_MetadataSFVec2d, 806  
X3D\_MetadataSFVec2f, 807  
X3D\_MetadataSFVec3d, 807  
X3D\_MetadataSFVec3f, 808  
X3D\_MetadataSFVec4d, 809  
X3D\_MetadataSFVec4f, 809  
X3D\_MetadataString, 810  
X3D\_MotorJoint, 811  
X3D\_MovieTexture, 812  
X3D\_MultiTexture, 813  
X3D\_MultiTextureCoordinate, 814  
X3D\_MultiTextureTransform, 814  
X3D\_NavigationInfo, 815  
X3D\_Node, 816  
X3D\_Normal, 816  
X3D\_NormalInterpolator, 817  
X3D\_NurbsCurve, 818  
X3D\_NurbsCurve2D, 818  
X3D\_NurbsOrientationInterpolator, 819  
X3D\_NurbsPatchSurface, 820  
X3D\_NurbsPositionInterpolator, 821  
X3D\_NurbsSet, 821  
X3D\_NurbsSurfaceInterpolator, 822  
X3D\_NurbsSweptSurface, 823  
X3D\_NurbsSwungSurface, 824  
X3D\_NurbsTextureCoordinate, 824  
X3D\_NurbsTrimmedSurface, 825  
X3D\_OpacityMapVolumeStyle, 826  
X3D\_OrientationChaser, 827  
X3D\_OrientationDamper, 828  
X3D\_OrientationInterpolator, 829  
X3D\_OrthoViewpoint, 829  
X3D\_OSC\_Sensor, 830  
X3D\_PackagedShader, 831  
X3D\_ParticleSystem, 832  
X3D\_PickableGroup, 833  
X3D\_PixelTexture, 834  
X3D\_PixelTexture3D, 834  
X3D\_PlaneSensor, 835  
X3D\_PointEmitter, 836  
X3D\_PointLight, 837  
X3D\_PointPickSensor, 837  
X3D\_PointSensor, 838  
X3D\_PointSet, 839  
X3D\_Polyline2D, 840  
X3D\_PolylineEmitter, 840  
X3D\_Polypoint2D, 841  
X3D\_PolyRep, 842  
X3D\_PositionChaser, 843  
X3D\_PositionChaser2D, 844  
X3D\_PositionDamper, 845  
X3D\_PositionDamper2D, 846  
X3D\_PositionInterpolator, 847  
X3D\_PositionInterpolator2D, 847  
X3D\_PrimitivePickSensor, 848  
X3D\_ProgramShader, 849  
X3D\_ProjectionVolumeStyle, 849  
X3D\_Proto, 850  
X3D\_ProximitySensor, 851  
X3D\_QuadSet, 852  
X3D\_ReceiverPdu, 853  
X3D\_Rectangle2D, 854  
X3D\_RigidBody, 855  
X3D\_RigidBodyCollection, 856  
X3D\_ScalarChaser, 857  
X3D\_ScalarDamper, 858  
X3D\_ScalarInterpolator, 859  
X3D\_ScreenFontStyle, 859  
X3D\_ScreenGroup, 860  
X3D\_Script, 861  
X3D\_SegmentedVolumeData, 861  
X3D\_ShadedVolumeStyle, 862  
X3D\_ShaderPart, 863  
X3D\_ShaderProgram, 863  
X3D\_Shape, 864  
X3D\_SignalPdu, 865  
X3D\_SilhouetteEnhancementVolumeStyle, 866  
X3D\_SingleAxisHingeJoint, 867  
X3D\_SliderJoint, 868  
X3D\_Sound, 869  
X3D\_Sphere, 869  
X3D\_SphereSensor, 870  
X3D\_SplinePositionInterpolator, 871  
X3D\_SplinePositionInterpolator2D, 872  
X3D\_SplineScalarInterpolator, 872  
X3D\_SpotLight, 873  
X3D\_SquadOrientationInterpolator, 874  
X3D\_StaticGroup, 875  
X3D\_StringSensor, 875  
X3D\_SurfaceEmitter, 876  
X3D\_Switch, 877  
X3D\_Teapot, 878  
X3D\_TexCoordChaser2D, 878  
X3D\_TexCoordDamper2D, 879  
X3D\_Text, 880  
X3D\_TextureBackground, 881  
X3D\_TextureCoordinate, 882  
X3D\_TextureCoordinate3D, 882  
X3D\_TextureCoordinate4D, 883  
X3D\_TextureCoordinateGenerator, 883  
X3D\_TextureProperties, 884  
X3D\_TextureTransform, 885  
X3D\_TextureTransform3D, 885  
X3D\_TextureTransformMatrix3D, 886  
X3D\_TimeSensor, 886  
X3D\_TimeTrigger, 887  
X3D\_ToneMappedVolumeStyle, 888  
X3D\_TouchSensor, 889  
X3D\_TrackingSensor, 889  
X3D\_Transform, 890  
X3D\_TransformSensor, 891  
X3D\_TransmitterPdu, 892  
X3D\_TriangleFanSet, 893  
X3D\_TriangleSet, 894  
X3D\_TriangleSet2D, 895  
X3D\_TriangleStripSet, 896

X3D\_TwoSidedMaterial, 896  
X3D\_UniversalJoint, 897  
X3D\_Viewpoint, 898  
X3D\_ViewpointGroup, 899  
X3D\_Viewport, 900  
X3D\_Virt, 901  
X3D\_VisibilitySensor, 901  
X3D\_VolumeData, 902  
X3D\_VolumeEmitter, 903  
X3D\_VolumePickSensor, 903  
X3D\_WindPhysicsModel, 904  
X3D\_WorldInfo, 905  
xml\_user\_data, 942  
XY, 943  
  
zip64\_internal, 943  
zip\_fileinfo, 944  
zlib\_filefunc64\_32\_def\_s, 944  
zlib\_filefunc64\_def\_s, 944  
zlib\_filefunc\_def\_s, 945  
zone, 945