## **Class List**

Here are the classes, structs, unions and interfaces with brief descriptions:

[detail level 1 2]

| ▼ N Cubiquity                  |   |
|--------------------------------|---|
| <b>G</b> Byte Array            | Provides a simple array of bytes with direct access to each element                                 |
| <b>ⓒ</b> ColoredCubesVolume    | Allows environments to be built from millions of colored cubes                                      |
| ■ ColoredCubesVolumeCollider   | Causes the colored cubes volume to have a collision mesh and allows it to participate in collisions |
| ■ ColoredCubesVolumeData       | An implementation of Volume Data which stores a QuantizedColor for each voxel                       |
| ColoredCubesVolumeRenderer     | Controls some visual aspects of the colord cubes volume and allows it to be rendered                |
| <b>C</b> CubiquityException    | Thrown to indicate an error has occured inside the Cubiquity native code library                    |
| ■ MaterialSet                  | Represents the combination of materials which a given voxel is composed of                          |
| <b>©</b> Paths                 | Defines a number of commonly used paths   |
| PickVoxelResult                | Stores the result of picking a voxel  |
| PickSurfaceResult              | Stores the result of picking a point on a volume surface  |
| <b>©</b> Picking               | Contains methods for picking directly against the volume data (rather than the mesh representation) |
| <b>©</b> QuantizedColor        | Stores an approximate color value with a limited bit-<br>depth                                      |
| <b>C</b> Region                | Denotes a region of 3D space, typically representing the bounds for a volume                        |
| <b>G</b> TerrainVolume         | Allows the creation of dynamic terrains featuring caves and overhangs                               |
| <b>C</b> TerrainVolumeCollider | Causes the terrain volume to have a collision mesh and allows it to participate in collisions       |
| C TerrainVolumeData            | An implementation of Volume Data which stores a MaterialSet for each voxel                          |
| <b>G</b> TerrainVolumeRenderer | Controls some visual aspects of the terrain volume and allows it to be rendered                     |
| C Vector3i                     | A three-dimensional vector type with integer components   |
| <b>C</b> Volume                | Base class representing behaviour common to all volumes   |
| ■ VolumeCollider               | Causes the volume to have a collision mesh and allows it  |

|                      | to participate in collisions                             |
|----------------------|--|
| <b>©</b> Volume Data | Base class representing the actual 3D grid of voxel      |
|                      | values   |
| VolumeRenderer       | Controls some visual aspects of the volume and allows it |
|                      | to be rendered   |