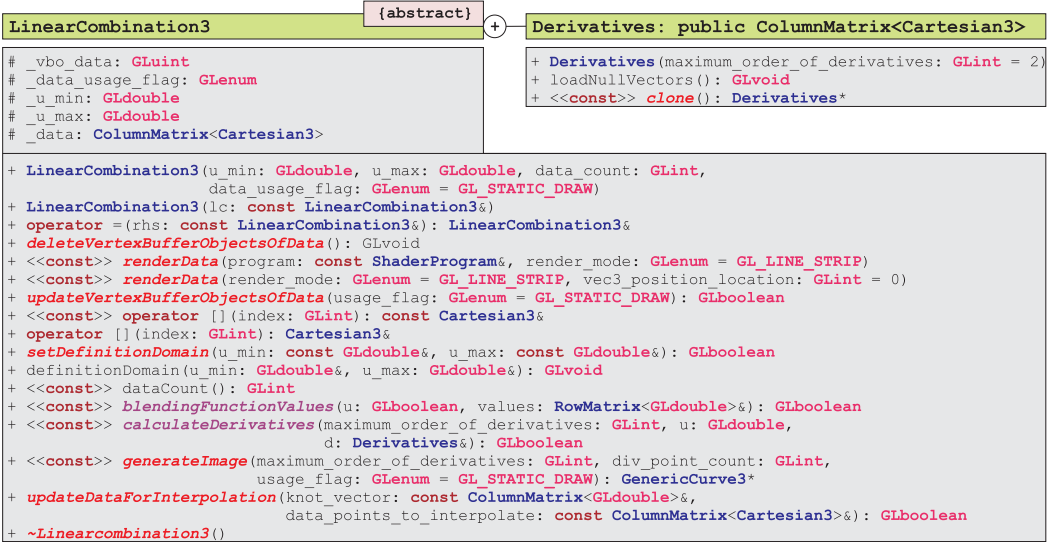
LinearCombination3
{abstract}
Derivatives: public ColumnMatrix<Cartesian3>
_vbo_data: GLuint
_data_usage_flag: GLenum
_u_min: GLdouble
_u_max: GLdouble
_data: ColumnMatrix<Cartesian3>
+ Derivatives(maximum_order_of_derivatives: GLint = 2)
+ loadNullVectors(): GLvoid
+ <<const>> clone(): Derivatives*
+ LinearCombination3(u_min: GLdouble, u_max: GLdouble, data_count: GLint,
data_usage_flag: GLenum = GL_STATIC_DRAW)
+ LinearCombination3(lc: const LinearCombination3&)
+ operator =(rhs: const LinearCombination3&): LinearCombination3&
+ deleteVertexBufferObjectsOfData(): GLvoid
+ <<const>> renderData(program: const ShaderProgram&, render_mode: GLenum = GL_LINE_STRIP)
+ <<const>> renderData(render_mode: GLenum = GL_LINE_STRIP, vec3_position_location: GLint = 0)
+ updateVertexBufferObjectsOfData(usage_flag: GLenum = GL_STATIC_DRAW): GLboolean
+ <<const>> operator [](index: GLint): const Cartesian3&
+ operator [](index: GLint): Cartesian3&
+ setDefinitionDomain(u_min: const GLdouble&, u_max: const GLdouble&): GLboolean
+ definitionDomain(u_min: GLdouble&, u_max: GLdouble&): GLvoid
+ <<const>> dataCount(): GLint
+ <<const>> blendingFunctionValues(u: GLboolean, values: RowMatrix<GLdouble>&): GLboolean
+ <<const>> calculateDerivatives(maximum_order_of_derivatives: GLint, u: GLdouble,
d: Derivatives&): GLboolean
+ <<const>> generateImage(maximum_order_of_derivatives: GLint, div_point_count: GLint,
usage_flag: GLenum = GL_STATIC_DRAW): GenericCurve3*
+ updateDataForInterpolation(knot_vector: const ColumnMatrix<GLdouble>&,
data_points_to_interpolate: const ColumnMatrix<Cartesian3>&): GLboolean
+ ~Linearcombination3()