ofelia ofWindow ofGetWidth ofGetHeight ofGetDimen ofGetWindowScale ofGetFrameNum	- - -	initialize the ofelia external library handle the output window get the width of the current window get the height of the current window
ofGetDimen ofGetWindowScale		get the height of the current window
	-	get the dimensions of the current window get the scale of the current window get the number of frames rendered
ofGetFrameRate ofGetElapsedTime	- - -	get the actual frame rate of the current window get the target frame rate of the current window get the elapsed time in seconds
ofGetLastFrameTime ofGetLastFrameTimeMillis ofGetLastFrameTimeMillis	-	get the elapsed time in milliseconds get the last frame time in seconds get the last frame time in milliseconds get the orientation lock state of the current window
ofGetOrien ofGetFocus ofGetWindowPosX	-	get the orientation of the current window get the fullscreen state of the current window get the focus state of the current window get the x position of the current window
ofGetWindowPosY ofGetWindowPos ofGetScreenWidth	-	get the x position of the current window get the position of the current window get the width of the current device's screen
ofGetScreenHeight ofGetScreenDimen ofGetRetina ofGetBgColorR	-	get the height of the current device's screen get the dimensions of the current device's screen get the retina scale of the current device's screen get the r value of the background color
ofGetBgColorB ofGetBgColorB	-	get the r value of the background color get the b value of the background color get the background color of the current window
ofGetWindow ofGetFirstRenderOrder ofGetLastRenderOrder ofTouchListener	-	check if a window exists get the first rendering order get the last rendering order listen to the touch events
ofMouseListener ofScrollListener ofKeyListener	-	listen to the mouse events listen to the mouse scroll events listen to the key events
ofAccelListener ofWindowScaleListener ofOrienListener ofFullscreenListener	-	listen to the accelerometer events listen to the updated scale of the current window listen to the updated orientation of the current window listen to the fullscreen mode of the current window
ofFocusListener ofWindowPosListener ofWindowListener	-	listen to the focus state of the current window listen to the updated position of the current window listen to the creation/destruction of the current window
ofWindowLoadBang ofWindowCloseBang ofBackListener	-	listen to the creation of the current window listen to the destruction of the current window listen to the back button press on android devices
ofHead ofTranslate	-	the start of a rendering chain move along the coordinate system
ofRotateX ofRotateY ofRotateZ ofRotateXYZ	-	rotate around the x-axis of the coordinate system rotate around the y-axis of the coordinate system rotate around the z-axis of the coordinate system rotate around the xyz-axis of the coordinate system
ofRotate ofScale ofPushMatrix	-	produce a rotation of angle around the vector scale along the coordinate system push the current matrix
ofPopMatrix ofGetTranslate ofGetRotate	-	pop the current matrix get the current translate information get the current rotate information
ofGetScale ofSetColor ofSetBgColor ofSetRectMode	-	get the current scale information set the draw color set the background color set the align mode for drawing rectangular objects
ofSetTextMode ofSetFillMode ofSetPolyMode	-	set the align mode for drawing texts set the fill mode for drawing shaped objects set the poly winding mode for drawing
ofSetBlendMode ofSetLineWidth ofSetLineSmoothing ofSetCircleRes	-	set the blend mode for drawing set the width of the lined objects enable/disable the smoothing for lines set the resolution for circular objects
ofSetCurveRes ofPushStyle ofPopStyle ofSepMatrix	-	set the resolution for curved objects push the current style pop the current style separate render chains in matrix
ofSepStyle ofSeparator ofViewport	-	separate render chains in style separate render chains in matrix and style setup the drawing viewport
ofSetArbTex ofSetAntiAliasing ofSetBgAuto	-	enable/disable the depth test enable/disable the use of ARB textures enable/disable the anti-aliasing for lines enable/disable the auto background clearing function
ofClearColor ofClearDepth	-	clear the color and depth bits of current renderer clear the color bits of current renderer clear the depth bits of current renderer
ofClearAlpha ofBeginShape ofEndShape ofNextContour	-	c clear the alpha channel of current renderer start drawing a new shape finish drawing the shape and draw it to the screen draw multiple contours within one shape
ofVertex2d ofVertex3d ofCurveVertex2d	-	specify a single 2d point of a shape specify a single 3d point of a shape specify a single 2d point of a shape
ofCurveVertex3d ofBezierVertex2d ofBezierVertex3d ofCircle	-	specify a single 3d point of a shape describe a bezier curve through three points of a shape describe a bezier curve through three points of a shape draw a circle
ofEllipse ofArc ofSector ofLine2d	-	draw an ellipse draw an arc draw a sector draw a 2d line
ofLine3d ofCurve2d ofCurve3d ofBezier2d	-	draw a 3d line draw a 2d curve draw a 3d curve draw a 2d bezier curve
ofBezier3d ofQuadBezier2d ofQuadBezier3d	- -	draw a 3d bezier curve draw a 2d quadratic bezier curve draw a 3d quadratic bezier curve
ofTriangle2d ofTriangle3d ofEqTriangle ofIsoTriangle	-	draw a 2d triangle draw a 3d triangle draw an equilateral triangle draw an isosceles triangle
ofQuad2d ofQuad3d ofSquare	- - -	draw a 2d quadrilateral draw a 3d quadrilateral draw a square
ofRectangle ofRectRounded ofRectRounded4 ofCross	-	draw a rectangle draw a rounded rectangle with a given corner radius draw a rounded rectangle with a given 4 corner radiuses draw a cross
ofCross ofHeart ofMoon ofRegPolygon ofStar	- - -	draw a cross draw a heart draw a moon draw a regular polygon draw a star
ofAxis ofBox ofCone	- - -	draw axes draw a box draw a cone
ofCylinder ofIcosphere ofPlane ofSphere	- - -	draw a cone draw a cylinder draw an icosphere draw a plane draw a sphere
ofArrow ofGrid ofGridPlane	- -	draw an arrow draw grid planes draw a yz grid plane
ofRotationAxes ofLoadPolyline2d ofLoadPolyline3d	-	draw a set of 3-axis aligned circular bands store an array of polyline2d commands store an array of polyline3d commands draw the stored polyline2d
ofDrawPolyline2d ofDrawPolyline3d ofDoesPolyline2dNameExist ofDoesPolyline3dNameExist ofEditPolyline2dPoint] .] .	draw the stored polyline3d check the existence of a polyline2d variable name check the existence of a polyline3d variable name
ofEditPolyline2dPoint ofEditPolyline3dPoint ofGetPolyline2dPoint ofGetPolyline3dPoint	- - -	edit the stored polyline2d point edit the stored polyline3d point get a polyline2d point at the given index get a polyline3d point at the given index
ofGetPolyline2dPoints ofGetPolyline3dPoints ofIsPointInsidePolyline2d] .	get a polyline3d point at the given index get all polyline2d points as a list get all polyline3d points as a list check if a 2d point is within a closed polyline2d check if a 2d point is within a closed polyline3d
ofIsPointInsidePolyline3d ofGetPolyline2dCommand ofGetPolyline3dCommand ofGetPolyline2dCommands	- - -	get a polyline2d command at the given index get a polyline3d command at the given index get all polyline2d commands as a list
ofGetPolyline3dCommands ofGetPolyline2dBoundingBo ofGetPolyline3dBoundingBo ofGetPolyline2dCentroid	x -	get all polyline3d commands as a list get the dimensions of the polyline2d bounding box get the dimensions of the polyline3d bounding box get the center position of the polyline2d area
ofGetPolyline3dCentroid ofGetPolyline2dArea ofGetPolyline3dArea	-	get the center position of the polyline2d area get the center position of the polyline3d area get the precise area of the polyline2d get the precise area of the polyline3d get the size of the perimeter of the polyline2d
ofGetPolyline2dPerimeter ofGetPolyline3dPerimeter ofLoadPath2d ofLoadPath3d ofDrawPath2d	-	get the size of the perimeter of the polyline3d store an array of path2d commands store an array of path3d commands
ofDrawPath2d ofDrawPath3d ofDoesPath2dNameExist ofDoesPath3dNameExist	- - -	draw the stored path2d draw the stored path3d check the existence of a path2d variable name check the existence of a path3d variable name
ofGetPath2dPoint ofGetPath3dPoint ofGetPath2dPoints	- -	check the existence of a path3d variable name get a path2d point at the given index get a path3d point at the given index get all path2d points as a list get all path3d points as a list
ofGetPath3dPoints ofIsPointInsidePath2d ofIsPointInsidePath3d ofGetPath2dCommand	- - -	get all path3d points as a list check if a 2d point is within a closed path2d check if a 2d point is within a closed path3d get a path2d command at the given index
ofGetPath3dCommands ofGetPath2dCommands ofGetPath3dCommands	-	get a path3d command at the given index get all path2d commands as a list get all path3d commands as a list
ofGetPath2dTessellation ofGetPath3dTessellation ofGetPath2dBoundingBox ofGetPath3dBoundingBox	- - -	get the tessellation data to convert path2d to mesh2d get the tessellation data to convert path3d to mesh3d get the dimensions of the path2d bounding box get the dimensions of the path3d bounding box
ofGetPath2dCentroid ofGetPath3dCentroid ofGetPath2dArea	- - -	get the center position of the path2d area get the center position of the path3d area get the precise area of the path2d
ofGetPath3dArea ofGetPath2dPerimeter ofGetPath3dPerimeter ofCreateFbo	-	get the precise area of the path3d get the size of the perimeter of the path2d get the size of the perimeter of the path3d create framebuffer object
ofBindFboTex ofDrawFbo ofDoesFboNameExist ofIsFboAllocated	-	bind the stored fbo's texture draw the stored fbo check the existence of a fbo variable name check if the fbo is allocated or not
ofIsFboAllocated ofGetFboDimen ofGetFboType ofGetFboMaxSamples ofGetFboTexID	- - -	check if the fbo is allocated or not get the dimensions of the fbo get the type of the fbo get the maximum number of MSAA samples get the texture ID of the fbo
ofCreateImage ofLoadImage ofEditImage	-	create an image store an array of images edit the stored image
ofEditImage ofSaveImage ofBindImageTex ofDrawImage ofDrawSubImage	-	edit the stored image save image to disk bind the stored image's texture draw the stored image draw a subsection of the image
ofDoesImageNameExist ofGetImagePath ofIsImageAllocated	-	check the existence of an image variable name get the absolute path of the image check if the image is allocated or not
ofGetImageDimen ofGetImageType ofGetImageColorAt ofGetImageTexCoord	-	get the dimensions of the image get the type of the image get the color of a pixel at the specified x, y index get the texture coordinate of the image from 2d vertex
ofGetImageTexCoords ofGetImageTexID ofLoadShader	- - -	get the texture coordinates of the image from 2d vertices get the texture ID of the image store an array of shaders
ofApplyShader ofDoesShaderNameExist ofGetShaderPath ofIsShaderLoaded	- - - -	apply the shader check the existence of a shader variable name get the absolute path of the shader check if the shader is loaded or not
ofIsShaderLoaded ofSetShaderUniform1i ofSetShaderUniform2i ofSetShaderUniform3i ofSetShaderUniform4i	- - -	check if the shader is loaded or not set a int uniform on the shader set a ivec2 uniform on the shader set a ivec3 uniform on the shader set a ivec4 uniform on the shader
ofSetShaderUniform1f ofSetShaderUniform2f ofSetShaderUniform3f	- - -	set a float uniform on the shader set a vec2 uniform on the shader set a vec3 uniform on the shader
ofSetShaderUniform4f ofSetShaderUniform1iv ofSetShaderUniform2iv ofSetShaderUniform3iv	- - -	set a vec4 uniform on the shader set an array of int uniform on the shader set an array of ivec2 uniform on the shader set an array of ivec3 uniform on the shader
ofSetShaderUniform4iv ofSetShaderUniform1fv ofSetShaderUniform2fv	- - -	set an array of ivec4 uniform on the shader set an array of float uniform on the shader set an array of vec2 uniform on the shader
ofSetShaderUniform3fv ofSetShaderUniform4fv ofSetShaderUniformTex ofSetShaderAttribute1f	-	set an array of vec3 uniform on the shader set an array of vec4 uniform on the shader set a texture reference on the shader set 1 float attribute on the shader
ofSetShaderAttribute2f ofSetShaderAttribute2f ofSetShaderAttribute3f ofSetShaderAttribute4f ofSetShaderAttribute1fv	- - -	set 1 float attribute on the shader set 2 float attributes on the shader set 3 float attributes on the shader set 4 float attributes on the shader set an array of 1 float attribute on the shader
ofSetShaderAttribute1fv ofSetShaderAttribute2fv ofSetShaderAttribute3fv ofSetShaderAttribute4fv	- - -	set an array of 2 float attributes on the shader set an array of 3 float attributes on the shader set an array of 4 float attributes on the shader
ofLoadFont ofEditFont ofBindFontTex ofDrawText	-	store an array of 4 float attributes on the shader store an array of fonts edit the stored font bind the stored font's texture draw a text using the stored font
ofDrawText ofDrawTextAsShapes ofDoesFontNameExist ofGetFontPath ofGetFontSize	- - -	draw a text using the stored font draw a text as shapes using the stored font check the existence of a font variable name get the absolute path of the font get the size of the font
ofIsFontLoaded ofGetTextBoundingBox ofGetFontLetterSpacing	- - -	check if the font is loaded or not get the dimensions of the text bounding box get the letter spacing of the font
ofGetFontLineHeight ofGetFontSpaceSize ofGetTextMesh2dCommands ofGetTextMesh3dCommands	-	get the line height of the font get the space size of the font get the mesh2d data based on the font and text get the mesh3d data based on the font and text
ofLoadMesh2d ofLoadMesh3d ofDrawMesh2d ofDrawMesh3d	- - -	store a set of arrays for a 2d mesh store a set of arrays for a 3d mesh draw the stored mesh2d draw the stored mesh3d
ofDoesMesh2dNameExist ofDoesMesh3dNameExist ofEditMesh2dVertex	- - -	check the existence of a mesh2d variable name check the existence of a mesh3d variable name edit the stored mesh2d vertex
ofEditMesh3dVertex ofEditMesh2dIndex ofEditMesh3dIndex ofEditMesh2dNormal	- - -	edit the stored mesh3d vertex edit the stored mesh2d index edit the stored mesh3d index edit the stored mesh2d normal
ofEditMesh3dNormal ofEditMesh2dTexCoord ofEditMesh3dTexCoord ofEditMesh3dTexCoord	- - -	edit the stored mesh2d normal edit the stored mesh2d texture coordinate edit the stored mesh3d texture coordinate edit the stored mesh2d color
ofEditMesh3dColor ofGetMesh2dVertex ofGetMesh3dVertex	- - -	edit the stored mesh2d color edit the stored mesh3d color get the mesh2d vertex at the given index get the mesh3d vertex at the given index get the mesh2d index at the given index
ofGetMesh2dIndex		get the mesh3d index at the given index get the mesh2d normal at the given index get the mesh3d normal at the given index
ofGetMesh3dIndex ofGetMesh2dNormal ofGetMesh3dNormal	-	get the mesh2d texture coordinate at the given index
ofGetMesh3dIndex ofGetMesh2dNormal ofGetMesh3dNormal ofGetMesh2dTexCoord ofGetMesh3dTexCoord ofGetMesh2dColor	- - - - -	get the mesh3d texture coordinate at the given index get the mesh2d color at the given index get the mesh3d color at the given index
ofGetMesh3dIndex ofGetMesh2dNormal ofGetMesh3dNormal ofGetMesh2dTexCoord ofGetMesh3dTexCoord ofGetMesh2dColor ofGetMesh3dColor ofGetMesh3dVertices ofGetMesh3dVertices	- - - - - -	get the mesh3d texture coordinate at the given index get the mesh2d color at the given index get the mesh3d color at the given index get all mesh2d vertices as a list get all mesh3d vertices as a list get all mesh2d indices as a list
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ofGetMesh3dIndex ofGetMesh2dNormal ofGetMesh2dTexCoord ofGetMesh3dTexCoord ofGetMesh3dColor ofGetMesh3dVertices ofGetMesh3dVertices ofGetMesh2dIndices ofGetMesh2dIndices ofGetMesh2dNormals ofGetMesh2dNormals ofGetMesh2dNormals ofGetMesh2dTexCoords ofGetMesh3dTexCoords ofGetMesh3dColors ofGetMesh3dColors ofGetMesh3dColors ofGetMesh3dColors ofGetMesh3dColors ofGetMesh3dColors ofGetMesh3dCommands ofGetMesh3dCommands ofGetMesh3dCommands ofGetMesh3dCommands ofGetMesh3dCommands ofGetMesh3dCommands ofGetMesh3dCommands ofGetMesh3dCommands ofGetMesh2dCommands	- TYPES -	get the mesh3d texture coordinate at the given index get the mesh2d color at the given index get the mesh3d color at the given index get all mesh2d vertices as a list get all mesh2d indices as a list get all mesh2d indices as a list get all mesh2d normals as a list get all mesh2d normals as a list get all mesh2d texture coordinates as a list get all mesh3d texture coordinates as a list get all mesh2d colors as a list get all mesh2d colors as a list get all mesh2d commands as a list get all mesh2d commands as a list get all mesh3d colors as a list get all mesh2d commands as a list get all mesh2d commands as a list get all mesh3d commands as a list get the dimensions of the mesh2d bounding box get the dimensions of the mesh3d bounding box get the centroid of all the vetices in the mesh2d get the centroid of all the vetices in the mesh3d a simple camera for interacting with objects in 3d space a basic camera for interacting with objects in 3d space a light that spreads outward evenly in all directions a light that spreads outward in a cone a light that comes evenly from a given direction set the material of the object
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