lafalia	- initialize the ofelia external library
ofelia ofWindow ofGetWidth ofGetHeight ofGetDimen	- handle the output window - get the width of the current window - get the height of the current window - get the dimensions of the current window
ofGetWindowScale ofGetFrameNum ofGetFrameRate ofGetTargetFrameRate ofGetElapsedTime	<ul> <li>get the scale of the current window</li> <li>get the number of frames rendered</li> <li>get the actual frame rate of the current window</li> <li>get the target frame rate of the current window</li> <li>get the elapsed time in seconds</li> </ul>
ofGetElapsedTimeMillis ofGetLastFrameTime ofGetLastFrameTimeMillis ofGetOrienLock ofGetOrien	<ul> <li>get the elapsed time in milliseconds</li> <li>get the last frame time in seconds</li> <li>get the last frame time in milliseconds</li> <li>get the orientation lock state of the current window</li> <li>get the orientation of the current window</li> </ul>
ofGetFullscreen ofGetFocus ofGetWindowPosX ofGetWindowPosY ofGetWindowPos	<ul> <li>get the fullscreen state of the current window</li> <li>get the focus state of the current window</li> <li>get the x position of the current window</li> <li>get the y position of the current window</li> <li>get the position of the current window</li> </ul>
ofGetScreenWidth ofGetScreenHeight ofGetScreenDimen ofGetRetina	- get the width of the current device's screen - 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
ofGetBgColorR ofGetBgColorB ofGetBgColor ofGetBdColor	<ul> <li>get the r value of the background color</li> <li>get the g value of the background color</li> <li>get the b value of the background color</li> <li>get the background color of the current window</li> <li>check if a window exists</li> </ul>
ofGetFirstRenderOrder ofGetLastRenderOrder ofTouchListener ofMouseListener ofScrollListener	<ul><li>get the first rendering order</li><li>get the last rendering order</li><li>listen to the touch events</li><li>listen to the mouse events</li><li>listen to the mouse scroll events</li></ul>
ofKeyListener ofKeyCodeListener ofAccelListener ofWindowScaleListener ofOrienListener	<ul> <li>listen to the key events</li> <li>listen to the key events independent of modifiers</li> <li>listen to the accelerometer events</li> <li>listen to the updated scale of the current window</li> <li>listen to the updated orientation of the current window</li> </ul>
ofFullscreenListener ofFocusListener ofWindowPosListener ofWindowListener	<ul> <li>listen to the fullscreen mode of the current window</li> <li>listen to the focus state of the current window</li> <li>listen to the updated position of the current window</li> <li>listen to the creation/destruction of the current window</li> </ul>
ofWindowLoadBang ofWindowCloseBang ofBackListener GRAPHI	<ul><li>listen to the creation of the current window</li><li>listen to the destruction of the current window</li><li>listen to the back button press on android devices</li></ul>
ofHead ofTranslate ofRotateX ofRotateY	<ul> <li>the start of a rendering chain</li> <li>move along the coordinate system</li> <li>rotate around the x-axis of the coordinate system</li> <li>rotate around the y-axis of the coordinate system</li> </ul>
ofRotateZ ofRotateXYZ ofScale ofPushMatrix	<ul> <li>rotate around the z-axis of the coordinate system</li> <li>rotate around the xyz-axis of the coordinate system</li> <li>produce a rotation of angle around the vector</li> <li>scale along the coordinate system</li> <li>push the current matrix</li> </ul>
ofPopMatrix ofGetTranslate ofGetRotate ofGetScale	<ul> <li>pop the current matrix</li> <li>get the current translate information</li> <li>get the current rotate information</li> <li>get the current scale information</li> </ul>
ofSetBgColor ofSetRectMode ofSetTextMode ofSetFillMode	<ul> <li>set the draw color</li> <li>set the background color</li> <li>set the align mode for drawing rectangular objects</li> <li>set the align mode for drawing texts</li> <li>set the fill mode for drawing shaped objects</li> </ul>
ofSetPolyMode ofSetBlendMode ofSetLineWidth ofSetLineSmoothing ofSetCircleRes	<ul> <li>set the poly winding mode for drawing</li> <li>set the blend mode for drawing</li> <li>set the width of the lined objects</li> <li>enable/disable the smoothing for lines</li> <li>set the resolution for circular objects</li> </ul>
ofSetCurveRes ofPushStyle ofPopStyle ofSepMatrix	<ul><li>set the resolution for curved objects</li><li>push the current style</li><li>pop the current style</li><li>separate render chains in matrix</li></ul>
<pre>ofSepStyle ofSeparator ofViewport ofSetDepthTest ofSetArbTex</pre>	<ul> <li>separate render chains in style</li> <li>separate render chains in matrix and style</li> <li>setup the drawing viewport</li> <li>enable/disable the depth test</li> <li>enable/disable the use of ARB textures</li> </ul>
ofSetAntiAliasing ofSetBgAuto ofClear ofClearColor	<ul> <li>enable/disable the anti-aliasing for lines</li> <li>enable/disable the auto background clearing function</li> <li>clear the color and depth bits of current renderer</li> <li>clear the color bits of current renderer</li> </ul>
ofClearDepth ofClearAlpha ofBeginShape ofEndShape ofNextContour	<ul> <li>clear the depth bits of current renderer</li> <li>clear the alpha channel of current renderer</li> <li>start drawing a new shape</li> <li>finish drawing the shape and draw it to the screen</li> <li>draw multiple contours within one shape</li> </ul>
ofVertex2d ofVertex3d ofCurveVertex2d ofCurveVertex3d	<ul> <li>specify a single 2d point of a shape</li> <li>specify a single 3d point of a shape</li> <li>specify a single 2d point of a shape</li> <li>specify a single 3d point of a shape</li> </ul>
ofBezierVertex2d ofBezierVertex3d ofCircle ofEllipse ofArc	<ul> <li>describe a bezier curve through three points of a shape</li> <li>describe a bezier curve through three points of a shape</li> <li>draw a circle</li> <li>draw an ellipse</li> <li>draw an arc</li> </ul>
ofSector ofLine2d ofLine3d ofCurve2d ofCurve3d	<ul> <li>draw a sector</li> <li>draw a 2d line</li> <li>draw a 3d line</li> <li>draw a 2d curve</li> <li>draw a 3d curve</li> </ul>
ofBezier2d ofBezier3d ofQuadBezier2d ofQuadBezier3d ofTriangle2d	<ul> <li>draw a 2d bezier curve</li> <li>draw a 3d bezier curve</li> <li>draw a 2d quadratic bezier curve</li> <li>draw a 3d quadratic bezier curve</li> <li>draw a 2d triangle</li> </ul>
ofTriangle3d ofEqTriangle ofIsoTriangle ofQuad2d ofQuad3d	<ul> <li>draw a 3d triangle</li> <li>draw an equilateral triangle</li> <li>draw an isosceles triangle</li> <li>draw a 2d quadrilateral</li> <li>draw a 3d quadrilateral</li> </ul>
ofSquare ofRectangle ofRectRounded ofRectRounded4	<ul> <li>draw a square</li> <li>draw a rectangle</li> <li>draw a rounded rectangle with a given corner radius</li> <li>draw a rounded rectangle with a given 4 corner radiuses</li> </ul>
ofCross ofHeart ofMoon ofRegPolygon ofStar	<ul><li>draw a cross</li><li>draw a heart</li><li>draw a moon</li><li>draw a regular polygon</li><li>draw a star</li></ul>
ofAxis ofBox ofCone ofCylinder	- draw axes - draw a box - draw a cone - draw a cylinder
ofIcosphere ofPlane ofSphere ofArrow ofGrid	<ul><li>draw an icosphere</li><li>draw a plane</li><li>draw a sphere</li><li>draw an arrow</li><li>draw grid planes</li></ul>
ofGridPlane ofRotationAxes ofLoadPolyline2d ofLoadPolyline3d	- draw a yz grid plane - draw a set of 3-axis aligned circular bands - store an array of polyline2d commands - store an array of polyline3d commands
ofDrawPolyline2d ofDrawPolyline3d ofDoesPolyline2dNameExist ofDoesPolyline3dNameExist ofEditPolyline2dPoint	- draw the stored polyline2d - draw the stored polyline3d - check the existence of a polyline2d variable name - check the existence of a polyline3d variable name - edit the stored polyline2d point
offGetPolyline2dPoint ofGetPolyline3dPoint ofGetPolyline3dPoint ofGetPolyline2dPoints ofGetPolyline3dPoints	<ul> <li>edit the stored polyline2d point</li> <li>edit the stored polyline3d point</li> <li>get a polyline2d point at the given index</li> <li>get a polyline3d point at the given index</li> <li>get all polyline2d points as a list</li> <li>get all polyline3d points as a list</li> </ul>
ofIsPointInsidePolyline2d ofIsPointInsidePolyline3d ofGetPolyline2dCommand ofGetPolyline3dCommand	<ul> <li>check if a 2d point is within a closed polyline2d</li> <li>check if a 2d point is within a closed polyline3d</li> <li>get a polyline2d command at the given index</li> <li>get a polyline3d command at the given index</li> </ul>
ofGetPolyline2dCommands ofGetPolyline3dCommands ofGetPolyline2dBoundingBox ofGetPolyline3dBoundingBox ofGetPolyline2dCentroid	<ul> <li>get all polyline2d commands as a list</li> <li>get all polyline3d commands as a list</li> <li>get the dimensions of the polyline2d bounding box</li> <li>get the dimensions of the polyline3d bounding box</li> <li>get the center position of the polyline2d area</li> </ul>
ofGetPolyline2dCentroid ofGetPolyline2dArea ofGetPolyline3dArea ofGetPolyline2dPerimeter ofGetPolyline3dPerimeter	<ul> <li>get the center position of the polyline2d area</li> <li>get the center position of the polyline3d area</li> <li>get the precise area of the polyline2d</li> <li>get the precise area of the polyline3d</li> <li>get the size of the perimeter of the polyline2d</li> <li>get the size of the perimeter of the polyline3d</li> </ul>
ofLoadPath2d ofLoadPath3d ofDrawPath2d ofDrawPath3d	<ul><li>store an array of path2d commands</li><li>store an array of path3d commands</li><li>draw the stored path2d</li><li>draw the stored path3d</li></ul>
ofDoesPath2dNameExist ofDoesPath3dNameExist ofGetPath2dPoint ofGetPath3dPoint ofGetPath2dPoints	<ul> <li>check the existence of a path2d variable name</li> <li>check the existence of a path3d variable name</li> <li>get a path2d point at the given index</li> <li>get a path3d point at the given index</li> <li>get all path2d points as a list</li> </ul>
ofGetPath3dPoints ofIsPointInsidePath2d ofIsPointInsidePath3d ofGetPath2dCommand	<ul> <li>get all path3d points as a list</li> <li>check if a 2d point is within a closed path2d</li> <li>check if a 2d point is within a closed path3d</li> <li>get a path2d command at the given index</li> </ul>
ofGetPath3dCommand ofGetPath2dCommands ofGetPath3dCommands ofGetPath2dTessellation ofGetPath3dTessellation	<ul> <li>get a path3d command at the given index</li> <li>get all path2d commands as a list</li> <li>get all path3d commands as a list</li> <li>get the tessellation data to convert path2d to mesh2d</li> <li>get the tessellation data to convert path3d to mesh3d</li> </ul>
ofGetPath3dTessellation ofGetPath2dBoundingBox ofGetPath3dBoundingBox ofGetPath2dCentroid ofGetPath3dCentroid	<ul> <li>get the tessellation data to convert path3d to mesh3d</li> <li>get the dimensions of the path2d bounding box</li> <li>get the dimensions of the path3d bounding box</li> <li>get the center position of the path2d area</li> <li>get the center position of the path3d area</li> <li>get the precise area of the path2d</li> </ul>
ofGetPath2dArea ofGetPath3dArea ofGetPath2dPerimeter ofGetPath3dPerimeter ofCreateFbo	- get the precise area of the path2d - 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	<ul> <li>bind the stored fbo's texture</li> <li>draw the stored fbo</li> <li>check the existence of a fbo variable name</li> <li>check if the fbo is allocated or not</li> </ul>
ofGetFboDimen ofGetFboType ofGetFboMaxSamples ofGetFboTexID ofCreateImage	<ul> <li>get the dimensions of the fbo</li> <li>get the type of the fbo</li> <li>get the maximum number of MSAA samples</li> <li>get the texture ID of the fbo</li> <li>create an image</li> </ul>
ofLoadImage ofEditImage ofSaveImage ofBindImageTex	- store an array of images - edit the stored image - save image to disk - bind the stored image's texture
ofDrawImage ofDrawSubImage ofDoesImageNameExist ofGetImagePath ofIsImageAllocated	<ul> <li>draw the stored image</li> <li>draw a subsection of the image</li> <li>check the existence of an image variable name</li> <li>get the absolute path of the image</li> <li>check if the image is allocated or not</li> </ul>
ofGetImageDimen ofGetImageType ofGetImageColorAt ofGetImageTexCoord ofGetImageTexCoords	<ul> <li>get the dimensions of the image</li> <li>get the type of the image</li> <li>get the color of a pixel at the specified x, y index</li> <li>get the texture coordinate of the image from 2d vertex</li> <li>get the texture coordinates of the image from 2d vertices</li> </ul>
ofGetImageTexID ofLoadShader ofApplyShader ofDoesShaderNameExist	- get the texture ID of the image  - store an array of shaders  - apply the shader  - check the existence of a shader variable name
ofGetShaderPath ofIsShaderLoaded ofSetShaderUniformli ofSetShaderUniform2i ofSetShaderUniform3i	<ul> <li>get the absolute path of the shader</li> <li>check if the shader is loaded or not</li> <li>set a int uniform on the shader</li> <li>set a ivec2 uniform on the shader</li> <li>set a ivec3 uniform on the shader</li> </ul>
ofSetShaderUniform4i ofSetShaderUniform1f ofSetShaderUniform2f ofSetShaderUniform3f	- set a ivec4 uniform on the shader - 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 ofSetShaderUniform4iv	<ul> <li>set a vec4 uniform on the shader</li> <li>set an array of int uniform on the shader</li> <li>set an array of ivec2 uniform on the shader</li> <li>set an array of ivec3 uniform on the shader</li> <li>set an array of ivec4 uniform on the shader</li> </ul>
ofSetShaderUniform1fv ofSetShaderUniform2fv ofSetShaderUniform3fv ofSetShaderUniform4fv	- set an array of float uniform on the shader - set an array of vec2 uniform on the shader - set an array of vec3 uniform on the shader - set an array of vec4 uniform on the shader
ofSetShaderAttribute1f ofSetShaderAttribute2f ofSetShaderAttribute3f ofSetShaderAttribute4f	<ul> <li>set a texture reference on the shader</li> <li>set 1 float attribute on the shader</li> <li>set 2 float attributes on the shader</li> <li>set 3 float attributes on the shader</li> <li>set 4 float attributes on the shader</li> </ul>
ofSetShaderAttribute1fv ofSetShaderAttribute2fv ofSetShaderAttribute3fv ofSetShaderAttribute4fv	- set an array of 1 float attribute on the shader - 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
ofEditFont ofBindFontTex ofDrawText ofDrawTextAsShapes	<ul> <li>store an array of fonts</li> <li>edit the stored font</li> <li>bind the stored font's texture</li> <li>draw a text using the stored font</li> <li>draw a text as shapes using the stored font</li> </ul>
ofDoesFontNameExist ofGetFontPath ofGetFontSize ofIsFontLoaded ofGetTextBoundingBox	<ul> <li>check the existence of a font variable name</li> <li>get the absolute path of the font</li> <li>get the size of the font</li> <li>check if the font is loaded or not</li> <li>get the dimensions of the text bounding box</li> </ul>
ofGetFontLetterSpacing ofGetFontLineHeight ofGetFontSpaceSize ofGetTextMesh2dCommands	<ul><li>get the letter spacing of the font</li><li>get the line height of the font</li><li>get the space size of the font</li><li>get the mesh2d data based on the font and text</li></ul>
ofGetTextMesh3dCommands ofLoadMesh2d ofLoadMesh3d ofDrawMesh2d ofDrawMesh3d	<ul> <li>get the mesh3d data based on the font and text</li> <li>store a set of arrays for a 2d mesh</li> <li>store a set of arrays for a 3d mesh</li> <li>draw the stored mesh2d</li> <li>draw the stored mesh3d</li> </ul>
ofDoesMesh2dNameExist ofDoesMesh3dNameExist ofEditMesh2dVertex ofEditMesh3dVertex ofEditMesh2dIndex	<ul> <li>check the existence of a mesh2d variable name</li> <li>check the existence of a mesh3d variable name</li> <li>edit the stored mesh2d vertex</li> <li>edit the stored mesh3d vertex</li> <li>edit the stored mesh2d index</li> </ul>
ofEditMesh3dIndex ofEditMesh2dNormal ofEditMesh3dNormal ofEditMesh2dTexCoord	<ul><li>edit the stored mesh3d index</li><li>edit the stored mesh2d normal</li><li>edit the stored mesh3d normal</li><li>edit the stored mesh2d texture coordinate</li></ul>
ofEditMesh3dTexCoord ofEditMesh2dColor ofGetMesh3dColor ofGetMesh2dVertex ofGetMesh3dVertex	<ul> <li>edit the stored mesh3d texture coordinate</li> <li>edit the stored mesh2d color</li> <li>edit the stored mesh3d color</li> <li>get the mesh2d vertex at the given index</li> <li>get the mesh3d vertex at the given index</li> </ul>
ofGetMesh2dIndex ofGetMesh3dIndex ofGetMesh2dNormal ofGetMesh3dNormal ofGetMesh2dTexCoord	<ul> <li>get the mesh2d index at the given index</li> <li>get the mesh3d index at the given index</li> <li>get the mesh2d normal at the given index</li> <li>get the mesh3d normal at the given index</li> <li>get the mesh2d texture coordinate at the given index</li> </ul>
ofGetMesh3dTexCoord ofGetMesh2dColor ofGetMesh3dColor ofGetMesh2dVertices	- 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
ofGetMesh3dVertices ofGetMesh2dIndices ofGetMesh3dIndices ofGetMesh2dNormals	<ul> <li>get all mesh3d vertices as a list</li> <li>get all mesh2d indices as a list</li> <li>get all mesh3d indices as a list</li> <li>get all mesh2d normals as a list</li> <li>get all mesh3d normals as a list</li> </ul>
ofGetMesh2dTexCoords ofGetMesh3dTexCoords ofGetMesh2dColors ofGetMesh3dColors	<ul> <li>get all mesh2d texture coordinates as a list</li> <li>get all mesh3d texture coordinates as a list</li> <li>get all mesh2d colors as a list</li> <li>get all mesh3d colors as a list</li> </ul>
ofGetMesh3dCommands ofGetMesh3dCommands ofGetMesh2dBoundingBox ofGetMesh3dBoundingBox ofGetMesh2dCentroid	<ul> <li>get all mesh2d commands as a list</li> <li>get all mesh3d commands as a list</li> <li>get the dimensions of the mesh2d bounding box</li> <li>get the dimensions of the mesh3d bounding box</li> <li>get the centroid of all the vetices in the mesh2d</li> </ul>
ofGetMesh2dCentroid ofEasyCam ofCamera ofPointLight	<ul> <li>get the centroid of all the vetices in the mesh2d</li> <li>get the centroid of all the vetices in the mesh3d</li> <li>a simple camera for interacting with objects in 3d space</li> <li>a basic camera for interacting with objects in 3d space</li> <li>a light that spreads outward evenly in all directions</li> </ul>
ofSpotlight ofDirectionalLight ofMaterial TYPES	<ul> <li>a light that spreads outward in a cone</li> <li>a light that comes evenly from a given direction</li> <li>set the material of the object</li> </ul>
ofLoadFloat ofEditFloat ofDoesFloatNameExist ofGetFloat	<ul><li>store an array of floats</li><li>edit the stored float</li></ul>
ofGetFloatAverage ofLoadVec2f	<ul><li>check the existence of a float variable name</li><li>get a float element at the given index</li></ul>
ofLoadVec2f ofEditVec2f ofDoesVec2fNameExist	<ul> <li>get a float element at the given index</li> <li>get all float elements as a list</li> <li>get the average value of float elements</li> <li>store an array of two dimensional vectors</li> <li>edit the stored vec2f</li> <li>check the existence of a vec2f variable name</li> </ul>
ofEditVec2f ofDoesVec2fNameExist ofGetVec2f ofGetVec2fs ofGetVec2fAverage ofGetVec2fAngle	<ul> <li>get a float element at the given index</li> <li>get all float elements as a list</li> <li>get the average value of float elements</li> <li>store an array of two dimensional vectors</li> <li>edit the stored vec2f</li> <li>check the existence of a vec2f variable name</li> <li>get a vec2f element at the given index</li> <li>get all vec2f elements as a list</li> <li>get the average value of vec2f elements</li> <li>get the angle in degrees between two vec2fs</li> </ul>
ofEditVec2f ofDoesVec2fNameExist ofGetVec2f ofGetVec2fs ofGetVec2fAverage	<ul> <li>get a float element at the given index</li> <li>get all float elements as a list</li> <li>get the average value of float elements</li> <li>store an array of two dimensional vectors</li> <li>edit the stored vec2f</li> <li>check the existence of a vec2f variable name</li> <li>get a vec2f element at the given index</li> <li>get all vec2f elements as a list</li> <li>get the average value of vec2f elements</li> </ul>
ofEditVec2f ofDoesVec2fNameExist ofGetVec2f ofGetVec2fs ofGetVec2fAverage ofGetVec2fAngle ofGetVec2fAngleRad ofGetVec2fDist ofGetVec2fDistSquared	- get a float element at the given index - get all float elements as a list - get the average value of float elements - store an array of two dimensional vectors - edit the stored vec2f - check the existence of a vec2f variable name - get a vec2f element at the given index - get all vec2f elements as a list - get the average value of vec2f elements - get the angle in degrees between two vec2fs - get the angle in radians between two vec2fs - get the squared distance between two vec2fs - get the dot product of two vec2fs
ofEditVec2f ofDoesVec2fNameExist ofGetVec2f ofGetVec2fs ofGetVec2fAverage ofGetVec2fAngle ofGetVec2fAngleRad ofGetVec2fDist ofGetVec2fDistSquared ofGetVec2fDet ofGetVec2fLength ofGetVec2fLength ofGetVec3f ofEditVec3f ofGetVec3f ofGetVec3f ofGetVec3f ofGetVec3f ofGetVec3f ofGetVec3f ofGetVec3f ofGetVec3f ofGetVec3f	- get a float element at the given index - get all float elements as a list - get the average value of float elements - store an array of two dimensional vectors - edit the stored vec2f - check the existence of a vec2f variable name - get a vec2f element at the given index - get all vec2f elements as a list - get the average value of vec2f elements - get the angle in degrees between two vec2fs - get the angle in radians between two vec2fs - get the distance between two vec2fs - get the squared distance between two vec2fs - get the length of the vec2f element - get the squared length of the vec2f element - store an array of three dimensional vectors - edit the stored vec3f - check the existence of a vec3f variable name - get a vec3f element at the given index - get all vec3f elements as a list - get the angle in degrees between two vec3fs - get the angle in radians between two vec3fs
ofEditVec2f ofDoesVec2fNameExist ofGetVec2fs ofGetVec2fs ofGetVec2fAverage ofGetVec2fAngle ofGetVec2fAngleRad ofGetVec2fDist ofGetVec2fDist ofGetVec2fDot ofGetVec2fLength ofGetVec3fLengthSquared ofLoadVec3f ofDoesVec3fNameExist ofGetVec3f ofGetVec3f ofGetVec3f ofGetVec3fAverage ofGetVec3fAngle ofGetVec3fAngle ofGetVec3fAngle ofGetVec3fAngle ofGetVec3fDist ofGetVec3fDist ofGetVec3fDistSquared ofGetVec3fDistSquared ofGetVec3fDistSquared ofGetVec3fDistSquared ofGetVec3fLength	- get afloat element at the given index - get all float elements as a list - get the average value of float elements - store an array of two dimensional vectors - edit the stored vec2f - check the existence of a vec2f variable name - get a vec2f element at the given index - get all vec2f elements as a list - get the average value of vec2f elements - get the angle in degrees between two vec2fs - get the angle in radians between two vec2fs - get the distance between two vec2fs - get the squared distance between two vec2fs - get the length of the vec2f element - get the squared length of the vec2f element - store an array of three dimensional vectors - edit the stored vec3f - check the existence of a vec3f variable name - get a vec3f element at the given index - get all vec3f elements as a list - get the angle in degrees between two vec3fs - get the angle in radians between two vec3fs - get the distance between two vec3fs - get the squared distance between two vec3fs - get the squared distance between two vec3fs - get the squared distance between two vec3fs - get the length of the vec3f element - get the squared length of the vec3f element - get the squared length of the vec3f element
ofEditVec2f ofDoesVec2fNameExist ofGetVec2fs ofGetVec2fs ofGetVec2fAverage ofGetVec2fAngle ofGetVec2fAngle ofGetVec2fDist ofGetVec2fDist ofGetVec2fDistSquared ofGetVec2fLength ofGetVec2fLengthSquared ofLoadVec3f ofDoesVec3fNameExist ofGetVec3fs ofGetVec3fs ofGetVec3fAngle ofGetVec3fAngle ofGetVec3fAngle ofGetVec3fAngle ofGetVec3fDistSquared ofGetVec3fDistSquared ofGetVec3fDistSquared ofGetVec3fDistSquared ofGetVec3fDistSquared ofGetVec3fDistSquared ofGetVec3fDot	- get all float element at the given index - get all float elements as a list - get the average value of float elements - store an array of two dimensional vectors - edit the stored vec2f - check the existence of a vec2f variable name - get a vec2f element at the given index - get all vec2f elements as a list - get the average value of vec2f elements - get the angle in degrees between two vec2fs - get the angle in radians between two vec2fs - get the distance between two vec2fs - get the squared distance between two vec2fs - get the length of the vec2f element - get the squared length of the vec2f element - store an array of three dimensional vectors - edit the stored vec3f - check the existence of a vec3f variable name - get a vec3f element at the given index - get all vec3f elements as a list - get the average value of vec3f elements - get the angle in degrees between two vec3fs - get the angle in radians between two vec3fs - get the distance between two vec3fs - get the squared distance between two vec3fs - get the squared distance between two vec3fs - get the length of the vec3f element
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