MODULE

Champs

- Graphical elements
- Name
- Code Source
- DSP
- Params
- In/Output Nodes
- In/Output Connexions

Méthodes privées

- onDrop
- dragCallback
- dragCnxCallback

Méthodes publiques

- Delete node
- Add/remove/get In/output Connexions
- Get In/Output Node
- Show/hide
- Get/set Source
- Get/set Name
- Get/set/update/delete DSP
- Edit
- Update Factory
- Recompile
- Create/delete interface
- Interface callback
- Save/recall/get/set/add Params
- Add/delete/set InputOutput nodes
- Add/remove listener
- Add/remove connexion listener
- IsPointIn In/Output
- IsPointInNode

SCENE

Champs

- Input/Output
- Modules

Méthodes publiques

- Delete scene
- Add Input/ Add Output
- Integrate scene
- Show/hide
- Mute/unmute
- Add/Remove module
- Get Modules
- Clean Modules
- Start/stop scene
- Get scene container
- Get Input / get Output