VSTENO EDITOR CLASSES

(not complete / only schematic)

TEDrawingArea

editableToken fhToken (Path)
rotatingAxis actualToken
preceeding markedCircle
following knotLabel (TEKnotLabel)

setMarkedCircle
calculateFreehandHandles
copyKnotsToFreehandPath
updateFreehandPath
calculateLeftRightVectors
calculateOuterShapeHandles
calculateOuterShape
getDrawingAreaObject
handleEvent
handleMouseDown/Drag/Up

TEEditableToken

knotsList[] middlePath (unused)
leftVectors[] outerShape (Path)
rightVectors[] index

getRelativeToken
setKnotType
redefineKnotTypesAndSetColors
getNewKnotTypeColor
getDeleteKnotTypeColor
insertNewKnot
deleteMarkedKnotFromArray
handleEvent

TETwoGroupedVerticalSliders

handleMouseDown/Drag/Up

linkedKnot

related classes:
TEMovingVerticalSlider
TETensionSliders

link / unlink
setValues
hide/showVerticalSliders
handleEvent

TECanvas

editor tensionSliders

handleEvent

tool.mouseDown/Drag/Up/onKeyDown

TERotatingAxis

centerRotatingAxis controlCircle inclinationValue line inclinationLabel relativeToken

getStraightLIneStartAndEndPoints
calculateHorizontalIntersectionX
calculateHorizontalIntersectionRelativeX
calculateOrthogonalIntersectionWithRotationAxis
getRelativeCoordinates
updateVisibleKnots
resalculateFreehandPoints
handleEvent
handleMouseDown/Drag/Up

TERotatingAxisRelativeToken

knotsList[]

insertNewRelativeKnot updateRelativeCoordinates

TERotatingAxisRelativeKnot

type rd1 rd2

setType getType

Global Functions

getControlPoints(p0,p1,p2,t1,t2)
calculateBezierPoint(p1,c1,p2,p2,perc)
findTangentPointRelativeToFixPoint(fixPoint, p1,c1,p2,c2,epsilon)

TEVisuallyModifiableCircle

circle (Path)
center (only temp!)
radius

mark / unmark
select / unselect
changeCircleToRectangle
changeRectangleToCircle
handleMouseDown/Drag/Up
(no handleEvent!)

${\tt TEConnectionPoint}$

line

markCircle / unmarkCircle handleEvent

handleMouseDown/Dyag/Up/

TEConnectionPointPreceeding

markCircle connect

rindTangentRelativeToConnectionPoint findTangentPointsBetweenCurves2and6 handleMouseDown/Drag/Up

TEConnectionPointFollowing

markCircle
connect
handleMouseDown

handleMouseDown/Drag/Up

TEVisuallyModifiableKnot

type (TEKnotType)
tensions [t1, t2]

TEKnotVector

type distance line