

Blotch3D

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Contents

1	Namespace Index	1
1.1	Packages	1
2	Hierarchical Index	3
2.1	Class Hierarchy	3
3	Class Index	5
3.1	Class List	5
4	Namespace Documentation	7
4.1	Blotch Namespace Reference	7
5	Class Documentation	9
5.1	Blotch.BIGraphicsDeviceManager Class Reference	9
5.1.1	Detailed Description	12
5.1.2	Constructor & Destructor Documentation	12
5.1.2.1	BIGraphicsDeviceManager()	12
5.1.3	Member Function Documentation	13
5.1.3.1	AdjustCameraDolly()	13
5.1.3.2	AdjustCameraPan()	13
5.1.3.3	AdjustCameraRotation()	13
5.1.3.4	AdjustCameraTruck()	14
5.1.3.5	AdjustCameraZoom()	14
5.1.3.6	CalculateRay()	14
5.1.3.7	CloneTexture2D()	15

5.1.3.8	Dispose()	15
5.1.3.9	DoDefaultGui()	15
5.1.3.10	DrawText()	16
5.1.3.11	DrawTexture()	17
5.1.3.12	ExtendClippingTo()	17
5.1.3.13	GetWindowCoordinates()	17
5.1.3.14	Initialize()	18
5.1.3.15	LoadFromImageFile()	18
5.1.3.16	PrepareDraw()	18
5.1.3.17	ResetCamera()	19
5.1.3.18	SetCameraRollToZero()	19
5.1.3.19	SetCameraToSprite()	19
5.1.3.20	SetSpriteToCamera()	19
5.1.3.21	TextToTexture()	20
5.1.4	Member Data Documentation	20
5.1.4.1	AmbientLightColor	20
5.1.4.2	Aspect	20
5.1.4.3	AutoRotate	21
5.1.4.4	CameraSpeed	21
5.1.4.5	CameraUp	21
5.1.4.6	ClearColor	21
5.1.4.7	DefGuiMaxLookZ	21
5.1.4.8	DefGuiMinLookZ	21
5.1.4.9	DepthStencilStateDisabled	22
5.1.4.10	DepthStencilStateEnabled	22
5.1.4.11	FarClip	22
5.1.4.12	FogColor	22
5.1.4.13	fogEnd	23
5.1.4.14	fogStart	23
5.1.4.15	FramePeriod	23

5.1.4.16	IsDisposed	23
5.1.4.17	Lights	23
5.1.4.18	NearClip	23
5.1.4.19	Projection	24
5.1.4.20	SpriteBatch	24
5.1.4.21	TargetEye	24
5.1.4.22	TargetLookAt	24
5.1.4.23	View	24
5.1.4.24	Window	24
5.1.4.25	Zoom	25
5.1.5	Property Documentation	25
5.1.5.1	CameraForward	25
5.1.5.2	CameraForwardMag	25
5.1.5.3	CameraForwardNormalized	25
5.1.5.4	CameraRight	25
5.1.5.5	CurrentAspect	26
5.1.5.6	CurrentFarClip	26
5.1.5.7	CurrentNearClip	26
5.1.5.8	Eye	26
5.1.5.9	LookAt	26
5.1.5.10	MaxCamDistance	26
5.1.5.11	MinCamDistance	27
5.2	Blotch.BIGuiControl Class Reference	27
5.2.1	Detailed Description	28
5.2.2	Member Function Documentation	28
5.2.2.1	HandleInput()	28
5.2.2.2	OnMouseChangeDelegate()	28
5.2.3	Member Data Documentation	28
5.2.3.1	OnMouseOver	28
5.2.3.2	Position	29

5.2.3.3	PrevMouseState	29
5.2.3.4	Texture	29
5.2.3.5	Window	29
5.3	Blotch.BIMipmap Class Reference	29
5.3.1	Detailed Description	30
5.3.2	Constructor & Destructor Documentation	30
5.3.2.1	BIMipmap()	30
5.3.3	Member Function Documentation	31
5.3.3.1	Dispose()	31
5.3.4	Member Data Documentation	31
5.3.4.1	IsDisposed	31
5.4	Blotch.BISprite Class Reference	31
5.4.1	Detailed Description	35
5.4.2	Member Enumeration Documentation	35
5.4.2.1	PreDrawCmd	35
5.4.2.2	PreLocalCmd	36
5.4.2.3	PreMeshDrawCmd	36
5.4.2.4	PreSubspritesCmd	36
5.4.3	Member Function Documentation	36
5.4.3.1	Add()	37
5.4.3.2	CompareTo()	37
5.4.3.3	Dispose()	37
5.4.3.4	DoesRayIntersect()	37
5.4.3.5	Draw()	38
5.4.3.6	DrawCleanupType()	38
5.4.3.7	FrameProcType()	38
5.4.3.8	GetRayIntersections()	39
5.4.3.9	GetViewCoords()	39
5.4.3.10	NearestPointOnLine()	39
5.4.3.11	PreDrawType()	40

5.4.3.12	PreLocalType()	40
5.4.3.13	PreMeshDrawType()	41
5.4.3.14	PreSubspritesType()	41
5.4.3.15	SetAllMaterialBlack()	41
5.4.4	Member Data Documentation	41
5.4.4.1	_FrameProc	42
5.4.4.2	AbsoluteMatrix	42
5.4.4.3	BoundSphere	42
5.4.4.4	Color	42
5.4.4.5	ConstSize	42
5.4.4.6	CylindricalBillboardX	43
5.4.4.7	CylindricalBillboardY	43
5.4.4.8	CylindricalBillboardZ	43
5.4.4.9	DrawCleanup	43
5.4.4.10	EmissiveColor	43
5.4.4.11	Flags	44
5.4.4.12	FlagsParameter	44
5.4.4.13	Graphics	44
5.4.4.14	IncludeInAutoClipping	44
5.4.4.15	IsDisposed	44
5.4.4.16	LastWorldMatrix	44
5.4.4.17	LODs	45
5.4.4.18	LodScale	45
5.4.4.19	Matrix	45
5.4.4.20	Mipmap	45
5.4.4.21	MipmapScale	46
5.4.4.22	Name	46
5.4.4.23	PreDraw	46
5.4.4.24	PreLocal	46
5.4.4.25	PreMeshDraw	46

5.4.4.26	PreSubsprites	46
5.4.4.27	SpecularColor	47
5.4.4.28	SpecularPower	47
5.4.4.29	SphericalBillboard	47
5.4.5	Property Documentation	47
5.4.5.1	ApparentSize	47
5.4.5.2	CamDistance	47
5.4.5.3	FrameProc	48
5.4.5.4	LodTarget	48
5.4.5.5	VerticesEffect	48
5.5	Blotch.BIWindow3D Class Reference	48
5.5.1	Detailed Description	50
5.5.2	Constructor & Destructor Documentation	50
5.5.2.1	BIWindow3D()	50
5.5.3	Member Function Documentation	50
5.5.3.1	Command()	50
5.5.3.2	Dispose()	50
5.5.3.3	Draw()	51
5.5.3.4	EnqueueCommand()	51
5.5.3.5	EnqueueCommandBlocking()	51
5.5.3.6	FrameDraw()	51
5.5.3.7	FrameProc()	52
5.5.3.8	Initialize()	52
5.5.3.9	LoadContent()	52
5.5.3.10	Setup()	52
5.5.3.11	Update()	52
5.5.4	Member Data Documentation	53
5.5.4.1	FrameProcSprites	53
5.5.4.2	Graphics	53
5.5.4.3	GuiControls	53
5.5.4.4	IsDisposed	53
5.6	Blotch.BIGraphicsDeviceManager.Light Class Reference	54
5.6.1	Detailed Description	54

Chapter 1

Namespace Index

1.1 Packages

Here are the packages with brief descriptions (if available):

Blotch	7
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Chapter 2

Hierarchical Index

2.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Blotch.BIGuiControl	27
Dictionary	
Blotch.BISprite	31
Game	
Blotch.BIWindow3D	48
GraphicsDeviceManager	
Blotch.BIGraphicsDeviceManager	9
ICloneable	
Blotch.BIGraphicsDeviceManager	9
IComparable	
Blotch.BISprite	31
IDisposable	
Blotch.BIMipmap	29
Blotch.BISprite	31
Blotch.BIGraphicsDeviceManager.Light	54
List	
Blotch.BIMipmap	29

Chapter 3

Class Index

3.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Blotch.BIGraphicsDeviceManager	This holds everything having to do with an output device. BIWindow3D creates one of these for itself.	9
Blotch.BIGuiControl	A 2D GUI control. To create a GUI control: instantiate one of these, set its initial Texture (remember to create it in the 3D thread context), window position, and delegate, and then add it to BIWindow3D::GuiControls . (Any member can be dynamically changed.) The texture will be displayed, and then each frame the mouse is over it the delegate will be called. The delegate typically would examine the current mouse state (Mouse.GetState()) and the PrevMouseState member to detect button changes, etc. and perform an action. The delegate is called in the context of the window's 3D thread after the BIWindow3D::FrameProc method. You can use BIGraphicsDeviceManager::TextToTexture to create a textual textures, or just load a texture from a content file. Remember to Dispose textures when you are done with them.	27
Blotch.BIMipmap	A mipmap of textures for a given BISprite . You could load this from an image file and then assign it to a BISprite::Mipmap . Note that this is a software mipmap (i.e. it isn't implemented in the 3D hardware). That is, only one resolution texture is used at time.	29
Blotch.BISprite	A BISprite is a single 3D object. Each sprite can also hold any number of subsprites, so you can make a sprite tree (a scene graph). In that case the child sprites 'follow' the orientation and position of the parent sprite. That is, they exist in the coordinate system of the parent sprite. The location and orientation of a sprite in its parent's coordinate system is defined by the sprite's Matrix member. Subsprites, LODs , and #Mipmaps are NOT disposed when the sprite is disposed, so you can assign the same one to multiple sprites. Also see Matrix for more information.	31
Blotch.BIWindow3D	To make a 3D window, you must derive a class from BIWindow3D and override the Setup , FrameProc , and FrameDraw methods. When it comes time to open the 3D window, you instantiate that class and call its "Run" method from the same thread that instantiated it. The Run method will call the Setup , FrameProc , and FrameDraw methods when appropriate, and not return until the window closes.	48
Blotch.BIGraphicsDeviceManager.Light	Defines a light. See the Lights field. The default BasicShader supports up to three lights. . . .	54

Chapter 4

Namespace Documentation

4.1 Blotch Namespace Reference

Classes

- class **BIDebug**

This static class holds the debug flags. Many flags are initialized according to whether its a Debug build or Release build. Some flags enable exceptions for probable errors, and many flags cause warning messages to be sent to the console window, if it exist. For this reason you should first test your app as a debug build console app.

- class **BIGraphicsDeviceManager**

This holds everything having to do with an output device. [BIWindow3D](#) creates one of these for itself.

- class **BIGuiControl**

A 2D GUI control. To create a GUI control: instantiate one of these, set its initial Texture (remember to create it in the 3D thread context), window position, and delegate, and then add it to [BIWindow3D::GuiControls](#). (Any member can be dynamically changed.) The texture will be displayed, and then each frame the mouse is over it the delegate will be called. The delegate typically would examine the current mouse state ([Mouse.GetState\(\)](#)) and the [PrevMouseState](#) member to detect button changes, etc. and perform an action. The delegate is called in the context of the window's 3D thread after the [BIWindow3D::FrameProc](#) method. You can use [BIGraphicsDeviceManager::TextToTexture](#) to create a textual textures, or just load a texture from a content file. Remember to Dispose textures when you are done with them.

- class **BIMipmap**

A mipmap of textures for a given [BISprite](#). You could load this from an image file and then assign it to a [BISprite::Mipmap](#). Note that this is a software mipmap (i.e. it isn't implemented in the 3D hardware). That is, only one resolution texture is used at time.

- class **BISprite**

A [BISprite](#) is a single 3D object. Each sprite can also hold any number of subsprites, so you can make a sprite tree (a scene graph). In that case the child sprites 'follow' the orientation and position of the parent sprite. That is, they exist in the coordinate system of the parent sprite. The location and orientation of a sprite in its parent's coordinate system is defined by the sprite's [Matrix](#) member. Subsprites, [LODs](#), and [#Mipmaps](#) are NOT disposed when the sprite is disposed, so you can assign the same one to multiple sprites. Also see [Matrix](#) for more information.

- class **BIWindow3D**

To make a 3D window, you must derive a class from [BIWindow3D](#) and override the [Setup](#), [FrameProc](#), and [FrameDraw](#) methods. When it comes time to open the 3D window, you instantiate that class and call its "Run" method from the same thread that instantiated it. The Run method will call the [Setup](#), [FrameProc](#), and [FrameDraw](#) methods when appropriate, and not return until the window closes.

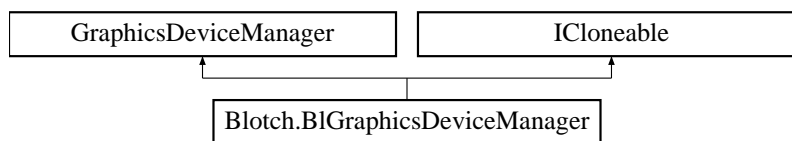
Chapter 5

Class Documentation

5.1 Blotch.BIGraphicsDeviceManager Class Reference

This holds everything having to do with an output device. [BIWindow3D](#) creates one of these for itself.

Inheritance diagram for Blotch.BIGraphicsDeviceManager:



Classes

- class [Light](#)

Defines a light. See the [Lights](#) field. The default [BasicShader](#) supports up to three lights.

Public Member Functions

- [BIGraphicsDeviceManager](#) ([BIWindow3D](#) window)
- void [Initialize](#) ()

For internal use only. Apps should not normally call this. This initializes some values AFTER the [BIWindow3D](#) has been created.

- void [ExtendClippingTo](#) ([BISprite](#) s)

Informs the auto-clipping code of an object that should be included in the clipping region. This is mainly for internal use. Application code should control clipping with [NearClip](#) and [FarClip](#).

- void [SetSpriteToCamera](#) ([BISprite](#) sprite)

Sets a sprite's [BISprite::Matrix](#) to the current camera position and orientation. You could use this to implement a HUD, for example. Note: This only works correctly if the sprite has no parent (and is thus drawn directly) or it's parents are untransformed. If all you want is to set the sprite's position (but NOT orientation) to the camera, then set the sprite's [Matrix.Translation](#) = [graphics.Eye](#)

- void [SetCameraToSprite](#) ([BISprite](#) sprite)

Sets the camera position and orientation to the current position and orientation of a sprite. You could use for cockpit view, for example. Note that the camera will lag sprite movement unless the following is done: For every frame you must first calculate the sprite's position and orientation, call this function, and then draw everything.

- void [AdjustCameraZoom](#) (double dif)

Sets the [Zoom](#). If dif is zero, then there is no change in zoom. Normally one would set zoom with the [Zoom](#) field. This is mainly for internal use.
- void [AdjustCameraDolly](#) (double dif)

Migrates the current camera dolly (distance from [LookAt](#)) according to dif. If dif is zero, then there is no change in dolly.
- void [AdjustCameraTruck](#) (double difX, double difY=0)

Adjusts camera truck (movement relative to camera direction) according to difX and difY. if difX and difY are zero, then truck position isn't changed.
- void [AdjustCameraRotation](#) (double difX, double difY=0)

Adjusts camera rotation about the [LookAt](#) point according to difX and difY. if difX and difY are zero, then rotation isn't changed.
- void [AdjustCameraPan](#) (double difX, double difY=0)

Adjusts camera pan (changing direction of camera) according to difX and difY. if difX and difY are zero, then pan direction isn't changed.
- Ray [DoDefaultGui](#) ()

Updates [Eye](#), [LookAt](#), etc. according to mouse and certain key input. Specifically: Wheel=Dolly, CTRL-wheel=Zoom, Left-drag=Truck, Right-drag=Rotate, CTRL-left-drag=Pan, Esc=Reset. Also, SHIFT causes all the previous controls to be fine rather than coarse. If CTRL is pressed and mouse left or right button is clicked, then returns a ray into window at mouse position.
- void [ResetCamera](#) ()

Sets [Eye](#), [LookAt](#), etc. back to default starting position.
- void [SetCameraRollToZero](#) ()

Sets the camera 'roll' to be level with the XY plane
- Ray [CalculateRay](#) (Vector2 windowPosition)

Returns a ray that that goes from the near clipping plane to the far clipping plane, at the specified window position.
- Vector3 [GetWindowCoordinates](#) (BISprite sprite)

Returns the window coordinates of the specified sprite.
- Texture2D [TextToTexture](#) (string text, SpriteFont font, Microsoft.Xna.Framework.Color? color=null, Microsoft.Xna.Framework.Color? backColor=null)

Returns a Texture2D containing the specified text. It's up to the caller to Dispose the returned texture.
- void [DrawTexture](#) (Texture2D texture, Rectangle windowRect, Microsoft.Xna.Framework.Color? color=null)

Draws a texture in the window.
- void [DrawText](#) (string text, SpriteFont font, Vector2 windowPos, Microsoft.Xna.Framework.Color? color=null)

Draws text on the window.
- Texture2D [LoadFromImageFile](#) (string fileName)

Loads a texture directly from an image file.
- void [PrepareDraw](#) (bool firstCallInDraw=true)

This is automatically called once at the beginning of your #FrameDraw method. It calculates the latest [View](#) and [Projection](#) settings according to the current camera specifications ([Zoom](#), [Aspect](#), [Eye](#), [LookAt](#), etc.), and if firstCallInDraw is true it also may sleep in order to obey FramePeriod. It must also be called explicitly after any changes to the camera settings made later in the #FrameDraw method. Only in the first call should firstCallInDraw be true, and in any subsequent calls it should be false.
- Texture2D [CloneTexture2D](#) (Texture2D tex)

Returns a deepcopy of the texture
- object [Clone](#) ()
- new void [Dispose](#) ()

When finished with the object, you should call [Dispose\(\)](#) from the same thread that created the object. You can call this multiple times, but once is enough. If it isn't called before the object becomes inaccessible, then the destructor will call it and, if [BIDebug::EnableDisposeErrors](#) is true (it is true by default for Debug builds), then it will get an exception saying that it wasn't called by the same thread that created it. This is because the platform's underlying 3D library (OpenGL, etc.) often requires 3D resources to be managed only by one thread.

Public Attributes

- Microsoft.Xna.Framework.Matrix [View](#)
This is the view matrix. Normally you would use the higher-level functions [Eye](#), [LookAt](#), [#Up](#), [#CameraToSprite](#), and [DoDefaultGui](#) instead of changing this directly.
- Microsoft.Xna.Framework.Matrix [Projection](#)
The Projection matrix. Normally you would use the higher-level functions [Zoom](#), [Aspect](#), [NearClip](#), or [FarClip](#) instead of changing this directly.
- Vector3 [CameraUp](#)
Camera Up vector. Initially set to +Z. [ResetCamera](#) and [SetCameraToSprite](#) updates this.
- double [DefGuiMinLookZ](#) = -1
Causes [DoDefaultGui](#) to prevent the Z component of [CameraForwardNormalized](#) from falling below this value. For example, set this to zero so that [DoDefaultGui](#) won't allow the camera to look downward
- double [DefGuiMaxLookZ](#) = 1
Caues [DoDefaultGui](#) to prevent the Z component of [CameraForwardNormalized](#) from rising above this value. For example, set this to zero so that [DoDefaultGui](#) won't allow the camera to look upward
- DepthStencilState [DepthStencilStateEnabled](#)
Assign DepthStencilState to this to enable depth buffering
- DepthStencilState [DepthStencilStateDisabled](#)
Assign DepthStencilState to this to disable depth buffering
- Vector3 [TargetEye](#)
The point that [Eye](#) migrates to, according to [CameraSpeed](#). See [Eye](#) for more information.
- Vector3 [TargetLookAt](#)
The point that [LookAt](#) migrates to, according to [CameraSpeed](#). See [LookAt](#) for more information.
- double [CameraSpeed](#) = .4
The responsiveness of the camera position to changes in [TargetEye](#) and [TargetLookAt](#). A value of 0 means it doesn't respond to changes, 1 means it immediately responds. See [Eye](#) and [LookAt](#) for more information.
- double [Zoom](#) =45
The field of view, in degrees.
- double [Aspect](#) =2
The aspect ratio.
- double [NearClip](#) = 0
The near clipping plane, or 0 = autclip.
- double [FarClip](#) = 0
The far clipping plane, or 0 = autclip.
- Microsoft.Xna.Framework.Color [ClearColor](#) =new Microsoft.Xna.Framework.Color(0,0,.1f)
The background color.
- double [AutoRotate](#) = 0
How fast [DoDefaultGui](#) should auto-rotate the scene.
- double [FramePeriod](#) = 1/60.0
How much time between consecutive frames.
- List< [Light](#) > [Lights](#) = new List<[Light](#)>()
The directional lights. Note: The BasicEffect shader only supports the first three. To handle more lights, you'll need to write your own shader.
- Vector3 [AmbientLightColor](#) = new Vector3(.1f, .1f, .1f)
The ambient light color. If null, no ambient light is enabled. Note: There is no ambient color. Both diffuse and ambient light illuminates the model's Color. See the [BISprite::Color](#) member.
- Vector3 [FogColor](#) = null
If not null, color of fog.
- float [fogStart](#) = 1
How far away fog starts. See [FogColor](#).
- float [fogEnd](#) = 10

- How far away fog ends. See [FogColor](#).
- [BIWindow3D Window](#)
The [BIWindow3D](#) associated with this object.
- [SpriteBatch](#) [SpriteBatch](#) = null
A [SpriteBatch](#) for use by certain text and texture drawing methods.
- [bool](#) [IsDisposed](#) = false
Set when the object is Disposed.

Properties

- [Vector3](#) [CameraForward](#) [get]
The vector between [Eye](#) and [LookAt](#). Writes to [Eye](#) and [LookAt](#) and calls to [SetCameraToSprite](#) cause this to be updated. Also see [CameraForwardNormalized](#) and [CameraForwardMag](#).
- [Vector3](#) [CameraForwardNormalized](#) [get]
Normalized form of [CameraForward](#). Writes to [Eye](#) and [LookAt](#), and calls to [SetCameraToSprite](#) cause this to be updated. Also see [CameraForward](#) and [CameraForwardMag](#).
- [float](#) [CameraForwardMag](#) [get]
The magnitude of [CameraForward](#). Writes to [Eye](#) and [LookAt](#), and calls to [SetCameraToSprite](#) cause this to be updated. Also see [CameraForward](#) and [CameraForwardNormalized](#).
- [Vector3](#) [CameraRight](#) [get]
Camera Right vector. Writes to [Eye](#) and [LookAt](#), and calls to [SetCameraToSprite](#) cause this to be updated.
- [Vector3](#) [Eye](#) [get]
The current camera position. Note: To change the camera position, set [TargetEye](#). Also see [CameraSpeed](#).
- [Vector3](#) [LookAt](#) [get]
The current camera LookAt position. Note: To change the camera LookAt, set [TargetLookAt](#). Also see [CameraSpeed](#).
- [double](#) [CurrentAspect](#) [get]
Current aspect ratio. Same as [Aspect](#) unless [Aspect](#)==0.
- [double](#) [CurrentNearClip](#) [get]
Current value of near clipping plane. See [NearClip](#).
- [double](#) [CurrentFarClip](#) [get]
Current value of far clipping plane. See [FarClip](#).
- [double](#) [MinCamDistance](#) [get]
Distance to the nearest sprite, less its radius. Note this is set to a very large number by [PrepareDraw](#), and then as [BIWindow3D::FrameDraw](#) is called it is set more reasonably.
- [double](#) [MaxCamDistance](#) [get]
Distance to the farthest sprite, plus its radius. Note this is set to a very small number by [PrepareDraw](#), and then as [BIWindow3D::FrameDraw](#) is called it is set more reasonably.

5.1.1 Detailed Description

This holds everything having to do with an output device. [BIWindow3D](#) creates one of these for itself.

5.1.2 Constructor & Destructor Documentation

5.1.2.1 BIGraphicsDeviceManager()

```
Blotch.BIGraphicsDeviceManager.BIGraphicsDeviceManager (
    BIWindow3D window )
```

Parameters

<i>window</i>	The BIWindow3D object for which this is to be the BIGraphicsDeviceManager
---------------	---

5.1.3 Member Function Documentation

5.1.3.1 AdjustCameraDolly()

```
void Blotch.BIGraphicsDeviceManager.AdjustCameraDolly (
    double dif )
```

Migrates the current camera dolly (distance from [LookAt](#)) according to *dif*. If *dif* is zero, then there is no change in dolly.

Parameters

<i>dif</i>	How much to dolly camera (plus = toward LookAt , minus = away)
------------	--

5.1.3.2 AdjustCameraPan()

```
void Blotch.BIGraphicsDeviceManager.AdjustCameraPan (
    double difX,
    double difY = 0 )
```

Adjusts camera pan (changing direction of camera) according to *difX* and *difY*. if *difX* and *difY* are zero, then pan direction isn't changed.

Parameters

<i>difX</i>	How much to pan horizontally
<i>difY</i>	How much to pan vertically

5.1.3.3 AdjustCameraRotation()

```
void Blotch.BIGraphicsDeviceManager.AdjustCameraRotation (
    double difX,
    double difY = 0 )
```

Adjusts camera rotation about the [LookAt](#) point according to *difX* and *difY*. if *difX* and *difY* are zero, then rotation isn't changed.

Parameters

<i>difX</i>	How much to rotate the camera horizontally
<i>difY</i>	How much to rotate the camera vertically

5.1.3.4 AdjustCameraTruck()

```
void Blotch.BIGraphicsDeviceManager.AdjustCameraTruck (
    double difX,
    double difY = 0 )
```

Adjusts camera truck (movement relative to camera direction) according to *difX* and *difY*. if *difX* and *difY* are zero, then truck position isn't changed.

Parameters

<i>difX</i>	How much to truck the camera horizontally
<i>difY</i>	How much to truck the camera vertically

5.1.3.5 AdjustCameraZoom()

```
void Blotch.BIGraphicsDeviceManager.AdjustCameraZoom (
    double dif )
```

Sets the [Zoom](#). If *dif* is zero, then there is no change in zoom. Normally one would set zoom with the `Zoom` field. This is mainly for internal use.

Parameters

<i>dif</i>	How much to zoom camera (plus = magnify, minus = reduce)
------------	--

5.1.3.6 CalculateRay()

```
Ray Blotch.BIGraphicsDeviceManager.CalculateRay (
    Vector2 windowPosition )
```

Returns a ray that goes from the near clipping plane to the far clipping plane, at the specified window position.

Parameters

<i>windowPosition</i>	The window's pixel coordinates
-----------------------	--------------------------------

Returns

The Ray into the window at the specified pixel coordinates

5.1.3.7 CloneTexture2D()

```
Texture2D Blotch.BIGraphicsDeviceManager.CloneTexture2D (
    Texture2D tex )
```

Returns a deepcopy of the texture

Parameters

<i>tex</i>	The texture to deepcopy
------------	-------------------------

Returns

A deepcopy of tex

5.1.3.8 Dispose()

```
new void Blotch.BIGraphicsDeviceManager.Dispose ( )
```

When finished with the object, you should call [Dispose\(\)](#) from the same thread that created the object. You can call this multiple times, but once is enough. If it isn't called before the object becomes inaccessible, then the destructor will call it and, if `BIDebug::EnableDisposeErrors` is true (it is true by default for Debug builds), then it will get an exception saying that it wasn't called by the same thread that created it. This is because the platform's underlying 3D library (OpenGL, etc.) often requires 3D resources to be managed only by one thread.

5.1.3.9 DoDefaultGui()

```
Ray Blotch.BIGraphicsDeviceManager.DoDefaultGui ( )
```

Updates [Eye](#), [LookAt](#), etc. according to mouse and certain key input. Specifically: Wheel=Dolly, CTRL+L-wheel=Zoom, Left-drag=Truck, Right-drag=Rotate, CTRL-left-drag=Pan, Esc=Reset. Also, SHIFT causes all the previous controls to be fine rather than coarse. If CTRL is pressed and mouse left or right button is clicked, then returns a ray into window at mouse position.

Returns

If a mouse left or right click occurred, returns the Ray into the screen at that position. Otherwise returns null

5.1.3.10 DrawText()

```
void Blotch.BlGraphicsDeviceManager.DrawText (
    string text,
    SpriteFont font,
    Vector2 windowPos,
    Microsoft.Xna.Framework.Color? color = null )
```

Draws text on the window.

Parameters

<i>text</i>	The text to draw
<i>font</i>	The font to use (typically created from SpriteFont content with Content.Load<SpriteFont>(...))
<i>windowPos</i>	The X and Y window location, in pixels
<i>color</i>	Foreground color of the font

5.1.3.11 DrawTexture()

```
void Blotch.BIGraphicsDeviceManager.DrawTexture (
    Texture2D texture,
    Rectangle windowRect,
    Microsoft.Xna.Framework.Color? color = null )
```

Draws a texture in the window.

Parameters

<i>texture</i>	The texture to draw
<i>windowRect</i>	The X and Y window location, in pixels
<i>color</i>	Foreground color of the font

5.1.3.12 ExtendClippingTo()

```
void Blotch.BIGraphicsDeviceManager.ExtendClippingTo (
    BLSprite s )
```

Informs the auto-clipping code of an object that should be included in the clipping region. This is mainly for internal use. Application code should control clipping with [NearClip](#) and [FarClip](#).

Parameters

<i>s</i>	The sprite that should be included in the auto-clipping code
----------	--

5.1.3.13 GetWindowCoordinates()

```
Vector3 Blotch.BIGraphicsDeviceManager.GetWindowCoordinates (
    BLSprite sprite )
```

Returns the window coordinates of the specified sprite.

Parameters

<i>sprite</i>	The sprite to get the window coordinates of
---------------	---

Returns

The window coordinates of the sprite, in pixels

5.1.3.14 Initialize()

```
void Blotch.BlGraphicsDeviceManager.Initialize ( )
```

For internal use only. Apps should not normally call this. This initializes some values AFTER the [BlWindow3D](#) has been created.

5.1.3.15 LoadFromImageFile()

```
Texture2D Blotch.BlGraphicsDeviceManager.LoadFromImageFile (
    string fileName )
```

Loads a texture directly from an image file.

Parameters

<i>fileName</i>	An image file of any standard type supported by MonoGame (jpg, png, etc.)
-----------------	---

Returns

The texture that was loaded

5.1.3.16 PrepareDraw()

```
void Blotch.BlGraphicsDeviceManager.PrepareDraw (
    bool firstCallInDraw = true )
```

This is automatically called once at the beginning of your #FrameDraw method. It calculates the latest [View](#) and [Projection](#) settings according to the current camera specifications ([Zoom](#), [Aspect](#), [Eye](#), [LookAt](#), etc.), and if firstCallInDraw is true it also may sleep in order to obey FramePeriod. It must also be called explicitly after any changes to the camera settings made later in the #FrameDraw method. Only in the first call should firstCallInDraw be true, and in any subsequent calls it should be false.

Parameters

<i>firstCallInDraw</i>	True indicates this method should also sleep in order to obey FramePeriod.
------------------------	--

5.1.3.17 ResetCamera()

```
void Blotch.BIGraphicsDeviceManager.ResetCamera ( )
```

Sets [Eye](#), [LookAt](#), etc. back to default starting position.

5.1.3.18 SetCameraRollToZero()

```
void Blotch.BIGraphicsDeviceManager.SetCameraRollToZero ( )
```

Sets the camera 'roll' to be level with the XY plane

5.1.3.19 SetCameraToSprite()

```
void Blotch.BIGraphicsDeviceManager.SetCameraToSprite (
    BlSprite sprite )
```

Sets the camera position and orientation to the current position and orientation of a sprite. You could use for cockpit view, for example. Note that the camera will lag sprite movement unless the following is done: For every frame you must first calculate the sprite's position and orientation, call this function, and then draw everything.

Parameters

<i>sprite</i>	The sprite that the camera should be connected to
---------------	---

5.1.3.20 SetSpriteToCamera()

```
void Blotch.BIGraphicsDeviceManager.SetSpriteToCamera (
    BlSprite sprite )
```

Sets a sprite's [BlSprite::Matrix](#) to the current camera position and orientation. You could use this to implement a HUD, for example. Note: This only works correctly if the sprite has no parent (and is thus drawn directly) or it's parents are untransformed. If all you want is to set the sprite's position (but NOT orientation) to the camera, then set the sprite's `Matrix.Translation = graphics.Eye`

Parameters

<i>sprite</i>	The sprite that should be connected to the camera
---------------	---

5.1.3.21 TextToTexture()

```
Texture2D Blotch.BlGraphicsDeviceManager.TextToTexture (
    string text,
    SpriteFont font,
    Microsoft.Xna.Framework.Color? color = null,
    Microsoft.Xna.Framework.Color? backColor = null )
```

Returns a Texture2D containing the specified text. It's up to the caller to Dispose the returned texture.

Parameters

<i>text</i>	The text to write to the texture
<i>font</i>	Font to use
<i>color</i>	If specified, color of the text. (Default is white)
<i>backColor</i>	If specified, background color, like Color.Transparent. If null, then do not clear the background)

Returns

The texture (as a RenderTarget2D). Caller is responsible for Disposing this!

5.1.4 Member Data Documentation

5.1.4.1 AmbientLightColor

```
Vector3 Blotch.BlGraphicsDeviceManager.AmbientLightColor = new Vector3(.1f, .1f, .1f)
```

The ambient light color. If null, no ambient light is enabled. Note: There is no ambient color. Both diffuse and ambient light illuminates the model's Color. See the [BISprite::Color](#) member.

5.1.4.2 Aspect

```
double Blotch.BlGraphicsDeviceManager.Aspect =2
```

The aspect ratio.

5.1.4.3 AutoRotate

```
double Blotch.BlGraphicsDeviceManager.AutoRotate = 0
```

How fast [DoDefaultGui](#) should auto-rotate the scene.

5.1.4.4 CameraSpeed

```
double Blotch.BlGraphicsDeviceManager.CameraSpeed = .4
```

The responsiveness of the camera position to changes in [TargetEye](#) and [TargetLookAt](#). A value of 0 means it doesn't respond to changes, 1 means it immediately responds. See [Eye](#) and [LookAt](#) for more information.

5.1.4.5 CameraUp

```
Vector3 Blotch.BlGraphicsDeviceManager.CameraUp
```

Camera Up vector. Initially set to +Z. [ResetCamera](#) and [SetCameraToSprite](#) updates this.

5.1.4.6 ClearColor

```
Microsoft.Xna.Framework.Color Blotch.BlGraphicsDeviceManager.ClearColor =new Microsoft.Xna.↵  
Framework.Color(0,0,.1f)
```

The background color.

5.1.4.7 DefGuiMaxLookZ

```
double Blotch.BlGraphicsDeviceManager.DefGuiMaxLookZ = 1
```

Caues [DoDefaultGui](#) to prevent the Z component of [CameraForwardNormalized](#) from rising above this value. For example, set this to zero so that [DoDefaultGui](#) won't allow the camera to look upward

5.1.4.8 DefGuiMinLookZ

```
double Blotch.BlGraphicsDeviceManager.DefGuiMinLookZ = -1
```

Causes [DoDefaultGui](#) to prevent the Z component of [CameraForwardNormalized](#) from falling below this value. For example, set this to zero so that [DoDefaultGui](#) won't allow the camera to look downward

5.1.4.9 DepthStencilStateDisabled

DepthStencilState Blotch.B1GraphicsDeviceManager.DepthStencilStateDisabled

Initial value:

```
= new DepthStencilState()  
{  
    DepthBufferEnable = false,  
    DepthBufferWriteEnable = false,  
    DepthBufferFunction = CompareFunction.Always  
}
```

Assign DepthStencilState to this to disable depth buffering

5.1.4.10 DepthStencilStateEnabled

DepthStencilState Blotch.B1GraphicsDeviceManager.DepthStencilStateEnabled

Initial value:

```
= new DepthStencilState()  
{  
    DepthBufferEnable = true,  
    DepthBufferWriteEnable = true,  
    DepthBufferFunction = CompareFunction.LessEqual  
}
```

Assign DepthStencilState to this to enable depth buffering

5.1.4.11 FarClip

double Blotch.B1GraphicsDeviceManager.FarClip = 0

The far clipping plane, or 0 = autoclip.

5.1.4.12 FogColor

Vector3 Blotch.B1GraphicsDeviceManager.FogColor = null

If not null, color of fog.

5.1.4.13 fogEnd

```
float Blotch.BlGraphicsDeviceManager.fogEnd = 10
```

How far away fog ends. See [FogColor](#).

5.1.4.14 fogStart

```
float Blotch.BlGraphicsDeviceManager.fogStart = 1
```

How far away fog starts. See [FogColor](#).

5.1.4.15 FramePeriod

```
double Blotch.BlGraphicsDeviceManager.FramePeriod = 1/60.0
```

How much time between consecutive frames.

5.1.4.16 IsDisposed

```
bool Blotch.BlGraphicsDeviceManager.IsDisposed = false
```

Set when the object is Disposed.

5.1.4.17 Lights

```
List<Light> Blotch.BlGraphicsDeviceManager.Lights = new List<Light>()
```

The directional lights. Note: The BasicEffect shader only supports the first three. To handle more lights, you'll need to write your own shader.

5.1.4.18 NearClip

```
double Blotch.BlGraphicsDeviceManager.NearClip = 0
```

The near clipping plane, or 0 = autclip.

5.1.4.19 Projection

```
Microsoft.Xna.Framework.Matrix Blotch.BlGraphicsDeviceManager.Projection
```

The Projection matrix. Normally you would use the higher-level functions [Zoom](#), [Aspect](#), [NearClip](#), or [FarClip](#) instead of changing this directly.

5.1.4.20 SpriteBatch

```
SpriteBatch Blotch.BlGraphicsDeviceManager.SpriteBatch =null
```

A [SpriteBatch](#) for use by certain text and texture drawing methods.

5.1.4.21 TargetEye

```
Vector3 Blotch.BlGraphicsDeviceManager.TargetEye
```

The point that [Eye](#) migrates to, according to [CameraSpeed](#). See [Eye](#) for more information.

5.1.4.22 TargetLookAt

```
Vector3 Blotch.BlGraphicsDeviceManager.TargetLookAt
```

The point that [LookAt](#) migrates to, according to [CameraSpeed](#). See [LookAt](#) for more information.

5.1.4.23 View

```
Microsoft.Xna.Framework.Matrix Blotch.BlGraphicsDeviceManager.View
```

This is the view matrix. Normally you would use the higher-level functions [Eye](#), [LookAt](#), [#Up](#), [#CameraToSprite](#), and [DoDefaultGui](#) instead of changing this directly.

5.1.4.24 Window

```
BlWindow3D Blotch.BlGraphicsDeviceManager.Window
```

The [BlWindow3D](#) associated with this object.

5.1.4.25 Zoom

```
double Blotch.BlGraphicsDeviceManager.Zoom =45
```

The field of view, in degrees.

5.1.5 Property Documentation

5.1.5.1 CameraForward

```
Vector3 Blotch.BlGraphicsDeviceManager.CameraForward [get]
```

The vector between [Eye](#) and [LookAt](#). Writes to [Eye](#) and [LookAt](#) and calls to [SetCameraToSprite](#) cause this to be updated. Also see [CameraForwardNormalized](#) and [CameraForwardMag](#).

5.1.5.2 CameraForwardMag

```
float Blotch.BlGraphicsDeviceManager.CameraForwardMag [get]
```

The magnitude of [CameraForward](#). Writes to [Eye](#) and [LookAt](#), and calls to [SetCameraToSprite](#) cause this to be updated. Also see [CameraForward](#) and [CameraForwardNormalized](#).

5.1.5.3 CameraForwardNormalized

```
Vector3 Blotch.BlGraphicsDeviceManager.CameraForwardNormalized [get]
```

Normalized form of [CameraForward](#). Writes to [Eye](#) and [LookAt](#), and calls to [SetCameraToSprite](#) cause this to be updated. Also see [CameraForward](#) and [CameraForwardMag](#).

5.1.5.4 CameraRight

```
Vector3 Blotch.BlGraphicsDeviceManager.CameraRight [get]
```

Camera Right vector. Writes to [Eye](#) and [LookAt](#), and calls to [SetCameraToSprite](#) cause this to be updated.

5.1.5.5 CurrentAspect

```
double Blotch.BIGraphicsDeviceManager.CurrentAspect [get]
```

Current aspect ratio. Same as [Aspect](#) unless [Aspect](#)==0.

5.1.5.6 CurrentFarClip

```
double Blotch.BIGraphicsDeviceManager.CurrentFarClip [get]
```

Current value of far clipping plane. See [FarClip](#).

5.1.5.7 CurrentNearClip

```
double Blotch.BIGraphicsDeviceManager.CurrentNearClip [get]
```

Current value of near clipping plane. See [NearClip](#).

5.1.5.8 Eye

```
Vector3 Blotch.BIGraphicsDeviceManager.Eye [get]
```

The current camera position. Note: To change the camera position, set [TargetEye](#). Also see [CameraSpeed](#).

5.1.5.9 LookAt

```
Vector3 Blotch.BIGraphicsDeviceManager.LookAt [get]
```

The current camera LookAt position. Note: To change the camera LookAt, set [TargetLookAt](#). Also see [CameraSpeed](#).

5.1.5.10 MaxCamDistance

```
double Blotch.BIGraphicsDeviceManager.MaxCamDistance [get]
```

Distance to the farthest sprite, plus its radius. Note this is set to a very small number by [PrepareDraw](#), and then as [BIWindow3D::FrameDraw](#) is called it is set more reasonably.

5.1.5.11 MinCamDistance

```
double Blotch.BIGraphicsDeviceManager.MinCamDistance [get]
```

Distance to the nearest sprite, less its radius. Note this is set to a very large number by [PrepareDraw](#), and then as [BIWindow3D::FrameDraw](#) is called it is set more reasonably.

The documentation for this class was generated from the following file:

- C:/Users/kloum/Desktop/Source/Blotch3D/src/BIGraphicsDeviceManager.cs

5.2 Blotch.BIGuiControl Class Reference

A 2D GUI control. To create a GUI control: instantiate one of these, set its initial Texture (remember to create it in the 3D thread context), window position, and delegate, and then add it to [BIWindow3D::GuiControls](#). (Any member can be dynamically changed.) The texture will be displayed, and then each frame the mouse is over it the delegate will be called. The delegate typically would examine the current mouse state ([Mouse.GetState\(\)](#)) and the [PrevMouseState](#) member to detect button changes, etc. and perform an action. The delegate is called in the context of the window's 3D thread after the [BIWindow3D::FrameProc](#) method. You can use [BIGraphicsDeviceManager::TextToTexture](#) to create a textual textures, or just load a texture from a content file. Remember to Dispose textures when you are done with them.

Public Member Functions

- delegate void [OnMouseChangeDelegate](#) ([BIGuiControl](#) guiCtrl)

Delegates for a [BIGuiControl](#) are of this type

- **BIGuiControl** ([BIWindow3D](#) window)
- bool [HandleInput](#) ()

Periodically called by [BIWindow3D](#). You shouldn't need to call this.

Public Attributes

- Texture2D [Texture](#) = null

The texture to display for this control. Don't forget to dispose it when done.

- Vector2 [Position](#) = Vector2.Zero

The pixel position in the [BIWindow3D](#) of this control

- [OnMouseChangeDelegate](#) [OnMouseOver](#) = null

The delegate to call each frame (from the 3D thread) when the mouse is over the control. A typical delegate would make a decision according to [PrevMouseState](#) and the current mouse state ([Mouse.GetState](#)).

- MouseState [PrevMouseState](#) = new MouseState()

The previous mouse state. A delegate typically uses this along with the current mouse state to make a decision.

- [BIWindow3D](#) [Window](#) = null

The window this [BIGuiControl](#) is in.

5.2.1 Detailed Description

A 2D GUI control. To create a GUI control: instantiate one of these, set its initial Texture (remember to create it in the 3D thread context), window position, and delegate, and then add it to [BIWindow3D::GuiControls](#). (Any member can be dynamically changed.) The texture will be displayed, and then each frame the mouse is over it the delegate will be called. The delegate typically would examine the current mouse state (`Mouse.GetState()`) and the [PrevMouseState](#) member to detect button changes, etc. and perform an action. The delegate is called in the context of the window's 3D thread after the [BIWindow3D::FrameProc](#) method. You can use [BIGraphicsDeviceManager::TextToTexture](#) to create a textual textures, or just load a texture from a content file. Remember to Dispose textures when you are done with them.

5.2.2 Member Function Documentation

5.2.2.1 HandleInput()

```
bool Blotch.BIGuiControl.HandleInput ( )
```

Periodically called by [BIWindow3D](#). You shouldn't need to call this.

Returns

True if mouse is over any control, false otherwise.

5.2.2.2 OnMouseChangeDelegate()

```
delegate void Blotch.BIGuiControl.OnMouseChangeDelegate (
    BIGuiControl guiCtrl )
```

Delegates for a [BIGuiControl](#) are of this type

Parameters

<i>guiCtrl</i>	
----------------	--

5.2.3 Member Data Documentation

5.2.3.1 OnMouseOver

```
OnMouseChangeDelegate Blotch.BIGuiControl.OnMouseOver = null
```

The delegate to call each frame (from the 3D thread) when the mouse is over the control. A typical delegate would make a decision according to [PrevMouseState](#) and the current mouse state (`Mouse.GetState`).

5.2.3.2 Position

```
Vector2 Blotch.BlGuiControl.Position = Vector2.Zero
```

The pixel position in the [BlWindow3D](#) of this control

5.2.3.3 PrevMouseState

```
MouseState Blotch.BlGuiControl.PrevMouseState = new MouseState()
```

The previous mouse state. A delegte typically uses this along with the current mouse state to make a decision.

5.2.3.4 Texture

```
Texture2D Blotch.BlGuiControl.Texture = null
```

The texture to display for this control. Don't forget to dispose it when done.

5.2.3.5 Window

```
BlWindow3D Blotch.BlGuiControl.Window = null
```

The window this [BlGuiControl](#) is in.

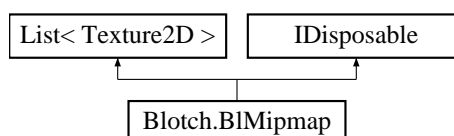
The documentation for this class was generated from the following file:

- C:/Users/kloum/Desktop/Source/Blotch3D/src/BlGuiControl.cs

5.3 Blotch.BIMipmap Class Reference

A mipmap of textures for a given [BlSprite](#). You could load this from an image file and then assign it to a [BlSprite::Mipmap](#). Note that this is a software mipmap (i.e. it isn't implemented in the 3D hardware). That is, only one resolution texture is used at time.

Inheritance diagram for Blotch.BIMipmap:



Public Member Functions

- **BIMipmap** ([BGraphicsDeviceManager](#) graphics, Texture2D tex, int numMaps=999, bool reverseX=false, bool reverseY=false)

Creates the mipmaps.

- void **Dispose** ()

When finished with the object, you should call [Dispose\(\)](#) from the same thread that created the object. You can call this multiple times, but once is enough. If it isn't called before the object becomes inaccessible, then the destructor will call it and, if `BlDebug.EnableDisposeErrors` is true (it is true by default for Debug builds), then it will get an exception saying that it wasn't called by the same thread that created it. This is because the platform's underlying 3D library (OpenGL, etc.) often requires 3D resources to be managed only by one thread.

Public Attributes

- bool **IsDisposed** = false

Set when the object is Disposed.

5.3.1 Detailed Description

A mipmap of textures for a given [BISprite](#). You could load this from an image file and then assign it to a [BISprite::Mipmap](#). Note that this is a software mipmap (i.e. it isn't implemented in the 3D hardware). That is, only one resolution texture is used at time.

5.3.2 Constructor & Destructor Documentation

5.3.2.1 BIMipmap()

```
Blotch.BIMipmap.BIMipmap (
    BGraphicsDeviceManager graphics,
    Texture2D tex,
    int numMaps = 999,
    bool reverseX = false,
    bool reverseY = false )
```

Creates the mipmaps.

Parameters

<i>graphics</i>	Graphics device (typically the one owned by your BIWindow3D)
<i>tex</i>	Texture from which to create mipmaps, typically gotten from BGraphics::LoadFromImageFile .
<i>numMaps</i>	Maximum number of mipmaps to create (none are created with lower resolution than 16x16)
<i>reverseX</i>	Whether to reverse pixels horizontally
<i>reverseY</i>	Whether to reverse pixels vertically

5.3.3 Member Function Documentation

5.3.3.1 Dispose()

```
void Blotch.BIMipmap.Dispose ( )
```

When finished with the object, you should call [Dispose\(\)](#) from the same thread that created the object. You can call this multiple times, but once is enough. If it isn't called before the object becomes inaccessible, then the destructor will call it and, if `BlDebug.EnableDisposeErrors` is true (it is true by default for Debug builds), then it will get an exception saying that it wasn't called by the same thread that created it. This is because the platform's underlying 3D library (OpenGL, etc.) often requires 3D resources to be managed only by one thread.

5.3.4 Member Data Documentation

5.3.4.1 IsDisposed

```
bool Blotch.BIMipmap.IsDisposed = false
```

Set when the object is Disposed.

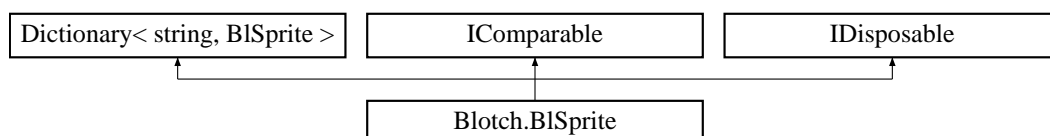
The documentation for this class was generated from the following file:

- C:/Users/kloum/Desktop/Source/Blotch3D/src/BIMipmap.cs

5.4 Blotch.BISprite Class Reference

A [BISprite](#) is a single 3D object. Each sprite can also hold any number of subsprites, so you can make a sprite tree (a scene graph). In that case the child sprites 'follow' the orientation and position of the parent sprite. That is, they exist in the coordinate system of the parent sprite. The location and orientation of a sprite in its parent's coordinate system is defined by the sprite's `Matrix` member. Subsprites, [LODs](#), and `#Mipmaps` are NOT disposed when the sprite is disposed, so you can assign the same one to multiple sprites. Also see [Matrix](#) for more information.

Inheritance diagram for Blotch.BISprite:



Public Types

- enum [PreDrawCmd](#) { [PreDrawCmd.Continue](#), [PreDrawCmd.Abort](#), [PreDrawCmd.UseCurrentAbsoluteMatrix](#) }
- Return code from [PreDraw](#) callback. This tells [Draw](#) what to do next.
- enum [PreSubspritesCmd](#) { [PreSubspritesCmd.Continue](#), [PreSubspritesCmd.Abort](#), [PreSubspritesCmd.DontDrawSubsprites](#) }
- Return code from [PreSubsprites](#) callback. This tells [Draw](#) what to do next.
- enum [PreMeshDrawCmd](#) { [PreMeshDrawCmd.Continue](#), [PreMeshDrawCmd.Abort](#), [PreMeshDrawCmd.Skip](#) }
- Return code from [PreSubsprites](#) callback. This tells [Draw](#) what to do next.
- enum [PreLocalCmd](#) { [PreLocalCmd.Continue](#), [PreLocalCmd.Abort](#) }
- Return code from [PreSubsprites](#) callback. This tells [Draw](#) what to do next.

Public Member Functions

- delegate void [FrameProcType](#) ([BISprite](#) sprite)
See [FrameProc](#)
- delegate [PreDrawCmd](#) [PreDrawType](#) ([BISprite](#) sprite)
See [PreDraw](#)
- delegate [PreSubspritesCmd](#) [PreSubspritesType](#) ([BISprite](#) sprite)
See [PreSubsprites](#)
- delegate [PreMeshDrawCmd](#) [PreMeshDrawType](#) ([BISprite](#) sprite, [ModelMesh](#) mesh)
See [PreMeshDraw](#)
- delegate [PreLocalCmd](#) [PreLocalType](#) ([BISprite](#) sprite)
See [PreLocal](#)
- delegate void [DrawCleanupType](#) ([BISprite](#) sprite)
See [DrawCleanup](#)
- **BISprite** ([BIGraphicsDeviceManager](#) graphicsIn, string name)
- void [Add](#) ([BISprite](#) s)
Add a subsprite.
- [Vector2](#) [GetViewCoords](#) ()
Returns the current view coordinates of the sprite (for passing to [DrawText](#), for example), or null if it's behind the camera.
- void [SetAllMaterialBlack](#) ()
Sets all material colors to black.
- double [DoesRayIntersect](#) ([Ray](#) ray)
Returns the distance along the ray to the first point the ray enters the bounding sphere ([BoundSphere](#)), or null if it doesn't enter the sphere.
- [List](#)< [BISprite](#) > [GetRayIntersections](#) ([Ray](#) ray, ulong flags=0xFFFFFFFFFFFFFFFF, [List](#)< [BISprite](#) > sprites=null)
Returns a list of subsprites that the ray hit (i.e. those that were within their radius of the ray)
- void [Draw](#) ([Matrix?](#) worldMatrixIn=null, ulong flagsIn=0xFFFFFFFFFFFFFFFF)
Draws the sprite and the subsprites.
- override string **Tostring** ()
- int [CompareTo](#) (object obj)
This makes a Sort operation sort sprites far to near. That is, the nearer sprites are later in the list. For sorting near to far, use something like `myList.Sort(new Comparison<EsSprite>((b, a) => a.CompareTo(b)))`;
- void [Dispose](#) ()
When finished with the object, you should call [Dispose\(\)](#) from the same thread that created the object. You can call this multiple times, but once is enough. If it isn't called before the object becomes inaccessible, then the destructor will call it and, if `BIDebug.EnableDisposeErrors` is true (it is true by default for Debug builds), then it will get an exception saying that it wasn't called by the same thread that created it. This is because the platform's underlying 3D library (OpenGL, etc.) often requires 3D resources to be managed only by one thread.

Static Public Member Functions

- static Vector3 [NearestPointOnLine](#) (Vector3 point1, Vector3 point2, Vector3 nearPoint)

Returns the point on the line between point1 and point2 that is nearest to nearPoint

Public Attributes

- ulong [Flags](#) = 0xFFFFFFFFFFFFFFFF

The Flags field can be used by callbacks of [Draw](#) ([PreDraw](#), [#PreSubspriteDraw](#), [#PreLocalDraw](#), and [PreMeshDraw](#)) to indicate various user attributes of the sprite. Also, [GetRayIntersections](#) won't hit if the bitwise AND of this value and the flags argument passed to it is zero.

- List< object > [LODs](#) = new List<object>()

The object drawn for this sprite. Specifically, this is a list of levels of detail (LOD), where only one is drawn depending on the ApparentSize. Each element can be a Model, a triangle list (VertexPositionNormalTexture[]), or null (indicating nothing should be drawn). Elements with lower indices are higher LODs. So index 0 is the highest, index 1 is second highest, etc. LOD decreases (the index increases) for every halving of the object's apparent size. You can adjust how close the LODs must be to the camera with [LodScale](#). When the calculated LOD index (see [#LodCurrentIndex](#)) is higher than the last element, then the last element is used. So the simplest way to use this is to add a single element of the object you want drawn. You can also add multiple references of the same object so multiple consecutive LODs draw the same object. You can also set an element to null so it doesn't draw anything, which is typically the last element. A model can be assigned to multiple sprites. These are NOT disposed when the sprite is disposed.

- double [LodScale](#) = 9

Defines the LOD scaling. The higher this value, the closer you must be to see a given LOD. A value of 9 (default) indicates that the highest LOD (LODs[0]) occurs when an object with a diameter of 1 roughly fills the window.

- [BIMipmap Mipmap](#) = null

Mipmap textures to apply to the model. These work the same as LODs (see LODs for more information). The texture used depends on the apparent size of the model. The next higher mipmap is used for every doubling of model size, where element zero is the highest resolution, used when the apparent size is largest. If a mipmap is not available for the apparent size, the next higher available one is used. So, for example, you can specify only one texture to be used as all mipmaps if you like. Note that for a texture to display, the model must include texture coordinates. Most graphics subsystems do support mipmaps, but these are supported at the app level. Therefore only one image is used over a model for a given model apparent size, rather than nearer portions of the model showing higher-level mipmaps. These are NOT disposed when the sprite is disposed. A given [BIMipmap](#) may be assigned to multiple sprites.

- double [MipmapScale](#) = 5

Defines the mipmap (Textures) scaling. The higher this value, the closer you must be to see a given mipmap.

- BoundingBox [BoundSphere](#) = null

The bounding sphere for this sprite. This is automatically updated when a model is drawn, but not if vertices are drawn. In that case you should set/update it explicitly if any of the internal functions may need it to be roughly correct, like if auto-clipping is enabled or a mouse selection or ray may hit the sprite and the hit be properly detected.

- bool [SphericalBillboard](#) = false

Spherically billboard the model. Specifically, keep the model's 'forward' direction pointing at the camera and keep its 'Up' direction pointing in the same direction as the camera's 'Up' direction. Also see [CylindricalBillboardX](#), [CylindricalBillboardY](#), [CylindricalBillboardZ](#), and [ConstSize](#).

- Vector3 [CylindricalBillboardX](#) = Vector3.Zero

If non-zero, this is the rotation vector and magnitude of cylindrical billboarding where the angle calculation assumes this vector is the X axis, even though it may not be. The more this varies from that axis, the more eccentric the billboarding behavior. The amount of billboarding is equal to: $2 * \text{mag}^2 - 1 / \text{mag}^2$. So if this vector's magnitude is unity (1), then full cylindrical billboarding occurs. A vector magnitude of 0.605 produces double reverse cylindrical billboarding. Also see [SphericalBillboard](#), [CylindricalBillboardX](#), [CylindricalBillboardY](#), [CylindricalBillboardZ](#), and [ConstSize](#).

- Vector3 [CylindricalBillboardY](#) = Vector3.Zero

If non-zero, this is the rotation vector and magnitude of cylindrical billboarding where the angle calculation assumes this vector is the Y axis, even though it may not be. The more this varies from that axis, the more eccentric the billboarding behavior. The amount of billboarding is equal to: $2 * \text{mag}^2 - 1 / \text{mag}^2$. So if this vector's magnitude is unity (1), then full cylindrical billboarding occurs. A vector magnitude of 0.605 produces double reverse cylindrical billboarding. Also see [SphericalBillboard](#), [CylindricalBillboardX](#), [CylindricalBillboardY](#), [CylindricalBillboardZ](#), and [ConstSize](#).

- Vector3 [CylindricalBillboardZ](#) = Vector3.Zero

If non-zero, this is the rotation vector and magnitude of cylindrical billboarding where the angle calculation assumes this vector is the Z axis, even though it may not be. The more this varies from that axis, the more eccentric the billboarding behavior. The amount of billboarding is equal to: $2 * \text{mag}^2 - 1 / \text{mag}^2$. So if this vector's magnitude is unity (1), then full cylindrical billboarding occurs. A vector magnitude of 0.605 produces double reverse cylindrical billboarding. Also see [SphericalBillboard](#), [CylindricalBillboardX](#), [CylindricalBillboardY](#), and [ConstSize](#).

- bool [ConstSize](#) = false

If true, maintain a constant apparent size for the sprite regardless of camera distance or zoom. This is typically used along with one of the Billboarding effects (see [SphericalBillboard](#), [CylindricalBillboardX](#), etc.). If both [ConstSize](#) and any Billboarding is enabled and you have asymmetric scaling (different scaling for each dimension), then you'll need to separate those operations into different levels of the sprite tree to obtain the desired behavior. You'll also probably want to disable the depth stencil buffer and control which sprite is drawn first so that certain sprites are 'always on top'. See the examples.

- Matrix [AbsoluteMatrix](#) = Matrix.Identity

The [Draw](#) method takes an incoming 'world' matrix parameter which is the coordinate system of its parent. [AbsoluteMatrix](#) is that incoming world matrix parameter times the [Matrix](#) member and altered according to Billboarding and [ConstSize](#). This is not read-only because a callback (see [PreDraw](#), [#PreSubspritesDraw](#), [#PreLocalDraw](#), and [PreMeshDraw](#)) may need to change it from within the [Draw](#) method. This is the matrix that is also passed to subsprites as their 'world' matrix.

- Matrix [Matrix](#) = Matrix.Identity

The matrix for this sprite. This defines the sprite's orientation and position relative to the parent coordinate system. For more detailed information, see [AbsoluteMatrix](#).

- [BGraphicsDeviceManager Graphics](#) = null

Current incoming graphics parameter to the [Draw](#) method. Typically this would be of interest to a callback function (see [PreDraw](#), [#PreSubspritesDraw](#), [#PreLocalDraw](#), and [PreMeshDraw](#)).

- Matrix [LastWorldMatrix](#) = null

Current incoming world matrix parameter to the [Draw](#) method. Typically this would be of interest to a callback function (see [PreDraw](#), [#PreSubspritesDraw](#), [#PreLocalDraw](#), and [PreMeshDraw](#)).

- bool [IncludeInAutoClipping](#) = true

Whether to use depth testing, and whether to participate in autoclipping calculations when they are enabled.

- ulong [FlagsParameter](#) = 0

Current incoming flags parameter to the [Draw](#) method. Typically this would be of interest to a callback function (see [PreDraw](#), [#PreSubspritesDraw](#), [#PreLocalDraw](#), and [PreMeshDraw](#)).

- Vector3 [Color](#) = new Vector3(.5f, .5f, 1)

The color of the material. This is lit by both diffuse and ambient light. If null, MonoGame's default color is kept.

- Vector3 [EmissiveColor](#) = new Vector3(.1f, .1f, .2f)

The emissive color. If null, MonoGame's default is kept.

- Vector3 [SpecularColor](#) = null

The specular color. If null, MonoGame's default is kept.

- float [SpecularPower](#) = 8

If a specular color is specified, this is the specular power.

- [FrameProcType _FrameProc](#) = null

Internal use only. Do not alter.

- [PreDrawType PreDraw](#) = null

If not null, [Draw](#) method calls this at the beginning before doing anything else. From this function one might examine and/or alter any public writable [BISprite](#) field, and/or control the further execution of the [Draw](#) method.

- [PreSubspritesType PreSubsprites](#) = null

If not null, [Draw](#) method calls this after the matrix calculations for [AbsoluteMatrix](#) (including billboards, [CamDistance](#), [ConstSize](#), etc.) but before drawing the subsprites or local model. From this function one might examine and/or alter any public writable [BISprite](#) field.

- [PreMeshDrawType PreMeshDraw](#) = null

If not null, [Draw](#) method calls this before each model mesh is drawn for the local model. From this function one might examine and/or alter any public writable [BISprite](#) field. If the return value is true, then the mesh will not be drawn.

- [PreLocalType PreLocal](#) = null

If not null, [Draw](#) method calls this after drawing subsprites (if appropriate) but before drawing the local model. From this function one might examine and/or alter any public writable [BISprite](#) field, and/or abort the [Draw](#) method.

- [DrawCleanupType DrawCleanup](#) = null
If not null, [Draw](#) method calls this at the end.
- string [Name](#)
The name of the [BISprite](#)
- bool [IsDisposed](#) = false
Set when the object is Disposed.

Properties

- double [ApparentSize](#) [get]
This is proportional to the apparent 2D size of the sprite. (Calculated from the last [Draw](#) operation that occurred, but before any effect of [ConstSize](#))
- double [LodTarget](#) [get]
This read-only value is the log of the reciprocal of [ApparentSize](#). It is used in the calculation of the LOD and the mipmap level. See [LODs](#) and [Mipmap](#) for more information.
- BasicEffect [VerticesEffect](#) [get, set]
BasicEffect used to draw vertices. If not explicitly set, then use a default BasicEffect and dispose it when the [BISprite](#) is disposed. If explicitly set, then don't dispose it when the [BISprite](#) is disposed.
- double [CamDistance](#) [get]
Distance to the camera.
- [FrameProcType FrameProc](#) [get, set]
Called once per frame just after [BIWindow3D::FrameProc](#) is called. You can update a sprite here, or update it in [BIWindow3D::FrameProc](#). Doing it here makes the code more encapsulated.

5.4.1 Detailed Description

A [BISprite](#) is a single 3D object. Each sprite can also hold any number of subsprites, so you can make a sprite tree (a scene graph). In that case the child sprites 'follow' the orientation and position of the parent sprite. That is, they exist in the coordinate system of the parent sprite. The location and orientation of a sprite in its parent's coordinate system is defined by the sprite's Matrix member. Subsprites, [LODs](#), and #Mipmaps are NOT disposed when the sprite is disposed, so you can assign the same one to multiple sprites. Also see [Matrix](#) for more information.

5.4.2 Member Enumeration Documentation

5.4.2.1 PreDrawCmd

```
enum Blotch.BISprite.PreDrawCmd [strong]
```

Return code from [PreDraw](#) callback. This tells [Draw](#) what to do next.

Enumerator

Continue	Continue Draw method execution
Abort	Draw should immediately return
UseCurrentAbsoluteMatrix	Continue Draw method execution, but don't bother re-calculating AbsoluteMatrix. One would typically return this if, for example, its known that AbsoluteMatrix will not change from its current value because the Draw parameters will be the same as they were the last time Draw was called. This happens, for example, when
Generated by Doxygen	multiple calls are being made in the same draw iteration for graphic operations that require multiple passes, like proper handling of translucency, etc.

5.4.2.2 PreLocalCmd

```
enum Blotch.BlSprite.PreLocalCmd [strong]
```

Return code from [PreSubsprites](#) callback. This tells [Draw](#) what to do next.

Enumerator

Continue	Continue Draw method execution
Abort	Draw should immediately return

5.4.2.3 PreMeshDrawCmd

```
enum Blotch.BlSprite.PreMeshDrawCmd [strong]
```

Return code from [PreSubsprites](#) callback. This tells [Draw](#) what to do next.

Enumerator

Continue	Continue Draw method execution
Abort	Draw should immediately return
Skip	Draw should skip the current mesh

5.4.2.4 PreSubspritesCmd

```
enum Blotch.BlSprite.PreSubspritesCmd [strong]
```

Return code from [PreSubsprites](#) callback. This tells [Draw](#) what to do next.

Enumerator

Continue	Continue Draw method execution
Abort	Draw should immediately return
DontDrawSubsprites	Skip drawing subsprites

5.4.3 Member Function Documentation

5.4.3.1 Add()

```
void Blotch.BlSprite.Add (
    BlSprite s )
```

Add a subsprite.

Parameters

<i>s</i>	
----------	--

5.4.3.2 CompareTo()

```
int Blotch.BlSprite.CompareTo (
    object obj )
```

This makes a Sort operation sort sprites far to near. That is, the nearer sprites are later in the list. For sorting near to far, use something like `myList.Sort(new Comparison<EsSprite>((b, a) => a.CompareTo(b)))`;

Parameters

<i>obj</i>	
------------	--

Returns

5.4.3.3 Dispose()

```
void Blotch.BlSprite.Dispose ( )
```

When finished with the object, you should call [Dispose\(\)](#) from the same thread that created the object. You can call this multiple times, but once is enough. If it isn't called before the object becomes inaccessible, then the destructor will call it and, if `BlDebug.EnableDisposeErrors` is true (it is true by default for Debug builds), then it will get an exception saying that it wasn't called by the same thread that created it. This is because the platform's underlying 3D library (OpenGL, etc.) often requires 3D resources to be managed only by one thread.

5.4.3.4 DoesRayIntersect()

```
double Blotch.BlSprite.DoesRayIntersect (
    Ray ray )
```

Returns the distance along the ray to the first point the ray enters the bounding sphere (BoundSphere), or null if it doesn't enter the sphere.

Parameters

<i>ray</i>	
<i>boundingSphere</i>	

Returns

How far along the ray till the first intersection, or null oif it didn't intersect

5.4.3.5 Draw()

```
void Blotch.BlSprite.Draw (
    Matrix? worldMatrixIn = null,
    ulong flagsIn = 0xFFFFFFFFFFFFFFFF )
```

Draws the sprite and the subsprites.

Parameters

<i>world↵ MatrixIn</i>	Defines the position and orientation of the sprite
<i>flagsIn</i>	Copied to LastFlags for use by any callback of Draw (PreDraw, PreSubspriteDraw, PreLocalDraw, and PreMeshDraw) that wants it

5.4.3.6 DrawCleanupType()

```
delegate void Blotch.BlSprite.DrawCleanupType (
    BlSprite sprite )
```

See [DrawCleanup](#)

Parameters

<i>sprite</i>	
---------------	--

5.4.3.7 FrameProcType()

```
delegate void Blotch.BlSprite.FrameProcType (
    BlSprite sprite )
```

See [FrameProc](#)

Parameters

<i>sprite</i>	
---------------	--

5.4.3.8 GetRayIntersections()

```
List<BlSprite> Blotch.BlSprite.GetRayIntersections (
    Ray ray,
    ulong flags = 0xFFFFFFFFFFFFFFFF,
    List< BlSprite > sprites = null )
```

Returns a list of subsprites that the ray hit (i.e. those that were within their radius of the ray)

Parameters

<i>ray</i>	The ray we are searching
<i>flags</i>	Check for a hit only if flags & BlSprite::Flags is non-zero
<i>sprites</i>	An existing sprite list to load. If null, then this allocates a new sprite list.

Returns

A list of subsprites that the ray hit

5.4.3.9 GetViewCoords()

```
Vector2 Blotch.BlSprite.GetViewCoords ( )
```

Returns the current view coordinates of the sprite (for passing to `DrawText`, for example), or null if it's behind the camera.

Returns

The view coords of the sprite

5.4.3.10 NearestPointOnLine()

```
static Vector3 Blotch.BlSprite.NearestPointOnLine (
    Vector3 point1,
    Vector3 point2,
    Vector3 nearPoint ) [static]
```

Returns the point on the line between point1 and point2 that is nearest to nearPoint

Parameters

<i>point1</i>	
<i>point2</i>	
<i>nearPoint</i>	

Returns

Point on the line nearest to nearPoint

5.4.3.11 PreDrawType()

```
delegate PreDrawCmd Blotch.BlSprite.PreDrawType (  
    BlSprite sprite )
```

See [PreDraw](#)

Parameters

<i>sprite</i>	
---------------	--

Returns**5.4.3.12 PreLocalType()**

```
delegate PreLocalCmd Blotch.BlSprite.PreLocalType (  
    BlSprite sprite )
```

See [PreLocal](#)

Parameters

<i>sprite</i>	
---------------	--

Returns

5.4.3.13 PreMeshDrawType()

```
delegate PreMeshDrawCmd Blotch.BlSprite.PreMeshDrawType (
    BlSprite sprite,
    ModelMesh mesh )
```

See [PreMeshDraw](#)

Parameters

<i>sprite</i>	
<i>mesh</i>	

Returns

5.4.3.14 PreSubspritesType()

```
delegate PreSubspritesCmd Blotch.BlSprite.PreSubspritesType (
    BlSprite sprite )
```

See [PreSubsprites](#)

Parameters

<i>sprite</i>	
---------------	--

Returns

5.4.3.15 SetAllMaterialBlack()

```
void Blotch.BlSprite.SetAllMaterialBlack ( )
```

Sets all material colors to black.

5.4.4 Member Data Documentation

5.4.4.1 `_FrameProc`

```
FrameProcType Blotch.BlSprite._FrameProc = null
```

Internal use only. Do not alter.

5.4.4.2 `AbsoluteMatrix`

```
Matrix Blotch.BlSprite.AbsoluteMatrix = Matrix.Identity
```

The [Draw](#) method takes an incoming 'world' matrix parameter which is the coordinate system of its parent. [AbsoluteMatrix](#) is that incoming world matrix parameter times the [Matrix](#) member and altered according to Billboarding and [ConstSize](#). This is not read-only because a callback (see [PreDraw](#), [#PreSubspritesDraw](#), [#PreLocalDraw](#), and [PreMeshDraw](#)) may need to change it from within the [Draw](#) method. This is the matrix that is also passed to subsprites as their 'world' matrix.

5.4.4.3 `BoundSphere`

```
BoundingSphere Blotch.BlSprite.BoundSphere = null
```

The bounding sphere for this sprite. This is automatically updated when a model is drawn, but not if vertices are drawn. In that case you should set/update it explicitly if any of the internal functions may need it to be roughly correct, like if auto-clipping is enabled or a mouse selection or ray may hit the sprite and the hit be properly detected.

5.4.4.4 `Color`

```
Vector3 Blotch.BlSprite.Color = new Vector3(.5f, .5f, 1)
```

The color of the material. This is lit by both diffuse and ambient light. If null, MonoGame's default color is kept.

5.4.4.5 `ConstSize`

```
bool Blotch.BlSprite.ConstSize = false
```

If true, maintain a constant apparent size for the sprite regardless of camera distance or zoom. This is typically used along with one of the Billboarding effects (see [SphericalBillboard](#), [CylindricalBillboardX](#), etc.). If both [ConstSize](#) and any Billboarding is enabled and you have asymmetric scaling (different scaling for each dimension), then you'll need to separate those operations into different levels of the sprite tree to obtain the desired behavior. You'll also probably want to disable the depth stencil buffer and control which sprite is drawn first so that certain sprites are 'always on top'. See the examples.

5.4.4.6 CylindricalBillboardX

```
Vector3 Blotch.BlSprite.CylindricalBillboardX = Vector3.Zero
```

If non-zero, this is the rotation vector and magnitude of cylindrical billboarding where the angle calculation assumes this vector is the X axis, even though it may not be. The more this varies from that axis, the more eccentric the billboarding behavior. The amount of billboarding is equal to: $2 * \text{mag}^2 - 1 / \text{mag}^2$. So if this vector's magnitude is unity (1), then full cylindrical billboarding occurs. A vector magnitude of 0.605 produces double reverse cylindrical billboarding. Also see [SphericalBillboard](#), [CylindricalBillboardY](#), [CylindricalBillboardZ](#), and [ConstSize](#).

5.4.4.7 CylindricalBillboardY

```
Vector3 Blotch.BlSprite.CylindricalBillboardY = Vector3.Zero
```

If non-zero, this is the rotation vector and magnitude of cylindrical billboarding where the angle calculation assumes this vector is the Y axis, even though it may not be. The more this varies from that axis, the more eccentric the billboarding behavior. The amount of billboarding is equal to: $2 * \text{mag}^2 - 1 / \text{mag}^2$. So if this vector's magnitude is unity (1), then full cylindrical billboarding occurs. A vector magnitude of 0.605 produces double reverse cylindrical billboarding. Also see [SphericalBillboard](#), [CylindricalBillboardX](#), [CylindricalBillboardZ](#), and [ConstSize](#).

5.4.4.8 CylindricalBillboardZ

```
Vector3 Blotch.BlSprite.CylindricalBillboardZ = Vector3.Zero
```

If non-zero, this is the rotation vector and magnitude of cylindrical billboarding where the angle calculation assumes this vector is the Z axis, even though it may not be. The more this varies from that axis, the more eccentric the billboarding behavior. The amount of billboarding is equal to: $2 * \text{mag}^2 - 1 / \text{mag}^2$. So if this vector's magnitude is unity (1), then full cylindrical billboarding occurs. A vector magnitude of 0.605 produces double reverse cylindrical billboarding. Also see [SphericalBillboard](#), [CylindricalBillboardX](#), [CylindricalBillboardY](#), and [ConstSize](#).

5.4.4.9 DrawCleanup

```
DrawCleanupType Blotch.BlSprite.DrawCleanup = null
```

If not null, [Draw](#) method calls this at the end.

5.4.4.10 EmissiveColor

```
Vector3 Blotch.BlSprite.EmissiveColor = new Vector3(.1f, .1f, .2f)
```

The emissive color. If null, MonoGame's default is kept.

5.4.4.11 Flags

```
ulong Blotch.BlSprite.Flags = 0xFFFFFFFFFFFFFFFF
```

The Flags field can be used by callbacks of [Draw](#) ([PreDraw](#), [#PreSubspriteDraw](#), [#PreLocalDraw](#), and [PreMeshDraw](#)) to indicate various user attributes of the sprite. Also, [GetRayIntersections](#) won't hit if the bit-wise AND of this value and the flags argument passed to it is zero.

5.4.4.12 FlagsParameter

```
ulong Blotch.BlSprite.FlagsParameter = 0
```

Current incoming flags parameter to the Draw method. Typically this would be of interest to a callback function (see [PreDraw](#), [#PreSubspritesDraw](#), [#PreLocalDraw](#), and [PreMeshDraw](#)).

5.4.4.13 Graphics

```
BlGraphicsDeviceManager Blotch.BlSprite.Graphics = null
```

Current incoming graphics parameter to the [Draw](#) method. Typically this would be of interest to a callback function (see [PreDraw](#), [#PreSubspritesDraw](#), [#PreLocalDraw](#), and [PreMeshDraw](#)).

5.4.4.14 IncludeInAutoClipping

```
bool Blotch.BlSprite.IncludeInAutoClipping = true
```

Whether to use depth testing, and whether to participate in autoclipping calculations when they are enabled.

5.4.4.15 IsDisposed

```
bool Blotch.BlSprite.IsDisposed = false
```

Set when the object is Disposed.

5.4.4.16 LastWorldMatrix

```
Matrix Blotch.BlSprite.LastWorldMatrix = null
```

Current incoming world matrix parameter to the [Draw](#) method. Typically this would be of interest to a callback function (see [PreDraw](#), [#PreSubspritesDraw](#), [#PreLocalDraw](#), and [PreMeshDraw](#)).

5.4.4.17 LODs

```
List<object> Blotch.BlSprite.LODs = new List<object>()
```

The object drawn for this sprite. Specifically, this is a list of levels of detail (LOD), where only one is drawn depending on the ApparentSize. Each element can be a Model, a triangle list (VertexPositionNormalTexture[]), or null (indicating nothing should be drawn). Elements with lower indices are higher LODs. So index 0 is the highest, index 1 is second highest, etc. LOD decreases (the index increases) for every halving of the object's apparent size. You can adjust how close the LODs must be to the camera with [LodScale](#). When the calculated LOD index (see #LodCurrent↵ Index) is higher than the last element, then the last element is used. So the simplest way to use this is to add a single element of the object you want drawn. You can also add multiple references of the same object so multiple consecutive LODs draw the same object. You can also set an element to null so it doesn't draw anything, which is typically the last element. A model can be assigned to multiple sprites. These are NOT disposed when the sprite is disposed.

5.4.4.18 LodScale

```
double Blotch.BlSprite.LodScale = 9
```

Defines the LOD scaling. The higher this value, the closer you must be to see a given LOD. A value of 9 (default) indicates that the highest LOD (LODs[0]) occurs when an object with a diameter of 1 roughly fills the window.

5.4.4.19 Matrix

```
Matrix Blotch.BlSprite.Matrix = Matrix.Identity
```

The matrix for this sprite. This defines the sprite's orientation and position relative to the parent coordinate system. For more detailed information, see [AbsoluteMatrix](#).

5.4.4.20 Mipmap

```
BlMipmap Blotch.BlSprite.Mipmap = null
```

Mipmap textures to apply to the model. These work the same as LODs (see LODs for more information). The texture used depends on the apparent size of the model. The next higher mipmap is used for every doubling of model size, where element zero is the highest resolution, used when the apparent size is largest. If a mipmap is not available for the apparent size, the next higher available one is used. So, for example, you can specify only one texture to be used as all mipmaps if you like. Note that for a texture to display, the model must include texture coordinates. Most graphics subsystems do support mipmaps, but these are supported at the app level. Therefore only one image is used over a model for a given model apparent size, rather than nearer portions of the model showing higher-level mipmaps. These are NOT disposed when the sprite is disposed. A given [BlMipmap](#) may be assigned to multiple sprites.

5.4.4.21 MipmapScale

```
double Blotch.BlSprite.MipmapScale = 5
```

Defines the mipmap (Textures) scaling. The higher this value, the closer you must be to see a given mipmap.

5.4.4.22 Name

```
string Blotch.BlSprite.Name
```

The name of the [BlSprite](#)

5.4.4.23 PreDraw

```
PreDrawType Blotch.BlSprite.PreDraw = null
```

If not null, [Draw](#) method calls this at the beginning before doing anything else. From this function one might examine and/or alter any public writable [BlSprite](#) field, and/or control the further execution of the Draw method.

5.4.4.24 PreLocal

```
PreLocalType Blotch.BlSprite.PreLocal = null
```

If not null, [Draw](#) method calls this after drawing subsprites (if appropriate) but before drawing the local model. From this function one might examine and/or alter any public writable [BlSprite](#) field, and/or abort the [Draw](#) method.

5.4.4.25 PreMeshDraw

```
PreMeshDrawType Blotch.BlSprite.PreMeshDraw = null
```

If not null, [Draw](#) method calls this before each model mesh is drawn for the local model. From this function one might examine and/or alter any public writable [BlSprite](#) field. If the return value is true, then the mesh will not be drawn.

5.4.4.26 PreSubsprites

```
PreSubspritesType Blotch.BlSprite.PreSubsprites = null
```

If not null, [Draw](#) method calls this after the matrix calculations for AbsoluteMatrix (including billboards, CamDistance, ConstSize, etc.) but before drawing the subsprites or local model. From this function one might examine and/or alter any public writable [BlSprite](#) field.

5.4.4.27 SpecularColor

```
Vector3 Blotch.BlSprite.SpecularColor = null
```

The specular color. If null, MonoGame's default is kept.

5.4.4.28 SpecularPower

```
float Blotch.BlSprite.SpecularPower = 8
```

If a specular color is specified, this is the specular power.

5.4.4.29 SphericalBillboard

```
bool Blotch.BlSprite.SphericalBillboard = false
```

Spherically billboard the model. Specifically, keep the model's 'forward' direction pointing at the camera and keep its 'Up' direction pointing in the same direction as the camera's 'Up' direction. Also see [CylindricalBillboardX](#), [CylindricalBillboardY](#), [CylindricalBillboardZ](#), and [ConstSize](#).

5.4.5 Property Documentation

5.4.5.1 ApparentSize

```
double Blotch.BlSprite.ApparentSize [get]
```

This is proportional to the apparent 2D size of the sprite. (Calculated from the last Draw operation that occurred, but before any effect of ConstSize)

5.4.5.2 CamDistance

```
double Blotch.BlSprite.CamDistance [get]
```

Distance to the camera.

5.4.5.3 FrameProc

```
FrameProcType Blotch.BlSprite.FrameProc [get], [set]
```

Called once per frame just after [BIWindow3D::FrameProc](#) is called. You can update a sprite here, or update it in [BIWindow3D::FrameProc](#). Doing it here makes the code more encapsulated.

5.4.5.4 LodTarget

```
double Blotch.BlSprite.LodTarget [get]
```

This read-only value is the log of the reciprocal of [ApparentSize](#). It is used in the calculation of the LOD and the mipmap level. See [LODs](#) and [Mipmap](#) for more information.

5.4.5.5 VerticesEffect

```
BasicEffect Blotch.BlSprite.VerticesEffect [get], [set]
```

BasicEffect used to draw vertices. If not explicitly set, then use a default BasicEffect and dispose it when the [BlSprite](#) is disposed. If explicitly set, then don't dispose it when the [BlSprite](#) is disposed.

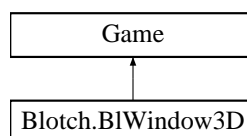
The documentation for this class was generated from the following file:

- C:/Users/kloum/Desktop/Source/Blotch3D/src/BlSprite.cs

5.5 Blotch.BIWindow3D Class Reference

To make a 3D window, you must derive a class from [BIWindow3D](#) and override the [Setup](#), [FrameProc](#), and [FrameDraw](#) methods. When it comes time to open the 3D window, you instantiate that class and call its “Run” method from the same thread that instantiated it. The Run method will call the [Setup](#), [FrameProc](#), and [FrameDraw](#) methods when appropriate, and not return until the window closes.

Inheritance diagram for Blotch.BIWindow3D:



Public Member Functions

- delegate void [Command](#) ([BIWindow3D](#) win)
See [EnqueueCommand](#), [EnqueueCommandBlocking](#), and [BIWindow3D](#) for more info
- [BIWindow3D](#) ()
See [BIWindow3D](#) for details.
- void [EnqueueCommand](#) ([Command](#) cmd)
Since all operations accessing 3D resources must be done by the 3D thread, this allows other threads to send commands to execute in the 3D thread. For example, you might need another thread to be able to create, move, and delete [BISprites](#). You can also use this for general thread safety of various operations. This method does not block. Also see [BIWindow3D](#) and the (blocking) [EnqueueCommandBlocking](#) for more details.
- void [EnqueueCommandBlocking](#) ([Command](#) cmd)
Since all operations accessing 3D resources must be done by the 3D thread, this allows other threads to send commands to execute in the 3D thread. For example, you might need another thread to be able to create, move, and delete [BISprites](#). You can also use this for general thread safety of various operations. This method blocks until the command has executed. Also see [BIWindow3D](#) and the (non-blocking) [EnqueueCommand](#) for more details.
- new void [Dispose](#) ()
When finished with the object, you should call [Dispose\(\)](#) from the same thread that created the object. You can call this multiple times, but once is enough. If it isn't called before the object becomes inaccessible, then the destructor will call it and, if [BIDebug.EnableDisposeErrors](#) is true (it is true by default for Debug builds), then it will get an exception saying that it wasn't called by the same thread that created it. This is because the platform's underlying 3D library (OpenGL, etc.) often requires 3D resources to be managed only by one thread.

Public Attributes

- [BIGraphicsDeviceManager](#) Graphics
The [BIGraphicsDeviceManager](#) associated with this window. This is automatically created when you create the [BIWindow3D](#).
- List< [BISprite](#) > [FrameProcSprites](#) = new List<[BISprite](#)>()
Internal use only. Do not write. Holds the sprites that currently have a [BISprite::FrameProc](#) defined.
- ConcurrentDictionary< string, [BIGuiControl](#) > [GuiControls](#) = new ConcurrentDictionary<string, [BIGuiControl](#)>()
The GUI controls for this window. See [BIGuiControl](#) for details.
- bool [IsDisposed](#) = false
Set when the object is Disposed.

Protected Member Functions

- override void [Initialize](#) ()
Used internally, Do NOT override. Use [Setup](#) instead.
- override void [LoadContent](#) ()
Used internally, Do NOT override. Use [Setup](#) instead.
- virtual void [Setup](#) ()
Override this and put all initialization and global content creation code in it. See [BIWindow3D](#) for details.
- override void [Update](#) ([GameTime](#) timeInfo)
Used internally, Do NOT override. Use [FrameProc](#) instead.
- virtual void [FrameProc](#) ([GameTime](#) timeInfo)
See [BIWindow3D](#) for details.
- override void [Draw](#) ([GameTime](#) timeInfo)
Used internally, Do NOT override. Use [FrameDraw](#) instead.
- virtual void [FrameDraw](#) ([GameTime](#) timeInfo)
See [BIWindow3D](#) for details.

5.5.1 Detailed Description

To make a 3D window, you must derive a class from [BlWindow3D](#) and override the [Setup](#), [FrameProc](#), and [FrameDraw](#) methods. When it comes time to open the 3D window, you instantiate that class and call its “Run” method from the same thread that instantiated it. The Run method will call the [Setup](#), [FrameProc](#), and [FrameDraw](#) methods when appropriate, and not return until the window closes.

5.5.2 Constructor & Destructor Documentation

5.5.2.1 BlWindow3D()

```
Blotch.BlWindow3D.BlWindow3D ( )
```

See [BlWindow3D](#) for details.

5.5.3 Member Function Documentation

5.5.3.1 Command()

```
delegate void Blotch.BlWindow3D.Command (
    BlWindow3D win )
```

See [EnqueueCommand](#), [EnqueueCommandBlocking](#), and [BlWindow3D](#) for more info

Parameters

<i>win</i>	The BlWindow3D object
------------	---------------------------------------

5.5.3.2 Dispose()

```
new void Blotch.BlWindow3D.Dispose ( )
```

When finished with the object, you should call [Dispose\(\)](#) from the same thread that created the object. You can call this multiple times, but once is enough. If it isn't called before the object becomes inaccessible, then the destructor will call it and, if `BlDebug.EnableDisposeErrors` is true (it is true by default for Debug builds), then it will get an exception saying that it wasn't called by the same thread that created it. This is because the platform's underlying 3D library (OpenGL, etc.) often requires 3D resources to be managed only by one thread.

5.5.3.3 Draw()

```
override void Blotch.BIWindow3D.Draw (
    GameTime timeInfo ) [protected]
```

Used internally, Do NOT override. Use FrameDraw instead.

Parameters

<i>timeInfo</i>	
-----------------	--

5.5.3.4 EnqueueCommand()

```
void Blotch.BIWindow3D.EnqueueCommand (
    Command cmd )
```

Since all operations accessing 3D resources must be done by the 3D thread, this allows other threads to send commands to execute in the 3D thread. For example, you might need another thread to be able to create, move, and delete BISprites. You can also use this for general thread safety of various operations. This method does not block. Also see [BIWindow3D](#) and the (blocking) [EnqueueCommandBlocking](#) for more details.

Parameters

<i>cmd</i>	
------------	--

5.5.3.5 EnqueueCommandBlocking()

```
void Blotch.BIWindow3D.EnqueueCommandBlocking (
    Command cmd )
```

Since all operations accessing 3D resources must be done by the 3D thread, this allows other threads to send commands to execute in the 3D thread. For example, you might need another thread to be able to create, move, and delete BISprites. You can also use this for general thread safety of various operations. This method blocks until the command has executed. Also see [BIWindow3D](#) and the (non-blocking) [EnqueueCommand](#) for more details.

Parameters

<i>cmd</i>	
------------	--

5.5.3.6 FrameDraw()

```
virtual void Blotch.BIWindow3D.FrameDraw (
    GameTime timeInfo ) [protected], [virtual]
```

See [BIWindow3D](#) for details.

Parameters

<i>timeInfo</i>	
-----------------	--

5.5.3.7 FrameProc()

```
virtual void Blotch.BlWindow3D.FrameProc (  
    GameTime timeInfo ) [protected], [virtual]
```

See [BIWindow3D](#) for details.

Parameters

<i>timeInfo</i>	
-----------------	--

5.5.3.8 Initialize()

```
override void Blotch.BlWindow3D.Initialize ( ) [protected]
```

Used internally, Do NOT override. Use Setup instead.

5.5.3.9 LoadContent()

```
override void Blotch.BlWindow3D.LoadContent ( ) [protected]
```

Used internally, Do NOT override. Use Setup instead.

5.5.3.10 Setup()

```
virtual void Blotch.BlWindow3D.Setup ( ) [protected], [virtual]
```

Override this and put all initialization and global content creation code in it. See [BIWindow3D](#) for details.

5.5.3.11 Update()

```
override void Blotch.BlWindow3D.Update (  
    GameTime timeInfo ) [protected]
```

Used internally, Do NOT override. Use FrameProc instead.

Parameters

<i>timeInfo</i>	
-----------------	--

5.5.4 Member Data Documentation

5.5.4.1 FrameProcSprites

```
List<BlSprite> Blotch.BIWindow3D.FrameProcSprites = new List<BlSprite>()
```

Internal use only. Do not write. Holds the sprites that currently have a [BlSprite::FrameProc](#) defined.

5.5.4.2 Graphics

```
BlGraphicsDeviceManager Blotch.BIWindow3D.Graphics
```

The [BlGraphicsDeviceManager](#) associated with this window. This is automatically created when you create the [BIWindow3D](#).

5.5.4.3 GuiControls

```
ConcurrentDictionary<string, BlGuiControl> Blotch.BIWindow3D.GuiControls = new ConcurrentDictionary<string, BlGuiControl>()
```

The GUI controls for this window. See [BlGuiControl](#) for details.

5.5.4.4 IsDisposed

```
bool Blotch.BIWindow3D.IsDisposed = false
```

Set when the object is Disposed.

The documentation for this class was generated from the following file:

- C:/Users/kloum/Desktop/Source/Blotch3D/src/BIWindow3D.cs

5.6 Blotch.BIGraphicsDeviceManager.Light Class Reference

Defines a light. See the [Lights](#) field. The default BasicShader supports up to three lights.

Public Attributes

- Vector3 **LightDirection** = new Vector3(1, 0, 0)
- Vector3 **LightDiffuseColor** = new Vector3(1, 0, 1)
- Vector3 **LightSpecularColor** = new Vector3(0, 1, 0)

5.6.1 Detailed Description

Defines a light. See the [Lights](#) field. The default BasicShader supports up to three lights.

The documentation for this class was generated from the following file:

- C:/Users/kloum/Desktop/Source/Blotch3D/src/BIGraphicsDeviceManager.cs