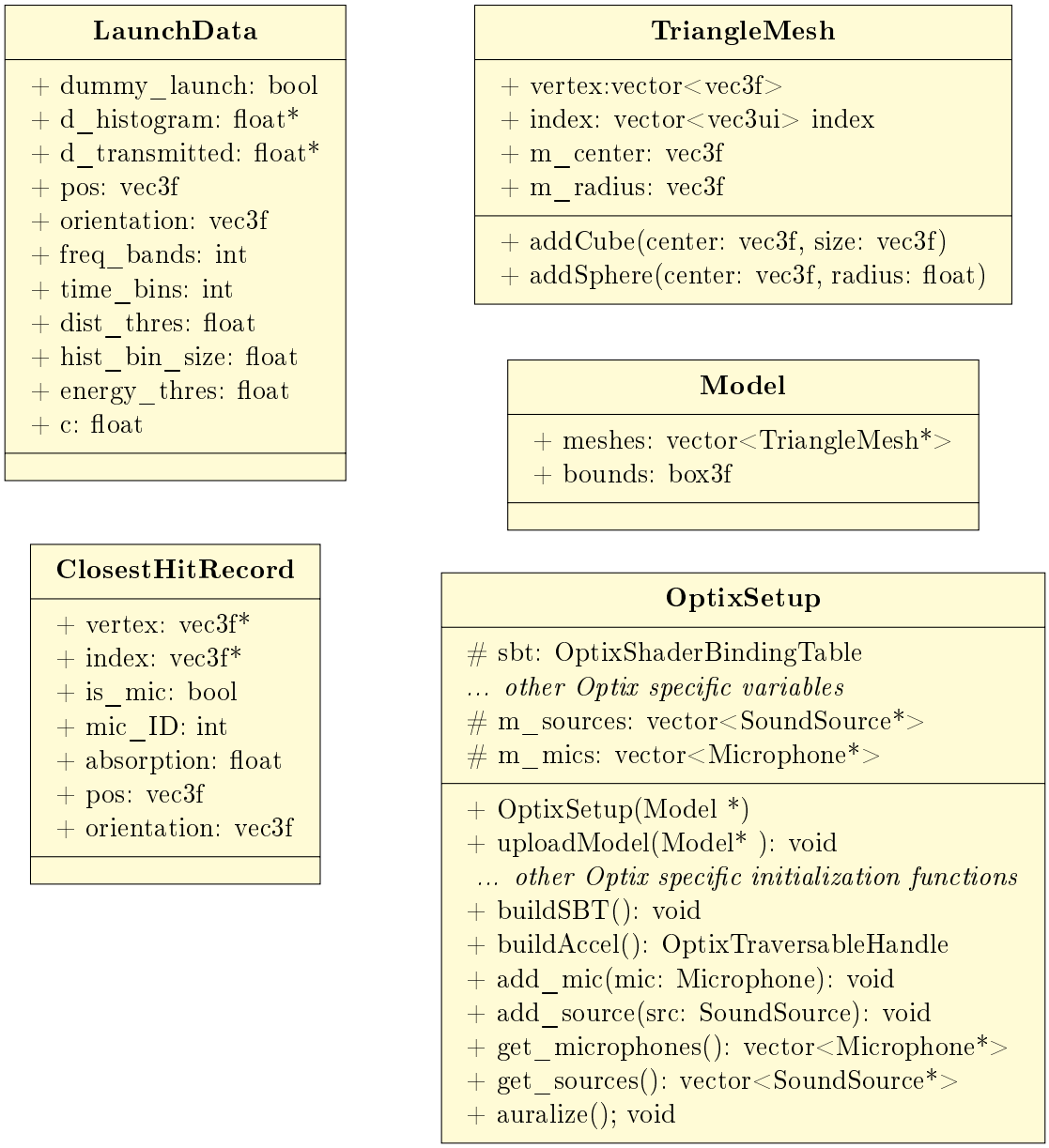
LaunchData
+ dummy_launch: bool
+ d_histogram: float*
+ d_transmitted: float*
+ pos: vec3f
+ orientation: vec3f
+ freq_bands: int
+ time_bins: int
+ dist_thres: float
+ hist_bin_size: float
+ energy_thres: float
+ c: float
TriangleMesh
+ vertex:vector<vec3f>
+ index: vector<vec3ui> index
+ m_center: vec3f
+ m_radius: vec3f
+ addCube(center: vec3f, size: vec3f)
+ addSphere(center: vec3f, radius: float)
Model
+ meshes: vector<TriangleMesh*>
+ bounds: box3f
ClosestHitRecord
+ vertex: vec3f*
+ index: vec3f*
+ is_mic: bool
+ mic_ID: int
+ absorption: float
+ pos: vec3f
+ orientation: vec3f
OptixSetup
sbt: OptixShaderBindingTable
... other Optix specific variables
m_sources: vector<SoundSource*>
m_mics: vector<Microphone*>
+ OptixSetup(Model *)
+ uploadModel(Model*): void
... other Optix specific initialization functions
+ buildSBT(): void
+ buildAccel(): OptixTraversableHandle
+ add_mic(mic: Microphone): void
+ add_source(src: SoundSource): void
+ get_microphones(): vector<Microphone*>
+ get_sources(): vector<SoundSource*>
+ auralize(); void