Inputs and Pipes

The communication between various application components is implemented using the pipes and filters design pattern.

An input generates data for listeners.

A pipe transforms data from input and sends it to output, it could also Use data to implement some functionality (like drawing on screen).



Mouse3dEventsPipe

Converts 2D mouse coordinates to 3D mouse coordinates

Depends on:

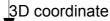
MouseEventsInput – receives mouse 2D position

View

Outputs: mouse 3D position

Supported commands:

SetPlane, GetPlane ExcludedPlane Suspend, Resume



GeometricSolverPipe

Converts mouse 3D coordinates to 3D hint coordinates related to geometry Draws hint geometry on a separate layer

Depends on: Mouse3DEventsPipe – receives Mouse3DPosition

Outputs: Mouse3DPosition

Supported commands:

Suspend, Resume EnableAll, DisableAll EnableRule, DisableRule ResetPreviousPoint

GetSolver

3D coordinate near geometry