vaBasicObject

+ vaBasicObject()
+ ~vaBasicObject()
+ SetContext()
+ CheckContext()
+ GetContext()
+ GetLIBRARY_NAME()
+ ptxPath()

vaAuditoryMaterial

m_lights

+ Update()
+ GetType()
+ GetOutput()
+ vaAuditoryMaterial()
+ ~vaAuditoryMaterial()
+ isDynamic()
+ isAnyHit()
+ isClosestHit()
+ isAuditory()
+ isScalar()
and 14 more...
SetClosestHitProg()
SetAnyHitProg()
SetDynamicProg()
InitProg()
Initialize()
ApplyScalarMode()
SetMaterialParameters()
InitLights()
SetLights()