

ARdevkit

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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 | 7 |
| 3.1 | Class List | 7 |
| 4 | Namespace Documentation | 13 |
| 4.1 | Package Classes | 13 |
| 4.2 | Package Editor | 13 |
| 4.3 | Package Editor.Controller | 13 |
| 4.4 | Package Editor.Controller.Connections | 14 |
| 4.5 | Package Editor.Controller.Connections.DatabaseConnection | 14 |
| 4.6 | Package Editor.Controller.Connections.DeviceConnection | 14 |
| 4.7 | Package Editor.Controller.DebugController | 14 |
| 4.7.1 | Enumeration Type Documentation | 15 |
| 4.7.1.1 | Filter | 15 |
| 4.8 | Package Editor.Controller.EditorController | 15 |
| 4.8.1 | Enumeration Type Documentation | 15 |
| 4.8.1.1 | MetaCategory | 15 |
| 4.9 | Package Editor.Controller.ProjectController | 16 |
| 4.10 | Package Editor.Controller.TestController | 16 |
| 4.11 | Package Editor.Model | 16 |
| 4.12 | Package Editor.Model.Project | 16 |
| 4.13 | Package Editor.View | 17 |
| 4.14 | Package Editor.View.DebugWindow | 17 |
| 4.15 | Package Editor.View.EditorWindow | 17 |
| 4.16 | Package Editor.View.TestViewWindow | 19 |
| 4.17 | Package Handler | 19 |
| 4.18 | Package metaioSDK | 19 |

| | | |
|----------|--|-----------|
| 4.19 | Package metaioSDK.AREL | 19 |
| 4.20 | Package metaioSDK.Geometry | 20 |
| 4.21 | Package metaioSDK.SDK | 20 |
| 4.22 | Package metaioSDK.Sensor | 20 |
| 4.23 | Package metaioSDK.Vector | 20 |
| 4.24 | Package Player | 21 |
| 4.25 | Package Player.Controller | 21 |
| 4.26 | Package Player.Controller.Connection | 21 |
| 4.27 | Package Player.Controller.Connection.DatabaseConnection | 21 |
| 4.28 | Package Player.Controller.Connection.DeviceConnection | 21 |
| 4.29 | Package Player.Controller.DebugController | 22 |
| 4.30 | Package Player.Controller.PlayerController | 22 |
| 4.31 | Package Player.Controller.TestController | 22 |
| 4.32 | Package Player.Model | 22 |
| 4.33 | Package Player.View | 22 |
| 4.34 | Package Search | 23 |
| 5 | Class Documentation | 25 |
| 5.1 | Editor.Model.Project.AbstractAugmentation Class Reference | 25 |
| 5.1.1 | Detailed Description | 26 |
| 5.1.2 | Member Function Documentation | 26 |
| 5.1.2.1 | getPreview | 26 |
| 5.1.2.2 | getPropertyList | 26 |
| 5.2 | Editor.Model.Project.AbstractDynamic2DAugmentation Class Reference | 27 |
| 5.2.1 | Detailed Description | 28 |
| 5.3 | Editor.Model.Project.AbstractMarker Class Reference | 28 |
| 5.3.1 | Detailed Description | 29 |
| 5.4 | Editor.Controller.ProjectController.AbstractProjectVisitor Class Reference | 30 |
| 5.4.1 | Detailed Description | 30 |
| 5.4.2 | Member Function Documentation | 30 |
| 5.4.2.1 | visit | 30 |
| 5.4.2.2 | visit | 31 |
| 5.4.2.3 | visit | 31 |
| 5.4.2.4 | visit | 31 |
| 5.5 | Editor.View.EditorWindow.AbstractProperty Class Reference | 32 |
| 5.5.1 | Detailed Description | 32 |
| 5.6 | Editor.Model.Project.AbstractSource Class Reference | 32 |
| 5.6.1 | Detailed Description | 33 |
| 5.6.2 | Member Function Documentation | 34 |
| 5.6.2.1 | accept | 34 |

| | | |
|----------|--|----|
| 5.6.2.2 | getPreview | 34 |
| 5.6.2.3 | getPropertyList | 34 |
| 5.7 | Editor.Model.Project.AbstractTrackable Class Reference | 34 |
| 5.7.1 | Detailed Description | 36 |
| 5.7.2 | Member Function Documentation | 36 |
| 5.7.2.1 | getPreview | 36 |
| 5.7.2.2 | getPropertyList | 36 |
| 5.8 | Editor.View.EditorWindow.AddSceneButton Class Reference | 36 |
| 5.8.1 | Detailed Description | 36 |
| 5.9 | Editor.Controller.EditorController.ARdevKit Class Reference | 36 |
| 5.9.1 | Detailed Description | 37 |
| 5.10 | Player.Model.ArelFile Class Reference | 37 |
| 5.10.1 | Detailed Description | 37 |
| 5.11 | Editor.Model.Project.BarGraph Class Reference | 37 |
| 5.11.1 | Detailed Description | 38 |
| 5.12 | Player.View.Button Class Reference | 38 |
| 5.12.1 | Detailed Description | 38 |
| 5.13 | Classes.Camera Class Reference | 39 |
| 5.13.1 | Detailed Description | 39 |
| 5.14 | Editor.View.EditorWindow.CategoryComboBox Class Reference | 39 |
| 5.14.1 | Detailed Description | 39 |
| 5.15 | Editor.View.EditorWindow.ColorProperty Class Reference | 39 |
| 5.15.1 | Detailed Description | 40 |
| 5.16 | Editor.View.DebugWindow.ConsolePanel Class Reference | 40 |
| 5.16.1 | Detailed Description | 40 |
| 5.17 | Player.Controller.Connection.DatabaseConnection.DatabaseFacade Class Reference | 40 |
| 5.17.1 | Detailed Description | 40 |
| 5.18 | Editor.Controller.Connections.DatabaseConnection.DataSet Class Reference | 41 |
| 5.18.1 | Detailed Description | 41 |
| 5.19 | Editor.Controller.Connections.DatabaseConnection.DbCommand Class Reference | 41 |
| 5.19.1 | Detailed Description | 41 |
| 5.19.2 | Member Function Documentation | 41 |
| 5.19.2.1 | CreateDbParameter | 41 |
| 5.19.2.2 | ExecuteDbDataReader | 41 |
| 5.20 | Editor.Controller.Connections.DatabaseConnection.DbConnection Class Reference | 42 |
| 5.20.1 | Detailed Description | 42 |
| 5.20.2 | Member Function Documentation | 42 |
| 5.20.2.1 | close | 42 |
| 5.20.2.2 | createDbCommand | 42 |
| 5.20.2.3 | open | 42 |

| | | |
|----------|---|----|
| 5.21 | Editor.Controller.Connections.DatabaseConnection.DbDataReader Class Reference | 42 |
| 5.21.1 | Detailed Description | 43 |
| 5.21.2 | Member Function Documentation | 43 |
| 5.21.2.1 | close | 43 |
| 5.21.2.2 | getData | 43 |
| 5.22 | Editor.Controller.Connections.DatabaseConnection.DbParameter Class Reference | 43 |
| 5.22.1 | Detailed Description | 43 |
| 5.23 | Editor.Controller.Connections.DatabaseConnection.DbProviderFactory Class Reference | 44 |
| 5.23.1 | Detailed Description | 44 |
| 5.23.2 | Member Function Documentation | 44 |
| 5.23.2.1 | CreateConnection | 44 |
| 5.24 | Editor.Model.Project.DbSource Class Reference | 44 |
| 5.24.1 | Detailed Description | 45 |
| 5.25 | Editor.Controller.DebugController.DebugController Class Reference | 46 |
| 5.25.1 | Detailed Description | 46 |
| 5.25.2 | Member Function Documentation | 47 |
| 5.25.2.1 | notify | 47 |
| 5.26 | Player.Controller.DebugController.DebugController Class Reference | 47 |
| 5.26.1 | Detailed Description | 48 |
| 5.26.2 | Member Function Documentation | 48 |
| 5.26.2.1 | notify | 48 |
| 5.26.2.2 | notify | 48 |
| 5.26.3 | Property Documentation | 48 |
| 5.26.3.1 | TCPClient | 48 |
| 5.27 | Editor.View.DebugWindow.DebugWindow Class Reference | 49 |
| 5.27.1 | Detailed Description | 49 |
| 5.28 | Editor.Controller.Connections.DeviceConnection.DeviceConnectionController Class Reference | 49 |
| 5.28.1 | Detailed Description | 49 |
| 5.28.2 | Member Function Documentation | 49 |
| 5.28.2.1 | connectToDevice | 49 |
| 5.28.2.2 | getDebugMessage | 50 |
| 5.28.2.3 | getPossibleClients | 50 |
| 5.28.2.4 | sendProject | 50 |
| 5.28.3 | Property Documentation | 50 |
| 5.28.3.1 | TCPServer | 50 |
| 5.28.3.2 | UDPServer | 51 |
| 5.29 | Editor.View.EditorWindow.EditorWindow Class Reference | 51 |
| 5.29.1 | Detailed Description | 51 |
| 5.30 | Editor.Controller.EditorController.EditorWindowController Class Reference | 51 |
| 5.30.1 | Detailed Description | 52 |

| | | |
|----------|---|----|
| 5.31 | Editor.View.EditorWindow.ElementComboBox Class Reference | 52 |
| 5.31.1 | Detailed Description | 52 |
| 5.32 | Editor.View.EditorWindow.ElementIcon Class Reference | 52 |
| 5.32.1 | Detailed Description | 52 |
| 5.32.2 | Property Documentation | 52 |
| 5.32.2.1 | element | 52 |
| 5.33 | Editor.Controller.EditorController.ElementSelectionController Class Reference | 53 |
| 5.33.1 | Detailed Description | 53 |
| 5.34 | Editor.View.EditorWindow.ElementSelectionPanel Class Reference | 53 |
| 5.34.1 | Detailed Description | 53 |
| 5.35 | Editor.Controller.ProjectController.ExportVisitor Class Reference | 53 |
| 5.35.1 | Detailed Description | 54 |
| 5.35.2 | Member Function Documentation | 54 |
| 5.35.2.1 | visit | 54 |
| 5.35.2.2 | visit | 55 |
| 5.35.2.3 | visit | 55 |
| 5.35.2.4 | visit | 55 |
| 5.36 | Player.View.File Class Reference | 55 |
| 5.36.1 | Detailed Description | 55 |
| 5.37 | Editor.Model.Project.FileSource Class Reference | 56 |
| 5.37.1 | Detailed Description | 56 |
| 5.38 | Editor.View.DebugWindow.FilterPanel Class Reference | 57 |
| 5.38.1 | Detailed Description | 57 |
| 5.39 | Handler.GeometryExtension Class Reference | 57 |
| 5.39.1 | Detailed Description | 57 |
| 5.40 | Handler.GestureHandler Class Reference | 57 |
| 5.40.1 | Detailed Description | 57 |
| 5.41 | Editor.Model.Project.Graph Class Reference | 57 |
| 5.41.1 | Detailed Description | 59 |
| 5.42 | metaioSDK.AREL.IARELInterpreter Class Reference | 59 |
| 5.42.1 | Detailed Description | 59 |
| 5.43 | metaioSDK.AREL.IARELInterpreterCallback Class Reference | 59 |
| 5.43.1 | Detailed Description | 59 |
| 5.44 | metaioSDK.Geometry.IBillboardGroup Class Reference | 59 |
| 5.44.1 | Detailed Description | 59 |
| 5.45 | Editor.Model.Project.IDMarker Class Reference | 59 |
| 5.45.1 | Detailed Description | 61 |
| 5.46 | metaioSDK.Geometry.IGeometry Class Reference | 61 |
| 5.46.1 | Detailed Description | 61 |
| 5.47 | Handler.IGestureHandlerCallback Class Reference | 61 |

| | |
|--|----|
| 5.47.1 Detailed Description | 61 |
| 5.48 metaioSDK.SDK.IMetaioSDK Class Reference | 61 |
| 5.48.1 Detailed Description | 61 |
| 5.49 metaioSDK.SDK.IMetaioSDKCallback Class Reference | 61 |
| 5.49.1 Detailed Description | 61 |
| 5.50 metaioSDK.SDK.IMetaioSDKWin32 Class Reference | 62 |
| 5.50.1 Detailed Description | 62 |
| 5.51 Editor.Controller.IObserver Interface Reference | 62 |
| 5.51.1 Detailed Description | 62 |
| 5.51.2 Member Function Documentation | 62 |
| 5.51.2.1 notify | 63 |
| 5.52 Player.Controller.IObserver Interface Reference | 63 |
| 5.52.1 Detailed Description | 63 |
| 5.52.2 Member Function Documentation | 63 |
| 5.52.2.1 notify | 63 |
| 5.53 Player.Controller.IObserver1 Interface Reference | 63 |
| 5.53.1 Detailed Description | 64 |
| 5.53.2 Member Function Documentation | 64 |
| 5.53.2.1 notify | 64 |
| 5.54 Player.Controller.IObserver2 Interface Reference | 64 |
| 5.54.1 Detailed Description | 64 |
| 5.54.2 Member Function Documentation | 64 |
| 5.54.2.1 notify | 64 |
| 5.55 Editor.Model.Project.IPreviewable Interface Reference | 64 |
| 5.55.1 Detailed Description | 65 |
| 5.55.2 Member Function Documentation | 65 |
| 5.55.2.1 getPreview | 65 |
| 5.55.2.2 getPropertyList | 65 |
| 5.56 Editor.View.EditorWindow.IPropertyListPanel Interface Reference | 66 |
| 5.56.1 Detailed Description | 66 |
| 5.56.2 Member Function Documentation | 66 |
| 5.56.2.1 create | 66 |
| 5.57 metaioSDK.Sensor.ISensorsComponent Class Reference | 66 |
| 5.57.1 Detailed Description | 67 |
| 5.58 Search.IVisualSearchCallback Class Reference | 67 |
| 5.58.1 Detailed Description | 67 |
| 5.59 Editor.View.TestViewWindow.MenuBar Class Reference | 67 |
| 5.59.1 Detailed Description | 67 |
| 5.60 Editor.View.DebugWindow.MenuBar Class Reference | 67 |
| 5.60.1 Detailed Description | 67 |

| | | |
|----------|---|----|
| 5.61 | Editor.View.EditorWindow.MenuBar Class Reference | 67 |
| 5.61.1 | Detailed Description | 68 |
| 5.62 | Editor.View.EditorWindow.MenuElement Class Reference | 68 |
| 5.62.1 | Detailed Description | 68 |
| 5.63 | MetaioWrapper Class Reference | 68 |
| 5.63.1 | Detailed Description | 68 |
| 5.64 | Editor.View.EditorWindow.NameTextField Class Reference | 68 |
| 5.64.1 | Detailed Description | 68 |
| 5.65 | OleDbConnection Class Reference | 68 |
| 5.65.1 | Detailed Description | 68 |
| 5.66 | Editor.View.EditorWindow.PictureBox Class Reference | 69 |
| 5.66.1 | Detailed Description | 69 |
| 5.67 | Editor.Model.Project.PictureMarker Class Reference | 69 |
| 5.67.1 | Detailed Description | 70 |
| 5.68 | Player.Controller.PlayerController.PlayerController Class Reference | 70 |
| 5.68.1 | Detailed Description | 71 |
| 5.68.2 | Member Function Documentation | 71 |
| 5.68.2.1 | closeProject | 71 |
| 5.68.2.2 | enableDebugMode | 71 |
| 5.68.2.3 | loadProject | 71 |
| 5.68.3 | Property Documentation | 71 |
| 5.68.3.1 | ArelFile | 71 |
| 5.69 | Player.View.PlayerPage Class Reference | 71 |
| 5.69.1 | Detailed Description | 72 |
| 5.70 | Editor.Controller.EditorController.PreviewController Class Reference | 72 |
| 5.70.1 | Detailed Description | 72 |
| 5.70.2 | Member Function Documentation | 72 |
| 5.70.2.1 | addPreviewable | 72 |
| 5.70.2.2 | moveIPreviewable | 73 |
| 5.70.2.3 | updatePreviewPanel | 73 |
| 5.71 | Editor.View.EditorWindow.PreviewPanel Class Reference | 73 |
| 5.71.1 | Detailed Description | 73 |
| 5.72 | Editor.Model.Project.Project Class Reference | 73 |
| 5.72.1 | Detailed Description | 74 |
| 5.73 | Editor.Controller.EditorController.PropertyController Class Reference | 74 |
| 5.73.1 | Detailed Description | 75 |
| 5.73.2 | Member Function Documentation | 75 |
| 5.73.2.1 | addCustomUserEvent | 75 |
| 5.73.2.2 | editCustomUserEvent | 75 |
| 5.73.2.3 | updatePropertyPanel | 75 |

| | | |
|----------|---|----|
| 5.74 | Editor.View.EditorWindow.PropertyListPanel Class Reference | 76 |
| 5.74.1 | Detailed Description | 77 |
| 5.74.2 | Member Function Documentation | 77 |
| 5.74.2.1 | create | 77 |
| 5.75 | Editor.View.EditorWindow.PropertyPanel Class Reference | 77 |
| 5.75.1 | Detailed Description | 77 |
| 5.76 | Editor.View.EditorWindow.ReferenceProperty Class Reference | 77 |
| 5.76.1 | Detailed Description | 78 |
| 5.77 | Editor.View.TestViewWindow.RendererPanel Class Reference | 78 |
| 5.77.1 | Detailed Description | 78 |
| 5.78 | Player.View.RendererPanel Class Reference | 78 |
| 5.78.1 | Detailed Description | 78 |
| 5.79 | Classes.RenderEvent Class Reference | 79 |
| 5.79.1 | Detailed Description | 79 |
| 5.80 | Classes.Rotation Class Reference | 79 |
| 5.80.1 | Detailed Description | 79 |
| 5.81 | Editor.Controller.ProjectController.SaveVisitor Class Reference | 79 |
| 5.81.1 | Detailed Description | 80 |
| 5.81.2 | Member Function Documentation | 80 |
| 5.81.2.1 | visit | 80 |
| 5.81.2.2 | visit | 81 |
| 5.81.2.3 | visit | 81 |
| 5.81.2.4 | visit | 81 |
| 5.82 | Editor.Controller.EditorController.SceneElement Class Reference | 81 |
| 5.82.1 | Detailed Description | 82 |
| 5.82.2 | Constructor & Destructor Documentation | 82 |
| 5.82.2.1 | SceneElement | 82 |
| 5.82.3 | Member Function Documentation | 82 |
| 5.82.3.1 | createElementIcon | 82 |
| 5.83 | Editor.View.EditorWindow.SceneElement Class Reference | 82 |
| 5.83.1 | Detailed Description | 82 |
| 5.84 | Editor.Controller.EditorController.SceneElementCategory Class Reference | 82 |
| 5.84.1 | Detailed Description | 83 |
| 5.84.2 | Member Function Documentation | 83 |
| 5.84.2.1 | addElement | 83 |
| 5.85 | Editor.View.EditorWindow.SceneElementCategoryPanel Class Reference | 83 |
| 5.85.1 | Detailed Description | 83 |
| 5.86 | Editor.View.EditorWindow.SceneIcon Class Reference | 83 |
| 5.86.1 | Detailed Description | 83 |
| 5.87 | Editor.View.EditorWindow.SceneListPanel Class Reference | 84 |

| | |
|---|----|
| 5.87.1 Detailed Description | 84 |
| 5.88 Editor.View.EditorWindow.SceneNameTextField Class Reference | 84 |
| 5.88.1 Detailed Description | 84 |
| 5.89 Editor.View.EditorWindow.SceneSelectionPanel Class Reference | 84 |
| 5.89.1 Detailed Description | 84 |
| 5.90 metaioSDK.Sensor.SensorReading Class Reference | 84 |
| 5.90.1 Detailed Description | 84 |
| 5.91 metaioSDK.Sensor.SensorValues Class Reference | 84 |
| 5.91.1 Detailed Description | 85 |
| 5.92 Serializable Interface Reference | 85 |
| 5.92.1 Detailed Description | 85 |
| 5.93 SqlConnection Class Reference | 85 |
| 5.93.1 Detailed Description | 85 |
| 5.94 Player.View.StackPanel Class Reference | 85 |
| 5.94.1 Detailed Description | 86 |
| 5.94.2 Property Documentation | 86 |
| 5.94.2.1 Button | 86 |
| 5.95 Editor.View.EditorWindow.StatusBar Class Reference | 86 |
| 5.95.1 Detailed Description | 86 |
| 5.96 Editor.View.DebugWindow.StatusBar Class Reference | 86 |
| 5.96.1 Detailed Description | 86 |
| 5.97 Editor.View.TestViewWindow.StatusBar Class Reference | 86 |
| 5.97.1 Detailed Description | 86 |
| 5.98 Player.Controller.Connection.DeviceConnection.TCPClient Class Reference | 87 |
| 5.98.1 Detailed Description | 87 |
| 5.98.2 Member Function Documentation | 87 |
| 5.98.2.1 connect | 87 |
| 5.98.2.2 disconnect | 87 |
| 5.98.2.3 listenAndReceive | 87 |
| 5.98.2.4 sendString | 88 |
| 5.99 Editor.Controller.Connections.DeviceConnection.TCPServer Class Reference | 88 |
| 5.99.1 Detailed Description | 88 |
| 5.99.2 Member Function Documentation | 88 |
| 5.99.2.1 connect | 88 |
| 5.99.2.2 disconnect | 89 |
| 5.99.2.3 receiveString | 89 |
| 5.99.2.4 sendFile | 89 |
| 5.100 Editor.Controller.TestController.TestController Class Reference | 89 |
| 5.100.1 Detailed Description | 90 |
| 5.101 Player.Controller.TestController.TestController Class Reference | 90 |

| | |
|---|----|
| 5.101.1 Detailed Description | 90 |
| 5.101.2 Member Function Documentation | 91 |
| 5.101.2.1 initializeRenderer | 91 |
| 5.101.2.2 update | 91 |
| 5.101.3 Property Documentation | 91 |
| 5.101.3.1 DebugController | 91 |
| 5.102Editor.View.TestViewWindow.TestViewWindow Class Reference | 91 |
| 5.102.1 Detailed Description | 91 |
| 5.103Editor.View.EditorWindow.TextProperty Class Reference | 92 |
| 5.103.1 Detailed Description | 92 |
| 5.104Classes.TrackingState Class Reference | 93 |
| 5.104.1 Detailed Description | 93 |
| 5.105Classes.TrackingValues Class Reference | 93 |
| 5.105.1 Detailed Description | 93 |
| 5.106Player.Controller.Connection.DeviceConnection.UDPCClient Class Reference | 93 |
| 5.106.1 Detailed Description | 93 |
| 5.106.2 Member Function Documentation | 93 |
| 5.106.2.1 listen | 93 |
| 5.106.3 Property Documentation | 94 |
| 5.106.3.1 TCPClient | 94 |
| 5.107Editor.Controller.Connections.DeviceConnection.UDPServer Class Reference | 94 |
| 5.107.1 Detailed Description | 94 |
| 5.107.2 Member Function Documentation | 94 |
| 5.107.2.1 broadcast | 94 |
| 5.108metaioSDK.Vector.Vector2d Class Reference | 94 |
| 5.108.1 Detailed Description | 94 |
| 5.109metaioSDK.Vector.Vector2di Class Reference | 95 |
| 5.109.1 Detailed Description | 95 |
| 5.110metaioSDK.Vector.Vector3d Class Reference | 95 |
| 5.110.1 Detailed Description | 95 |
| 5.111Editor.Model.Project.Vector3D Class Reference | 95 |
| 5.111.1 Detailed Description | 95 |
| 5.112metaioSDK.Vector.Vector4d Class Reference | 95 |
| 5.112.1 Detailed Description | 95 |
| 5.113Search.VisualSearchResponse Class Reference | 96 |
| 5.113.1 Detailed Description | 96 |

Chapter 1

Namespace Index

1.1 Packages

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

| | |
|---|----|
| Classes | 13 |
| Editor | 13 |
| Editor.Controller | 13 |
| Editor.Controller.Connections | 14 |
| Editor.Controller.Connections.DatabaseConnection | 14 |
| Editor.Controller.Connections.DeviceConnection | 14 |
| Editor.Controller.DebugController | 14 |
| Editor.Controller.EditorController | 15 |
| Editor.Controller.ProjectController | 16 |
| Editor.Controller.TestController | 16 |
| Editor.Model | 16 |
| Editor.Model.Project | 16 |
| Editor.View | 17 |
| Editor.View.DebugWindow | 17 |
| Editor.View.EditorWindow | 17 |
| Editor.View.TestViewWindow | 19 |
| Handler | 19 |
| metaioSDK | 19 |
| metaioSDK.AREL | 19 |
| metaioSDK.Geometry | 20 |
| metaioSDK.SDK | 20 |
| metaioSDK.Sensor | 20 |
| metaioSDK.Vector | 20 |
| Player | 21 |
| Player.Controller | 21 |
| Player.Controller.Connection | 21 |
| Player.Controller.Connection.DatabaseConnection | 21 |
| Player.Controller.Connection.DeviceConnection | 21 |
| Player.Controller.DebugController | 22 |
| Player.Controller.PlayerController | 22 |
| Player.Controller.TestController | 22 |
| Player.Model | 22 |
| Player.View | 22 |
| Search | 23 |

Chapter 2

Hierarchical Index

2.1 Class Hierarchy

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

| | |
|---|----|
| Editor.Controller.ProjectController.AbstractProjectVisitor | 30 |
| Editor.Controller.ProjectController.ExportVisitor | 53 |
| Editor.Controller.ProjectController.SaveVisitor | 79 |
| Editor.View.EditorWindow.AbstractProperty | 32 |
| Editor.View.EditorWindow.ColorProperty | 39 |
| Editor.View.EditorWindow.ReferenceProperty | 77 |
| Editor.View.EditorWindow.TextProperty | 92 |
| Editor.View.EditorWindow.AddSceneButton | 36 |
| Editor.Controller.EditorController.ARdevKit | 36 |
| Player.Model.ArelFile | 37 |
| Player.View.Button | 38 |
| Classes.Camera | 39 |
| Editor.View.EditorWindow.CategoryComboBox | 39 |
| Editor.View.DebugWindow.ConsolePanel | 40 |
| Player.Controller.Connection.DatabaseConnection.DatabaseFacade | 40 |
| Editor.Controller.Connections.DatabaseConnection.DataSet | 41 |
| Editor.Controller.Connections.DatabaseConnection.DbCommand | 41 |
| Editor.Controller.Connections.DatabaseConnection.DbConnection | 42 |
| Editor.Controller.Connections.DatabaseConnection.DbDataReader | 42 |
| Editor.Controller.Connections.DatabaseConnection.DbParameter | 43 |
| Editor.Controller.Connections.DatabaseConnection.DbProviderFactory | 44 |
| Editor.View.DebugWindow.DebugWindow | 49 |
| Editor.Controller.Connections.DeviceConnection.DeviceConnectionController | 49 |
| Editor.View.EditorWindow.EditorWindow | 51 |
| Editor.Controller.EditorController.EditorWindowController | 51 |
| Editor.View.EditorWindow.ElementComboBox | 52 |
| Editor.View.EditorWindow.ElementIcon | 52 |
| Editor.Controller.EditorController.ElementSelectionController | 53 |
| Editor.View.EditorWindow.ElementSelectionPanel | 53 |
| Player.View.File | 55 |
| Editor.View.DebugWindow.FilterPanel | 57 |
| Handler.GeometryExtension | 57 |
| Handler.GestureHandler | 57 |
| metaioSDK.AREL.IARELInterpreter | 59 |
| metaioSDK.AREL.IARELInterpreterCallback | 59 |
| metaioSDK.Geometry.IBillboardGroup | 59 |
| metaioSDK.Geometry.IGeometry | 61 |

| | |
|---|----|
| Handler.IGestureRecognizerCallback | 61 |
| metaioSDK.SDK.IMetaioSDK | 61 |
| metaioSDK.SDK.IMetaioSDKCallback | 61 |
| metaioSDK.SDK.IMetaioSDKWin32 | 62 |
| Editor.Controller.IObserver | 62 |
| Editor.Controller.DebugController.DebugController | 46 |
| Player.Controller.IObserver | 63 |
| Player.Controller.DebugController.DebugController | 47 |
| Player.Controller.IObserver1 | 63 |
| Player.Controller.IObserver2 | 64 |
| Editor.Model.Project.IPreviewable | 64 |
| Editor.Model.Project.AbstractAugmentation | 25 |
| Editor.Model.Project.AbstractDynamic2DAugmentation | 27 |
| Editor.Model.Project.Graph | 57 |
| Editor.Model.Project.BarGraph | 37 |
| Editor.Model.Project.AbstractSource | 32 |
| Editor.Model.Project.DbSource | 44 |
| Editor.Model.Project.FileSource | 56 |
| Editor.Model.Project.AbstractTrackable | 34 |
| Editor.Model.Project.AbstractMarker | 28 |
| Editor.Model.Project.IDMarker | 59 |
| Editor.Model.Project.PictureMarker | 69 |
| Editor.View.EditorWindow.IPropertyListPanel | 66 |
| Editor.View.EditorWindow.PropertyListPanel | 76 |
| metaioSDK.Sensor.ISensorsComponent | 66 |
| Search.IVisualSearchCallback | 67 |
| Editor.View.TestViewWindow.MenuBar | 67 |
| Editor.View.DebugWindow.MenuBar | 67 |
| Editor.View.EditorWindow.MenuBar | 67 |
| Editor.View.EditorWindow.MenuElement | 68 |
| MetaioWrapper | 68 |
| Editor.View.EditorWindow.NameTextField | 68 |
| OleDbConnection | 68 |
| Editor.View.EditorWindow.PictureBox | 69 |
| Player.Controller.PlayerController.PlayerController | 70 |
| Player.View.PlayerPage | 71 |
| Editor.Controller.EditorController.PreviewController | 72 |
| Editor.View.EditorWindow.PreviewPanel | 73 |
| Editor.Controller.EditorController.PropertyController | 74 |
| Editor.View.EditorWindow.PropertyPanel | 77 |
| Editor.View.TestViewWindow.RendererPanel | 78 |
| Player.View.RendererPanel | 78 |
| Classes.RenderEvent | 79 |
| Classes.Rotation | 79 |
| Editor.Controller.EditorController.SceneElement | 81 |
| Editor.View.EditorWindow.SceneElement | 82 |
| Editor.Controller.EditorController.SceneElementCategory | 82 |
| Editor.View.EditorWindow.SceneElementCategoryPanel | 83 |
| Editor.View.EditorWindow.SceneIcon | 83 |
| Editor.View.EditorWindow.SceneListPanel | 84 |
| Editor.View.EditorWindow.SceneNameTextField | 84 |
| Editor.View.EditorWindow.SceneSelectionPanel | 84 |
| metaioSDK.Sensor.SensorReading | 84 |
| metaioSDK.Sensor.SensorValues | 84 |
| Serializable | 85 |
| Editor.Model.Project.AbstractAugmentation | 25 |
| Editor.Model.Project.AbstractSource | 32 |

| | |
|--|----|
| Editor.Model.Project.AbstractTrackable | 34 |
| Editor.Model.Project.Project | 73 |
| SqlConnection | 85 |
| Player.View.StackPanel | 85 |
| Editor.View.EditorWindow.StatusBar | 86 |
| Editor.View.DebugWindow.StatusBar | 86 |
| Editor.View.TestViewWindow.StatusBar | 86 |
| Player.Controller.Connection.DeviceConnection.TCPClient | 87 |
| Editor.Controller.Connections.DeviceConnection.TCPServer | 88 |
| Editor.Controller.TestController.TestController | 89 |
| Player.Controller.TestController.TestController | 90 |
| Editor.View.TestViewWindow.TestViewWindow | 91 |
| Classes.TrackingState | 93 |
| Classes.TrackingValues | 93 |
| Player.Controller.Connection.DeviceConnection.UDPCClient | 93 |
| Editor.Controller.Connections.DeviceConnection.UDPServer | 94 |
| metaioSDK.Vector.Vector2d | 94 |
| metaioSDK.Vector.Vector2di | 95 |
| metaioSDK.Vector.Vector3d | 95 |
| Editor.Model.Project.Vector3D | 95 |
| metaioSDK.Vector.Vector4d | 95 |
| Search.VisualSearchResponse | 96 |

Chapter 3

Class Index

3.1 Class List

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

| | |
|--|----|
| Editor.Model.Project.AbstractAugmentation | |
| An abstract augmentation. | 25 |
| Editor.Model.Project.AbstractDynamic2DAugmentation | |
| An abstract dynamic 2 d augmentation. | 27 |
| Editor.Model.Project.AbstractMarker | |
| An abstract marker. | 28 |
| Editor.Controller.ProjectController.AbstractProjectVisitor | |
| An abstract project visitor. | 30 |
| Editor.View.EditorWindow.AbstractProperty | |
| An abstract property. | 32 |
| Editor.Model.Project.AbstractSource | |
| An abstract source. | 32 |
| Editor.Model.Project.AbstractTrackable | |
| An abstract trackable. | 34 |
| Editor.View.EditorWindow.AddSceneButton | |
| An add scene button. | 36 |
| Editor.Controller.EditorController.ARdevKit | |
| A rdev kit. | 36 |
| Player.Model.ArelFile | |
| An arel file. | 37 |
| Editor.Model.Project.BarGraph | |
| A bar graph. | 37 |
| Player.View.Button | |
| A button. | 38 |
| Classes.Camera | |
| A camera. | 39 |
| Editor.View.EditorWindow.CategoryComboBox | |
| A category combo box. | 39 |
| Editor.View.EditorWindow.ColorProperty | |
| A color property. | 39 |
| Editor.View.DebugWindow.ConsolePanel | |
| Panel for editing the console. | 40 |
| Player.Controller.Connection.DatabaseConnection.DatabaseFacade | |
| A database facade. | 40 |
| Editor.Controller.Connections.DatabaseConnection.DataSet | |
| Represents an in-memory cache of data. | 41 |
| Editor.Controller.Connections.DatabaseConnection.DbCommand | |
| Represents an DB statement or stored procedure to execute against a data source. | 41 |

| | |
|--|----|
| Editor.Controller.Connections.DatabaseConnection.DbConnection | |
| Represents a connection to a database. | 42 |
| Editor.Controller.Connections.DatabaseConnection.DbDataReader | |
| Reads a forward-only stream of rows from a data source. | 42 |
| Editor.Controller.Connections.DatabaseConnection.DbParameter | |
| Represents a parameter to a DbCommand (p. 41) and optionally, its mapping to a DataSet (p. 41) column. | 43 |
| Editor.Controller.Connections.DatabaseConnection.DbProviderFactory | |
| Represents a set of methods for creating instances of a provider's implementation of the data source classes. | 44 |
| Editor.Model.Project.DbSource | |
| A database source. | 44 |
| Editor.Controller.DebugController.DebugController | |
| A controller for handling debugs. | 46 |
| Player.Controller.DebugController.DebugController | |
| A controller for handling debugs. | 47 |
| Editor.View.DebugWindow.DebugWindow | |
| Form for viewing the debug. | 49 |
| Editor.Controller.Connections.DeviceConnection.DeviceConnectionController | |
| A controller for handling device connections. | 49 |
| Editor.View.EditorWindow.EditorWindow | |
| Form for viewing the editor. | 51 |
| Editor.Controller.EditorController.EditorWindowController | |
| A controller for handling editor windows. | 51 |
| Editor.View.EditorWindow.ElementComboBox | |
| An element combo box. | 52 |
| Editor.View.EditorWindow.ElementIcon | |
| An element icon. | 52 |
| Editor.Controller.EditorController.ElementSelectionController | |
| A controller for handling element selections. | 53 |
| Editor.View.EditorWindow.ElementSelectionPanel | |
| Panel for editing the element selection. | 53 |
| Editor.Controller.ProjectController.ExportVisitor | |
| An export visitor. | 53 |
| Player.View.File | |
| An XAML file. | 55 |
| Editor.Model.Project.FileSource | |
| A file source. | 56 |
| Editor.View.DebugWindow.FilterPanel | |
| Panel for editing the filter. | 57 |
| Handler.GeometryExtension | |
| A geometry extension. | 57 |
| Handler.GestureHandler | |
| A gesture handler. | 57 |
| Editor.Model.Project.Graph | |
| A graph. | 57 |
| metaioSDK.AREL.IARELInterpreter | |
| An iarel interpreter. | 59 |
| metaioSDK.AREL.IARELInterpreterCallback | |
| An iarel interpreter callback. | 59 |
| metaioSDK.Geometry.IBillboardGroup | |
| A billboard group. | 59 |
| Editor.Model.Project.IDMarker | |
| An identifier marker. | 59 |
| metaioSDK.Geometry.IGeometry | |
| A geometry. | 61 |
| Handler.IGestureHandlerCallback | |
| A gesture handler callback. | 61 |

| | |
|--|----|
| metaioSDK.SDK.IMetaioSDK | |
| A metaio sdk. | 61 |
| metaioSDK.SDK.IMetaioSDKCallback | |
| A metaio sdk callback. | 61 |
| metaioSDK.SDK.IMetaioSDKWin32 | |
| A metaio sdk window 32. | 62 |
| Editor.Controller.IObserver | |
| Interface for observer. | 62 |
| Player.Controller.IObserver | |
| Interface for observer. | 63 |
| Player.Controller.IObserver1 | |
| Interface for observer 1. | 63 |
| Player.Controller.IObserver2 | |
| Interface for observer 2. | 64 |
| Editor.Model.Project.IPreviewable | |
| Interface for previewable. | 64 |
| Editor.View.EditorWindow.IPropertyListPanel | |
| Interface for property list panel. | 66 |
| metaioSDK.Sensor.ISensorsComponent | |
| The sensors component. | 66 |
| Search.IVisualSearchCallback | |
| A visual search callback. | 67 |
| Editor.View.TestViewWindow.MenuBar | |
| A menu bar. | 67 |
| Editor.View.DebugWindow.MenuBar | |
| A menu bar. | 67 |
| Editor.View.EditorWindow.MenuBar | |
| A menu bar. | 67 |
| Editor.View.EditorWindow.MenuElement | |
| A menu element. | 68 |
| MetaioWrapper | |
| A metaio wrapper. | 68 |
| Editor.View.EditorWindow.NameTextField | |
| A name text field. | 68 |
| OleDBConnection | |
| An OLE database connection. | 68 |
| Editor.View.EditorWindow.PictureBox | |
| A picture box. | 69 |
| Editor.Model.Project.PictureMarker | |
| A picture marker. | 69 |
| Player.Controller.PlayerController.PlayerController | |
| A controller for handling players. | 70 |
| Player.View.PlayerPage | |
| A player page. | 71 |
| Editor.Controller.EditorController.PreviewController | |
| A controller for handling previews. | 72 |
| Editor.View.EditorWindow.PreviewPanel | |
| Panel for editing the preview. | 73 |
| Editor.Model.Project.Project | |
| A project. | 73 |
| Editor.Controller.EditorController.PropertyController | |
| A controller for handling properties. | 74 |
| Editor.View.EditorWindow.PropertyListPanel | |
| Panel for editing the property list. | 76 |
| Editor.View.EditorWindow.PropertyPanel | |
| Panel for editing the property. | 77 |
| Editor.View.EditorWindow.ReferenceProperty | |
| A reference property. | 77 |

| | |
|---|----|
| Editor.View.TestViewWindow.RendererPanel | |
| Panel for editing the renderer. | 78 |
| Player.View.RendererPanel | |
| Panel for editing the renderer. | 78 |
| Classes.RenderEvent | |
| A render event. | 79 |
| Classes.Rotation | |
| A rotation. | 79 |
| Editor.Controller.ProjectController.SaveVisitor | |
| A save visitor. | 79 |
| Editor.Controller.EditorController.SceneElement | |
| A scene element. | 81 |
| Editor.View.EditorWindow.SceneElement | |
| A scene element. | 82 |
| Editor.Controller.EditorController.SceneElementCategory | |
| A scene element category. | 82 |
| Editor.View.EditorWindow.SceneElementCategoryPanel | |
| Panel for editing the scene element category. | 83 |
| Editor.View.EditorWindow.SceneIcon | |
| A scene icon. | 83 |
| Editor.View.EditorWindow.SceneListPanel | |
| Panel for editing the scene list. | 84 |
| Editor.View.EditorWindow.SceneNameTextField | |
| A scene name text field. | 84 |
| Editor.View.EditorWindow.SceneSelectionPanel | |
| Panel for editing the scene selection. | 84 |
| metaioSDK.Sensor.SensorReading | |
| A sensor reading. | 84 |
| metaioSDK.Sensor.SensorValues | |
| A sensor values. | 84 |
| Serializable | |
| Interface for serializable. | 85 |
| SqlConnection | |
| A SQL connection. | 85 |
| Player.View.StackPanel | |
| Panel for editing the stack. | 85 |
| Editor.View.EditorWindow.StatusBar | |
| The status bar. | 86 |
| Editor.View.DebugWindow.StatusBar | |
| The status bar. | 86 |
| Editor.View.TestViewWindow.StatusBar | |
| The status bar. | 86 |
| Player.Controller.Connection.DeviceConnection.TCPClient | |
| A TCP client. | 87 |
| Editor.Controller.Connections.DeviceConnection.TCPServer | |
| A TCP server. | 88 |
| Editor.Controller.TestController.TestController | |
| A controller for handling tests. | 89 |
| Player.Controller.TestController.TestController | |
| A controller for handling tests. | 90 |
| Editor.View.TestViewWindow.TestViewWindow | |
| Form for viewing the test view. | 91 |
| Editor.View.EditorWindow.TextProperty | |
| A text property. | 92 |
| Classes.TrackingState | |
| A tracking state. | 93 |
| Classes.TrackingValues | |
| A tracking values. | 93 |

| | |
|---|----|
| Player.Controller.Connection.DeviceConnection.UDPClient | |
| An UDP client. | 93 |
| Editor.Controller.Connections.DeviceConnection.UDPServer | |
| An UDP server. | 94 |
| metaioSDK.Vector.Vector2d | |
| A vector 2d. | 94 |
| metaioSDK.Vector.Vector2di | |
| A vector 2di. | 95 |
| metaioSDK.Vector.Vector3d | |
| A vector 3d. | 95 |
| Editor.Model.Project.Vector3D | |
| A vector 3 d. | 95 |
| metaioSDK.Vector.Vector4d | |
| A vector 4d. | 95 |
| Search.VisualSearchResponse | |
| A visual search response. | 96 |

Chapter 4

Namespace Documentation

4.1 Package Classes

Classes

- class **Camera**
A camera.
- class **RenderEvent**
A render event.
- class **Rotation**
A rotation.
- class **TrackingState**
A tracking state.
- class **TrackingValues**
A tracking values.

4.2 Package Editor

Namespaces

- package **Controller**
- package **Model**
- package **View**

4.3 Package Editor.Controller

Namespaces

- package **Connections**
- package **DebugController**
- package **EditorController**
- package **ProjectController**
- package **TestController**

Classes

- interface **IObserver**
Interface for observer.

4.4 Package Editor.Controller.Connections

Namespaces

- package **DatabaseConnection**
- package **DeviceConnection**

4.5 Package Editor.Controller.Connections.DatabaseConnection

Classes

- class **DataSet**
Represents an in-memory cache of data.
- class **DbCommand**
Represents an DB statement or stored procedure to execute against a data source.
- class **DbConnection**
Represents a connection to a database.
- class **DbDataReader**
Reads a forward-only stream of rows from a data source.
- class **DbParameter**
*Represents a parameter to a **DbCommand** (p. 41) and optionally, its mapping to a **DataSet** (p. 41) column.*
- class **DbProviderFactory**
Represents a set of methods for creating instances of a provider's implementation of the data source classes.

4.6 Package Editor.Controller.Connections.DeviceConnection

Classes

- class **DeviceConnectionController**
A controller for handling device connections.
- class **TCPServer**
A TCP server.
- class **UDPServer**
An UDP server.

4.7 Package Editor.Controller.DebugController

Classes

- class **DebugController**
A controller for handling debugs.

Enumerations

- enum **Filter** { **Filter.dbConnection**, **exception**, **error**, **userEvent** }

Values that represent Filter.

4.7.1 Enumeration Type Documentation

4.7.1.1 enum Editor.Controller.DebugController.Filter

Values that represent Filter.

Geht, 18.12.2013.

Enumerator

dbConnection Gets the. The.

Definition at line 20 of file Filter.cs.

4.8 Package Editor.Controller.EditorController

Classes

- class **ARdevKit**
A rdev kit.
- class **EditorWindowController**
A controller for handling editor windows.
- class **ElementSelectionController**
A controller for handling element selections.
- class **PreviewController**
A controller for handling previews.
- class **PropertyController**
A controller for handling properties.
- class **SceneElement**
A scene element.
- class **SceneElementCategory**
A scene element category.

Enumerations

- enum **MetaCategory** { **MetaCategory.AUGMENTATION**, **MetaCategory.TRACKABLE**, **MetaCategory.SOURCE** }

Values that represent MetaCategory.

4.8.1 Enumeration Type Documentation

4.8.1.1 enum Editor.Controller.EditorController.MetaCategory

Values that represent MetaCategory.

Geht, 18.12.2013.

Enumerator

AUGMENTATION An enum constant representing the augmentation option.

TRACKABLE An enum constant representing the trackable option.

SOURCE An enum constant representing the source option.

Definition at line 20 of file MetaCategory.cs.

4.9 Package Editor.Controller.ProjectController

Classes

- class **AbstractProjectVisitor**
An abstract project visitor.
- class **ExportVisitor**
An export visitor.
- class **SaveVisitor**
A save visitor.

4.10 Package Editor.Controller.TestController

Classes

- class **TestController**
A controller for handling tests.

4.11 Package Editor.Model

Namespaces

- package **Project**

4.12 Package Editor.Model.Project

Classes

- class **AbstractAugmentation**
An abstract augmentation.
- class **AbstractDynamic2DAugmentation**
An abstract dynamic 2 d augmentation.
- class **AbstractMarker**
An abstract marker.
- class **AbstractSource**
An abstract source.
- class **AbstractTrackable**
An abstract trackable.
- class **BarGraph**
A bar graph.

- class **DbSource**
A database source.
- class **FileSource**
A file source.
- class **Graph**
A graph.
- class **IDMarker**
An identifier marker.
- interface **IPreviewable**
Interface for previewable.
- class **PictureMarker**
A picture marker.
- class **Project**
A project.
- class **Vector3D**
A vector 3 d.

4.13 Package Editor.View

Namespaces

- package **DebugWindow**
- package **EditorWindow**
- package **TestViewWindow**

4.14 Package Editor.View.DebugWindow

Classes

- class **ConsolePanel**
Panel for editing the console.
- class **DebugWindow**
Form for viewing the debug.
- class **FilterPanel**
Panel for editing the filter.
- class **MenuBar**
A menu bar.
- class **StatusBar**
The status bar.

4.15 Package Editor.View.EditorWindow

Classes

- class **AbstractProperty**
An abstract property.
- class **AddSceneButton**
An add scene button.

- class **CategoryComboBox**
A category combo box.
- class **ColorProperty**
A color property.
- class **EditorWindow**
Form for viewing the editor.
- class **ElementComboBox**
An element combo box.
- class **ElementIcon**
An element icon.
- class **ElementSelectionPanel**
Panel for editing the element selection.
- interface **IPropertyListPanel**
Interface for property list panel.
- class **MenuBar**
A menu bar.
- class **MenuElement**
A menu element.
- class **NameTextField**
A name text field.
- class **PictureBox**
A picture box.
- class **PreviewPanel**
Panel for editing the preview.
- class **PropertyListPanel**
Panel for editing the property list.
- class **PropertyPanel**
Panel for editing the property.
- class **ReferenceProperty**
A reference property.
- class **SceneElement**
A scene element.
- class **SceneElementCategoryPanel**
Panel for editing the scene element category.
- class **SceneIcon**
A scene icon.
- class **SceneListPanel**
Panel for editing the scene list.
- class **SceneNameTextField**
A scene name text field.
- class **SceneSelectionPanel**
Panel for editing the scene selection.
- class **StatusBar**
The status bar.
- class **TextProperty**
A text property.

4.16 Package Editor.View.TestViewWindow

Classes

- class **MenuBar**
A menu bar.
- class **RendererPanel**
Panel for editing the renderer.
- class **StatusBar**
The status bar.
- class **TestViewWindow**
Form for viewing the test view.

4.17 Package Handler

Classes

- class **GeometryExtension**
A geometry extension.
- class **GestureHandler**
A gesture handler.
- class **IGestureHandlerCallback**
A gesture handler callback.

4.18 Package metaioSDK

Namespaces

- package **AREL**
- package **Geometry**
- package **SDK**
- package **Sensor**
- package **Vector**

4.19 Package metaioSDK.AREL

Classes

- class **IARELInterpreter**
An iarel interpreter.
- class **IARELInterpreterCallback**
An iarel interpreter callback.

4.20 Package metaioSDK.Geometry

Classes

- class **IBillboardGroup**
A billboard group.
- class **IGeometry**
A geometry.

4.21 Package metaioSDK.SDK

Classes

- class **IMetaioSDK**
A metaio sdk.
- class **IMetaioSDKCallback**
A metaio sdk callback.
- class **IMetaioSDKWin32**
A metaio sdk window 32.

4.22 Package metaioSDK.Sensor

Classes

- class **ISensorsComponent**
The sensors component.
- class **SensorReading**
A sensor reading.
- class **SensorValues**
A sensor values.

4.23 Package metaioSDK.Vector

Classes

- class **Vector2d**
A vector 2d.
- class **Vector2di**
A vector 2di.
- class **Vector3d**
A vector 3d.
- class **Vector4d**
A vector 4d.

4.24 Package Player

Namespaces

- package **Controller**
- package **Model**
- package **View**

4.25 Package Player.Controller

Namespaces

- package **Connection**
- package **DebugController**
- package **PlayerController**
- package **TestController**

Classes

- interface **IObserver**
Interface for observer.
- interface **IObserver1**
Interface for observer 1.
- interface **IObserver2**
Interface for observer 2.

4.26 Package Player.Controller.Connection

Namespaces

- package **DatabaseConnection**
- package **DeviceConnection**

4.27 Package Player.Controller.Connection.DatabaseConnection

Classes

- class **DatabaseFacade**
A database facade.

4.28 Package Player.Controller.Connection.DeviceConnection

Classes

- class **TCPClient**
A TCP client.
- class **UDPClient**
An UDP client.

4.29 Package Player.Controller.DebugController

Classes

- class **DebugController**
A controller for handling debugs.

4.30 Package Player.Controller.PlayerController

Classes

- class **PlayerController**
A controller for handling players.

4.31 Package Player.Controller.TestController

Classes

- class **TestController**
A controller for handling tests.

4.32 Package Player.Model

Classes

- class **ArelFile**
An arel file.

4.33 Package Player.View

Classes

- class **Button**
A button.
- class **PlayerPage**
A player page.
- class **RendererPanel**
Panel for editing the renderer.
- class **StackPanel**
Panel for editing the stack.
- class **File**
An XAML file.

4.34 Package Search

Classes

- class **IVisualSearchCallback**
A visual search callback.
- class **VisualSearchResponse**
A visual search response.

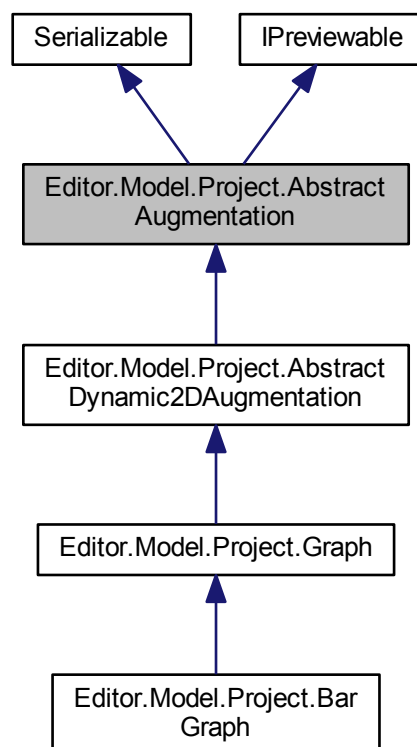
Chapter 5

Class Documentation

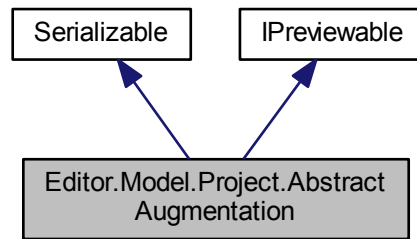
5.1 Editor.Model.Project.AbstractAugmentation Class Reference

An abstract augmentation.

Inheritance diagram for Editor.Model.Project.AbstractAugmentation:



Collaboration diagram for Editor.Model.Project.AbstractAugmentation:



Public Member Functions

- virtual **[instance initializer]**
- virtual void **accept** (ProjectVisitor visitor)
- virtual Bitmap **getPreview** ()
Gets the preview.
- abstract List< AbstractProperty > **getPropertyList** ()
Gets property list.

5.1.1 Detailed Description

An abstract augmentation.

Geht, 18.12.2013.

Definition at line 20 of file AbstractAugmentation.cs.

5.1.2 Member Function Documentation

5.1.2.1 virtual Bitmap Editor.Model.Project.AbstractAugmentation.getPreview () [virtual]

Gets the preview.

Returns

The preview.

Implements **Editor.Model.Project.IPreviewable** (p. 65).

Definition at line 68 of file AbstractAugmentation.cs.

5.1.2.2 abstract List<AbstractProperty> Editor.Model.Project.AbstractAugmentation.getPropertyList () [pure virtual]

Gets property list.

Returns

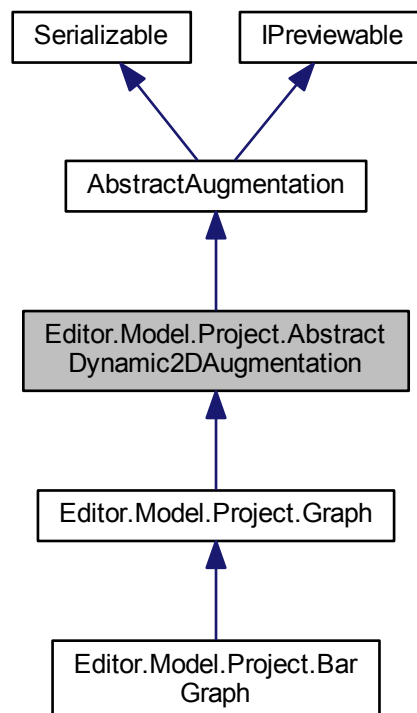
The property list.

Implements **Editor.Model.Project.IPreviewable** (p. 65).

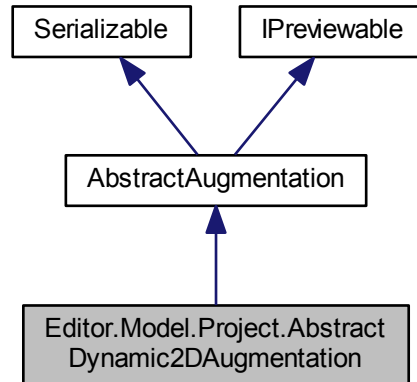
5.2 Editor.Model.Project.AbstractDynamic2DAugmentation Class Reference

An abstract dynamic 2 d augmentation.

Inheritance diagram for Editor.Model.Project.AbstractDynamic2DAugmentation:



Collaboration diagram for Editor.Model.Project.AbstractDynamic2DAugmentation:



Public Member Functions

- virtual [**instance initializer**]

5.2.1 Detailed Description

An abstract dynamic 2 d augmentation.

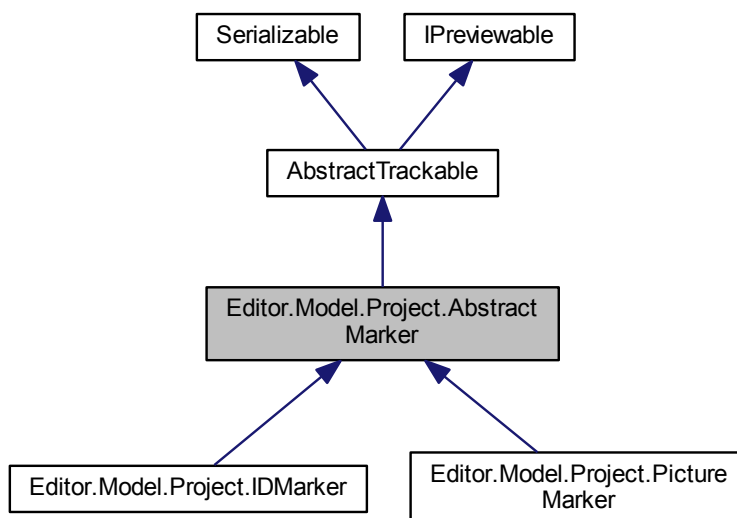
Geht, 18.12.2013.

Definition at line 20 of file AbstractDynamic2DAugmentation.cs.

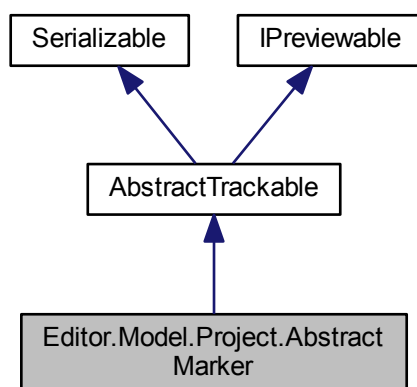
5.3 Editor.Model.Project.AbstractMarker Class Reference

An abstract marker.

Inheritance diagram for Editor.Model.Project.AbstractMarker:



Collaboration diagram for Editor.Model.Project.AbstractMarker:



Additional Inherited Members

5.3.1 Detailed Description

An abstract marker.

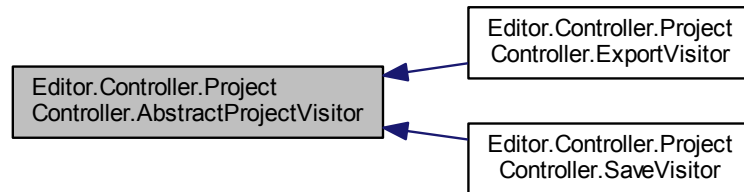
Geht, 18.12.2013.

Definition at line 20 of file `AbstractMarker.cs`.

5.4 Editor.Controller.ProjectController.AbstractProjectVisitor Class Reference

An abstract project visitor.

Inheritance diagram for Editor.Controller.ProjectController.AbstractProjectVisitor:



Public Member Functions

- virtual void **visit** (BarGraph barGraph)
Visits the given identifier marker.
- virtual void **visit** (DbSource dbSource)
Visits the given identifier marker.
- virtual void **visit** (PictureMarker pictureMarker)
Visits the given identifier marker.
- virtual void **visit** (IDMarker idMarker)
Visits the given identifier marker.

5.4.1 Detailed Description

An abstract project visitor.

Geht, 18.12.2013.

Definition at line 20 of file AbstractProjectVisitor.cs.

5.4.2 Member Function Documentation

5.4.2.1 virtual void Editor.Controller.ProjectController.AbstractProjectVisitor.visit (BarGraph *barGraph*) [virtual]

Visits the given identifier marker.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----------------|----------------|
| <i>barGraph</i> | The bar graph. |
|-----------------|----------------|

Reimplemented in **Editor.Controller.ProjectController.SaveVisitor** (p. 80), and **Editor.Controller.ProjectController.ExportVisitor** (p. 54).

Definition at line 33 of file AbstractProjectVisitor.cs.

5.4.2.2 virtual void Editor.Controller.ProjectController.AbstractProjectVisitor.visit (DbSource *dbSource*) [virtual]

Visits the given identifier marker.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----------------|----------------------|
| <i>dbSource</i> | The database source. |
|-----------------|----------------------|

Reimplemented in **Editor.Controller.ProjectController.SaveVisitor** (p. 81), and **Editor.Controller.ProjectController.ExportVisitor** (p. 55).

Definition at line 49 of file AbstractProjectVisitor.cs.

5.4.2.3 virtual void Editor.Controller.ProjectController.AbstractProjectVisitor.visit (PictureMarker *pictureMarker*) [virtual]

Visits the given identifier marker.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|----------------------|---------------------|
| <i>pictureMarker</i> | The picture marker. |
|----------------------|---------------------|

Reimplemented in **Editor.Controller.ProjectController.SaveVisitor** (p. 81), and **Editor.Controller.ProjectController.ExportVisitor** (p. 55).

Definition at line 65 of file AbstractProjectVisitor.cs.

5.4.2.4 virtual void Editor.Controller.ProjectController.AbstractProjectVisitor.visit (IDMarker *idMarker*) [virtual]

Visits the given identifier marker.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----------------|------------------------|
| <i>idMarker</i> | The identifier marker. |
|-----------------|------------------------|

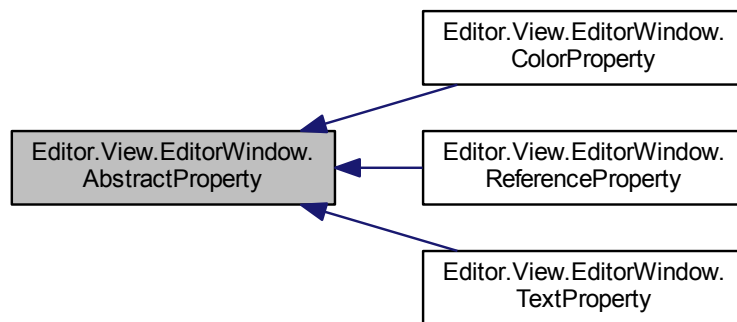
Reimplemented in **Editor.Controller.ProjectController.SaveVisitor** (p. 81), and **Editor.Controller.ProjectController.ExportVisitor** (p. 55).

Definition at line 81 of file AbstractProjectVisitor.cs.

5.5 Editor.View.EditorWindow.AbstractProperty Class Reference

An abstract property.

Inheritance diagram for Editor.View.EditorWindow.AbstractProperty:



Public Member Functions

- virtual **[instance initializer]**
- abstract `System.Windows.Form.Panel` **getVisualRepresentation ()**

5.5.1 Detailed Description

An abstract property.

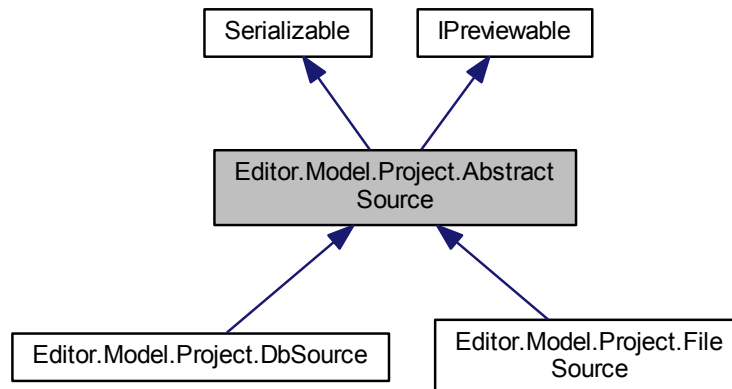
Geht, 18.12.2013.

Definition at line 21 of file `AbstractProperty.cs`.

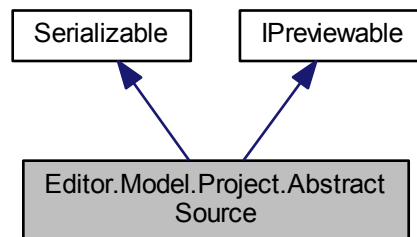
5.6 Editor.Model.Project.AbstractSource Class Reference

An abstract source.

Inheritance diagram for Editor.Model.Project.AbstractSource:



Collaboration diagram for Editor.Model.Project.AbstractSource:



Public Member Functions

- virtual void **accept** (ProjectVisitor visitor)
Accepts the given visitor.
- virtual Bitmap **getPreview** ()
Gets the preview.
- abstract List< AbstractProperty > **getPropertyList** ()
Gets property list.

5.6.1 Detailed Description

An abstract source.

Geht, 18.12.2013.

Definition at line 20 of file AbstractSource.cs.

5.6.2 Member Function Documentation

5.6.2.1 virtual void Editor.Model.Project.AbstractSource.accept (ProjectVisitor *visitor*) [virtual]

Accepts the given visitor.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|----------------|--------------|
| <i>visitor</i> | The visitor. |
|----------------|--------------|

Definition at line 57 of file AbstractSource.cs.

5.6.2.2 virtual Bitmap Editor.Model.Project.AbstractSource.getPreview () [virtual]

Gets the preview.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Returns

The preview.

Implements **Editor.Model.Project.IPreviewable** (p. 65).

Definition at line 73 of file AbstractSource.cs.

5.6.2.3 abstract List<AbstractProperty> Editor.Model.Project.AbstractSource.getPropertyList () [pure virtual]

Gets property list.

Geht, 18.12.2013.

Returns

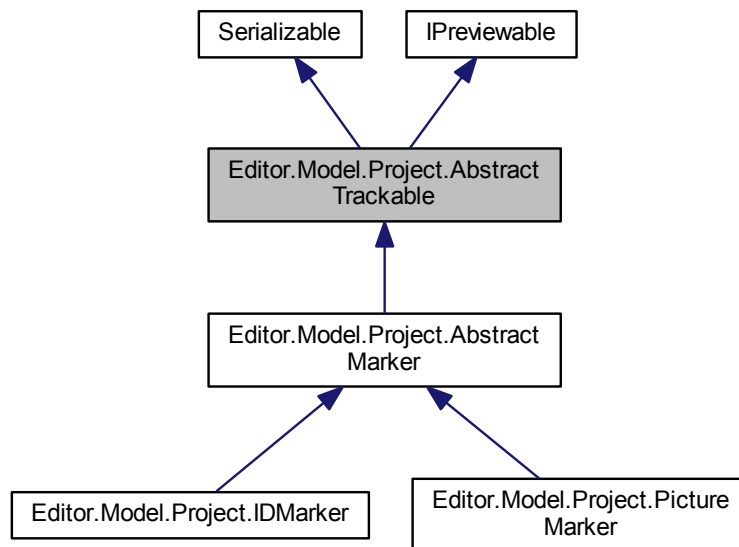
The property list.

Implements **Editor.Model.Project.IPreviewable** (p. 65).

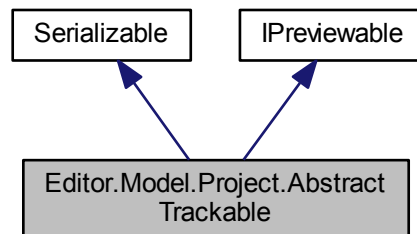
5.7 Editor.Model.Project.AbstractTrackable Class Reference

An abstract trackable.

Inheritance diagram for Editor.Model.Project.AbstractTrackable:



Collaboration diagram for Editor.Model.Project.AbstractTrackable:



Public Member Functions

- virtual **[instance initializer]**
- virtual void **accept** (ProjectVisitor visitor)
- virtual Bitmap **getPreview** ()
Gets the preview.
- abstract List< AbstractProperty > **getPropertyList** ()
Gets property list.

5.7.1 Detailed Description

An abstract trackable.

Geht, 18.12.2013.

Definition at line 20 of file AbstractTrackable.cs.

5.7.2 Member Function Documentation

5.7.2.1 virtual `Bitmap Editor.Model.Project.AbstractTrackable.getPreview ()` `[virtual]`

Gets the preview.

Returns

The preview.

Implements **Editor.Model.Project.IPreviewable** (p. 65).

Definition at line 68 of file AbstractTrackable.cs.

5.7.2.2 `abstract List<AbstractProperty> Editor.Model.Project.AbstractTrackable.getPropertyList ()` `[pure virtual]`

Gets property list.

Returns

The property list.

Implements **Editor.Model.Project.IPreviewable** (p. 65).

5.8 Editor.View.EditorWindow.AddSceneButton Class Reference

An add scene button.

5.8.1 Detailed Description

An add scene button.

Geht, 18.12.2013.

Definition at line 20 of file AddSceneButton.cs.

5.9 Editor.Controller.EditorController.ARdevKit Class Reference

A rdev kit.

Public Member Functions

- virtual `[instance initializer]`

5.9.1 Detailed Description

A rdev kit.

Geht, 18.12.2013.

Definition at line 20 of file ARdevKit.cs.

5.10 Player.Model.ArelFile Class Reference

An arel file.

5.10.1 Detailed Description

An arel file.

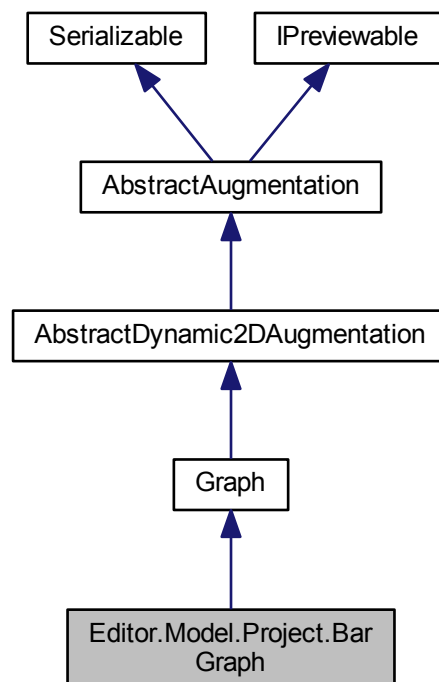
Geht, 18.12.2013.

Definition at line 20 of file ArelFile.cs.

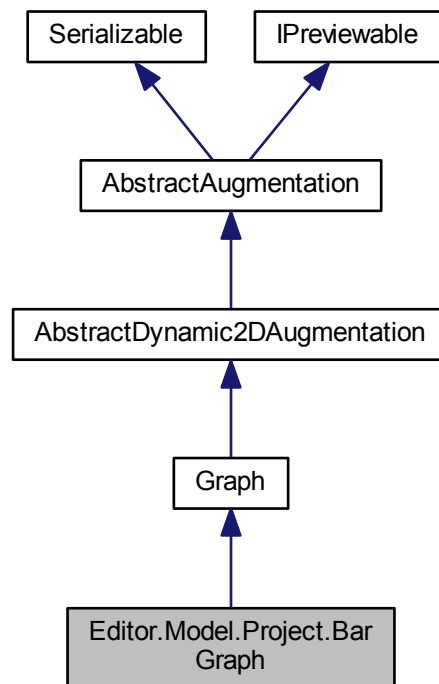
5.11 Editor.Model.Project.BarGraph Class Reference

A bar graph.

Inheritance diagram for Editor.Model.Project.BarGraph:



Collaboration diagram for Editor.Model.Project.BarGraph:



Additional Inherited Members

5.11.1 Detailed Description

A bar graph.

Geht, 18.12.2013.

Definition at line 20 of file BarGraph.cs.

5.12 Player.View.Button Class Reference

A button.

5.12.1 Detailed Description

A button.

Geht, 18.12.2013.

Definition at line 20 of file Button.cs.

5.13 Classes.Camera Class Reference

A camera.

5.13.1 Detailed Description

A camera.

Geht, 18.12.2013.

Definition at line 20 of file Camera.cs.

5.14 Editor.View.EditorWindow.CategoryComboBox Class Reference

A category combo box.

5.14.1 Detailed Description

A category combo box.

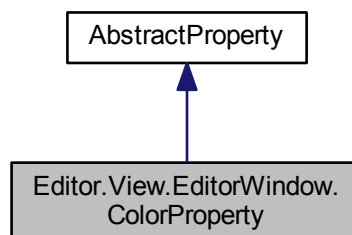
Geht, 18.12.2013.

Definition at line 20 of file CategoryComboBox.cs.

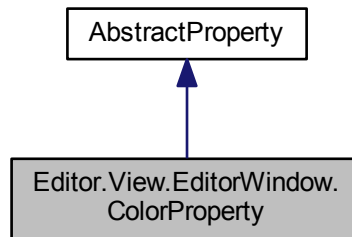
5.15 Editor.View.EditorWindow.ColorProperty Class Reference

A color property.

Inheritance diagram for Editor.View.EditorWindow.ColorProperty:



Collaboration diagram for Editor.View.EditorWindow.ColorProperty:



Additional Inherited Members

5.15.1 Detailed Description

A color property.

Geht, 18.12.2013.

Definition at line 20 of file ColorProperty.cs.

5.16 Editor.View.DebugWindow.ConsolePanel Class Reference

Panel for editing the console.

5.16.1 Detailed Description

Panel for editing the console.

Geht, 18.12.2013.

Definition at line 20 of file ConsolePanel.cs.

5.17 Player.Controller.Connection.DatabaseConnection.DatabaseFacade Class Reference

A database facade.

5.17.1 Detailed Description

A database facade.

Enthält alle nötigen Methoden, die für den **Player** (p. 21) gebraucht werden. Falls das unsinnig ist, bitte löschen und korrigieren :)

Definition at line 23 of file DatabaseFacade.cs.

5.18 Editor.Controller.Connections.DatabaseConnection.DataSet Class Reference

Represents an in-memory cache of data.

Public Member Functions

- virtual **[instance initializer]**

5.18.1 Detailed Description

Represents an in-memory cache of data.

Geht, 18.12.2013.

Definition at line 20 of file DataSet.cs.

5.19 Editor.Controller.Connections.DatabaseConnection.DbCommand Class Reference

Represents an DB statement or stored procedure to execute against a data source.

Public Member Functions

- virtual **[instance initializer]**
- virtual
ARdevKit_UML::Editor::Controller::Connections::DatabaseConnection::DbParameter **CreateDbParameter** ()
*Creates a new instance of a **DbParameter** (p. 43) object.*
- virtual
ARdevKit_UML::Editor::Controller::Connections::DatabaseConnection::DbDataReader **ExecuteDbDataReader** ()
Executes the command text against the connection.

5.19.1 Detailed Description

Represents an DB statement or stored procedure to execute against a data source.

Geht, 18.12.2013.

Definition at line 22 of file DbCommand.cs.

5.19.2 Member Function Documentation

5.19.2.1 virtual ARdevKit_UML.Editor.Controller.Connections.DatabaseConnection.DbParameter
Editor.Controller.Connections.DatabaseConnection.DbCommand.CreateDbParameter () [virtual]

Creates a new instance of a **DbParameter** (p. 43) object.

Definition at line 32 of file DbCommand.cs.

5.19.2.2 virtual ARdevKit_UML.Editor.Controller.Connections.DatabaseConnection.DbDataReader
Editor.Controller.Connections.DatabaseConnection.DbCommand.ExecuteDbDataReader () [virtual]

Executes the command text against the connection.

Definition at line 40 of file DbCommand.cs.

5.20 Editor.Controller.Connections.DatabaseConnection.DbConnection Class Reference

Represents a connection to a database.

Public Member Functions

- virtual **[instance initializer]**
- virtual void **open** ()
Opens a database connection with the property settings specified by the `ConnectionString`.
- virtual void **close** ()
Closes the connection to the database.
- virtual
ARdevKit_UML::Editor::Controller::Connections::DatabaseConnection::DbCommand **createDbCommand** ()
*Creates and returns a **DbCommand** (p. 41) object associated with the current connection.*

5.20.1 Detailed Description

Represents a connection to a database.

Geht, 18.12.2013.

Definition at line 20 of file DbConnection.cs.

5.20.2 Member Function Documentation

5.20.2.1 virtual void Editor.Controller.Connections.DatabaseConnection.DbConnection.close () [virtual]

Closes the connection to the database.

Definition at line 50 of file DbConnection.cs.

5.20.2.2 virtual ARdevKit_UML.Editor.Controller.Connections.DatabaseConnection.DbCommand
Editor.Controller.Connections.DatabaseConnection.DbConnection.createDbCommand () [virtual]

Creates and returns a **DbCommand** (p. 41) object associated with the current connection.

Definition at line 58 of file DbConnection.cs.

5.20.2.3 virtual void Editor.Controller.Connections.DatabaseConnection.DbConnection.open () [virtual]

Opens a database connection with the property settings specified by the `ConnectionString`.

Definition at line 42 of file DbConnection.cs.

5.21 Editor.Controller.Connections.DatabaseConnection.DbDataReader Class Reference

Reads a forward-only stream of rows from a data source.

Public Member Functions

- virtual void **close** ()
*Closes the **DbDataReader** (p. 42) object.*

- virtual
ARdevKit_UML::Editor::Controller::Connections::DatabaseConnection::DbDataReader **getData** ()
*Returns a **DbDataReader** (p. 42) object for the requested column ordinal.*

5.21.1 Detailed Description

Reads a forward-only stream of rows from a data source.

Geht, 18.12.2013.

Definition at line 20 of file DbDataReader.cs.

5.21.2 Member Function Documentation

5.21.2.1 virtual void Editor.Controller.Connections.DatabaseConnection.DbDataReader.close () [virtual]

Closes the **DbDataReader** (p. 42) object.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 31 of file DbDataReader.cs.

5.21.2.2 virtual ARdevKit_UML.Editor.Controller.Connections.DatabaseConnection.DbDataReader
Editor.Controller.Connections.DatabaseConnection.DbDataReader.getData () [virtual]

Returns a **DbDataReader** (p. 42) object for the requested column ordinal.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Returns

The data.

Definition at line 47 of file DbDataReader.cs.

5.22 Editor.Controller.Connections.DatabaseConnection.DbParameter Class Reference

Represents a parameter to a **DbCommand** (p. 41) and optionally, its mapping to a **DataSet** (p. 41) column.

Public Member Functions

- virtual [instance initializer]

5.22.1 Detailed Description

Represents a parameter to a **DbCommand** (p. 41) and optionally, its mapping to a **DataSet** (p. 41) column.

Geht, 18.12.2013.

Definition at line 22 of file DbParameter.cs.

5.23 Editor.Controller.Connections.DatabaseConnection.DbProviderFactory Class Reference

Represents a set of methods for creating instances of a provider's implementation of the data source classes.

Public Member Functions

- virtual
ARdevKit_UML::Editor::Controller::Connections::DatabaseConnection::DbConnection **CreateConnection** ()

*Returns a new instance of the provider's class that implements the **DbConnection** (p. 42) class.*

5.23.1 Detailed Description

Represents a set of methods for creating instances of a provider's implementation of the data source classes.

Geht, 18.12.2013.

Definition at line 23 of file DbProviderFactory.cs.

5.23.2 Member Function Documentation

- 5.23.2.1 virtual ARdevKit_UML.Editor.Controller.Connections.DatabaseConnection.DbConnection
Editor.Controller.Connections.DatabaseConnection.DbProviderFactory.CreateConnection () [virtual]

Returns a new instance of the provider's class that implements the **DbConnection** (p. 42) class.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Returns

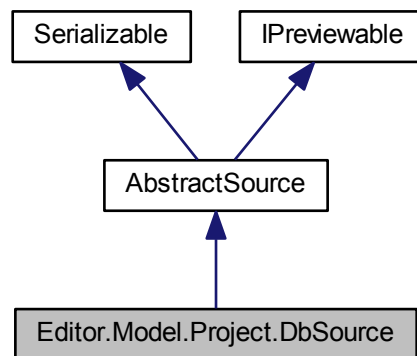
The new connection.

Definition at line 38 of file DbProviderFactory.cs.

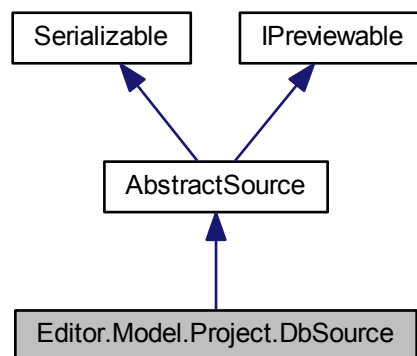
5.24 Editor.Model.Project.DbSource Class Reference

A database source.

Inheritance diagram for Editor.Model.Project.DbSource:



Collaboration diagram for Editor.Model.Project.DbSource:



Public Member Functions

- virtual **[instance initializer]**

5.24.1 Detailed Description

A database source.

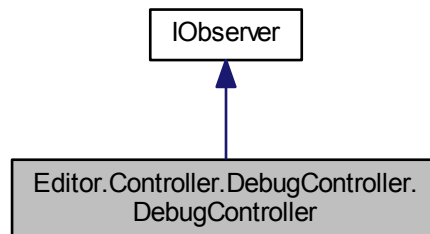
Geht, 18.12.2013.

Definition at line 21 of file `DbSource.cs`.

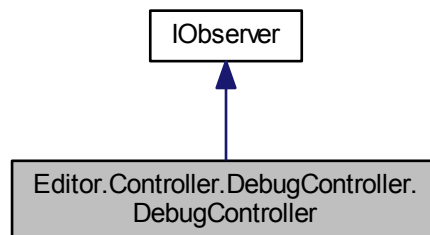
5.25 Editor.Controller.DebugController.DebugController Class Reference

A controller for handling debugs.

Inheritance diagram for Editor.Controller.DebugController.DebugController:



Collaboration diagram for Editor.Controller.DebugController.DebugController:



Public Member Functions

- virtual **[instance initializer]**
- virtual void **notify** (string msg)
- virtual void **notify** ()

Notifies this object.

Properties

- virtual **DeviceConnectionController DeviceConnectionController** [get, set]

5.25.1 Detailed Description

A controller for handling debugs.

Geht, 18.12.2013.

Definition at line 22 of file DebugController.cs.

5.25.2 Member Function Documentation

5.25.2.1 virtual void Editor.Controller.DebugController.DebugController.notify () [virtual]

Notifies this object.

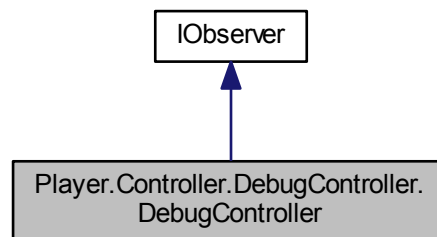
Implements **Editor.Controller.IObserver** (p. 63).

Definition at line 40 of file DebugController.cs.

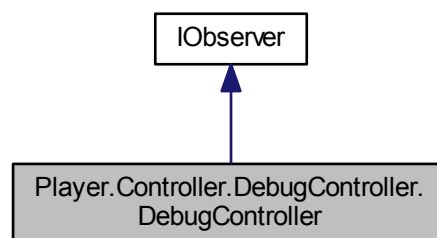
5.26 Player.Controller.DebugController.DebugController Class Reference

A controller for handling debugs.

Inheritance diagram for Player.Controller.DebugController.DebugController:



Collaboration diagram for Player.Controller.DebugController.DebugController:



Public Member Functions

- virtual void **notify** ()
Notifies.

- virtual void **notify** (string msg)

Notifies.

Properties

- virtual **TCPClient TCPClient** [get, set]

Gets or sets the TCP client.

5.26.1 Detailed Description

A controller for handling debugs.

Geht, 18.12.2013.

Definition at line 22 of file DebugController.cs.

5.26.2 Member Function Documentation

5.26.2.1 virtual void **Player.Controller.DebugController.DebugController.notify** () [virtual]

Notifies.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Implements **Player.Controller.IObserver** (p. 63).

Definition at line 45 of file DebugController.cs.

5.26.2.2 virtual void **Player.Controller.DebugController.DebugController.notify** (string msg) [virtual]

Notifies.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|------------|--------------|
| <i>msg</i> | The message. |
|------------|--------------|

Definition at line 61 of file DebugController.cs.

5.26.3 Property Documentation

5.26.3.1 virtual **TCPClient TCPClient** **Player.Controller.DebugController.DebugController.TCPClient** [get], [set]

Gets or sets the TCP client.

The TCP client.

Definition at line 31 of file DebugController.cs.

5.27 Editor.View.DebugWindow.DebugWindow Class Reference

Form for viewing the debug.

5.27.1 Detailed Description

Form for viewing the debug.

Geht, 18.12.2013.

Definition at line 20 of file DebugWindow.cs.

5.28 Editor.Controller.Connections.DeviceConnection.DeviceConnectionController Class Reference

A controller for handling device connections.

Public Member Functions

- virtual void **getPossibleClients** ()
Gets possible clients.
- virtual void **connectToDevice** (int index)
Connects to device.
- virtual void **sendProject** ()
Sends the project.
- virtual string **getDebugMessage** ()
Gets debug message.

Properties

- virtual **UDPServer UDPServer** [get, set]
Gets or sets the UDP server.
- virtual **TCPServer TCPServer** [get, set]
Gets or sets the TCP server.

5.28.1 Detailed Description

A controller for handling device connections.

Geht, 18.12.2013.

Definition at line 20 of file DeviceConnectionController.cs.

5.28.2 Member Function Documentation

5.28.2.1 virtual void Editor.Controller.Connections.DeviceConnection.DeviceConnectionController.connectToDevice (int *index*) [virtual]

Connects to device.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|--------------|--------------------------|
| <i>index</i> | Zero-based index of the. |
|--------------|--------------------------|

Definition at line 71 of file DeviceConnectionController.cs.

5.28.2.2 `virtual string Editor.Controller.Connections.DeviceConnection.DeviceConnectionController.getDebugMessage ()`
`[virtual]`

Gets debug message.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Returns

The debug message.

Definition at line 101 of file DeviceConnectionController.cs.

5.28.2.3 `virtual void Editor.Controller.Connections.DeviceConnection.DeviceConnectionController.getPossibleClients ()`
`[virtual]`

Gets possible clients.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 55 of file DeviceConnectionController.cs.

5.28.2.4 `virtual void Editor.Controller.Connections.DeviceConnection.DeviceConnectionController.sendProject ()`
`[virtual]`

Sends the project.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 85 of file DeviceConnectionController.cs.

5.28.3 Property Documentation

5.28.3.1 `virtual TCPServer Editor.Controller.Connections.DeviceConnection.DeviceConnectionController.TCPServer`
`[get], [set]`

Gets or sets the TCP server.

The TCP server.

Definition at line 41 of file DeviceConnectionController.cs.

5.28.3.2 virtual **UDPServer** Editor.Controller.Connections.DeviceConnection.DeviceConnectionController.UDPServer
[get], [set]

Gets or sets the UDP server.

The UDP server.

Definition at line 29 of file DeviceConnectionController.cs.

5.29 Editor.View.EditorWindow.EditorWindow Class Reference

Form for viewing the editor.

5.29.1 Detailed Description

Form for viewing the editor.

Geht, 18.12.2013.

Definition at line 20 of file EditorWindow.cs.

5.30 Editor.Controller.EditorController.EditorWindowController Class Reference

A controller for handling editor windows.

Public Member Functions

- virtual **[instance initializer]**
- virtual **[instance initializer]**
- virtual **[instance initializer]**
- virtual **[instance initializer]**
- virtual **[instance initializer]**
- virtual **[instance initializer]**
- virtual void **loadProject** ()
- virtual void **saveProject** ()
- virtual void **exportProject** ()
- virtual void **createNewProject** (string name)
- virtual void **sendToDevice** ()
- virtual void **updatePreviewPanel** ()
- virtual void **updateSceneSelectionPanel** ()
- virtual void **updateStatusBar** ()
- virtual void **openTestWindow** ()
- virtual void **openDebugWindow** ()
- virtual void **addDevice** ()
- virtual void **updatePropertyPanel** (IPreviewable selectedElement)
- virtual void **updateElementSelectionPanel** ()
- virtual void **registerElements** ()

5.30.1 Detailed Description

A controller for handling editor windows.

bei Programmstart wird registerElements() aufgerufen. In registerElements() stehen alle Elemente die einer Szene hinzugefügt werden können und werden zu kategorien hinzugefügt. die Kategorien werden mit addCategory zum **Controller** (p. 13) hinzugefügt.

Definition at line 27 of file EditorWindowController.cs.

5.31 Editor.View.EditorWindow.ElementComboBox Class Reference

An element combo box.

5.31.1 Detailed Description

An element combo box.

Geht, 18.12.2013.

Definition at line 20 of file ElementComboBox.cs.

5.32 Editor.View.EditorWindow.ElementIcon Class Reference

An element icon.

Public Member Functions

- virtual **[instance initializer]**
- virtual void **onDragDrop** ()

Properties

- virtual
ARdevKit_UML::Editor::View::EditorWindow::SceneElement **element** [get, set]
Gets or sets the element.

5.32.1 Detailed Description

An element icon.

Geht, 18.12.2013.

Definition at line 20 of file ElementIcon.cs.

5.32.2 Property Documentation

5.32.2.1 virtual ARdevKit_UML.Editor.View.EditorWindow.SceneElement Editor.View.EditorWindow.ElementIcon.element [get], [set]

Gets or sets the element.

The element.

Definition at line 29 of file ElementIcon.cs.

5.33 Editor.Controller.EditorController.ElementSelectionController Class Reference

A controller for handling element selections.

Public Member Functions

- virtual **[instance initializer]**
- virtual void **updateElementSelectionPanel** ()
- virtual void **createCategoryPanels** ()
- virtual void **populateComboBox** ()

5.33.1 Detailed Description

A controller for handling element selections.

Geht, 18.12.2013.

Definition at line 20 of file ElementSelectionController.cs.

5.34 Editor.View.EditorWindow.ElementSelectionPanel Class Reference

Panel for editing the element selection.

5.34.1 Detailed Description

Panel for editing the element selection.

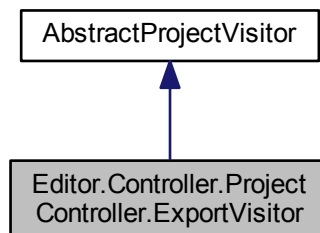
Geht, 18.12.2013.

Definition at line 20 of file ElementSelectionPanel.cs.

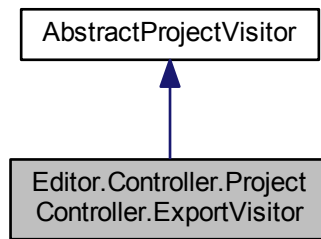
5.35 Editor.Controller.ProjectController.ExportVisitor Class Reference

An export visitor.

Inheritance diagram for Editor.Controller.ProjectController.ExportVisitor:



Collaboration diagram for Editor.Controller.ProjectController.ExportVisitor:



Public Member Functions

- override void **visit** (BarGraph barGraph)
Visits the given identifier marker.
- override void **visit** (DbSource dbSource)
Visits the given identifier marker.
- override void **visit** (PictureMarker pictureMarker)
Visits the given identifier marker.
- override void **visit** (IDMarker idMarker)
Visits the given identifier marker.

5.35.1 Detailed Description

An export visitor.

Geht, 18.12.2013.

Definition at line 20 of file ExportVisitor.cs.

5.35.2 Member Function Documentation

5.35.2.1 override void Editor.Controller.ProjectController.ExportVisitor.visit (BarGraph *barGraph*) [virtual]

Visits the given identifier marker.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----------------|----------------|
| <i>barGraph</i> | The bar graph. |
|-----------------|----------------|

Reimplemented from **Editor.Controller.ProjectController.AbstractProjectVisitor** (p. 30).

Definition at line 45 of file ExportVisitor.cs.

5.35.2.2 override void Editor.Controller.ProjectController.ExportVisitor.visit (DbSource *dbSource*) [virtual]

Visits the given identifier marker.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----------------|----------------------|
| <i>dbSource</i> | The database source. |
|-----------------|----------------------|

Reimplemented from **Editor.Controller.ProjectController.AbstractProjectVisitor** (p. 31).

Definition at line 61 of file ExportVisitor.cs.

5.35.2.3 override void Editor.Controller.ProjectController.ExportVisitor.visit (PictureMarker *pictureMarker*) [virtual]

Visits the given identifier marker.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|----------------------|---------------------|
| <i>pictureMarker</i> | The picture marker. |
|----------------------|---------------------|

Reimplemented from **Editor.Controller.ProjectController.AbstractProjectVisitor** (p. 31).

Definition at line 77 of file ExportVisitor.cs.

5.35.2.4 override void Editor.Controller.ProjectController.ExportVisitor.visit (IDMarker *idMarker*) [virtual]

Visits the given identifier marker.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----------------|------------------------|
| <i>idMarker</i> | The identifier marker. |
|-----------------|------------------------|

Reimplemented from **Editor.Controller.ProjectController.AbstractProjectVisitor** (p. 31).

Definition at line 93 of file ExportVisitor.cs.

5.36 Player.View.File Class Reference

An XAML file.

5.36.1 Detailed Description

An XAML file.

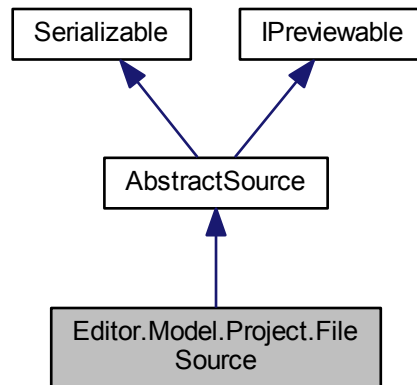
Geht, 18.12.2013.

Definition at line 20 of file XAML-File.cs.

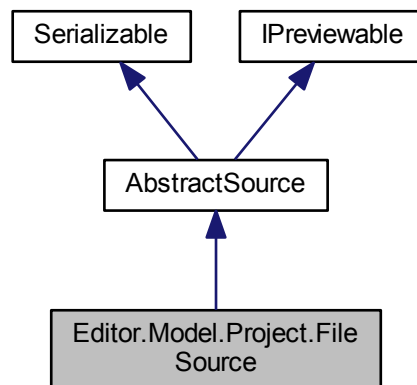
5.37 Editor.Model.Project.FileSource Class Reference

A file source.

Inheritance diagram for Editor.Model.Project.FileSource:



Collaboration diagram for Editor.Model.Project.FileSource:



Additional Inherited Members

5.37.1 Detailed Description

A file source.

Geht, 18.12.2013.

Definition at line 20 of file FileSource.cs.

5.38 Editor.View.DebugWindow.FilterPanel Class Reference

Panel for editing the filter.

5.38.1 Detailed Description

Panel for editing the filter.

Geht, 18.12.2013.

Definition at line 20 of file FilterPanel.cs.

5.39 Handler.GeometryExtension Class Reference

A geometry extension.

5.39.1 Detailed Description

A geometry extension.

Geht, 18.12.2013.

Definition at line 20 of file GeometryExtension.cs.

5.40 Handler.GestureHandler Class Reference

A gesture handler.

5.40.1 Detailed Description

A gesture handler.

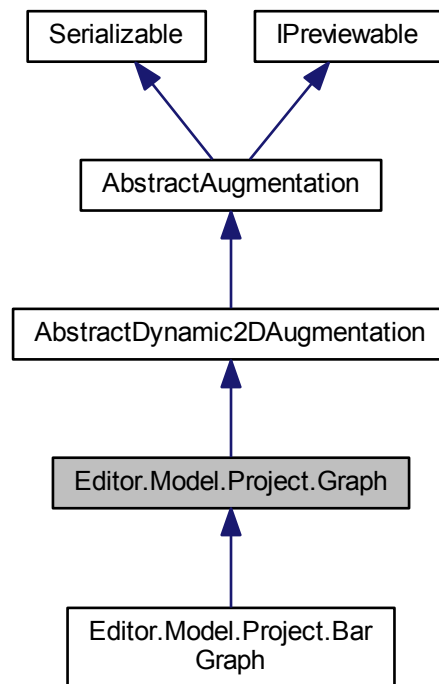
Geht, 18.12.2013.

Definition at line 20 of file GestureHandler.cs.

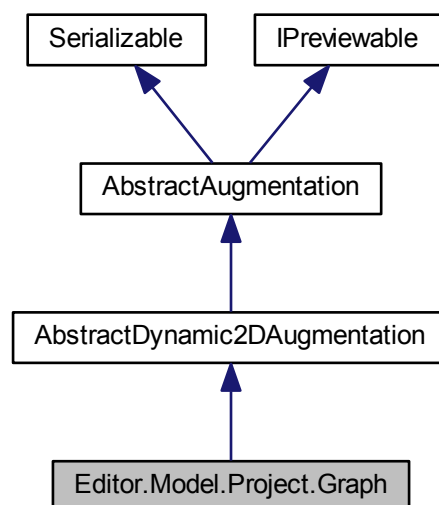
5.41 Editor.Model.Project.Graph Class Reference

A graph.

Inheritance diagram for Editor.Model.Project.Graph:



Collaboration diagram for Editor.Model.Project.Graph:



Additional Inherited Members

5.41.1 Detailed Description

A graph.

Geht, 18.12.2013.

Definition at line 20 of file Graph.cs.

5.42 metaioSDK.AREL.IARELInterpreter Class Reference

An iarel interpreter.

5.42.1 Detailed Description

An iarel interpreter.

Geht, 18.12.2013.

Definition at line 20 of file IARELInterpreter.cs.

5.43 metaioSDK.AREL.IARELInterpreterCallback Class Reference

An iarel interpreter callback.

5.43.1 Detailed Description

An iarel interpreter callback.

Geht, 18.12.2013.

Definition at line 20 of file IARELInterpreterCallback.cs.

5.44 metaioSDK.Geometry.IBillboardGroup Class Reference

A billboard group.

5.44.1 Detailed Description

A billboard group.

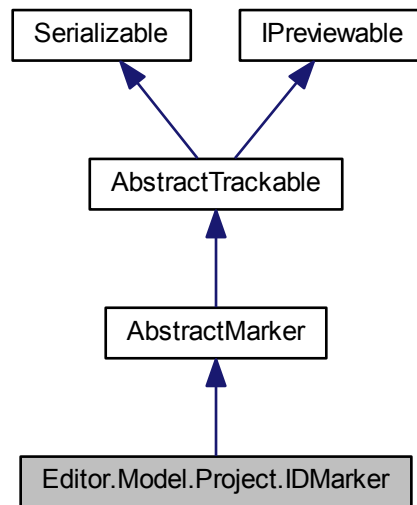
Geht, 18.12.2013.

Definition at line 20 of file IBillboardGroup.cs.

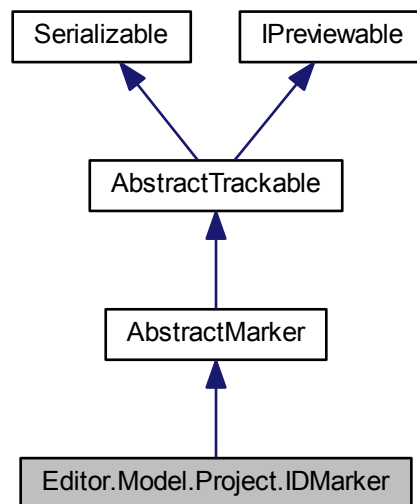
5.45 Editor.Model.Project.IDMarker Class Reference

An identifier marker.

Inheritance diagram for Editor.Model.Project.IDMarker:



Collaboration diagram for Editor.Model.Project.IDMarker:



Additional Inherited Members

5.45.1 Detailed Description

An identifier marker.

Geht, 18.12.2013.

Definition at line 20 of file IDMarker.cs.

5.46 metaioSDK.Geometry.IGeometry Class Reference

A geometry.

5.46.1 Detailed Description

A geometry.

Geht, 18.12.2013.

Definition at line 20 of file IGeometry.cs.

5.47 Handler.IGestureRecognizerCallback Class Reference

A gesture handler callback.

5.47.1 Detailed Description

A gesture handler callback.

Geht, 18.12.2013.

Definition at line 20 of file IGestureRecognizerCallback.cs.

5.48 metaioSDK.SDK.IMetaioSDK Class Reference

A metaio sdk.

5.48.1 Detailed Description

A metaio sdk.

Geht, 18.12.2013.

Definition at line 20 of file IMetaioSDK.cs.

5.49 metaioSDK.SDK.IMetaioSDKCallback Class Reference

A metaio sdk callback.

5.49.1 Detailed Description

A metaio sdk callback.

Geht, 18.12.2013.

Definition at line 20 of file IMetaioSDKCallback.cs.

5.50 metaioSDK.SDK.IMetaioSDKWin32 Class Reference

A metaio sdk window 32.

5.50.1 Detailed Description

A metaio sdk window 32.

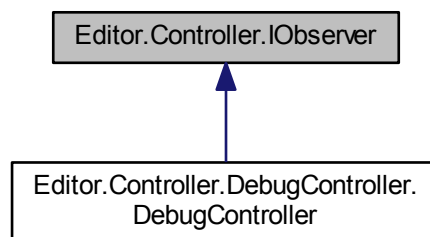
Geht, 18.12.2013.

Definition at line 20 of file IMetaioSDKWin32.cs.

5.51 Editor.Controller.IObserver Interface Reference

Interface for observer.

Inheritance diagram for Editor.Controller.IObserver:



Public Member Functions

- void **notify** ()

Notifies this object.

5.51.1 Detailed Description

Interface for observer.

Geht, 18.12.2013.

Definition at line 20 of file IObserver.cs.

5.51.2 Member Function Documentation

5.51.2.1 void Editor.Controller.IObserver.notify ()

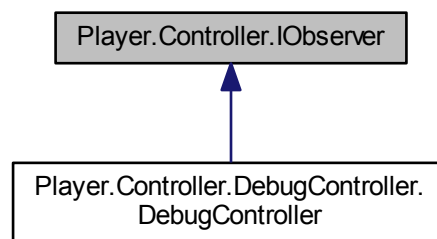
Notifies this object.

Implemented in **Editor.Controller.DebugController.DebugController** (p. 47).

5.52 Player.Controller.IObserver Interface Reference

Interface for observer.

Inheritance diagram for Player.Controller.IObserver:



Public Member Functions

- void **notify** ()

Notifies this object.

5.52.1 Detailed Description

Interface for observer.

Geht, 18.12.2013.

Definition at line 20 of file IObserver.cs.

5.52.2 Member Function Documentation

5.52.2.1 void Player.Controller.IObserver.notify ()

Notifies this object.

Implemented in **Player.Controller.DebugController.DebugController** (p. 48).

5.53 Player.Controller.IObserver1 Interface Reference

Interface for observer 1.

Public Member Functions

- void **notify** ()

Notifies this object.

5.53.1 Detailed Description

Interface for observer 1.

Geht, 18.12.2013.

Definition at line 20 of file IObserver1.cs.

5.53.2 Member Function Documentation

5.53.2.1 void Player.Controller.IObserver1.notify ()

Notifies this object.

5.54 Player.Controller.IObserver2 Interface Reference

Interface for observer 2.

Public Member Functions

- void **notify** ()

Notifies this object.

5.54.1 Detailed Description

Interface for observer 2.

Geht, 18.12.2013.

Definition at line 20 of file IObserver2.cs.

5.54.2 Member Function Documentation

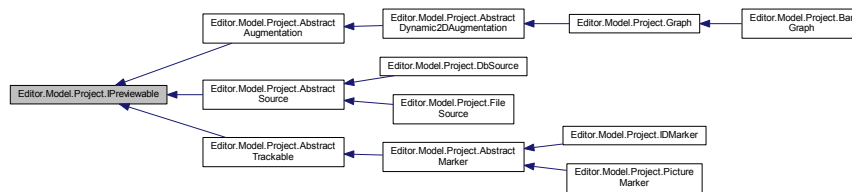
5.54.2.1 void Player.Controller.IObserver2.notify ()

Notifies this object.

5.55 Editor.Model.Project.IPreviewable Interface Reference

Interface for previewable.

Inheritance diagram for Editor.Model.Project.IPreviewable:



Public Member Functions

- Bitmap **getPreview** ()
Gets the preview.
- List< AbstractProperty > **getPropertyList** ()
Gets property list.

5.55.1 Detailed Description

Interface for previewable.

Geht, 18.12.2013.

Definition at line 20 of file IPreviewable.cs.

5.55.2 Member Function Documentation

5.55.2.1 Bitmap Editor.Model.Project.IPreviewable.getPreview ()

Gets the preview.

Returns

The preview.

Implemented in **Editor.Model.Project.AbstractSource** (p. 34), **Editor.Model.Project.AbstractAugmentation** (p. 26), and **Editor.Model.Project.AbstractTrackable** (p. 36).

5.55.2.2 List<AbstractProperty> Editor.Model.Project.IPreviewable.getPropertyList ()

Gets property list.

Returns

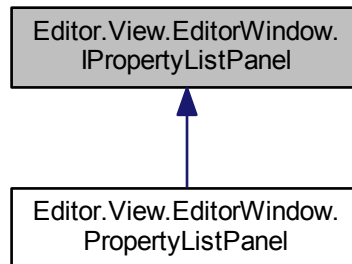
The property list.

Implemented in **Editor.Model.Project.AbstractSource** (p. 34), **Editor.Model.Project.AbstractAugmentation** (p. 26), and **Editor.Model.Project.AbstractTrackable** (p. 36).

5.56 Editor.View.EditorWindow.IPropertyListPanel Interface Reference

Interface for property list panel.

Inheritance diagram for Editor.View.EditorWindow.IPropertyListPanel:



Public Member Functions

- void **create** (List< **AbstractProperty** > abstractProperties)
Creates this object.

5.56.1 Detailed Description

Interface for property list panel.

Geht, 18.12.2013.

Definition at line 20 of file IPropertyListPanel.cs.

5.56.2 Member Function Documentation

5.56.2.1 void Editor.View.EditorWindow.IPropertyListPanel.create (List< **AbstractProperty** > *abstractProperties*)

Creates this object.

Parameters

| | |
|----------------------------|--------------------------|
| <i>abstract-Properties</i> | The abstract properties. |
|----------------------------|--------------------------|

Implemented in **Editor.View.EditorWindow.PropertyListPanel** (p. 77).

5.57 metaioSDK.Sensor.ISensorsComponent Class Reference

The sensors component.

5.57.1 Detailed Description

The sensors component.

Geht, 18.12.2013.

Definition at line 20 of file ISensorsComponent.cs.

5.58 Search.IVisualSearchCallback Class Reference

A visual search callback.

5.58.1 Detailed Description

A visual search callback.

Geht, 18.12.2013.

Definition at line 20 of file IVisualSearchCallback.cs.

5.59 Editor.View.TestViewWindow.MenuBar Class Reference

A menu bar.

5.59.1 Detailed Description

A menu bar.

Geht, 18.12.2013.

Definition at line 20 of file MenuBar.cs.

5.60 Editor.View.DebugWindow.MenuBar Class Reference

A menu bar.

5.60.1 Detailed Description

A menu bar.

Geht, 18.12.2013.

Definition at line 20 of file MenuBar.cs.

5.61 Editor.View.EditorWindow.MenuBar Class Reference

A menu bar.

Public Member Functions

- virtual **[instance initializer]**

5.61.1 Detailed Description

A menu bar.

Geht, 18.12.2013.

Definition at line 20 of file MenuBar.cs.

5.62 Editor.View.EditorWindow.MenuElement Class Reference

A menu element.

5.62.1 Detailed Description

A menu element.

Geht, 18.12.2013.

Definition at line 20 of file MenuElement.cs.

5.63 MetaioWrapper Class Reference

A metaio wrapper.

5.63.1 Detailed Description

A metaio wrapper.

Geht, 18.12.2013.

Definition at line 18 of file MetaioWrapper.cs.

5.64 Editor.View.EditorWindow.NameTextField Class Reference

A name text field.

5.64.1 Detailed Description

A name text field.

Geht, 18.12.2013.

Definition at line 20 of file NameTextField.cs.

5.65 OleDbConnection Class Reference

An OLE database connection.

5.65.1 Detailed Description

An OLE database connection.

Geht, 18.12.2013.

Definition at line 18 of file OleDbConnection.cs.

5.66 Editor.View.EditorWindow.PictureBox Class Reference

A picture box.

5.66.1 Detailed Description

A picture box.

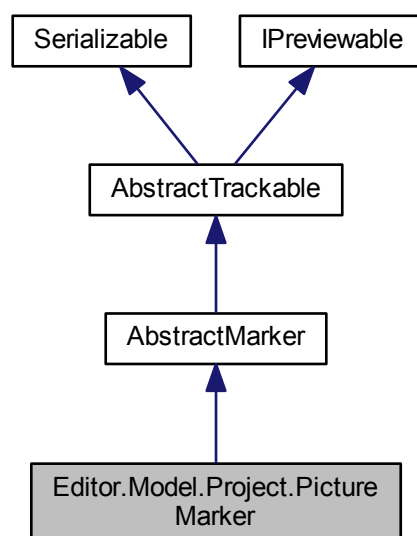
Geht, 18.12.2013.

Definition at line 20 of file PictureBox.cs.

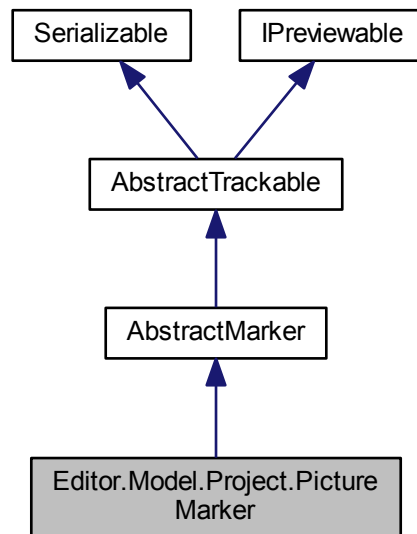
5.67 Editor.Model.Project.PictureMarker Class Reference

A picture marker.

Inheritance diagram for Editor.Model.Project.PictureMarker:



Collaboration diagram for Editor.Model.Project.PictureMarker:



Additional Inherited Members

5.67.1 Detailed Description

A picture marker.

Geht, 18.12.2013.

Definition at line 20 of file `PictureMarker.cs`.

5.68 Player.Controller.PlayerController.PlayerController Class Reference

A controller for handling players.

Public Member Functions

- virtual void **loadProject** ()
Loads the project.
- virtual void **closeProject** ()
Closes the project.
- virtual void **enableDebugMode** ()
Enables the debug mode.

Properties

- virtual **AreIFile AreIFile** [get, set]
Gets or sets the arel file.

5.68.1 Detailed Description

A controller for handling players.

Geht, 18.12.2013.

Definition at line 21 of file PlayerController.cs.

5.68.2 Member Function Documentation

5.68.2.1 `virtual void Player.Controller.PlayerController.PlayerController.closeProject () [virtual]`

Closes the project.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 58 of file PlayerController.cs.

5.68.2.2 `virtual void Player.Controller.PlayerController.PlayerController.enableDebugMode () [virtual]`

Enables the debug mode.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 72 of file PlayerController.cs.

5.68.2.3 `virtual void Player.Controller.PlayerController.PlayerController.loadProject () [virtual]`

Loads the project.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 44 of file PlayerController.cs.

5.68.3 Property Documentation

5.68.3.1 `virtual AreIFile Player.Controller.PlayerController.PlayerController.AreIFile [get],[set]`

Gets or sets the arel file.

The arel file.

Definition at line 30 of file PlayerController.cs.

5.69 Player.View.PlayerPage Class Reference

A player page.

Public Member Functions

- virtual **[instance initializer]**

Properties

- virtual XAML **File XAML File** [get, set]
- virtual **StackPanel StackPanel** [get, set]

5.69.1 Detailed Description

A player page.

Geht, 18.12.2013.

Definition at line 20 of file PlayerPage.cs.

5.70 Editor.Controller.EditorController.PreviewController Class Reference

A controller for handling previews.

Public Member Functions

- virtual void **updatePreviewPanel** ()
Updates the preview panel.
- virtual void **moveIPreviewable** (IPreviewable p, Vector3D v)
Move i previewable.
- virtual void **addPreviewable** (IPreviewable p)
Adds a previewable.

5.70.1 Detailed Description

A controller for handling previews.

Geht, 18.12.2013.

Definition at line 20 of file PreviewController.cs.

5.70.2 Member Function Documentation

5.70.2.1 virtual void Editor.Controller.EditorController.PreviewController.addPreviewable (IPreviewable p) [virtual]

Adds a previewable.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----|------------------------------|
| p | The IPreviewable to process. |
|-----|------------------------------|

Definition at line 76 of file PreviewController.cs.

5.70.2.2 `virtual void Editor.Controller.EditorController.PreviewController.moveIPreviewable (IPreviewable p, Vector3D v)`
[virtual]

Move i previewable.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----|------------------------------|
| p | The IPreviewable to process. |
| v | The Vector3D to process. |

Definition at line 60 of file PreviewController.cs.

5.70.2.3 `virtual void Editor.Controller.EditorController.PreviewController.updatePreviewPanel ()` [virtual]

Updates the preview panel.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 43 of file PreviewController.cs.

5.71 Editor.View.EditorWindow.PreviewPanel Class Reference

Panel for editing the preview.

Public Member Functions

- virtual [instance initializer]

5.71.1 Detailed Description

Panel for editing the preview.

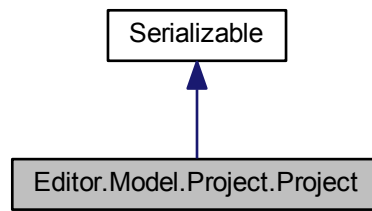
Geht, 18.12.2013.

Definition at line 21 of file PreviewPanel.cs.

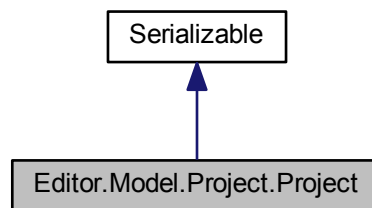
5.72 Editor.Model.Project.Project Class Reference

A project.

Inheritance diagram for Editor.Model.Project.Project:



Collaboration diagram for Editor.Model.Project.Project:



Public Member Functions

- virtual **[instance initializer]**
- virtual **[instance initializer]**
- virtual void **accept** (ProjectVisitor visitor)

5.72.1 Detailed Description

A project.

Geht, 18.12.2013.

Definition at line 20 of file Project.cs.

5.73 Editor.Controller.EditorController.PropertyController Class Reference

A controller for handling properties.

Public Member Functions

- virtual File **addCustomUserEvent** ()

Adds custom user event.

- virtual void **editCustomUserEvent** (File customUserEvent)

Edit custom user event.

- virtual void **updatePropertyPanel** (IPreviewable selectedElement)

Updates the property panel described by selectedElement.

5.73.1 Detailed Description

A controller for handling properties.

Geht, 18.12.2013.

Definition at line 20 of file PropertyController.cs.

5.73.2 Member Function Documentation

5.73.2.1 virtual File Editor.Controller.EditorController.PropertyController.addCustomUserEvent () [virtual]

Adds custom user event.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Returns

A File.

Definition at line 33 of file PropertyController.cs.

5.73.2.2 virtual void Editor.Controller.EditorController.PropertyController.editCustomUserEvent (File customUserEvent) [virtual]

Edit custom user event.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-------------------------|------------------------|
| <i>customUser-Event</i> | The custom user event. |
|-------------------------|------------------------|

Definition at line 49 of file PropertyController.cs.

5.73.2.3 virtual void Editor.Controller.EditorController.PropertyController.updatePropertyPanel (IPreviewable selectedElement) [virtual]

Updates the property panel described by selectedElement.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

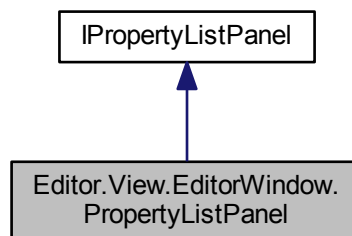
| | |
|------------------------|-----------------------|
| <i>selectedElement</i> | The selected element. |
|------------------------|-----------------------|

Definition at line 65 of file PropertyController.cs.

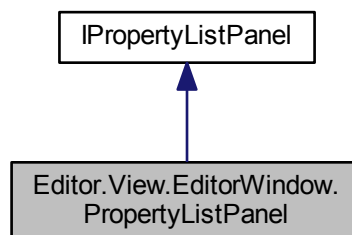
5.74 Editor.View.EditorWindow.PropertyListPanel Class Reference

Panel for editing the property list.

Inheritance diagram for Editor.View.EditorWindow.PropertyListPanel:



Collaboration diagram for Editor.View.EditorWindow.PropertyListPanel:



Public Member Functions

- virtual **[instance initializer]**
- virtual void **create** (List< **AbstractProperty** > abstractProperties)

Creates this object.

5.74.1 Detailed Description

Panel for editing the property list.

Geht, 18.12.2013.

Definition at line 20 of file PropertyListPanel.cs.

5.74.2 Member Function Documentation

5.74.2.1 `virtual void Editor.View.EditorWindow.PropertyListPanel.create (List< AbstractProperty > abstractProperties)`
[virtual]

Creates this object.

Parameters

| | |
|----------------------------|--------------------------|
| <i>abstract-Properties</i> | The abstract properties. |
|----------------------------|--------------------------|

Implements **Editor.View.EditorWindow.IPropertyListPanel** (p. 66).

Definition at line 27 of file PropertyListPanel.cs.

5.75 Editor.View.EditorWindow.PropertyPanel Class Reference

Panel for editing the property.

5.75.1 Detailed Description

Panel for editing the property.

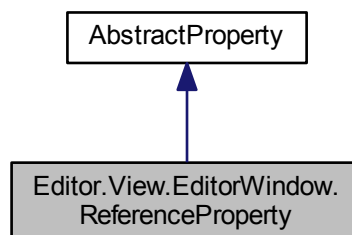
Geht, 18.12.2013.

Definition at line 20 of file PropertyPanel.cs.

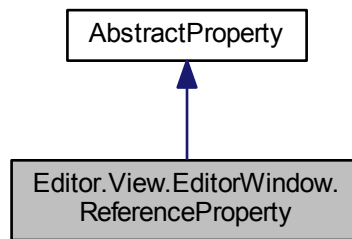
5.76 Editor.View.EditorWindow.ReferenceProperty Class Reference

A reference property.

Inheritance diagram for Editor.View.EditorWindow.ReferenceProperty:



Collaboration diagram for Editor.View.EditorWindow.ReferenceProperty:



Additional Inherited Members

5.76.1 Detailed Description

A reference property.

Geht, 18.12.2013.

Definition at line 20 of file ReferenceProperty.cs.

5.77 Editor.View.TestViewWindow.RendererPanel Class Reference

Panel for editing the renderer.

5.77.1 Detailed Description

Panel for editing the renderer.

Geht, 18.12.2013.

Definition at line 20 of file RendererPanel.cs.

5.78 Player.View.RendererPanel Class Reference

Panel for editing the renderer.

5.78.1 Detailed Description

Panel for editing the renderer.

Geht, 18.12.2013.

Definition at line 20 of file RendererPanel.cs.

5.79 Classes.RenderEvent Class Reference

A render event.

5.79.1 Detailed Description

A render event.

Geht, 18.12.2013.

Definition at line 20 of file RenderEvent.cs.

5.80 Classes.Rotation Class Reference

A rotation.

5.80.1 Detailed Description

A rotation.

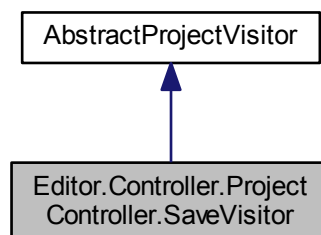
Geht, 18.12.2013.

Definition at line 20 of file Rotation.cs.

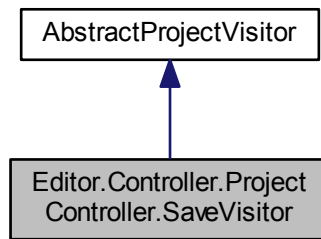
5.81 Editor.Controller.ProjectController.SaveVisitor Class Reference

A save visitor.

Inheritance diagram for Editor.Controller.ProjectController.SaveVisitor:



Collaboration diagram for Editor.Controller.ProjectController.SaveVisitor:



Public Member Functions

- override void **visit** (BarGraph barGraph)
Visits the given identifier marker.
- override void **visit** (DbSource dbSource)
Visits the given identifier marker.
- override void **visit** (PictureMarker pictureMarker)
Visits the given identifier marker.
- override void **visit** (IDMarker idMarker)
Visits the given identifier marker.

5.81.1 Detailed Description

A save visitor.

Geht, 18.12.2013.

Definition at line 20 of file SaveVisitor.cs.

5.81.2 Member Function Documentation

5.81.2.1 override void Editor.Controller.ProjectController.SaveVisitor.visit (BarGraph *barGraph*) [virtual]

Visits the given identifier marker.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----------------|----------------|
| <i>barGraph</i> | The bar graph. |
|-----------------|----------------|

Reimplemented from **Editor.Controller.ProjectController.AbstractProjectVisitor** (p. 30).

Definition at line 57 of file SaveVisitor.cs.

5.81.2.2 `override void Editor.Controller.ProjectController.SaveVisitor.visit (DbSource dbSource) [virtual]`

Visits the given identifier marker.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----------------|----------------------|
| <i>dbSource</i> | The database source. |
|-----------------|----------------------|

Reimplemented from **Editor.Controller.ProjectController.AbstractProjectVisitor** (p. 31).

Definition at line 73 of file SaveVisitor.cs.

5.81.2.3 `override void Editor.Controller.ProjectController.SaveVisitor.visit (PictureMarker pictureMarker) [virtual]`

Visits the given identifier marker.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|----------------------|---------------------|
| <i>pictureMarker</i> | The picture marker. |
|----------------------|---------------------|

Reimplemented from **Editor.Controller.ProjectController.AbstractProjectVisitor** (p. 31).

Definition at line 89 of file SaveVisitor.cs.

5.81.2.4 `override void Editor.Controller.ProjectController.SaveVisitor.visit (IDMarker idMarker) [virtual]`

Visits the given identifier marker.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----------------|------------------------|
| <i>idMarker</i> | The identifier marker. |
|-----------------|------------------------|

Reimplemented from **Editor.Controller.ProjectController.AbstractProjectVisitor** (p. 31).

Definition at line 105 of file SaveVisitor.cs.

5.82 Editor.Controller.EditorController.SceneElement Class Reference

A scene element.

Public Member Functions

- **SceneElement** (**IPreviewable** dummy, Bitmap icon, string name)
Constructor.

- virtual void **createElementIcon** ()
Creates element icon.

5.82.1 Detailed Description

A scene element.

Geht, 18.12.2013.

Definition at line 20 of file SceneElement.cs.

5.82.2 Constructor & Destructor Documentation

5.82.2.1 Editor.Controller.EditorController.SceneElement.SceneElement (IPreviewable *dummy*, Bitmap *icon*, string *name*)

Constructor.

Geht, 18.12.2013.

Parameters

| | |
|--------------|------------|
| <i>dummy</i> | The dummy. |
| <i>icon</i> | The icon. |
| <i>name</i> | The name. |

Definition at line 68 of file SceneElement.cs.

5.82.3 Member Function Documentation

5.82.3.1 virtual void Editor.Controller.EditorController.SceneElement.createElementIcon () [virtual]

Creates element icon.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 81 of file SceneElement.cs.

5.83 Editor.View.EditorWindow.SceneElement Class Reference

A scene element.

5.83.1 Detailed Description

A scene element.

Geht, 18.12.2013.

Definition at line 20 of file SceneElement.cs.

5.84 Editor.Controller.EditorController.SceneElementCategory Class Reference

A scene element category.

Public Member Functions

- virtual void **addElement** (ARdevKit_UML::Editor::Controller::EditorController::SceneElement element)
Adds an element.

5.84.1 Detailed Description

A scene element category.

Geht, 18.12.2013.

Definition at line 20 of file SceneElementCategory.cs.

5.84.2 Member Function Documentation

5.84.2.1 virtual void Editor.Controller.EditorController.SceneElementCategory.addElement (ARdevKit_UML::Editor::Controller::EditorController::SceneElement *element*) [virtual]

Adds an element.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|----------------|--------------|
| <i>element</i> | The element. |
|----------------|--------------|

Definition at line 69 of file SceneElementCategory.cs.

5.85 Editor.View.EditorWindow.SceneElementCategoryPanel Class Reference

Panel for editing the scene element category.

5.85.1 Detailed Description

Panel for editing the scene element category.

Geht, 18.12.2013.

Definition at line 20 of file SceneElementCategoryPanel.cs.

5.86 Editor.View.EditorWindow.SceneIcon Class Reference

A scene icon.

5.86.1 Detailed Description

A scene icon.

Geht, 18.12.2013.

Definition at line 20 of file SceneIcon.cs.

5.87 Editor.View.EditorWindow.SceneListPanel Class Reference

Panel for editing the scene list.

5.87.1 Detailed Description

Panel for editing the scene list.

Geht, 18.12.2013.

Definition at line 20 of file SceneListPanel.cs.

5.88 Editor.View.EditorWindow.SceneNameTextField Class Reference

A scene name text field.

5.88.1 Detailed Description

A scene name text field.

Geht, 18.12.2013.

Definition at line 20 of file SceneNameTextField.cs.

5.89 Editor.View.EditorWindow.SceneSelectionPanel Class Reference

Panel for editing the scene selection.

5.89.1 Detailed Description

Panel for editing the scene selection.

Geht, 18.12.2013.

Definition at line 20 of file SceneSelectionPanel.cs.

5.90 metaioSDK.Sensor.SensorReading Class Reference

A sensor reading.

5.90.1 Detailed Description

A sensor reading.

Geht, 18.12.2013.

Definition at line 20 of file SensorReading.cs.

5.91 metaioSDK.Sensor.SensorValues Class Reference

A sensor values.

5.91.1 Detailed Description

A sensor values.

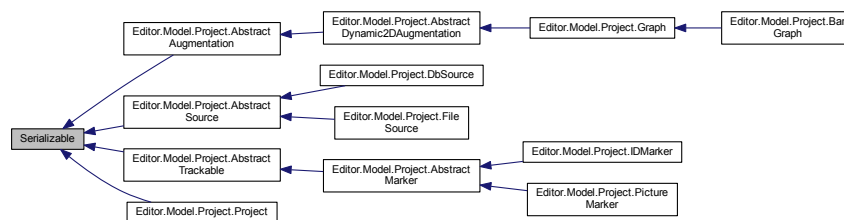
Geht, 18.12.2013.

Definition at line 20 of file SensorValues.cs.

5.92 Serializable Interface Reference

Interface for serializable.

Inheritance diagram for Serializable:



5.92.1 Detailed Description

Interface for serializable.

Geht, 18.12.2013.

Definition at line 18 of file Serializable.cs.

5.93 SqlConnection Class Reference

A SQL connection.

5.93.1 Detailed Description

A SQL connection.

Geht, 18.12.2013.

Definition at line 18 of file SqlConnection.cs.

5.94 Player.View.StackPanel Class Reference

Panel for editing the stack.

Properties

- virtual IEnumerable< **Button** > **Button** [get, set]
Gets or sets the button.

5.94.1 Detailed Description

Panel for editing the stack.

Geht, 18.12.2013.

Definition at line 20 of file StackPanel.cs.

5.94.2 Property Documentation

5.94.2.1 `virtual IEnumerable<Button> Player.View.StackPanel.Button` `[get]`, `[set]`

Gets or sets the button.

The button.

Definition at line 29 of file StackPanel.cs.

5.95 Editor.View.EditorWindow.StatusBar Class Reference

The status bar.

5.95.1 Detailed Description

The status bar.

Geht, 18.12.2013.

Definition at line 20 of file StatusBar.cs.

5.96 Editor.View.DebugWindow.StatusBar Class Reference

The status bar.

5.96.1 Detailed Description

The status bar.

Geht, 18.12.2013.

Definition at line 20 of file StatusBar.cs.

5.97 Editor.View.TestViewWindow.StatusBar Class Reference

The status bar.

5.97.1 Detailed Description

The status bar.

Geht, 18.12.2013.

Definition at line 20 of file StatusBar.cs.

5.98 Player.Controller.Connection.DeviceConnection.TCPClient Class Reference

A TCP client.

Public Member Functions

- virtual void **connect** (IPAddress IP)
Connects the given IP.
- virtual void **sendString** (string str)
Sends a string.
- virtual void **disconnect** ()
Disconnects this object.
- virtual void **listenAndReceive** ()
Listen and receive.

5.98.1 Detailed Description

A TCP client.

Geht, 18.12.2013.

Definition at line 20 of file TCPClient.cs.

5.98.2 Member Function Documentation

5.98.2.1 virtual void Player.Controller.Connection.DeviceConnection.TCPClient.connect (IPAddress IP) [virtual]

Connects the given IP.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----------|--------------------|
| <i>IP</i> | The IP to connect. |
|-----------|--------------------|

Definition at line 33 of file TCPClient.cs.

5.98.2.2 virtual void Player.Controller.Connection.DeviceConnection.TCPClient.disconnect () [virtual]

Disconnects this object.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 63 of file TCPClient.cs.

5.98.2.3 virtual void Player.Controller.Connection.DeviceConnection.TCPClient.listenAndReceive () [virtual]

Listen and receive.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 77 of file TCPClient.cs.

5.98.2.4 virtual void Player.Controller.Connection.DeviceConnection.TCPClient.sendString (string str) [virtual]

Sends a string.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|------------|------|
| <i>str</i> | The. |
|------------|------|

Definition at line 49 of file TCPClient.cs.

5.99 Editor.Controller.Connections.DeviceConnection.TCPServer Class Reference

A TCP server.

Public Member Functions

- virtual void **connect** (IPAddress IP)
Connects the given IP.
- virtual void **disconnect** ()
Disconnects this object.
- virtual void **sendFile** ()
Sends the file.
- virtual string **receiveString** ()
Receive string.

5.99.1 Detailed Description

A TCP server.

Geht, 18.12.2013.

Definition at line 20 of file TCPServer.cs.

5.99.2 Member Function Documentation

5.99.2.1 virtual void Editor.Controller.Connections.DeviceConnection.TCPServer.connect (IPAddress IP) [virtual]

Connects the given IP.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|-----------|--------------------|
| <i>IP</i> | The IP to connect. |
|-----------|--------------------|

Definition at line 33 of file TCPServer.cs.

5.99.2.2 `virtual void Editor.Controller.Connections.DeviceConnection.TCPServer.disconnect () [virtual]`

Disconnects this object.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 47 of file TCPServer.cs.

5.99.2.3 `virtual string Editor.Controller.Connections.DeviceConnection.TCPServer.receiveString () [virtual]`

Receive string.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Returns

A string.

Definition at line 77 of file TCPServer.cs.

5.99.2.4 `virtual void Editor.Controller.Connections.DeviceConnection.TCPServer.sendFile () [virtual]`

Sends the file.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 61 of file TCPServer.cs.

5.100 Editor.Controller.TestController.TestController Class Reference

A controller for handling tests.

Public Member Functions

- virtual **[instance initializer]**
- virtual void **update** ()
- virtual void **initializeRenderer** (object int width, object int height, object metaio::ESCREEN_ROTATION_0, object metaio::ERENDER_SYSTEM_OPENGL_ES_2_0, object this->m_hWnd)

- virtual void **createSDK** ()
- virtual void **registerCallback** (object this)
- virtual void **startCamera** (object 0)
- virtual void **CreateSensorsComponent** ()
- virtual void **registerSensorsComponent** ()
- virtual void **notify** ()
- virtual void **registerObserver** ()
- virtual void **unregisterObserver** (Observer observer)

5.100.1 Detailed Description

A controller for handling tests.

Geht, 18.12.2013.

Definition at line 21 of file TestController.cs.

5.101 Player.Controller.TestController.TestController Class Reference

A controller for handling tests.

Public Member Functions

- virtual void **update** ()
Updates this object.
- virtual void **initializeRenderer** (object int width, object int height, object metaio::ESCREEN_ROTATION_0, object metaio::ERENDER_SYSTEM_OPENGL_ES_2_0, object this->m_hWnd)
Initializes the renderer.
- virtual void **createSDK** ()
- virtual void **registerCallback** (object this)
- virtual void **startCamera** (object 0)
- virtual void **CreateSensorsComponent** ()
- virtual void **registerSensorsComponent** ()
- virtual void **notify** ()
- virtual void **registerObserver** ()
- virtual void **unregisterObserver** (Observer observer)

Properties

- virtual **DebugController DebugController** [get, set]
Gets or sets the debug controller.

5.101.1 Detailed Description

A controller for handling tests.

Geht, 18.12.2013.

Definition at line 21 of file TestController.cs.

5.101.2 Member Function Documentation

5.101.2.1 `virtual void Player.Controller.TestController.TestController.initializeRenderer (object int width, object int height, object metaio::ESCREEN_ROTATION_0 , object metaio::ERENDER_SYSTEM_OPENGL_ES_2_0 , object this-> m_hWnd) [virtual]`

Initializes the renderer.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Parameters

| | |
|---|--|
| <i>width</i> | The width. |
| <i>height</i> | The height. |
| <i>metaio::ESCREEN_ROTATION_0</i> | The metaio escreen rotation 0. |
| <i>metaio::ERENDER_SYSTEM_OPENGL_ES_2_0</i> | The metaio erender system opengl es 2 0. |
| <i>this->m_hWnd</i> | this >m h window. |

Definition at line 64 of file TestController.cs.

5.101.2.2 `virtual void Player.Controller.TestController.TestController.update () [virtual]`

Updates this object.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 44 of file TestController.cs.

5.101.3 Property Documentation

5.101.3.1 `virtual DebugController Player.Controller.TestController.TestController.DebugController [get],[set]`

Gets or sets the debug controller.

The debug controller.

Definition at line 30 of file TestController.cs.

5.102 Editor.View.TestViewWindow.TestViewWindow Class Reference

Form for viewing the test view.

5.102.1 Detailed Description

Form for viewing the test view.

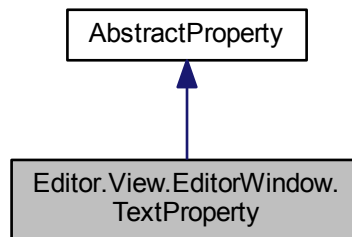
Geht, 18.12.2013.

Definition at line 20 of file TestViewWindow.cs.

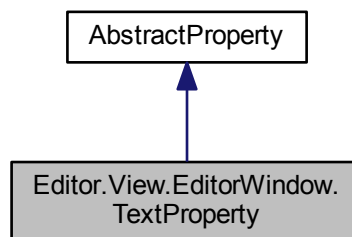
5.103 Editor.View.EditorWindow.TextProperty Class Reference

A text property.

Inheritance diagram for Editor.View.EditorWindow.TextProperty:



Collaboration diagram for Editor.View.EditorWindow.TextProperty:



Additional Inherited Members

5.103.1 Detailed Description

A text property.

Geht, 18.12.2013.

Definition at line 20 of file TextProperty.cs.

5.104 Classes.TrackingState Class Reference

A tracking state.

5.104.1 Detailed Description

A tracking state.

Geht, 18.12.2013.

Definition at line 20 of file TrackingState.cs.

5.105 Classes.TrackingValues Class Reference

A tracking values.

5.105.1 Detailed Description

A tracking values.

Geht, 18.12.2013.

Definition at line 20 of file TrackingValues.cs.

5.106 Player.Controller.Connection.DeviceConnection.UDPClient Class Reference

An UDP client.

Public Member Functions

- virtual void **listen** ()
Listens this object.

Properties

- virtual **TCPClient TCPClient** [get, set]
Gets or sets the TCP client.

5.106.1 Detailed Description

An UDP client.

Geht, 18.12.2013.

Definition at line 20 of file UDPClient.cs.

5.106.2 Member Function Documentation

5.106.2.1 virtual void **Player.Controller.Connection.DeviceConnection.UDPClient.listen** () [virtual]

Listens this object.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 43 of file UDPClient.cs.

5.106.3 Property Documentation

5.106.3.1 virtual **TCPCClient** **Player.Controller.Connection.DeviceConnection.UDPClient.TCPCClient** [get], [set]

Gets or sets the TCP client.

The TCP client.

Definition at line 29 of file UDPClient.cs.

5.107 Editor.Controller.Connections.DeviceConnection.UDPServer Class Reference

An UDP server.

Public Member Functions

- virtual void **broadcast** ()
Broadcasts this object.

5.107.1 Detailed Description

An UDP server.

Geht, 18.12.2013.

Definition at line 20 of file UDPServer.cs.

5.107.2 Member Function Documentation

5.107.2.1 virtual void **Editor.Controller.Connections.DeviceConnection.UDPServer.broadcast** () [virtual]

Broadcasts this object.

Geht, 18.12.2013.

Exceptions

| | |
|--------------------------------|---|
| <i>NotImplementedException</i> | Thrown when the requested operation is unimplemented. |
|--------------------------------|---|

Definition at line 43 of file UDPServer.cs.

5.108 metaioSDK.Vector.Vector2d Class Reference

A vector 2d.

5.108.1 Detailed Description

A vector 2d.

Geht, 18.12.2013.

Definition at line 20 of file Vector2d.cs.

5.109 metaioSDK.Vector.Vector2di Class Reference

A vector 2di.

5.109.1 Detailed Description

A vector 2di.

Geht, 18.12.2013.

Definition at line 20 of file Vector2di.cs.

5.110 metaioSDK.Vector.Vector3d Class Reference

A vector 3d.

5.110.1 Detailed Description

A vector 3d.

Geht, 18.12.2013.

Definition at line 20 of file Vector3d.cs.

5.111 Editor.Model.Project.Vector3D Class Reference

A vector 3 d.

5.111.1 Detailed Description

A vector 3 d.

Geht, 18.12.2013.

Definition at line 20 of file Vector3D.cs.

5.112 metaioSDK.Vector.Vector4d Class Reference

A vector 4d.

5.112.1 Detailed Description

A vector 4d.

Geht, 18.12.2013.

Definition at line 20 of file Vector4d.cs.

5.113 Search.VisualSearchResponse Class Reference

A visual search response.

5.113.1 Detailed Description

A visual search response.

Geht, 18.12.2013.

Definition at line 20 of file VisualSearchResponse.cs.