

| Classes | | | | |
|------------------------------------|-------------|----------|---|--|
| <i>Controls</i> | | | | |
| constructor | speed | | | |
| setSpeed | speed | | | |
| enableMovement | | | | |
| disableMovement | | | | |
| | | | | |
| <i>VRElement</i> | | | | |
| setWidth | width | | | |
| setHeight | height | | | |
| setPosition | x | y | z | |
| addPosition | x | y | z | |
| setRotation | x | y | z | |
| addRotation | x | y | z | |
| setScale | x | y | z | |
| addScale | x | y | z | |
| setVisible | input | | | |
| addEventListener | interaction | event | | |
| removeEventListener | interaction | event | | |
| | | | | |
| <i>VRText : extends VRElement</i> | | | | |
| constructor | text | | | |
| setText | text | | | |
| setColor | color | | | |
| | | | | |
| <i>VRImage : extends VRElement</i> | | | | |
| constructor | path | | | |
| setImage | path | | | |
| | | | | |
| <i>VRModel : extends VRElement</i> | | | | |
| constructor | model | material | | |
| setModel | model | | | |
| setMaterial | material | | | |