Classes & Functions	Parameters		
Controls			
constructor	speed		
Creates controls for the 3D environment. Default speed is 100. Movement is disabled by default.			
setSpeed	speed		
Sets the movement speed for walking through the 3D environment.			
enableMovement			
Enables movement in the 3D environment.			
disableMovement			
Disables movement in the 3D environment.			
VRElement			
setWidth	width		
Sets the width of the current element.			
setHeight	height		
Sets the height of the current element			
setPosition	x	y	z
Sets the position of the current element.			
addPosition	x	y	z
Increases or decreases the position of the current element.			
setRotation	x	y	z
Sets the rotation of the current element.			
addRotation	x	y	z
Increases or decreases the rotation of the current element.			
setScale	x	y	z
Sets the scale of the current element.			
addScale	x	y	z
Increases or decreases the scale of the current element.			
setVisible	input		
Either makes the current element visible or not visible based on input. Input can only be true or false.			
addEventListener	interaction	event	
Adds an user interaction to the current element. Possible interactions are: click, contextmenu, dblclick, mousedown, mouseenter, mouseleave, mousemove, mouseout, moveover, mouseup. Event either is a function or refers to a function.			
removeEventListener	interaction	event	
Removes an added user interaction to the current element. Possible interactions are: click, contextmenu, dblclick, mousedown, mouseenter, mouseleave, mousemove, mouseout, moveover, mouseup. Event either is a function or refers to a function.			
VRText : extends VRElement			
constructor	text		
Creates an 3D text element. WIll give a warning if no text has been set yet.			
setText	text		
Changes the text.			
setColor	color		
Changes the color of the text.			
VRImage : extends VRElement			
constructor	path		
Creates a 3D image. Will give a warning if the path to the image is not set or incorrect.			
setImage	path		
Sets a new 3D image. Will give an error if the path to the image is incorrect.			
VRModel : extends VRElement			
constructor	model	material	
Creates a 3D model. Will give a warning if the path to the model & material are not set.			
setModel	model		
Sets the path to the model.			
setMaterial	material		
Sets the path to the model's material.			