Classes & Functions	Paramatan		
Classes & Functions	Parameters	5	
Controls	l anas d		
Creates controls for the 3D enviro	speed	pend is 100 Maria	ment is disabled
Creates controls for the 3D environing by default.	mnem. Derauit sp	beeu is 100. Move	ment is disabled
setSpeed	speed		
Sets the movement speed for wal	king through the 3	BD environment.	
enableMovement			
Enables movement in the 3D envi	ronment.		
disableMovement			
Disables movement in the 3D env	ironment.		
VRElement			
setWidth	width		
Sets the width of the current elem	ent.		
setHeight	height		
Sets the height of the current elen	nent		
setPosition	Х	у	Z
Sets the position of the current ele	ement.		
addPosition	Х	У	Z
Increases or decreases the position		element.	_
setRotation	X	У	Z
Sets the rotation of the current ele addRotation	ement.	V	7
Increases or decreases the rotation		lement	Z
setScale	x	V	z
Sets the scale of the current elem		J	_
addScale	x	у	z
Increases or decreases the scale	of the current ele	ment.	
setVisible	input		
Either makes the current element	visible or not visit	ole based on input	. Input can
only be true or false. addEventListener	interaction	event	
Adds an user interaction to the cu			are: click,
contextmenu, dblclick, mousedow mouseout, moveover, mouseup. I	n, mouseenter, m	ouseleave, mous	emove,
removeEventListener	interaction	event	a ranouori.
Removes an added user interactic are: click, contextmenu, dblclick, mousemove, mouseout, moveove a function.	mousedown, mou	seenter, mouselea	ave,
VRText : extends VREId	ment		
VRText : extends VRElectionstructor	ement text		
	text	no text has been s	et yet.
constructor	text	o text has been s	et yet.
constructor Creates an 3D text element. Will g	text	no text has been s	et yet.
constructor Creates an 3D text element. Will setText Changes the text. setColor	text	o text has been s	et yet.
constructor Creates an 3D text element. Will setText Changes the text.	text give a warning if n text	io text has been s	et yet.
constructor Creates an 3D text element. Will getText Changes the text. setColor Changes the color of the text.	text give a warning if n text color	io text has been s	et yet.
constructor Creates an 3D text element. Will setText Changes the text. setColor	text give a warning if n text color	o text has been s	et yet.
constructor Creates an 3D text element. Will a setText Changes the text. setColor Changes the color of the text. VRImage: extends VRE	text give a warning if n text color Element path		
constructor Creates an 3D text element. Will a setText Changes the text. setColor Changes the color of the text. VRImage: extends VRE constructor Creates a 3D image. Will give a wincorrect.	text give a warning if n text color Element path varning if the path		
constructor Creates an 3D text element. Will a setText Changes the text. SetColor Changes the color of the text. VRImage: extends VRE constructor Creates a 3D image. Will give a wincorrect. setImage	text give a warning if n text color Element path path path	to the image is no	ut set or
constructor Creates an 3D text element. Will a setText Changes the text. setColor Changes the color of the text. VRImage: extends VRE constructor Creates a 3D image. Will give a wincorrect.	text give a warning if n text color Element path path path	to the image is no	ut set or
constructor Creates an 3D text element. Will a setText Changes the text. SetColor Changes the color of the text. VRImage: extends VRE constructor Creates a 3D image. Will give a wincorrect. setImage	text give a warning if n text color color lement path path path perror if the path	to the image is no	ut set or
constructor Creates an 3D text element. Will a setText Changes the text. SetColor Changes the color of the text. VRImage: extends VRE constructor Creates a 3D image. Will give a wincorrect. SetImage Sets a new 3D image. Will give are	text give a warning if n text color color lement path path path perror if the path	to the image is no	ut set or
constructor Creates an 3D text element. Will a setText Changes the text. SetColor Changes the color of the text. VRImage: extends VRE constructor Creates a 3D image. Will give a wincorrect. SetImage Sets a new 3D image. Will give are vincorrect. VRImage: extends VRE constructor Creates a 3D mage. Will give are vincorrect.	text give a warning if n text color Element path varning if the path path n error if the path model	to the image is not to the image is incommended.	ot set or
constructor Creates an 3D text element. Will a setText Changes the text. SetColor Changes the color of the text. VRImage: extends VRE constructor Creates a 3D image. Will give a wincorrect. SetImage Sets a new 3D image. Will give are vincorrect. SetImage Constructor Creates a 3D model. Will give a wincorrect.	text give a warning if n text color Element path raming if the path path n error if the path telement model raming if the path	to the image is not to the image is incommended.	ot set or
constructor Creates an 3D text element. Will a setText Changes the text. SetColor Changes the color of the text. VRImage: extends VRE constructor Creates a 3D image. Will give a wincorrect. SetImage Sets a new 3D image. Will give are vincorrect. VRImage: extends VRE constructor Creates a 3D mage. Will give are vincorrect.	text give a warning if n text color Element path varning if the path path n error if the path model	to the image is not to the image is incommended.	ot set or
constructor Creates an 3D text element. Will a setText Changes the text. setColor Changes the color of the text. VRImage: extends VRE constructor Creates a 3D image. Will give a wincorrect. setImage Sets a new 3D image. Will give are vincorrect. setImage Constructor Creates a 3D model. Will give a wincorrect. setImage Sets a new 3D image. Will give are vincorrect. setImage SetS a new 3D image. Will give are vincorrect. setImage Constructor Creates a 3D model. Will give a wincorrect. setModel	text give a warning if n text color Element path raming if the path path n error if the path telement model raming if the path	to the image is not to the image is incommended.	ot set or