THUNDER

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Contents

Chapter 1

File Index

1.1 File List

Here is a list of all documented files with brief descriptions:

Chapter 2

File Documentation

2.1 include/Geometry/Euler.h File Reference

some description about Euler.h

```
#include <cmath>
#include <gsl/gsl_math.h>
#include "Macro.h"
#include "Typedef.h"
#include "Precision.h"
#include "Random.h"
#include "Functions.h"
```

Functions

- void quaternion_mul (dvec4 &dst, const dvec4 &a, const dvec4 &b)
- dvec4 **quaternion_conj** (const dvec4 &quat)
- void angle (double &phi, double &theta, const dvec3 &src)
- void angle (double &phi, double &theta, double &psi, const dmat33 &src)
- void angle (double &phi, double &theta, double &psi, const dvec4 &src)
- void quaternion (dvec4 &dst, const double phi, const double theta, const double psi)
- void quaternion (dvec4 &dst, const double phi, const dvec3 &axis)
- void **quaternion** (dvec4 &dst, const dmat33 &src)
- void rotate2D (dmat22 &dst, const dvec2 &vec)
- void rotate2D (dmat22 &dst, const double phi)
- void direction (dvec3 &dst, const double phi, const double theta)
- void rotate3D (dmat33 &dst, const double phi, const double theta, const double psi)
- void rotate3D (dmat33 &dst, const dvec4 &src)
- void rotate3DX (dmat33 &dst, const double phi)
- void rotate3DY (dmat33 &dst, const double phi)
- void rotate3DZ (dmat33 &dst, const double phi)
- void alignZ (dmat33 &dst, const dvec3 &vec)
- void rotate3D (dmat33 &dst, const double phi, const char axis)
- void rotate3D (dmat33 &dst, const double phi, const dvec3 &axis)
- void reflect3D (dmat33 &dst, const dvec3 &plane)
- void translate3D (mat44 &dst, const dvec3 &vec)
- void scale3D (dmat33 &dst, const dvec3 &vec)
- void **swingTwist** (dvec4 &swing, dvec4 &twist, const dvec4 &src, const dvec3 &vec)
- void **randDirection** (dvec2 &dir)
- void randRotate2D (dmat22 &rot)
- void **randQuaternion** (dvec4 &quat)
- void randRotate3D (dmat33 &rot)

2.1.1 Detailed Description

some description about Euler.h

Details about Euler.h

2.1.2 Function Documentation

2.1.2.1 alignZ()

```
void alignZ (
             dmat33 & dst,
             const dvec3 & vec )
```

This function calculates the rotation matrix for aligning a direction vector to Z-axis.

Parameters

dst	the rotation matrix
vec	the direction vector

2.1.2.2 angle() [1/3]

```
void angle (
             double & phi,
             double & theta,
             const dvec3 & src )
```

This function calculates phi and theta given a certain direction indicated by a 3-vector.

Parameters

phi	phi
theta	theta
src	3-vector indicating the direction

2.1.2.3 angle() [2/3]

```
void angle (
             double & phi,
             double & theta,
             double & psi,
             const dmat33 & src )
```

This function calculates phi, theta and psi given the rotation matrix.

Parameters

phi	phi
theta	theta
psi	psi
src	the rotation matrix

2.1.2.4 angle() [3/3]

```
void angle (
            double & phi,
            double & theta,
            double & psi,
            const dvec4 & src )
```

This function calculates phi, theta and psi given the quaternion indicated by a 4-vector.

Parameters

phi	phi
theta	theta
psi	psi
src	the quaternion

2.1.2.5 direction()

```
void direction (
            dvec3 & dst,
            const double phi,
            const double theta )
```

This function calculates the direction vector given phi and theta. The 2-norm of this direction vector is 1.

Parameters

dst	the direction vector
phi	phi
theta	theta

2.1.2.6 quaternion() [1/2]

```
void quaternion (
            dvec4 & dst,
            const double phi,
            const double theta,
            const double psi )
```

This function calculate the quaternion given phi, theta and psi.

Parameters

dst	the quaternion to be calculated
phi	phi
theta	theta
psi	psi

2.1.2.7 quaternion() [2/2]

```
void quaternion (
            dvec4 & dst,
            const double phi,
            const dvec3 & axis )
```

This function calculates the quaternion given rotation angle and rotation axis.

Parameters

dst	the quaternion to be calculated
phi	the rotation angle
axis	the rotation axis (unit vector)

2.1.2.8 quaternion_mul()

```
void quaternion_mul (
            dvec4 & dst,
            const dvec4 & a,
            const dvec4 & b )
```

Multiplication between two quaterions.

Parameters

out	*dst*	result
in	*a*	left multiplier
in	*b*	right multiplier

2.1.2.9 randRotate2D()

```
void randRotate2D (
             dmat22 & rot )
```

This function generates a random unit quaternion.

2.1.2.10 randRotate3D()

```
void randRotate3D (
             dmat33 & rot )
```

This function generates a random 3D rotation matrix.

2.1.2.11 reflect3D()

```
void reflect3D (
             dmat33 & dst,
             const dvec3 & plane )
```

This function calculates the transformation matrix of reflection against a certain plane given by its normal vector.

Parameters

dst	the rotation matrix
plane	the normal vector the reflection plane

2.1.2.12 rotate2D() [1/2]

```
void rotate2D (
             dmat22 & dst,
             const dvec2 & vec )
```

This function calculates the rotation matrix given the a unit vector.

Parameters

dst	the rotation matrix
vec	the unit vector

2.1.2.13 rotate2D() [2/2]

```
void rotate2D (
            dmat22 & dst,
            const double phi )
```

This function calculates the rotation matrix given phi in 2D.

Parameters

dst	the rotation matrix
phi	phi

2.1.2.14 rotate3D() [1/4]

```
void rotate3D (
            dmat33 & dst,
            const double phi,
            const double theta,
            const double psi )
```

This function calculates the rotation matrix given phi, theta and psi.

Parameters

dst	the rotation matrix
phi	phi
theta	theta
psi	psi

2.1.2.15 rotate3D() [2/4]

```
void rotate3D (
            dmat33 & dst,
            const dvec4 & src )
```

This function calculates the rotation matrix given a quaternion.

Parameters

dst	the rotation matrix
src	the quaternion

2.1.2.16 rotate3D() [3/4]

```
void rotate3D (
             dmat33 & dst,
             const double phi,
             const char axis )
```

This function calculates the rotation matrix of rotation along a certain axis (X, Y or Z) of phi.

Parameters

dst	the rotation matrix
axis	a character indicating which axis the rotation is along

2.1.2.17 rotate3D() [4/4]

```
void rotate3D (
             dmat33 & dst,
             const double phi,
             const dvec3 & axis )
```

This function calculates the rotation matrix of rotation along a certain axis given by a direction vector of phi.

Parameters

dst	the rotation matrix
phi	phi
axis	the direction vector indicating the axis

2.1.2.18 rotate3DX()

```
void rotate3DX (
             dmat33 & dst,
             const double phi )
```

This function calculates the rotation matrix of rotation along X-axis of phi.

Parameters

dst	the rotation matrix
phi	phi

2.1.2.19 rotate3DY()

```
void rotate3DY (
            dmat33 & dst,
            const double phi )
```

This function calculates the rotation matrix of rotation along Y-axis of phi.

Parameters

dst	the rotation matrix
phi	phi

2.1.2.20 rotate3DZ()

```
void rotate3DZ (
            dmat33 & dst,
            const double phi )
```

This function calculates the rotation matrix of rotation along Z-axis of phi.

Parameters

dst	the rotation matrix
phi	phi

2.1.2.21 scale3D()

```
void scale3D (
            dmat33 & dst,
            const dvec3 & vec )
```

This function calculates the transformation matrix of scaling.

Parameters

dst	the transformation matrix
vec	a 3-vector of which vec[0] indicates the scale factor along X axis, vec[1] indicates the scale factor along Y axis and vec[2] indicates the scale factor along Z axis

2.1.2.22 translate3D()

```
void translate3D (
            mat44 & dst,
            const dvec3 & vec )
```

This function calculates the singular matrix of translation of a certain vector.

Parameters

dst	the singular matrix
vec	the translation vector

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