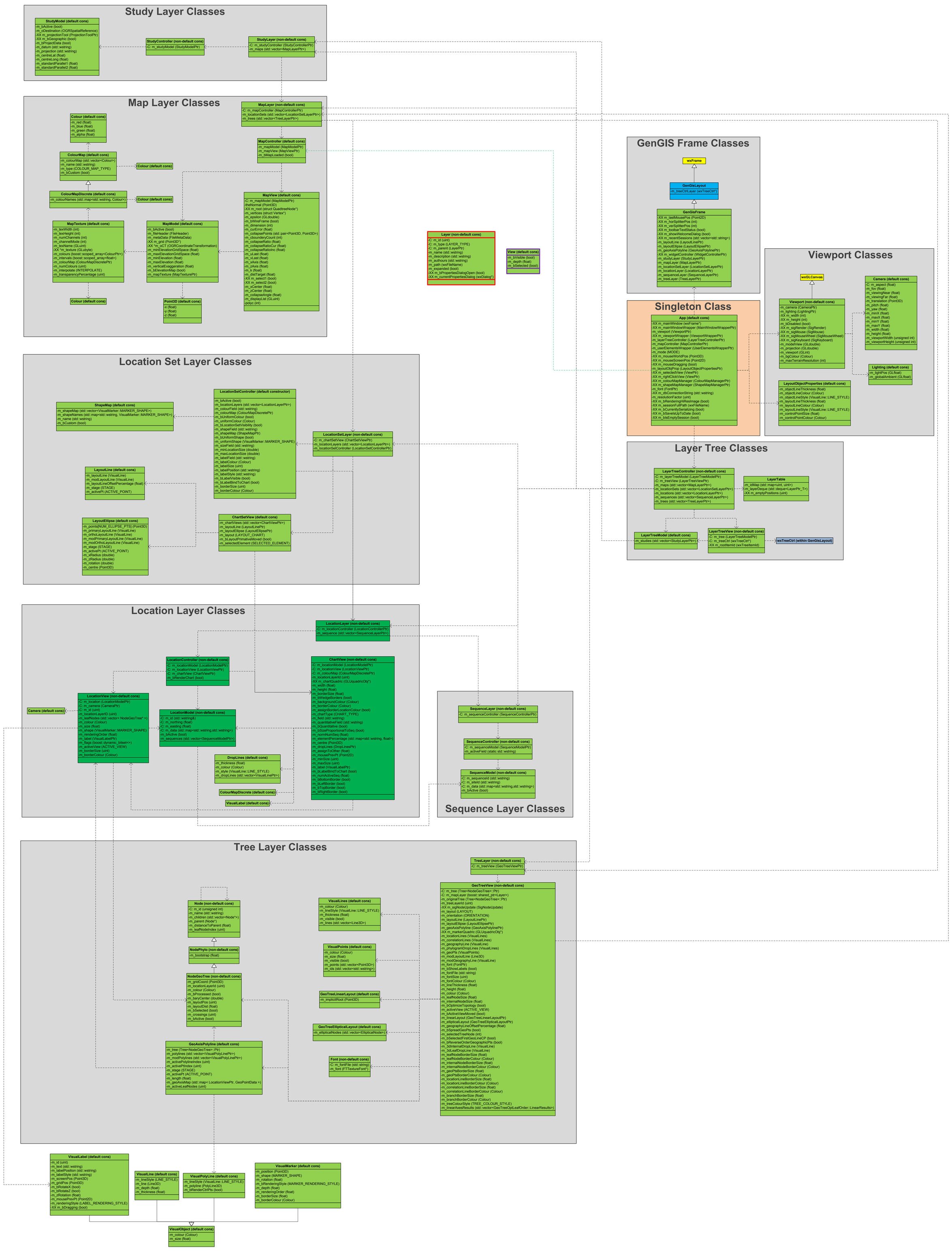
Study Layer Classes
StudyModel (default cons)
-m_bActive (bool)
-m_oDestination (OGRSpatialReference)
-XX m_projectionTool (ProjectionToolPtr)
-XX m_bGeographic (bool)
-m_bProjectData (bool)
-m_datum (std::wstring)
-m_projection (std::wstring)
-m_centreLat (float)
-m_centreLong (float)
-m_standardParallel1 (float)
-m_standardParallel2 (float)
StudyController (non-default cons)
-C: m_studyModel (StudyModelPtr)
StudyLayer (non-default cons)
-C: m_studyController (StudyControllerPtr)
-m_maps (std::vector<MapLayerPtr>)
Map Layer Classes
MapLayer (non-default cons)
-C: m_mapController (MapControllerPtr)
-m_locationSets (std::vector<LocationSetLayerPtr>)
-m_trees (std::vector<TreeLayerPtr>)
Colour (default cons)
-m_red (float)
-m_blue (float)
-m_green (float)
-m_alpha (float)
MapController (default cons)
-m_mapModel (MapModelPtr)
-m_mapView (MapViewPtr)
-m_bMapLoaded (bool)
ColourMap (default cons)
-m_colourMap (std::vector<Colour>)
-m_name (std::wstring)
-m_type (COLOUR_MAP_TYPE)
-m_bCustom (bool)
Colour (default cons)
ColourMapDiscrete (default cons)
-m_colourNames (std::map<std::wstring, Colour>)
Colour (default cons)
MapView (default cons)
-C: m_mapModel (MapModelPtr)
-theNormal (Point3D)
-XX m_root (struct QuadtreeNode*)
-m_vertices (struct Vertex*)
-m_epsilon (GLdouble)
-m_bWireFrame (bool)
-m_dimension (int)
-m_curError (float)
-m_collapsePoints (std::pair<Point3D, Point3D>)
-m_cbounderyCount (int)
-m_collapseRatio (float)
-m_collapseRatioCur (float)
-m_collapseRatioInc (float)
-m_uLast (float)
-m_vLast (float)
-m_xAxis (float)
-m_zAxis (float)
-m_k (float)
-m_distTarget (float)
-XX m_select1 (bool)
-XX m_select2 (bool)
-m_xCenter (float)
-m_zCenter (float)
-m_collapseAngle (float)
-m_displayList (GLuint)
-polyc (int)
MapTexture (default cons)
-m_texWidth (int)
-m_texHeight (int)
-m_numChannels (int)
-m_channelMode (int)
-m_texName (GLuint)
-XX *m_texture (GLubyte)
-m_colours (boost::scoped_array<ColourPtr>)
-m_intervals (boost::scoped_array<float>)
-m_colourMap (ColourMapDiscretePtr)
-m_numColours (uint)
-m_interpolate (INTERPOLATE)
-m_transparencyPercentage (uint)
Colour (default cons)
MapModel (default cons)
-m_bActive (bool)
-m_fileHeader (FileHeader)
-m_metaData (FileMetaData)
-XX m_grid (Point3D*)
-XX *m_oCT (OGRCoordinateTransformation)
-m_minElevationGridSpace (float)
-m_maxElevationGridSpace (float)
-m_minElevation (float)
-m_maxElevation (float)
-m_verticalExaggeration (float)
-m_bElevationMap (bool)
-m_mapTexture (MapTexturePtr)
Point3D (default cons)
-x (float)
-y (float)
-z (float)
Layer (non-default cons)
-C: m_id (uint)
-C: m_type (LAYER_TYPE)
-C: m_parent (LayerPtr)
-m_name (std::wstring)
-m_description (std::wstring)
-m_authours (std::wstring)
-m_path (wxFileName)
-m_expanded (bool)
-XX m_bPropertiesDialogOpen (bool)
-XX m_currentPropertiesDialog (wxDialog*)
View (default cons)
-m_bVisible (bool)
-m_depth (float)
-m_bSelected (bool)
GenGIS Frame Classes
wxFrame
GenGisLayout
-m_treeCtrlLayer (wxTreeCtrl*)
GenGisFrame
-XX m_lastMousePos (Point2D)
-XX m_horSplitterPos (int)
-XX m_verSplitterPos (int)
-XX m_toolbarTextStatus (bool)
-XX m_showWelcomeDialog (bool)
-XX m_recentSessions (std::vector<std::string>)
-m_layoutLine (LayoutLinePtr)
-m_layoutEllipse (LayoutEllipsePtr)
-m_geoAxisPolyline (GeoAxisPolylinePtr)
-XX m_widgetController (WidgetControllerPtr)
-m_studyLayer (StudyLayerPtr)
-m_mapLayer (MapLayerPtr)
-m_locationSetLayer (LocationSetLayerPtr)
-m_locationLayer (LocationLayerPtr)
-m_sequenceLayer (SequenceLayerPtr)
-m_treeLayer (TreeLayerPtr)
Viewport Classes
wxGLCanvas
Viewport (non-default cons)
-m_camera (CameraPtr)
-m_lighting (LightingPtr)
-XX m_width (int)
-XX m_height (int)
-m_bDisabled (bool)
-XX m_sigRender (SigRender)
-XX m_sigMouse (SigMouse)
-XX m_sigMouseWheel (SigMouseWheel)
-XX m_sigKeyboard (SigKeyboard)
-m_modelView (GLdouble)
-m_projection (GLdouble)
-m_viewport (GLint)
-m_bgColour (Colour)
-m_maxTerrainResolution (int)
Camera (default cons)
-C: m_aspect (float)
-m_fov (float)
-m_viewingNear (float)
-m_viewingFar (float)
-m_translation (Point3D)
-m_pitch (float)
-m_yaw (float)
-m_minX (float)
-m_maxX (float)
-m_minY (float)
-m_maxY (float)
-m_width (float)
-m_height (float)
-m_viewportWidth (unsigned int)
-m_viewportHeight (unsigned int)
Lighting (default cons)
-m_lightPos (GLfloat)
-m_globalAmbient (GLfloat)
LayoutObjectProperties (default cons)
-m_objectLineThickness (float)
-m_objectLineColour (Colour)
-m_objectLineStyle (VisualLine::LINE_STYLE)
-m_layoutLineThickness (float)
-m_layoutLineColour (Colour)
-m_layoutLineStyle (VisualLine::LINE_STYLE)
-m_controlPointSize (float)
-m_controlPointColour (Colour)
Singleton Class
App (default cons)
-XX m_mainWindow (wxFrame*)
-XX m_mainWindowWrapper (MainWindowWrapperPtr)
-m_viewport (ViewportPtr)
-XX m_viewportWrapper (ViewportWrapperPtr)
-m_layerTreeController (LayerTreeControllerPtr)
-m_mapController (MapControllerPtr)
-m_userElementsWrapper (UserElementsWrapperPtr)
-m_mode (MODE)
-XX m_mouseWorldPos (Point3D)
-XX m_mouseScreenPos (Point2D)
-XX m_mouseDragging (bool)
-m_layoutObjProp (LayoutObjectPropertiesPtr)
-XX m_selectedView (ViewPtr)
-XX m_rightClickView (ViewPtr)
-XX m_colourMapManager (ColourMapManagerPtr)
-XX m_shapeMapManager (ShapeMapManagerPtr)
-m_font (FontPtr)
-XX m_dbConnectionString (std::wstring)
-m_resolutionFactor (uint)
-XX m_bRenderingHiResImage (bool)
-XX m_sessionFullPath (wxFileName)
-XX m_bCurrentlySerializing (bool)
-XX m_bSaveIsUpToDate (bool)
-XX m_bIsEmptySession (bool)
Location Set Layer Classes
ShapeMap (default cons)
-m_shapeMap (std::vector<VisualMarker::MARKER_SHAPE>)
-m_shapeNames (std::map<std::wstring, VisualMarker::MARKER_SHAPE>)
-m_name (std::wstring)
-m_bCustom (bool)
LocationSetController (default constructor)
-m_bActive (bool)
-m_locationLayers (std::vector<LocationLayerPtr>)
-m_colourField (std::wstring)
-m_colourMap (ColourMapDiscretePtr)
-m_bUniformColour (bool)
-m_uniformColour (Colour)
-m_bLocationSetVisibility (bool)
-m_shapeField (std::wstring)
-m_shapeMap (ShapeMapPtr)
-m_bUniformShape (bool)
-m_uniformShape (VisualMarker::MARKER_SHAPE)
-m_sizeField (std::wstring)
-m_minLocationSize (double)
-m_maxLocationSize (double)
-m_labelField (std::wstring)
-m_labelColour (Colour)
-m_labelSize (uint)
-m_labelPosition (std::wstring)
-m_labelStyle (std::wstring)
-m_bLabelVisible (bool)
-m_bLabelBindToChart (bool)
-m_borderSize (uint)
-m_borderColour (Colour)
LocationSetLayer (non-default cons)
-C: m_chartSetView (ChartSetViewPtr)
-m_locationLayers (std::vector<LocationLayerPtr>)
-m_locationSetController (LocationSetControllerPtr)
LayoutLine (default cons)
-m_layoutLine (VisualLine)
-m_modLayoutLine (VisualLine)
-m_layoutLineOffsetPercentage (float)
-m_stage (STAGE)
-m_activePt (ACTIVE_POINT)
LayoutEllipse (default cons)
-m_points[NUM_ELLIPSE_PTS] (Point3D)
-m_primaryLayoutLine (VisualLine)
-m_orthoLayoutLine (VisualLine)
-m_modPrimaryLayoutLine (VisualLine)
-m_modOrthoLayoutLine (VisualLine)
-m_stage (STAGE)
-m_activePt (ACTIVE_POINT)
-m_xRadius (double)
-m_zRadius (double)
-m_rotation (double)
-m_centre (Point3D)
ChartSetView (default cons)
-m_chartViews (std::vector<ChartViewPtr>)
-m_layoutLine (LayoutLinePtr)
-m_layoutEllipse (LayoutEllipsePtr)
-m_layout (LAYOUT_CHART)
-m_bLayoutPrimativeMoved (bool)
-m_selectedElement (SELECTED_ELEMENT)
Layer Tree Classes
LayerTreeController (non-default cons)
-C: m_layerTreeModel (LayerTreeModelPtr)
-C: m_treeView (LayerTreeViewPtr)
-m_maps (std::vector<MapLayerPtr>)
-m_locationSets (std::vector<LocationSetLayerPtr>)
-m_locations (std::vector<LocationLayerPtr>)
-m_sequences (std::vector<SequenceLayerPtr>)
-m_trees (std::vector<TreeLayerPtr>)
LayerTable
-m_idMap (std::map<uint, uint>)
-m_layerDeque (std::deque<LayerPtr_T>)
-XX m_emptyPositions (uint)
LayerTreeModel (default cons)
-m_studies (std::vector<StudyLayerPtr>)
LayerTreeView (non-default cons)
-C: m_tree (LayerTreeModelPtr)
-C: m_treeCtrl (wxTreeCtrl*)
-XX m_rootItemId (wxTreeItemId)
wxTreeCtrl (within GenGisLayout)
Location Layer Classes
LocationLayer (non-default cons)
-C: m_locationController (LocationControllerPtr)
-m_sequence (std::vector<SequenceLayerPtr>)
LocationController (non-default cons)
-C: m_locationModel (LocationModelPtr)
-C: m_locationView (LocationViewPtr)
-C: m_chartView (ChartViewPtr)
-m_bRenderChart (bool)
LocationView (non-default cons)
-C: m_location (LocationModelPtr)
-C: m_camera (CameraPtr)
-C: m_id (uint)
-m_locationLayerID (uint)
-m_leafNodes (std::vector< NodeGeoTree* >)
-m_colour (Colour)
-m_size (float)
-m_shape (VisualMarker::MARKER_SHAPE)
-m_renderingOrder (float)
-m_label (VisualLabelPtr)
-m_flags (boost::dynamic_bitset<>)
-m_activeView (ACTIVE_VIEW)
-m_borderSize (uint)
-m_borderColour (Colour)
Camera (default cons)
LocationModel (non-default cons)
-C: m_id (std::wstring&)
-C: m_northing (float)
-C: m_easting (float)
-C: m_data (std::map<std::wstring,std::wstring>)
-m_bActive (bool)
-m_sequences (std::vector<SequenceModelPtr>)
ChartView (non-default cons)
-C: m_locationModel (LocationModelPtr)
-C: m_locationView (LocationViewPtr)
-C: m_colourMap (ColourMapDiscretePtr)
-m_locationLayerId (uint)
-XX m_chartQuadric (GLUquadricObj*)
-m_width (float)
-m_height (float)
-m_borderSize (float)
-m_bWedgeBorders (bool)
-m_backgroundColour (Colour)
-m_borderColour (Colour)
-m_assignBorderLocationColour (bool)
-m_chartType (CHART_TYPE)
-m_field (std::wstring)
-m_quantitativeField (std::wstring)
-m_bQuantitative (bool)
-m_bSizeProportionalToSeq (bool)
-m_normNumSeq (float)
-m_elementPercentage (std::map<std::wstring, float>)
-m_centre (Point3D)
-m_dropLines (DropLinesPtr)
-m_assignToOther (float)
-m_mousePrevPt (Point2D)
-m_minSize (uint)
-m_maxSize (uint)
-m_label (VisualLabelPtr)
-m_bLabelBindToChart (bool)
-m_numActiveSeq (float)
-m_bBottomBorder (bool)
-m_bLeftBorder (bool)
-m_bTopBorder (bool)
-m_bRightBorder (bool)
DropLines (default cons)
-m_thickness (float)
-m_colour (Colour)
-m_style (VisualLine::LINE_STYLE)
-m_dropLines (std::vector<VisualLinePtr>)
ColourMapDiscrete (default cons)
VisualLabel (default cons)
SequenceLayer (non-default cons)
-C: m_sequenceController (SequenceControllerPtr)
SequenceController (non-default cons)
-C: m_sequenceModel (SequenceModelPtr)
-m_activeField (static std::wstring)
SequenceModel (non-default cons)
-C: m_sequenceId (std::wstring)
-C: m_siteId (std::wstring)
-C: m_data (std::map<std::wstring,std::wstring>)
-m_bActive (bool)
Sequence Layer Classes
Tree Layer Classes
TreeLayer (non-default cons)
-C: m_treeView (GeoTreeViewPtr)
GeoTreeView (non-default cons)
-C: m_tree (Tree<NodeGeoTree>::Ptr)
-C: m_mapLayer (boost::shared_ptr<Layer>)
-m_originalTree (Tree<NodeGeoTree>::Ptr)
-m_treeLayerId (uint)
-XX m_sigNodeUpdate (SigNodeUpdate)
-m_layout (LAYOUT)
-m_orientation (ORIENTATION)
-m_layoutLine (LayoutLinePtr)
-m_layoutEllipse (LayoutEllipsePtr)
-m_geoAxisPolyline (GeoAxisPolylinePtr)
-XX m_markerQuadric (GLUquadricObj*)
-m_locationLines (VisualLines)
-m_correlationLines (VisualLines)
-m_geographyLine (VisualLine)
-m_phylogramDropLines (VisualLines)
-m_geoPts (VisualPoints)
-m_modLayoutLine (Line3D)
-m_modGeographyLine (VisualLine)
-m_font (FontPtr)
-m_bShowLabels (bool)
-m_fontFile (std::string)
-m_fontSize (uint)
-m_fontColour (Colour)
-m_lineThickness (float)
-m_height (float)
-m_colour (Colour)
-m_leafNodeSize (float)
-m_internalNodeSize (float)
-m_bOptimizeTopology (bool)
-m_activeView (ACTIVE_VIEW)
-m_bActiveViewMoved (bool)
-m_linearLayout (GeoTreeLinearLayoutPtr)
-m_ellipticalLayout (GeoTreeEllipticalLayoutPtr)
-m_geographyLineOffsetPercentage (float)
-m_bSpreadGeoPts (bool)
-m_selectedTreeNode (int)
-m_bSelectedFirstGeoLineCP (bool)
-m_bReverseOrderGeographicPts (bool)
-m_3dInternalDropLine (VisualLine)
-m_3dLeafDropLine (VisualLine)
-m_leafNodeBorderSize (float)
-m_leafNodeBorderColour (Colour)
-m_internalNodeBorderSize (float)
-m_internalNodeBorderColour (Colour)
-m_geoPtsBorderSize (float)
-m_geoPtsBorderColour (Colour)
-m_locationLineBorderSize (float)
-m_locationLineBorderColour (Colour)
-m_correlationLineBorderSize (float)
-m_correlationLineBorderColour (Colour)
-m_branchBorderSize (float)
-m_branchBorderColour (Colour)
-m_treeColourStyle (TREE_COLOUR_STYLE)
-m_linearAxesResults (std::vector<GeoTreeOptLeafOrder::LinearResults>)
Node (non-default cons)
-C: m_id (unsigned int)
-m_name (std::wstring)
-m_children (std::vector<Node*>)
-m_parent (Node*)
-m_distanceToParent (float)
-m_leafNodeIndex (uint)
NodePhylo (non-default cons)
-m_bootstrap (float)
NodeGeoTree (non-default cons)
-m_gridCoord (Point3D)
-m_locationLayerId (uint)
-m_colour (Colour)
-m_bProcessed (bool)
-m_baryCenter (double)
-m_layoutPos (uint)
-m_layoutDist (float)
-m_bSelected (bool)
-m_crossings (uint)
-m_bActive (bool)
GeoAxisPolyline (default cons)
-m_tree (Tree<NodeGeoTree>::Ptr)
-m_polylines (std::vector<VisualPolyLinePtr>)
-m_modPolylines (std::vector<VisualPolyLinePtr>)
-m_activePolylineIndex (uint)
-m_activePtIndex (uint)
-m_stage (STAGE)
-m_activePt (ACTIVE_POINT)
-m_length (float)
-m_geoAxisMap (std::map< LocationViewPtr, GeoPointData >)
-m_activeLeafNodes (uint)
VisualLines (default cons)
-m_colour (Colour)
-m_lineStyle (VisualLine::LINE_STYLE)
-m_thickness (float)
-m_visible (bool)
-m_lines (std::vector<Line3D>)
VisualPoints (default cons)
-m_colour (Colour)
-m_size (float)
-m_visible (bool)
-m_points (std::vector<Point3D>)
-m_ids (std::vector<std::wstring>)
GeoTreeLinearLayout (default cons)
-m_implicitRoot (Point3D)
GeoTreeEllipticalLayout (default cons)
-m_ellipticalNodes (std::vector<EllipticalNode>)
Font (non-default cons)
-C: m_fontFile (std::string)
-m_font (FTTextureFont*)
VisualLabel (default cons)
-m_id (uint)
-m_text (std::wstring)
-m_labelPosition (std::wstring)
-m_labelStyle (std::wstring)
-m_screenPos (Point3D)
-m_gridPos (Point3D)
-m_bRotateX (bool)
-m_bRotateZ (bool)
-m_zRotation (float)
-m_mousePrevPt (Point2D)
-m_renderingStyle (LABEL_RENDERING_STYLE)
-XX m_bDragging (bool)
VisualLine (default cons)
-m_lineStyle (LINE_STYLE)
-m_line (Line3D)
-m_depth (float)
-m_thickness (float)
VisualPolyLine (default cons)
-m_lineStyle (VisualLine::LINE_STYLE)
-m_polyline (PolyLine3D)
-m_bRenderCtrlPts (bool)
VisualMarker (default cons)
-m_position (Point3D)
-m_shape (MARKER_SHAPE)
-m_rotation (float)
-m_bRenderingStyle (MARKER_RENDERING_STYLE)
-m_depth (float)
-m_renderingOrder (float)
-m_borderSize (float)
-m_borderColour (Colour)
VisualObject (default cons)
-m_colour (Colour)
-m_size (float)