

SIGRun

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1 Hierarchical Index	1
1.1 Class Hierarchy	1
2 Class Index	3
2.1 Class List	3
3 File Index	5
3.1 File List	5
4 Class Documentation	9
4.1 BenchmarkTimer Class Reference	9
4.1.1 Detailed Description	10
4.1.2 Constructor & Destructor Documentation	10
4.1.2.1 BenchmarkTimer()	10
4.1.2.2 ~BenchmarkTimer()	10
4.2 BidirectionalLink Class Reference	11
4.2.1 Detailed Description	12
4.2.2 Constructor & Destructor Documentation	12
4.2.2.1 BidirectionalLink()	12
4.2.2.2 ~BidirectionalLink()	12
4.2.3 Member Function Documentation	12
4.2.3.1 add_child()	12
4.2.3.2 attribute_a()	13
4.2.3.3 attribute_b()	13
4.2.3.4 children()	13
4.2.3.5 receiver_a()	13
4.2.3.6 receiver_b()	13
4.2.3.7 sender_a()	14
4.2.3.8 sender_b()	14
4.2.3.9 type()	14
4.3 Camera2D Class Reference	14
4.3.1 Detailed Description	15
4.3.2 Constructor & Destructor Documentation	15
4.3.2.1 Camera2D()	15
4.3.2.2 ~Camera2D()	15
4.3.3 Member Function Documentation	15
4.3.3.1 camera_matrix()	15
4.3.3.2 initialize()	15
4.3.3.3 position()	16
4.3.3.4 scale()	16
4.3.3.5 set_position()	16
4.3.3.6 set_scale()	16
4.3.3.7 update()	16

4.4 Capability Class Reference	16
4.4.1 Detailed Description	17
4.4.2 Constructor & Destructor Documentation	17
4.4.2.1 Capability()	17
4.4.2.2 ~Capability()	17
4.4.3 Member Function Documentation	17
4.4.3.1 add_capabilities()	18
4.4.3.2 add_capability()	18
4.4.3.3 capabilities()	18
4.4.3.4 consecutive_capability_id()	18
4.4.3.5 num_capabilities()	18
4.4.3.6 remove_capability()	18
4.4.4 Friends And Related Function Documentation	19
4.4.4.1 CollisionManager	19
4.4.5 Member Data Documentation	19
4.4.5.1 __test1__	19
4.4.5.2 __test2__	19
4.5 CollisionManager Class Reference	19
4.5.1 Detailed Description	20
4.5.2 Constructor & Destructor Documentation	20
4.5.2.1 ~CollisionManager()	20
4.5.3 Member Function Documentation	20
4.5.3.1 collide()	20
4.5.4 Friends And Related Function Documentation	20
4.5.4.1 Context	20
4.5.4.2 RegionManager	21
4.5.4.3 SIGRunCollisionManagerTest	21
4.6 Color Struct Reference	21
4.6.1 Detailed Description	21
4.6.2 Constructor & Destructor Documentation	21
4.6.2.1 Color() [1/2]	22
4.6.2.2 Color() [2/2]	22
4.6.3 Member Data Documentation	22
4.6.3.1 a	22
4.6.3.2 b	22
4.6.3.3 g	22
4.6.3.4 r	23
4.7 Context Class Reference	23
4.7.1 Detailed Description	24
4.7.2 Constructor & Destructor Documentation	24
4.7.2.1 ~Context()	24
4.7.3 Member Function Documentation	24

4.7.3.1 begin()	25
4.7.3.2 capability_manager()	25
4.7.3.3 disable()	25
4.7.3.4 enable()	25
4.7.3.5 height()	25
4.7.3.6 region_manager()	25
4.7.3.7 SIContext()	26
4.7.3.8 update()	26
4.7.3.9 width()	26
4.7.4 Friends And Related Function Documentation	26
4.7.4.1 Core	26
4.8 Core Class Reference	27
4.8.1 Detailed Description	28
4.8.2 Constructor & Destructor Documentation	28
4.8.2.1 ~Core()	28
4.8.2.2 Core()	28
4.8.3 Member Function Documentation	28
4.8.3.1 retrieve_available_plugins()	28
4.8.3.2 start()	29
4.8.3.3 stop()	29
4.8.4 Friends And Related Function Documentation	29
4.8.4.1 SIGRun	29
4.8.4.2 SIGRunCoreTest	30
4.8.4.3 SIGRunTest	30
4.9 GLSLProgram Class Reference	30
4.9.1 Detailed Description	30
4.9.2 Constructor & Destructor Documentation	30
4.9.2.1 GLSLProgram()	31
4.9.2.2 ~GLSLProgram()	31
4.9.3 Member Function Documentation	31
4.9.3.1 add_attribute()	31
4.9.3.2 compile_shaders()	31
4.9.3.3 link_shaders()	31
4.9.3.4 uniform_location()	32
4.9.3.5 unuse()	32
4.9.3.6 use()	32
4.10 GLTexture Struct Reference	32
4.10.1 Detailed Description	32
4.10.2 Member Data Documentation	32
4.10.2.1 height	33
4.10.2.2 id	33
4.10.2.3 width	33

4.11 Glyph Class Reference	33
4.11.1 Detailed Description	34
4.11.2 Constructor & Destructor Documentation	34
4.11.2.1 Glyph() [1/3]	34
4.11.2.2 Glyph() [2/3]	34
4.11.2.3 Glyph() [3/3]	35
4.11.3 Member Data Documentation	35
4.11.3.1 blc	35
4.11.3.2 brc	35
4.11.3.3 depth	35
4.11.3.4 texture	35
4.11.3.5 tlc	36
4.11.3.6 transform	36
4.11.3.7 trc	36
4.11.3.8 vertices	36
4.12 ILink Class Reference	37
4.12.1 Detailed Description	38
4.12.2 Member Enumeration Documentation	38
4.12.2.1 LINK_TYPE	38
4.12.3 Constructor & Destructor Documentation	38
4.12.3.1 ~ILink()	38
4.12.4 Member Function Documentation	38
4.12.4.1 add_child()	38
4.12.4.2 attribute_a()	39
4.12.4.3 attribute_b()	39
4.12.4.4 children()	39
4.12.4.5 receiver_a()	39
4.12.4.6 receiver_b()	39
4.12.4.7 sender_a()	39
4.12.4.8 sender_b()	40
4.12.4.9 type()	40
4.13 ImageLoader Class Reference	40
4.13.1 Detailed Description	40
4.13.2 Member Function Documentation	40
4.13.2.1 load_png()	40
4.14 IOManager Class Reference	41
4.14.1 Detailed Description	41
4.14.2 Member Function Documentation	41
4.14.2.1 read_file_to_buffer()	41
4.15 IRenderEngine Class Reference	41
4.15.1 Detailed Description	42
4.15.2 Member Function Documentation	42

4.15.2.1 pause()	42
4.15.2.2 run()	42
4.15.2.3 start()	43
4.16 IterableConverter Class Reference	43
4.16.1 Detailed Description	43
4.16.2 Member Function Documentation	43
4.16.2.1 construct()	43
4.16.2.2 convertible()	44
4.16.2.3 from_python()	44
4.17 LinkingGraph Class Reference	44
4.17.1 Detailed Description	44
4.17.2 Constructor & Destructor Documentation	45
4.17.2.1 LinkingGraph()	45
4.17.2.2 ~LinkingGraph()	45
4.17.3 Member Function Documentation	45
4.17.3.1 add_link()	45
4.17.3.2 emit_link_event()	45
4.17.3.3 is_linked()	46
4.17.3.4 links()	46
4.17.3.5 remove_link()	46
4.18 LinkingManager Class Reference	46
4.18.1 Detailed Description	47
4.18.2 Constructor & Destructor Documentation	47
4.18.2.1 LinkingManager()	47
4.18.2.2 ~LinkingManager()	48
4.18.3 Member Function Documentation	48
4.18.3.1 add_link()	48
4.18.3.2 emit_link_event()	48
4.18.3.3 is_linked()	48
4.18.3.4 linking_graph()	49
4.18.3.5 links()	49
4.18.3.6 num_links()	49
4.18.3.7 remove_link()	49
4.19 Log Class Reference	49
4.19.1 Detailed Description	50
4.19.2 Member Enumeration Documentation	51
4.19.2.1 LOG_LEVEL	51
4.19.2.2 MODE	51
4.19.2.3 SHOW_TYPE	51
4.19.3 Member Function Documentation	52
4.19.3.1 log()	52
4.19.3.2 log_level()	53

4.19.3.3 set_log_file_path()	53
4.19.3.4 time()	53
4.19.4 Member Data Documentation	54
4.19.4.1 __DEBUG__	54
4.19.4.2 log_file_path	54
4.19.4.3 SHOW	54
4.19.4.4 WHERE	55
4.20 MainWindow Class Reference	55
4.20.1 Detailed Description	56
4.20.2 Constructor & Destructor Documentation	56
4.20.2.1 MainWindow()	56
4.20.2.2 ~MainWindow()	56
4.20.3 Member Function Documentation	56
4.20.3.1 keyPressEvent()	56
4.20.3.2 paintEvent()	57
4.20.3.3 set_is_running()	57
4.21 PluginCollector Class Reference	57
4.21.1 Detailed Description	58
4.21.2 Constructor & Destructor Documentation	58
4.21.2.1 PluginCollector()	58
4.21.2.2 ~PluginCollector()	58
4.21.3 Member Function Documentation	58
4.21.3.1 collect()	58
4.22 Position Struct Reference	59
4.22.1 Detailed Description	59
4.22.2 Member Data Documentation	59
4.22.2.1 x	59
4.22.2.2 y	59
4.23 Print Class Reference	60
4.23.1 Detailed Description	61
4.23.2 Constructor & Destructor Documentation	61
4.23.2.1 Print()	61
4.23.2.2 ~Print()	61
4.23.3 Member Function Documentation	61
4.23.3.1 print() [1/4]	61
4.23.3.2 print() [2/4]	61
4.23.3.3 print() [3/4]	62
4.23.3.4 print() [4/4]	62
4.24 PySIEffect Class Reference	62
4.24.1 Detailed Description	63
4.24.2 Member Function Documentation	63
4.24.2.1 on_continuous()	63

4.24.2.2 on_enter()	63
4.24.2.3 on_leave()	63
4.25 PythonInvoker Class Reference	64
4.25.1 Detailed Description	64
4.25.2 Constructor & Destructor Documentation	64
4.25.2.1 PythonInvoker()	64
4.25.2.2 ~PythonInvoker()	64
4.25.3 Member Function Documentation	64
4.25.3.1 handle_python_error()	65
4.25.3.2 invoke_collision_event_function()	65
4.25.3.3 invoke_extract_attribute() [1/2]	65
4.25.3.4 invoke_extract_attribute() [2/2]	65
4.25.3.5 invoke_function()	65
4.25.3.6 invoke_linking_event_function()	66
4.25.3.7 invoke_set_attribute()	66
4.25.3.8 retrieve_linking_event_args()	66
4.26 Region Class Reference	66
4.26.1 Detailed Description	67
4.26.2 Constructor & Destructor Documentation	68
4.26.2.1 Region()	68
4.26.2.2 ~Region()	68
4.26.3 Member Function Documentation	68
4.26.3.1 aabb()	68
4.26.3.2 contour()	68
4.26.3.3 effect()	68
4.26.3.4 is_link_event_registered() [1/2]	69
4.26.3.5 is_link_event_registered() [2/2]	69
4.26.3.6 is_transformed()	69
4.26.3.7 LINK_SIGNAL()	69
4.26.3.8 LINK_SLOT()	69
4.26.3.9 mask()	70
4.26.3.10 move()	70
4.26.3.11 name()	70
4.26.3.12 on_continuous()	70
4.26.3.13 on_enter()	70
4.26.3.14 on_leave()	70
4.26.3.15 register_link_event() [1/2]	71
4.26.3.16 register_link_event() [2/2]	71
4.26.3.17 set_aabb()	71
4.26.3.18 set_is_transformed()	71
4.26.3.19 set_name()	71
4.26.3.20 texture_path()	71

4.26.3.21 transform()	72
4.26.3.22 uuid()	72
4.27 RegionManager Class Reference	72
4.27.1 Detailed Description	73
4.27.2 Constructor & Destructor Documentation	73
4.27.2.1 ~RegionManager()	73
4.27.2.2 RegionManager()	73
4.27.3 Member Function Documentation	73
4.27.3.1 add_region()	74
4.27.3.2 regions()	74
4.27.3.3 update()	74
4.27.4 Friends And Related Function Documentation	74
4.27.4.1 SIGRunRegionManagerTest	74
4.28 RegionMask Class Reference	74
4.28.1 Detailed Description	75
4.28.2 Constructor & Destructor Documentation	76
4.28.2.1 RegionMask() [1/2]	76
4.28.2.2 RegionMask() [2/2]	76
4.28.2.3 ~RegionMask()	77
4.28.3 Member Function Documentation	77
4.28.3.1 clear_bit() [1/2]	77
4.28.3.2 clear_bit() [2/2]	78
4.28.3.3 height()	78
4.28.3.4 move()	79
4.28.3.5 operator[]() [1/2]	80
4.28.3.6 operator[]() [2/2]	80
4.28.3.7 set_bit() [1/2]	81
4.28.3.8 set_bit() [2/2]	81
4.28.3.9 size()	82
4.28.3.10 width()	82
4.28.4 Friends And Related Function Documentation	83
4.28.4.1 SIGRunRegionMaskTest	83
4.29 RegionRepresentation Struct Reference	83
4.29.1 Detailed Description	83
4.29.2 Constructor & Destructor Documentation	84
4.29.2.1 RegionRepresentation() [1/3]	84
4.29.2.2 RegionRepresentation() [2/3]	84
4.29.2.3 RegionRepresentation() [3/3]	84
4.29.3 Member Function Documentation	84
4.29.3.1 update()	85
4.29.4 Member Data Documentation	85
4.29.4.1 a	85

4.29.4.2 b	85
4.29.4.3 color	85
4.29.4.4 contour_size	85
4.29.4.5 destination_rect	85
4.29.4.6 fill	86
4.29.4.7 g	86
4.29.4.8 patches	86
4.29.4.9 poly	86
4.29.4.10 r	86
4.29.4.11 texture_path	86
4.29.4.12 transform	87
4.29.4.13 uv	87
4.30 RegionResampler Class Reference	87
4.30.1 Detailed Description	87
4.30.2 Member Function Documentation	87
4.30.2.1 resample()	87
4.30.3 Friends And Related Function Documentation	88
4.30.3.1 SIGRunRegionResamplerTest	88
4.31 RegionTransform Class Reference	88
4.31.1 Detailed Description	88
4.31.2 Constructor & Destructor Documentation	89
4.31.2.1 RegionTransform()	89
4.31.2.2 ~RegionTransform()	89
4.31.3 Member Function Documentation	89
4.31.3.1 operator[]()	89
4.31.3.2 transform()	90
4.31.3.3 update()	90
4.32 RenderBatch Class Reference	91
4.32.1 Detailed Description	91
4.32.2 Constructor & Destructor Documentation	91
4.32.2.1 RenderBatch()	92
4.32.3 Member Data Documentation	92
4.32.3.1 num_vertices	92
4.32.3.2 num_vertices2	92
4.32.3.3 offset	92
4.32.3.4 offset2	92
4.32.3.5 texture	93
4.33 RenderEngineQT5 Class Reference	93
4.33.1 Detailed Description	94
4.33.2 Constructor & Destructor Documentation	94
4.33.2.1 RenderEngineQT5()	94
4.33.2.2 ~RenderEngineQT5()	94

4.33.3 Member Function Documentation	94
4.33.3.1 pause()	94
4.33.3.2 run()	95
4.33.3.3 start()	95
4.34 RenderEngineSDL2 Class Reference	95
4.34.1 Detailed Description	96
4.34.2 Constructor & Destructor Documentation	96
4.34.2.1 RenderEngineSDL2()	96
4.34.2.2 ~RenderEngineSDL2()	96
4.34.3 Member Function Documentation	97
4.34.3.1 pause()	97
4.34.3.2 run()	97
4.34.3.3 start()	97
4.35 RenderWorker Class Reference	98
4.35.1 Detailed Description	98
4.35.2 Constructor & Destructor Documentation	98
4.35.2.1 RenderWorker()	99
4.35.3 Member Function Documentation	99
4.35.3.1 finished()	99
4.35.3.2 render()	99
4.36 ResourceManager Class Reference	99
4.36.1 Detailed Description	99
4.36.2 Member Function Documentation	99
4.36.2.1 texture()	100
4.37 RingBuffer< T > Class Template Reference	100
4.37.1 Detailed Description	100
4.37.2 Constructor & Destructor Documentation	100
4.37.2.1 RingBuffer()	100
4.37.2.2 ~RingBuffer()	101
4.37.3 Member Function Documentation	101
4.37.3.1 clear()	101
4.37.3.2 empty()	101
4.37.3.3 find()	101
4.37.3.4 get()	101
4.37.3.5 max_size()	102
4.37.3.6 operator &()	102
4.37.3.7 operator<<()	102
4.37.3.8 push_back()	102
4.37.3.9 size()	102
4.38 Scripting Class Reference	103
4.38.1 Detailed Description	103
4.38.2 Constructor & Destructor Documentation	103

4.38.2.1 Scripting()	103
4.38.2.2 ~Scripting()	103
4.38.3 Member Function Documentation	103
4.38.3.1 import()	104
4.38.3.2 load_class_names()	104
4.38.3.3 load_plugin_source()	104
4.38.3.4 si_plugin()	104
4.38.4 Friends And Related Function Documentation	104
4.38.4.1 operator<<	104
4.39 SIGRun Class Reference	105
4.39.1 Detailed Description	105
4.39.2 Constructor & Destructor Documentation	105
4.39.2.1 SIGRun()	105
4.39.2.2 ~SIGRun()	106
4.39.3 Member Function Documentation	106
4.39.3.1 exec()	106
4.39.3.2 quit()	106
4.40 SIObject Class Reference	107
4.40.1 Detailed Description	108
4.40.2 Constructor & Destructor Documentation	108
4.40.2.1 SIObject()	108
4.40.2.2 ~SIObject()	108
4.40.3 Member Function Documentation	108
4.40.3.1 meta_type()	109
4.40.3.2 origin()	109
4.40.4 Member Data Documentation	109
4.40.4.1 d_meta_type	109
4.40.4.2 d_origin	109
4.41 SpriteBatch Class Reference	110
4.41.1 Detailed Description	110
4.41.2 Constructor & Destructor Documentation	110
4.41.2.1 SpriteBatch()	110
4.41.2.2 ~SpriteBatch()	110
4.41.3 Member Function Documentation	110
4.41.3.1 initialize()	110
4.41.3.2 render()	111
4.41.3.3 set_draw_mode()	111
4.42 StoppableTask Class Reference	111
4.42.1 Detailed Description	111
4.42.2 Constructor & Destructor Documentation	112
4.42.2.1 StoppableTask() [1/2]	112
4.42.2.2 StoppableTask() [2/2]	112

4.42.3 Member Function Documentation	112
4.42.3.1 is_stop_requested()	112
4.42.3.2 operator()()	112
4.42.3.3 operator=()	112
4.42.3.4 run()	113
4.42.3.5 set_is_running()	113
4.42.3.6 stop()	113
4.42.4 Member Data Documentation	113
4.42.4.1 d_is_running	113
4.43 SuperEffect Class Reference	113
4.43.1 Detailed Description	114
4.43.2 Member Function Documentation	114
4.43.2.1 on_continuous()	114
4.43.2.2 on_enter()	114
4.43.2.3 on_leave()	114
4.44 TessellationPatch Class Reference	114
4.44.1 Detailed Description	115
4.44.2 Constructor & Destructor Documentation	115
4.44.2.1 TessellationPatch()	115
4.44.2.2 ~TessellationPatch()	115
4.44.3 Member Function Documentation	115
4.44.3.1 a()	115
4.44.3.2 b()	116
4.44.3.3 c()	116
4.44.3.4 move()	116
4.44.3.5 set_abc()	116
4.44.3.6 vertices()	116
4.45 Tessellator Class Reference	117
4.45.1 Detailed Description	117
4.45.2 Member Function Documentation	117
4.45.2.1 tessellate()	117
4.46 TextureCache Class Reference	117
4.46.1 Detailed Description	117
4.46.2 Constructor & Destructor Documentation	118
4.46.2.1 TextureCache()	118
4.46.2.2 ~TextureCache()	118
4.46.3 Member Function Documentation	118
4.46.3.1 texture()	118
4.47 Time Class Reference	118
4.47.1 Detailed Description	119
4.47.2 Member Function Documentation	119
4.47.2.1 get_time()	119

4.47.2.2 set_time_delta()	119
4.47.2.3 time_delta()	119
4.48 UnidirectionalLink Class Reference	120
4.48.1 Detailed Description	121
4.48.2 Constructor & Destructor Documentation	121
4.48.2.1 UnidirectionalLink()	121
4.48.2.2 ~UnidirectionalLink()	121
4.48.3 Member Function Documentation	121
4.48.3.1 add_child()	121
4.48.3.2 attribute_a()	122
4.48.3.3 attribute_b()	122
4.48.3.4 children()	122
4.48.3.5 receiver_a()	122
4.48.3.6 receiver_b()	122
4.48.3.7 sender_a()	123
4.48.3.8 sender_b()	123
4.48.3.9 type()	123
4.49 UpdateWorker Class Reference	123
4.49.1 Detailed Description	124
4.49.2 Constructor & Destructor Documentation	124
4.49.2.1 UpdateWorker()	124
4.49.2.2 ~UpdateWorker()	125
4.49.3 Member Function Documentation	125
4.49.3.1 finished()	125
4.49.3.2 fps()	125
4.49.3.3 is_running()	125
4.49.3.4 pause()	125
4.49.3.5 resume()	125
4.49.3.6 running_changed()	126
4.49.3.7 start()	126
4.49.3.8 stop()	126
4.49.3.9 updated()	126
4.50 UUID Class Reference	126
4.50.1 Detailed Description	126
4.50.2 Member Function Documentation	127
4.50.2.1 uuid()	127
4.51 UV Struct Reference	127
4.51.1 Detailed Description	127
4.51.2 Member Data Documentation	127
4.51.2.1 u	127
4.51.2.2 v	128
4.52 Vertex Struct Reference	128

4.52.1 Detailed Description	128
4.52.2 Member Function Documentation	129
4.52.2.1 set_color()	129
4.52.2.2 set_position()	129
4.52.2.3 set_uv()	129
4.52.3 Member Data Documentation	129
4.52.3.1 color	129
4.52.3.2 position	130
4.52.3.3 uv	130
4.53 Window Class Reference	130
4.53.1 Detailed Description	130
4.53.2 Constructor & Destructor Documentation	130
4.53.2.1 Window()	130
4.53.2.2 ~Window()	131
4.53.3 Member Function Documentation	131
4.53.3.1 create()	131
4.53.3.2 height()	131
4.53.3.3 set_height()	131
4.53.3.4 set_width()	131
4.53.3.5 swap_buffer()	132
4.53.3.6 width()	132
5 File Documentation	133
5.1 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/debug/Print.cpp File Reference	133
5.2 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/debug/Print.hpp File Reference	133
5.3 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/error/Error.hpp File Reference	134
5.3.1 Macro Definition Documentation	135
5.3.1.1 DE	135
5.3.1.2 EN	136
5.3.1.3 ERROR_IO	136
5.3.1.4 ERROR_PYTHON	136
5.3.1.5 ERROR_SIGRUN	136
5.3.1.6 ERROR_UNKNOWN	136
5.3.1.7 ERRORS_DE	136
5.3.1.8 ERRORS_EN	137
5.3.2 Variable Documentation	137
5.3.2.1 ERRORS	137
5.3.2.2 LANGUAGE	137
5.4 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/pysi/SuperEffect.cpp File Reference	137
5.4.1 Function Documentation	138
5.4.1.1 BOOST_PYTHON_MODULE()	138
5.5 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/pysi/SuperEffect.hpp File Reference	138

5.6	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/SIGRun.cpp File Reference	139
5.7	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/SIGRun.hpp File Reference	140
5.8	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/concurrency/RenderWorker.cpp File Reference	141
5.9	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/concurrency/RenderWorker.hpp File Reference	141
5.10	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/concurrency/StoppableTask.cpp File Reference	143
5.11	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/concurrency/StoppableTask.hpp File Reference	143
5.12	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/Capability.cpp File Reference	144
5.13	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/Capability.hpp File Reference	144
5.14	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/Context.cpp File Reference	145
5.15	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/Context.hpp File Reference	146
5.16	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/Collision↔Manager.cpp File Reference	147
5.17	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/Collision↔Manager.hpp File Reference	147
5.18	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/↔Link.cpp File Reference	148
5.19	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/↔Link.hpp File Reference	149
5.20	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/↔LinkingGraph.cpp File Reference	150
5.21	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/↔LinkingGraph.hpp File Reference	151
5.22	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/Linking↔Manager.cpp File Reference	152
5.23	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/Linking↔Manager.hpp File Reference	152
5.24	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/Region↔Manager.cpp File Reference	153
5.25	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/Region↔Manager.hpp File Reference	153
5.26	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/Core.cpp File Reference	154
5.27	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/Core.hpp File Reference	155
5.28	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/log/Log.cpp File Reference	156
5.29	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/log/Log.hpp File Reference	157
5.29.1	Macro Definition Documentation	159
5.29.1.1	__FILENAME__	159
5.29.1.2	DEBUG	159
5.29.1.3	DEBUG_COLOR	160
5.29.1.4	ERROR	160
5.29.1.5	ERROR_COLOR	160

5.29.1.6	INFO	161
5.29.1.7	INFO_COLOR	161
5.29.1.8	LOG_CONSOLE	161
5.29.1.9	LOG_FILE	162
5.29.1.10	LOG_NONE	162
5.29.1.11	LOG_SHOW_ALL	162
5.29.1.12	LOG_SHOW_DEBUG	162
5.29.1.13	LOG_SHOW_ERROR	162
5.29.1.14	LOG_SHOW_INFO	163
5.29.1.15	LOG_SHOW_NONE	163
5.29.1.16	LOG_SHOW_WARN	163
5.29.1.17	UNDEFINED	163
5.29.1.18	UNDEFINED_COLOR	164
5.29.1.19	WARN	164
5.29.1.20	WARN_COLOR	164
5.30	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/PluginCollector.cpp File Reference	165
5.31	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/PluginCollector.hpp File Reference	165
5.32	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/PythonInvoker.cpp File Reference	166
5.33	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/PythonInvoker.hpp File Reference	167
5.33.1	Macro Definition Documentation	168
5.33.1.1	HANDLE_PYTHON_ERROR	168
5.34	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/Scripting.cpp File Reference	169
5.34.1	Function Documentation	169
5.34.1.1	operator<<()	169
5.35	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/Scripting.hpp File Reference	169
5.35.1	Function Documentation	170
5.35.1.1	PyInit_libPySI()	171
5.36	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/Region.cpp File Reference	171
5.37	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/Region.hpp File Reference	171
5.38	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/RegionMask.cpp File Reference	172
5.39	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/RegionMask.hpp File Reference	173
5.40	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/RegionResampler.cpp File Reference	174
5.41	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/RegionResampler.hpp File Reference	174
5.42	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/RegionTransform.cpp File Reference	175
5.43	/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/RegionTransform.hpp File Reference	176

5.43.1 Macro Definition Documentation	177
5.43.1.1 PI_DIV_180	177
5.44 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/rendering/IRenderEngine.hpp File Reference	177
5.45 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/SIObject.hpp File Reference . . .	178
5.45.1 Macro Definition Documentation	179
5.45.1.1 __CLASS_NAME__	179
5.45.1.2 SIGRUN	180
5.45.1.3 SIOBJECT	180
5.45.1.4 SIREN	180
5.46 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/util/Benchmark.hpp File Reference	180
5.46.1 Macro Definition Documentation	181
5.46.1.1 SI_BENCHMARK	181
5.47 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/util/RingBuffer.hpp File Reference	182
5.48 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/util/UUID.hpp File Reference . . .	183
5.49 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/background/UpdateWorker.cpp File Reference	184
5.50 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/background/UpdateWorker.hpp File Reference	184
5.51 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Camera2D.cpp File Refer- ence	185
5.52 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Camera2D.hpp File Refer- ence	186
5.53 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Timing.hpp File Reference	187
5.54 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Window.cpp File Reference	188
5.55 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Window.hpp File Reference	189
5.55.1 Enumeration Type Documentation	190
5.55.1.1 WindowFlags	190
5.56 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/GLTexture.hpp File Ref- erence	190
5.57 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/Glyph.hpp File Reference	191
5.57.1 Enumeration Type Documentation	193
5.57.1.1 GlyphSortType	193
5.58 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/SpriteBatch.cpp File Reference	193
5.59 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/SpriteBatch.hpp File Reference	194
5.60 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/TessellationPatch.cpp File Reference	195
5.61 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/TessellationPatch.hpp File Reference	195
5.62 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/Tessellator.cpp File Ref- erence	197
5.63 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/Tessellator.hpp File Ref- erence	197

5.63.1 Macro Definition Documentation	198
5.63.1.1 TESSELATION_CALLBACK	198
5.64 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/TextureCache.cpp File Reference	199
5.65 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/TextureCache.hpp File Reference	199
5.66 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/Vertex.hpp File Reference	201
5.67 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/io/ImageLoader.cpp File Reference	203
5.68 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/io/ImageLoader.hpp File Reference	204
5.69 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/io/IOManager.cpp File Reference	205
5.70 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/io/IOManager.hpp File Reference	206
5.71 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/io/ResourceManager.cpp File Reference	207
5.72 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/io/ResourceManager.hpp File Reference	207
5.73 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/lib/picopng.cpp File Reference	209
5.73.1 Function Documentation	210
5.73.1.1 decodePNG()	210
5.74 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/lib/picoPNG.hpp File Reference	210
5.74.1 Function Documentation	211
5.74.1.1 decodePNG()	212
5.75 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/region/RegionRepresentation.hpp File Reference	212
5.76 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/region_representation/RegionRepresentation.hpp File Reference	213
5.77 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/RenderEngineQt5.cpp File Reference	215
5.78 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/RenderEngineQt5.hpp File Reference	216
5.79 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/RenderEngineSdl2.cpp File Reference	217
5.80 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/RenderEngineSdl2.hpp File Reference	217
5.80.1 Typedef Documentation	219
5.80.1.1 Camera2D_ptr	219
5.80.1.2 GLSLProgram_ptr	219
5.80.1.3 SpriteBatch_ptr	219
5.80.2 Enumeration Type Documentation	219
5.80.2.1 STATE	219
5.81 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/shader/GLSLProgram.cpp File Reference	220
5.82 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/shader/GLSLProgram.hpp File Reference	220
5.83 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/window/MainWindow.cpp File Reference	221

5.84 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/window/MainWindow.hpp File Reference	222
Index	223

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Camera2D	14
Capability	16
CollisionManager	19
Color	21
GLSLProgram	30
GLTexture	32
Glyph	33
ImageLoader	40
IOManager	41
IterableConverter	43
LinkingGraph	44
Log	49
ostreamstream	
Print	60
Position	59
PythonInvoker	64
QMainWindow	
MainWindow	55
QObject	
Context	23
IRenderEngine	41
RenderEngineQT5	93
RenderEngineSDL2	95
LinkingManager	46
Region	66
RenderWorker	98
UpdateWorker	123
RegionMask	74
RegionRepresentation	83
RegionResampler	87
RegionTransform	88
RenderBatch	91
ResourceManager	99
RingBuffer< T >	100
RingBuffer< std::tuple< std::string, std::string > >	100

Scripting	103
SIGRun	105
SIOject	107
BenchmarkTimer	9
Context	23
Core	27
ILink	37
BidirectionalLink	11
UnidirectionalLink	120
LinkingManager	46
MainWindow	55
PluginCollector	57
Region	66
RegionManager	72
RenderEngineQT5	93
SpriteBatch	110
StoppableTask	111
SuperEffect	113
PySIEffect	62
TesselationPatch	114
Tessellator	117
TextureCache	117
Time	118
UUID	126
UV	127
Vertex	128
Window	130
wrapper	
PySIEffect	62

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

BenchmarkTimer	9
BidirectionalLink	11
Camera2D	14
Capability	16
CollisionManager	19
Color	21
Context	23
Core	
Namespace shortening for python object integration	27
GLSLProgram	30
GLTexture	32
Glyph	33
ILink	37
ImageLoader	40
IOManager	41
IRenderEngine	41
IterableConverter	43
LinkingGraph	44
LinkingManager	46
Log	
Log class serving as central logging functionality for easy logging data output	49
MainWindow	55
PluginCollector	57
Position	59
Print	60
PySIEffect	62
PythonInvoker	64
Region	66
RegionManager	72
RegionMask	
RegionMask class which stores a bit array used for true collision testing	74
RegionRepresentation	83
RegionResampler	87
RegionTransform	
RegionTransform class storing the relative translation, rotation and scale of a contour	88

RenderBatch	91
RenderEngineQT5	93
RenderEngineSDL2	95
RenderWorker	98
ResourceManager	99
RingBuffer< T >	100
Scripting	103
SIGRun	
SIGRun class serving as entry point of an SI environment	105
SIObjct	
A meta class from which other classes are derived from to register them as SIObjct meta types	107
SpriteBatch	110
StoppableTask	111
SuperEffect	113
TesselationPatch	114
Tessellator	117
TextureCache	117
Time	118
UnidirectionalLink	120
UpdateWorker	123
UUID	126
UV	127
Vertex	128
Window	130

Chapter 3

File Index

3.1 File List

Here is a list of all files with brief descriptions:

/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/SIGRun.cpp	139
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/SIGRun.hpp	140
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/debug/Print.cpp	133
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/debug/Print.hpp	133
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/error/Error.hpp	134
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/pysi/SuperEffect.cpp	137
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/pysi/SuperEffect.hpp	138
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/Core.cpp	154
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/Core.hpp	155
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/SIObject.hpp	178
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/concurrency/RenderWorker.cpp	141
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/concurrency/RenderWorker.hpp	141
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/concurrency/StopppableTask.cpp	143
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/concurrency/StopppableTask.hpp	143
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/Capability.cpp	144
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/Capability.hpp	144
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/Context.cpp	145
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/Context.hpp	146
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/CollisionManager.cpp	147
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/CollisionManager.hpp	147
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/LinkingManager.cpp	152
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/LinkingManager.hpp	152
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/RegionManager.cpp	153
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/RegionManager.hpp	153
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/helpers/linking/Link.cpp	148
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/helpers/linking/Link.hpp	149
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/helpers/linking/LinkingGraph.cpp	150

/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/helpers/linking/LinkingGraph.hpp	
151	
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/log/Log.cpp	156
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/log/Log.hpp	157
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/plugin/PluginCollector.cpp	165
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/plugin/PluginCollector.hpp	165
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/plugin/PythonInvoker.cpp	166
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/plugin/PythonInvoker.hpp	167
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/plugin/Scripting.cpp	169
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/plugin/Scripting.hpp	169
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/Region.cpp	171
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/Region.hpp	171
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/RegionMask.cpp	172
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/RegionMask.hpp	173
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/RegionResampler.cpp	174
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/RegionResampler.hpp	174
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/RegionTransform.cpp	175
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/RegionTransform.hpp	176
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/rendering/IRenderEngine.hpp	177
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/util/Benchmark.hpp	180
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/util/RingBuffer.hpp	182
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/util/UUID.hpp	183
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/RenderEngineQt5.cpp	215
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/RenderEngineQt5.hpp	216
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/RenderEngineSdl2.cpp	217
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/RenderEngineSdl2.hpp	217
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/background/UpdateWorker.cpp	184
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/background/UpdateWorker.hpp	184
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Camera2D.cpp	185
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Camera2D.hpp	186
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Timing.hpp	187
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Window.cpp	188
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Window.hpp	189
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/GLTexture.hpp	190
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/Glyph.hpp	191
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/SpriteBatch.cpp	193
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/SpriteBatch.hpp	194
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/TessellationPatch.cpp	195
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/TessellationPatch.hpp	195
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/Tessellator.cpp	197
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/Tessellator.hpp	197
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/TextureCache.cpp	199
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/TextureCache.hpp	199
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/Vertex.hpp	201
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/ImageLoader.cpp	203
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/ImageLoader.hpp	204
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/IOManager.cpp	205
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/IOManager.hpp	206
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/ResourceManager.cpp	207
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/ResourceManager.hpp	207
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/lib/picopng.cpp	209
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/lib/picoPNG.hpp	210
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/region/RegionRepresentation.hpp	212
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/region_representation/RegionRepresentation.hpp	
213	
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/shader/GLSLProgram.cpp	220
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/shader/GLSLProgram.hpp	220
/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/window/MainWindow.cpp	221

/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/window/[MainWindow.hpp](#) 222

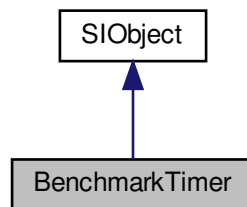
Chapter 4

Class Documentation

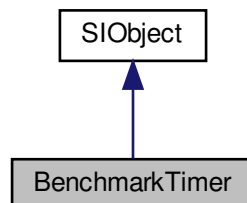
4.1 BenchmarkTimer Class Reference

```
#include <Benchmark.hpp>
```

Inheritance diagram for BenchmarkTimer:



Collaboration diagram for BenchmarkTimer:



Public Member Functions

- [BenchmarkTimer](#) ()
- [~BenchmarkTimer](#) ()

Additional Inherited Members

4.1.1 Detailed Description

Definition at line 11 of file Benchmark.hpp.

4.1.2 Constructor & Destructor Documentation

4.1.2.1 BenchmarkTimer()

```
BenchmarkTimer::BenchmarkTimer ( ) [inline]
```

Definition at line 14 of file Benchmark.hpp.

4.1.2.2 ~BenchmarkTimer()

```
BenchmarkTimer::~~BenchmarkTimer ( ) [inline]
```

Definition at line 19 of file Benchmark.hpp.

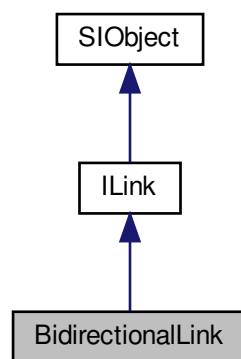
The documentation for this class was generated from the following file:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/util/Benchmark.hpp](#)

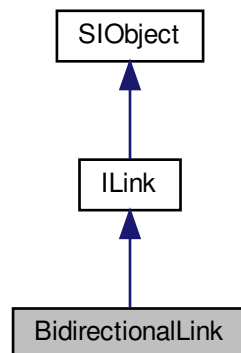
4.2 BidirectionalLink Class Reference

```
#include <Link.hpp>
```

Inheritance diagram for BidirectionalLink:



Collaboration diagram for BidirectionalLink:



Public Member Functions

- [BidirectionalLink](#) (const std::shared_ptr< [Region](#) > &ra, const std::shared_ptr< [Region](#) > &rb, const std::string &aa, const std::string &ab)
- [~BidirectionalLink](#) ()
- const [LINK_TYPE](#) & [type](#) () const override
- const std::shared_ptr< [Region](#) > & [sender_a](#) () const override

- `const std::shared_ptr< Region > & sender_b ()` const override
- `const std::shared_ptr< Region > & receiver_a ()` const override
- `const std::shared_ptr< Region > & receiver_b ()` const override
- `const std::string & attribute_a ()` const override
- `const std::string & attribute_b ()` const override
- `virtual void add_child (std::shared_ptr< ILink > &link)` override
- `std::vector< std::shared_ptr< ILink > > & children ()` override

Additional Inherited Members

4.2.1 Detailed Description

Definition at line 70 of file Link.hpp.

4.2.2 Constructor & Destructor Documentation

4.2.2.1 BidirectionalLink()

```
BidirectionalLink::BidirectionalLink (
    const std::shared_ptr< Region > & ra,
    const std::shared_ptr< Region > & rb,
    const std::string & aa,
    const std::string & ab )
```

Definition at line 58 of file Link.cpp.

4.2.2.2 ~BidirectionalLink()

```
BidirectionalLink::~~BidirectionalLink ( )
```

Definition at line 71 of file Link.cpp.

4.2.3 Member Function Documentation

4.2.3.1 add_child()

```
void BidirectionalLink::add_child (
    std::shared_ptr< ILink > & link ) [override], [virtual]
```

Implements [ILink](#).

Definition at line 126 of file Link.cpp.

4.2.3.2 attribute_a()

```
const std::string & BidirectionalLink::attribute_a ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 101 of file Link.cpp.

4.2.3.3 attribute_b()

```
const std::string & BidirectionalLink::attribute_b ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 106 of file Link.cpp.

4.2.3.4 children()

```
std::vector< std::shared_ptr< ILink > > & BidirectionalLink::children ( ) [override], [virtual]
```

Implements [ILink](#).

Definition at line 116 of file Link.cpp.

4.2.3.5 receiver_a()

```
const std::shared_ptr< Region > & BidirectionalLink::receiver_a ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 91 of file Link.cpp.

4.2.3.6 receiver_b()

```
const std::shared_ptr< Region > & BidirectionalLink::receiver_b ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 96 of file Link.cpp.

4.2.3.7 sender_a()

```
const std::shared_ptr< Region > & BidirectionalLink::sender_a ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 81 of file Link.cpp.

4.2.3.8 sender_b()

```
const std::shared_ptr< Region > & BidirectionalLink::sender_b ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 86 of file Link.cpp.

4.2.3.9 type()

```
const ILink::LINK\_TYPE & BidirectionalLink::type ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 76 of file Link.cpp.

The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/Link.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/Link.cpp](#)

4.3 Camera2D Class Reference

```
#include <Camera2D.hpp>
```

Public Member Functions

- [Camera2D](#) ()
- [~Camera2D](#) ()
- void [initialize](#) (int width, int height)
- void [update](#) ()
- void [set_position](#) (const glm::vec2 &[position](#))
- const glm::vec2 & [position](#) ()
- void [set_scale](#) (float [scale](#))
- float [scale](#) ()
- const glm::mat4 & [camera_matrix](#) () const

4.3.1 Detailed Description

Definition at line 9 of file Camera2D.hpp.

4.3.2 Constructor & Destructor Documentation

4.3.2.1 Camera2D()

```
Camera2D::Camera2D ( )
```

Definition at line 5 of file Camera2D.cpp.

4.3.2.2 ~Camera2D()

```
Camera2D::~~Camera2D ( )
```

Definition at line 17 of file Camera2D.cpp.

4.3.3 Member Function Documentation

4.3.3.1 camera_matrix()

```
const glm::mat4 & Camera2D::camera_matrix ( ) const
```

Definition at line 69 of file Camera2D.cpp.

4.3.3.2 initialize()

```
void Camera2D::initialize (
    int width,
    int height )
```

Definition at line 22 of file Camera2D.cpp.

4.3.3.3 position()

```
const glm::vec2 & Camera2D::position ( )
```

Definition at line 53 of file Camera2D.cpp.

4.3.3.4 scale()

```
float Camera2D::scale ( )
```

Definition at line 64 of file Camera2D.cpp.

4.3.3.5 set_position()

```
void Camera2D::set_position (
    const glm::vec2 & position )
```

Definition at line 47 of file Camera2D.cpp.

4.3.3.6 set_scale()

```
void Camera2D::set_scale (
    float scale )
```

Definition at line 58 of file Camera2D.cpp.

4.3.3.7 update()

```
void Camera2D::update ( )
```

Definition at line 33 of file Camera2D.cpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/[Camera2D.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/[Camera2D.cpp](#)

4.4 Capability Class Reference

```
#include <Capability.hpp>
```

Public Member Functions

- [Capability](#) ()
- [~Capability](#) ()
- const std::map< std::string, int > & [capabilities](#) () const
- void [add_capabilities](#) (const bp::object &o)
- void [add_capability](#) (const std::string &name)
- void [remove_capability](#) (const std::string &name)
- int [num_capabilities](#) () const
- int [consecutive_capability_id](#) () const

Static Public Attributes

- static std::string [__test1__](#) = "TEST1"
- static std::string [__test2__](#) = "TEST2"

Friends

- class [CollisionManager](#)

4.4.1 Detailed Description

Definition at line 12 of file Capability.hpp.

4.4.2 Constructor & Destructor Documentation

4.4.2.1 Capability()

```
Capability::Capability ( )
```

Definition at line 10 of file Capability.cpp.

4.4.2.2 ~Capability()

```
Capability::~Capability ( )
```

Definition at line 17 of file Capability.cpp.

4.4.3 Member Function Documentation

4.4.3.1 add_capabilities()

```
void Capability::add_capabilities (
    const bp::object & o )
```

Definition at line 27 of file Capability.cpp.

4.4.3.2 add_capability()

```
void Capability::add_capability (
    const std::string & name )
```

Definition at line 42 of file Capability.cpp.

4.4.3.3 capabilities()

```
const std::map< std::string, int > & Capability::capabilities ( ) const
```

Definition at line 22 of file Capability.cpp.

4.4.3.4 consecutive_capability_id()

```
int Capability::consecutive_capability_id ( ) const
```

Definition at line 65 of file Capability.cpp.

4.4.3.5 num_capabilities()

```
int Capability::num_capabilities ( ) const
```

Definition at line 60 of file Capability.cpp.

4.4.3.6 remove_capability()

```
void Capability::remove_capability (
    const std::string & name )
```

Definition at line 51 of file Capability.cpp.

4.4.4 Friends And Related Function Documentation

4.4.4.1 CollisionManager

```
friend class CollisionManager [friend]
```

Definition at line 37 of file Capability.hpp.

4.4.5 Member Data Documentation

4.4.5.1 __test1__

```
std::string Capability::__test1__ = "TEST1" [static]
```

Definition at line 27 of file Capability.hpp.

4.4.5.2 __test2__

```
std::string Capability::__test2__ = "TEST2" [static]
```

Definition at line 28 of file Capability.hpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/[Capability.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/[Capability.cpp](#)

4.5 CollisionManager Class Reference

```
#include <CollisionManager.hpp>
```

Public Member Functions

- [~CollisionManager](#) ()
- void [collide](#) (std::vector< std::shared_ptr< [Region](#) >> ®ions)

Friends

- class [Context](#)
- class [RegionManager](#)
- class [SIGRunCollisionManagerTest](#)

4.5.1 Detailed Description

Definition at line 12 of file CollisionManager.hpp.

4.5.2 Constructor & Destructor Documentation

4.5.2.1 ~CollisionManager()

```
CollisionManager::~~CollisionManager ( )
```

Definition at line 8 of file CollisionManager.cpp.

4.5.3 Member Function Documentation

4.5.3.1 collide()

```
void CollisionManager::collide (
    std::vector< std::shared_ptr< Region >> & regions )
```

Definition at line 13 of file CollisionManager.cpp.

4.5.4 Friends And Related Function Documentation

4.5.4.1 Context

```
friend class Context [friend]
```

Definition at line 54 of file CollisionManager.hpp.

4.5.4.2 RegionManager

```
friend class RegionManager [friend]
```

Definition at line 55 of file CollisionManager.hpp.

4.5.4.3 SIGRunCollisionManagerTest

```
friend class SIGRunCollisionManagerTest [friend]
```

Definition at line 56 of file CollisionManager.hpp.

The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/CollisionManager.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/CollisionManager.cpp](#)

4.6 Color Struct Reference

```
#include <Vertex.hpp>
```

Public Member Functions

- [Color](#) ()
- [Color](#) (GLubyte R, GLubyte G, GLubyte B, GLubyte A)

Public Attributes

- GLubyte [r](#)
- GLubyte [g](#)
- GLubyte [b](#)
- GLubyte [a](#)

4.6.1 Detailed Description

Definition at line 16 of file Vertex.hpp.

4.6.2 Constructor & Destructor Documentation

4.6.2.1 Color() [1/2]

```
Color::Color ( ) [inline]
```

Definition at line 18 of file Vertex.hpp.

4.6.2.2 Color() [2/2]

```
Color::Color (
    GLubyte R,
    GLubyte G,
    GLubyte B,
    GLubyte A ) [inline]
```

Definition at line 19 of file Vertex.hpp.

4.6.3 Member Data Documentation

4.6.3.1 a

```
GLubyte Color::a
```

Definition at line 26 of file Vertex.hpp.

4.6.3.2 b

```
GLubyte Color::b
```

Definition at line 25 of file Vertex.hpp.

4.6.3.3 g

```
GLubyte Color::g
```

Definition at line 24 of file Vertex.hpp.

4.6.3.4 r

```
GLubyte Color::r
```

Definition at line 23 of file Vertex.hpp.

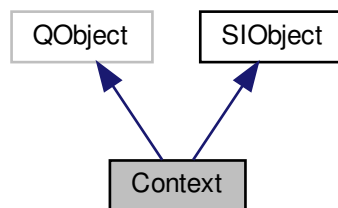
The documentation for this struct was generated from the following file:

- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/Vertex.hpp

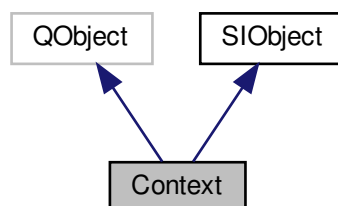
4.7 Context Class Reference

```
#include <Context.hpp>
```

Inheritance diagram for Context:



Collaboration diagram for Context:



Public Member Functions

- [~Context](#) ()
- void [begin](#) ([IRenderEngine](#) *ire, int argc, char **argv)
- [Capability](#) * [capability_manager](#) ()
- [RegionManager](#) * [region_manager](#) ()
- void [update](#) ()
- void [enable](#) (int what)
- void [disable](#) (int what)
- int [width](#) ()
- int [height](#) ()

Static Public Member Functions

- static [Context](#) * [SIContext](#) ()

Friends

- class [Core](#)

Additional Inherited Members

4.7.1 Detailed Description

Definition at line 18 of file Context.hpp.

4.7.2 Constructor & Destructor Documentation

4.7.2.1 ~Context()

```
Context::~Context ( )
```

Definition at line 13 of file Context.cpp.

4.7.3 Member Function Documentation

4.7.3.1 begin()

```
void Context::begin (
    IRenderEngine * ire,
    int argc,
    char ** argv )
```

Definition at line 43 of file Context.cpp.

4.7.3.2 capability_manager()

```
Capability * Context::capability_manager ( )
```

Definition at line 83 of file Context.cpp.

4.7.3.3 disable()

```
void Context::disable (
    int what )
```

Definition at line 119 of file Context.cpp.

4.7.3.4 enable()

```
void Context::enable (
    int what )
```

Definition at line 114 of file Context.cpp.

4.7.3.5 height()

```
int Context::height ( )
```

Definition at line 109 of file Context.cpp.

4.7.3.6 region_manager()

```
RegionManager * Context::region_manager ( )
```

Definition at line 88 of file Context.cpp.

4.7.3.7 SIContext()

```
Context * Context::SIContext ( ) [static]
```

Definition at line 93 of file Context.cpp.

4.7.3.8 update()

```
void Context::update ( )
```

Definition at line 98 of file Context.cpp.

4.7.3.9 width()

```
int Context::width ( )
```

Definition at line 104 of file Context.cpp.

4.7.4 Friends And Related Function Documentation

4.7.4.1 Core

```
friend class Core [friend]
```

Definition at line 53 of file Context.hpp.

The documentation for this class was generated from the following files:

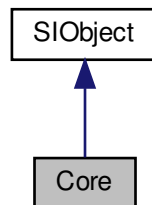
- [/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/Context.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/Context.cpp](#)

4.8 Core Class Reference

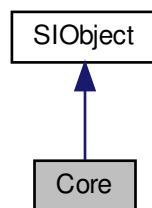
namespace shortening for python object integration

```
#include <Core.hpp>
```

Inheritance diagram for Core:



Collaboration diagram for Core:



Public Member Functions

- `~Core()`
destructor
- `void start(char **argv, int argc, IRenderEngine *ire)`
entry point of core SIGRun initialization
- `void stop()`
exit SIGRun core

Protected Member Functions

- `Core()`
constructor
- `void retrieve_available_plugins(std::unordered_map< std::string, std::unique_ptr< bp::object >> &plugins, const std::string &plugin_path)`
retrieve all available plugins before launching SIGRun environment

Friends

- class [SIGRun](#)
- class [SIGRunTest](#)
- class [SIGRunCoreTest](#)

Additional Inherited Members

4.8.1 Detailed Description

namespace shortening for python object integration

[SIOject](#) Central [Core](#) class registered as [SIOject](#)

This class initiates all subsystems required for the [SIGRun](#) environment. This class collects all available pulgins first. Second, it launches the SI context and other subsystems. This class is registered as [SIOject](#) meta type. This class constructor is declared private to disable use by external application programmers. Therefore, the friend keyword is used to internally expose the class.

Definition at line 29 of file Core.hpp.

4.8.2 Constructor & Destructor Documentation

4.8.2.1 `~Core()`

```
Core::~~Core ( )
```

destructor

Shut down the [SIGRun](#) environment.

Definition at line 27 of file Core.cpp.

4.8.2.2 `Core()`

```
Core::Core ( ) [protected]
```

constructor

Constructor which registers instance as an [SIOject](#). Specify, which Logging capabilities are desired.

Definition at line 15 of file Core.cpp.

4.8.3 Member Function Documentation

4.8.3.1 `retrieve_available_plugins()`

```
void Core::retrieve_available_plugins (
    std::unordered_map< std::string, std::unique_ptr< bp::object >> & plugins,
    const std::string & plugin_path ) [protected]
```

retrieve all available plugins before launching [SIGRun](#) environment

Load all plugins in the plugin path of the [SIGRun](#) environment.

Parameters

<i>plugins</i>	a mutable reference to a <code>std::unordered_map</code> with <code>std::string</code> as key and a <code>std::shared_ptr</code> of <code>boost::python::objects</code> as values which is the out parameter
<i>plugin_path</i>	a <code>std::string</code> which contains the path to the root folder of all plugin files

See also

[Scripting::Scripting](#)
[PluginCollector::PluginCollector](#)

Definition at line 85 of file `Core.cpp`.

4.8.3.2 start()

```
void Core::start (
    char ** argv,
    int argc,
    IRenderEngine * ire )
```

entry point of core [SIGRun](#) initialization

Entry point of [SIGRun](#)'s core which performs Plugin loading and initializes the SI [Context](#).

Definition at line 39 of file `Core.cpp`.

4.8.3.3 stop()

```
void Core::stop ( )
```

exit [SIGRun](#) core

Initiate the shutdown of the [SIGRun](#) core.

Definition at line 69 of file `Core.cpp`.

4.8.4 Friends And Related Function Documentation

4.8.4.1 SIGRun

```
friend class SIGRun [friend]
```

Definition at line 42 of file `Core.hpp`.

4.8.4.2 SIGRunCoreTest

```
friend class SIGRunCoreTest [friend]
```

Definition at line 44 of file Core.hpp.

4.8.4.3 SIGRunTest

```
friend class SIGRunTest [friend]
```

Definition at line 43 of file Core.hpp.

The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/Core.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/Core.cpp](#)

4.9 GLSLProgram Class Reference

```
#include <GLSLProgram.hpp>
```

Public Member Functions

- [GLSLProgram](#) ()
- [~GLSLProgram](#) ()
- void [use](#) ()
- void [unuse](#) ()
- GLint [uniform_location](#) (const std::string &uniform_name)
- void [compile_shaders](#) (const std::string &vertex_shader_filepath, const std::string &fragment_shader_↵
filepath)
- void [link_shaders](#) ()
- void [add_attribute](#) (const std::string &attribute_name)

4.9.1 Detailed Description

Definition at line 9 of file GLSLProgram.hpp.

4.9.2 Constructor & Destructor Documentation

4.9.2.1 GLSLProgram()

```
GLSLProgram::GLSLProgram ( )
```

Definition at line 6 of file GLSLProgram.cpp.

4.9.2.2 ~GLSLProgram()

```
GLSLProgram::~~GLSLProgram ( )
```

Definition at line 13 of file GLSLProgram.cpp.

4.9.3 Member Function Documentation

4.9.3.1 add_attribute()

```
void GLSLProgram::add_attribute (
    const std::string & attribute_name )
```

Definition at line 98 of file GLSLProgram.cpp.

4.9.3.2 compile_shaders()

```
void GLSLProgram::compile_shaders (
    const std::string & vertex_shader_filepath,
    const std::string & fragment_shader_filepath )
```

Definition at line 45 of file GLSLProgram.cpp.

4.9.3.3 link_shaders()

```
void GLSLProgram::link_shaders ( )
```

Definition at line 69 of file GLSLProgram.cpp.

4.9.3.4 uniform_location()

```
GLint GLSLProgram::uniform_location (
    const std::string & uniform_name )
```

Definition at line 32 of file GLSLProgram.cpp.

4.9.3.5 unuse()

```
void GLSLProgram::unuse ( )
```

Definition at line 24 of file GLSLProgram.cpp.

4.9.3.6 use()

```
void GLSLProgram::use ( )
```

Definition at line 16 of file GLSLProgram.cpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/shader/GLSLProgram.hpp
- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/shader/GLSLProgram.cpp

4.10 GLTexture Struct Reference

```
#include <GLTexture.hpp>
```

Public Attributes

- GLuint [id](#)
- int [width](#)
- int [height](#)

4.10.1 Detailed Description

Definition at line 7 of file GLTexture.hpp.

4.10.2 Member Data Documentation

4.10.2.1 height

```
int GLTexture::height
```

Definition at line 11 of file GLTexture.hpp.

4.10.2.2 id

```
GLuint GLTexture::id
```

Definition at line 9 of file GLTexture.hpp.

4.10.2.3 width

```
int GLTexture::width
```

Definition at line 10 of file GLTexture.hpp.

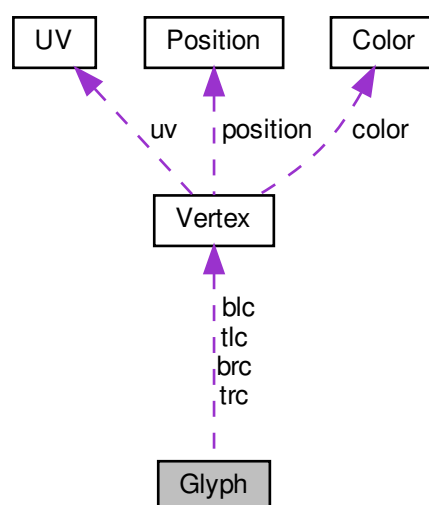
The documentation for this struct was generated from the following file:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/GLTexture.hpp

4.11 Glyph Class Reference

```
#include <Glyph.hpp>
```

Collaboration diagram for Glyph:



Public Member Functions

- [Glyph](#) ()
- [Glyph](#) (const [RegionRepresentation](#) *region)
- [Glyph](#) (const glm::vec4 &destination_rect, const glm::vec4 &uv_rect, const std::string &tex, float d, const [Color](#) &color)

Public Attributes

- GLuint [texture](#)
- float [depth](#)
- glm::mat4 [transform](#)
- std::vector< [Vertex](#) > [vertices](#)
- [Vertex](#) [tlc](#)
- [Vertex](#) [blc](#)
- [Vertex](#) [brc](#)
- [Vertex](#) [trc](#)

4.11.1 Detailed Description

Definition at line 21 of file [Glyph.hpp](#).

4.11.2 Constructor & Destructor Documentation

4.11.2.1 [Glyph\(\)](#) [1/3]

```
Glyph::Glyph ( ) [inline]
```

Definition at line 24 of file [Glyph.hpp](#).

4.11.2.2 [Glyph\(\)](#) [2/3]

```
Glyph::Glyph (
    const RegionRepresentation * region ) [inline]
```

Definition at line 27 of file [Glyph.hpp](#).

4.11.2.3 Glyph() [3/3]

```
Glyph::Glyph (
    const glm::vec4 & destination_rect,
    const glm::vec4 & uv_rect,
    const std::string & tex,
    float d,
    const Color & color ) [inline]
```

Definition at line 54 of file Glyph.hpp.

4.11.3 Member Data Documentation

4.11.3.1 blc

Vertex Glyph::blc

Definition at line 80 of file Glyph.hpp.

4.11.3.2 brc

Vertex Glyph::brc

Definition at line 80 of file Glyph.hpp.

4.11.3.3 depth

float Glyph::depth

Definition at line 75 of file Glyph.hpp.

4.11.3.4 texture

GLuint Glyph::texture

Definition at line 74 of file Glyph.hpp.

4.11.3.5 tlc

`Vertex` Glyph::tlc

Definition at line 80 of file Glyph.hpp.

4.11.3.6 transform

`glm::mat4` Glyph::transform

Definition at line 76 of file Glyph.hpp.

4.11.3.7 trc

`Vertex` Glyph::trc

Definition at line 80 of file Glyph.hpp.

4.11.3.8 vertices

`std::vector<Vertex>` Glyph::vertices

Definition at line 78 of file Glyph.hpp.

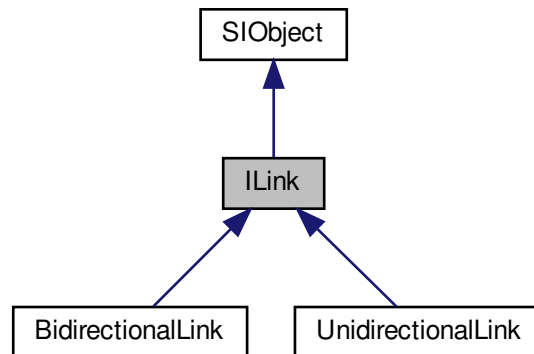
The documentation for this class was generated from the following file:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/Glyph.hpp](#)

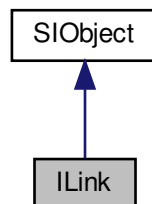
4.12 ILink Class Reference

```
#include <Link.hpp>
```

Inheritance diagram for ILink:



Collaboration diagram for ILink:



Public Types

- enum `LINK_TYPE` { `UD`, `BD` }

Public Member Functions

- virtual `~ILink()`
- virtual const `LINK_TYPE & type()` const =0
- virtual const `std::shared_ptr< Region > & sender_a()` const =0
- virtual const `std::shared_ptr< Region > & sender_b()` const =0
- virtual const `std::shared_ptr< Region > & receiver_a()` const =0
- virtual const `std::shared_ptr< Region > & receiver_b()` const =0
- virtual const `std::string & attribute_a()` const =0
- virtual const `std::string & attribute_b()` const =0
- virtual void `add_child(std::shared_ptr< ILink > &link)`=0
- virtual `std::vector< std::shared_ptr< ILink > > & children()`=0

Additional Inherited Members

4.12.1 Detailed Description

Definition at line 15 of file Link.hpp.

4.12.2 Member Enumeration Documentation

4.12.2.1 LINK_TYPE

```
enum ILink::LINK_TYPE
```

Enumerator

UD	
BD	

Definition at line 18 of file Link.hpp.

4.12.3 Constructor & Destructor Documentation

4.12.3.1 ~ILink()

```
virtual ILink::~ILink ( ) [inline], [virtual]
```

Definition at line 24 of file Link.hpp.

4.12.4 Member Function Documentation

4.12.4.1 add_child()

```
virtual void ILink::add_child (
    std::shared_ptr< ILink > & link ) [pure virtual]
```

Implemented in [BidirectionalLink](#), and [UnidirectionalLink](#).

4.12.4.2 attribute_a()

```
virtual const std::string& ILink::attribute_a ( ) const [pure virtual]
```

Implemented in [BidirectionalLink](#), and [UnidirectionalLink](#).

4.12.4.3 attribute_b()

```
virtual const std::string& ILink::attribute_b ( ) const [pure virtual]
```

Implemented in [BidirectionalLink](#), and [UnidirectionalLink](#).

4.12.4.4 children()

```
virtual std::vector<std::shared_ptr<ILink> >& ILink::children ( ) [pure virtual]
```

Implemented in [BidirectionalLink](#), and [UnidirectionalLink](#).

4.12.4.5 receiver_a()

```
virtual const std::shared_ptr<Region>& ILink::receiver_a ( ) const [pure virtual]
```

Implemented in [BidirectionalLink](#), and [UnidirectionalLink](#).

4.12.4.6 receiver_b()

```
virtual const std::shared_ptr<Region>& ILink::receiver_b ( ) const [pure virtual]
```

Implemented in [BidirectionalLink](#), and [UnidirectionalLink](#).

4.12.4.7 sender_a()

```
virtual const std::shared_ptr<Region>& ILink::sender_a ( ) const [pure virtual]
```

Implemented in [BidirectionalLink](#), and [UnidirectionalLink](#).

4.12.4.8 sender_b()

```
virtual const std::shared_ptr<Region>& ILink::sender_b ( ) const [pure virtual]
```

Implemented in [BidirectionalLink](#), and [UnidirectionalLink](#).

4.12.4.9 type()

```
virtual const LINK_TYPE& ILink::type ( ) const [pure virtual]
```

Implemented in [BidirectionalLink](#), and [UnidirectionalLink](#).

The documentation for this class was generated from the following file:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/Link.hpp](#)

4.13 ImageLoader Class Reference

```
#include <ImageLoader.hpp>
```

Static Public Member Functions

- static [GLTexture load_png](#) (const char *filepath)

4.13.1 Detailed Description

Definition at line 8 of file [ImageLoader.hpp](#).

4.13.2 Member Function Documentation

4.13.2.1 load_png()

```
GLTexture ImageLoader::load_png (
    const char * filepath ) [static]
```

Definition at line 9 of file [ImageLoader.cpp](#).

The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/io/ImageLoader.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/io/ImageLoader.cpp](#)

4.14 IOManager Class Reference

```
#include <IOManager.hpp>
```

Static Public Member Functions

- static bool [read_file_to_buffer](#) (const std::string &filepath, std::vector< char > &buffer)

4.14.1 Detailed Description

Definition at line 9 of file IOManager.hpp.

4.14.2 Member Function Documentation

4.14.2.1 [read_file_to_buffer\(\)](#)

```
bool IOManager::read_file_to_buffer (  
    const std::string & filepath,  
    std::vector< char > & buffer ) [static]
```

Definition at line 6 of file IOManager.cpp.

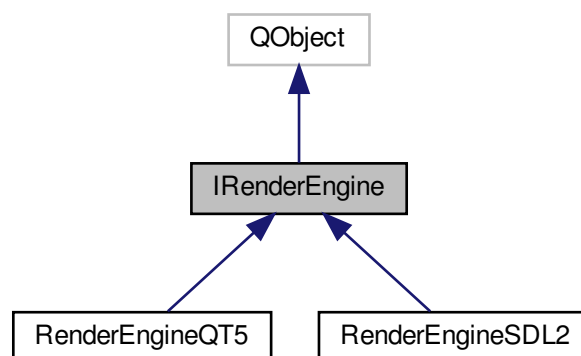
The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/io/[IOManager.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/io/[IOManager.cpp](#)

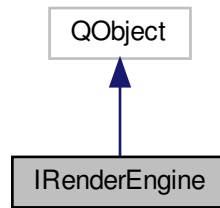
4.15 IRenderEngine Class Reference

```
#include <IRenderEngine.hpp>
```

Inheritance diagram for IRenderEngine:



Collaboration diagram for IRenderEngine:



Public Member Functions

- virtual void [start](#) (int width, int height)=0
- virtual void [run](#) ()=0
- virtual void [pause](#) ()=0

4.15.1 Detailed Description

Definition at line 11 of file IRenderEngine.hpp.

4.15.2 Member Function Documentation

4.15.2.1 [pause\(\)](#)

```
virtual void IRenderEngine::pause ( ) [pure virtual]
```

Implemented in [RenderEngineSDL2](#), and [RenderEngineQT5](#).

4.15.2.2 [run\(\)](#)

```
virtual void IRenderEngine::run ( ) [pure virtual]
```

Implemented in [RenderEngineSDL2](#), and [RenderEngineQT5](#).

4.15.2.3 start()

```
virtual void IRenderEngine::start (
    int width,
    int height ) [pure virtual]
```

Implemented in [RenderEngineQT5](#).

The documentation for this class was generated from the following file:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/rendering/IRenderEngine.hpp](#)

4.16 IterableConverter Class Reference

```
#include <SuperEffect.hpp>
```

Public Member Functions

- [template<typename Container >](#)
[IterableConverter & from_python \(\)](#)

Static Public Member Functions

- [static void * convertible](#) (PyObject *object)
Check if PyObject is iterable.
- [template<typename Container >](#)
[static void construct](#) (PyObject *object, bp::converter::rvalue_from_python_stage1_data *data)
Convert iterable PyObject to C++ container type.

4.16.1 Detailed Description

Definition at line 10 of file SuperEffect.hpp.

4.16.2 Member Function Documentation

4.16.2.1 construct()

```
template<typename Container >
void IterableConverter::construct (
    PyObject * object,
    bp::converter::rvalue_from_python_stage1_data * data ) [static]
```

Convert iterable PyObject to C++ container type.

Container Concept requirements:

- Container::value_type is CopyConstructable.
- Container can be constructed and populated with two iterators. I.e. Container(begin, end)

Definition at line 24 of file SuperEffect.cpp.

4.16.2.2 convertible()

```
void * IterableConverter::convertible (
    PyObject * object ) [static]
```

Check if PyObject is iterable.

Definition at line 18 of file SuperEffect.cpp.

4.16.2.3 from_python()

```
template<typename Container >
IterableConverter & IterableConverter::from_python ( )
```

Note

Registers converter from a python iterable type to the provided type.

Definition at line 10 of file SuperEffect.cpp.

The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/pysi/SuperEffect.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/pysi/SuperEffect.cpp](#)

4.17 LinkingGraph Class Reference

```
#include <LinkingGraph.hpp>
```

Public Member Functions

- [LinkingGraph \(\)](#)
- [~LinkingGraph \(\)](#)
- void [add_link](#) (std::shared_ptr< [Region](#) > &a, const std::string &attr_a, std::shared_ptr< [Region](#) > &b, const std::string &attr_b, const [ILink::LINK_TYPE](#) &link_type)
- void [remove_link](#) (std::shared_ptr< [Region](#) > &a, const std::string &attr_a, std::shared_ptr< [Region](#) > &b, const std::string &attr_b, const [ILink::LINK_TYPE](#) &link_type)
- void [emit_link_event](#) (std::shared_ptr< [Region](#) > &a, const std::string &attr_a)
- bool [is_linked](#) (const std::shared_ptr< [Region](#) > &a, const std::string &attr_a, const std::shared_ptr< [Region](#) > &b, const std::string &attr_b, const [ILink::LINK_TYPE](#) &link_type) const
- const std::vector< std::shared_ptr< [ILink](#) > > & [links](#) () const

4.17.1 Detailed Description

Definition at line 12 of file LinkingGraph.hpp.

4.17.2 Constructor & Destructor Documentation

4.17.2.1 LinkingGraph()

```
LinkingGraph::LinkingGraph ( )
```

Definition at line 6 of file LinkingGraph.cpp.

4.17.2.2 ~LinkingGraph()

```
LinkingGraph::~LinkingGraph ( )
```

Definition at line 11 of file LinkingGraph.cpp.

4.17.3 Member Function Documentation

4.17.3.1 add_link()

```
void LinkingGraph::add_link (
    std::shared_ptr< Region > & a,
    const std::string & attr_a,
    std::shared_ptr< Region > & b,
    const std::string & attr_b,
    const ILink::LINK_TYPE & link_type )
```

Definition at line 16 of file LinkingGraph.cpp.

4.17.3.2 emit_link_event()

```
void LinkingGraph::emit_link_event (
    std::shared_ptr< Region > & a,
    const std::string & attr_a )
```

Definition at line 84 of file LinkingGraph.cpp.

4.17.3.3 is_linked()

```
bool LinkingGraph::is_linked (
    const std::shared_ptr< Region > & a,
    const std::string & attr_a,
    const std::shared_ptr< Region > & b,
    const std::string & attr_b,
    const ILink::LINK_TYPE & link_type ) const
```

Definition at line 96 of file LinkingGraph.cpp.

4.17.3.4 links()

```
const std::vector< std::shared_ptr< ILink > > & LinkingGraph::links ( ) const
```

Definition at line 140 of file LinkingGraph.cpp.

4.17.3.5 remove_link()

```
void LinkingGraph::remove_link (
    std::shared_ptr< Region > & a,
    const std::string & attr_a,
    std::shared_ptr< Region > & b,
    const std::string & attr_b,
    const ILink::LINK_TYPE & link_type )
```

Definition at line 33 of file LinkingGraph.cpp.

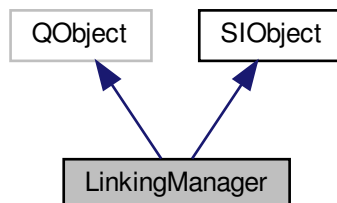
The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/LinkingGraph.hpp
- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/LinkingGraph.cpp

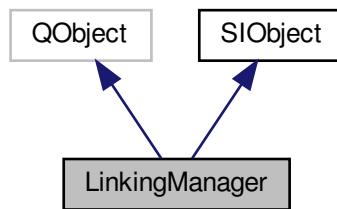
4.18 LinkingManager Class Reference

```
#include <LinkingManager.hpp>
```

Inheritance diagram for LinkingManager:



Collaboration diagram for LinkingManager:



Public Member Functions

- [LinkingManager](#) ()
- [~LinkingManager](#) ()
- bool [add_link](#) (std::shared_ptr< [Region](#) > &ra, const std::string &aa, std::shared_ptr< [Region](#) > &rb, const std::string &ab, const [ILink::LINK_TYPE](#) &type)
- void [remove_link](#) (std::shared_ptr< [Region](#) > &ra, const std::string &aa, std::shared_ptr< [Region](#) > &rb, const std::string &ab, const [ILink::LINK_TYPE](#) &type)
- bool [is_linked](#) (const std::shared_ptr< [Region](#) > &ra, const std::string &aa, const std::shared_ptr< [Region](#) > &rb, const std::string &ab, const [ILink::LINK_TYPE](#) &type)
- void [emit_link_event](#) (std::shared_ptr< [Region](#) > &a, const std::string &attr_a)
- const std::vector< std::shared_ptr< [ILink](#) > > & [links](#) () const
- const std::unique_ptr< [LinkingGraph](#) > & [linking_graph](#) () const
- const int [num_links](#) () const

Additional Inherited Members

4.18.1 Detailed Description

Definition at line 20 of file LinkingManager.hpp.

4.18.2 Constructor & Destructor Documentation

4.18.2.1 LinkingManager()

```
LinkingManager::LinkingManager ( )
```

Definition at line 7 of file LinkingManager.cpp.

4.18.2.2 ~LinkingManager()

```
LinkingManager::~~LinkingManager ( )
```

Definition at line 15 of file LinkingManager.cpp.

4.18.3 Member Function Documentation

4.18.3.1 add_link()

```
bool LinkingManager::add_link (
    std::shared_ptr< Region > & ra,
    const std::string & aa,
    std::shared_ptr< Region > & rb,
    const std::string & ab,
    const ILink::LINK_TYPE & type )
```

Definition at line 22 of file LinkingManager.cpp.

4.18.3.2 emit_link_event()

```
void LinkingManager::emit_link_event (
    std::shared_ptr< Region > & a,
    const std::string & attr_a )
```

Definition at line 125 of file LinkingManager.cpp.

4.18.3.3 is_linked()

```
bool LinkingManager::is_linked (
    const std::shared_ptr< Region > & ra,
    const std::string & aa,
    const std::shared_ptr< Region > & rb,
    const std::string & ab,
    const ILink::LINK_TYPE & type )
```

Definition at line 119 of file LinkingManager.cpp.

4.18.3.4 linking_graph()

```
const std::unique_ptr< LinkingGraph > & LinkingManager::linking_graph ( ) const
```

Definition at line 135 of file LinkingManager.cpp.

4.18.3.5 links()

```
const std::vector< std::shared_ptr< ILink > > & LinkingManager::links ( ) const
```

Definition at line 130 of file LinkingManager.cpp.

4.18.3.6 num_links()

```
const int LinkingManager::num_links ( ) const
```

Definition at line 140 of file LinkingManager.cpp.

4.18.3.7 remove_link()

```
void LinkingManager::remove_link (
    std::shared_ptr< Region > & ra,
    const std::string & aa,
    std::shared_ptr< Region > & rb,
    const std::string & ab,
    const ILink::LINK\_TYPE & type )
```

Definition at line 100 of file LinkingManager.cpp.

The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/LinkingManager.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/LinkingManager.cpp](#)

4.19 Log Class Reference

[Log](#) class serving as central logging functionality for easy logging data output.

```
#include <Log.hpp>
```

Public Types

- enum `LOG_LEVEL` {
`INFO_LEVEL` = 0b00001, `WARN_LEVEL` = 0b00010, `DEBUG_LEVEL` = 0b00100, `ERROR_LEVEL` = 0b01000,
`UNDEFINED_LEVEL` = 0b10000 }
enum for log level selection modelled as a bitfield
- enum `MODE` { `NONE` = 0, `CONSOLE` = 1, `FILE` = 2 }
enum for log mode selection modelled as a bitfield
- enum `SHOW_TYPE` {
`HIDDEN` = 0, `INFO` = 1, `WARN` = 2, `DEBUG` = 4,
`ERROR` = 8, `UNDEFINED` = 16 }
enum for log show type selection modelled as a bitfield

Static Public Member Functions

- static void `log` (const std::string &origin, const std::string &what, int level, const std::string &type, const std::string &file="", const std::string &func="", const std::string &line="")
central logging function outputting log messages according to its params
- static void `set_log_file_path` (const std::string &path)
- static std::string `log_level` (int log_level)
return the level of a log message as tag according to its id
- static std::string `time` ()
return current system time with milliseconds precision

Static Public Attributes

- static std::string `log_file_path` = Log::PATH_DEFAULT
- static int `SHOW` = -1
the integer variable containing which log messages are outputted based on their tag
- static int `WHERE` = 0
- static bool `__DEBUG__` = false
the flag which is required to be set to true if the logging system is required to be used.

4.19.1 Detailed Description

`Log` class serving as central logging functionality for easy logging data output.

This class serves as the central knot for all output operations in terms of log messages. This class is a static class featuring no ctor or dtor. Shortcut macros make the access to this class logging functionality more easier.

See also

`DEBUG(what, log_mode)`
`WARN(what, log_mode)`
`ERROR(what, log_mode)`
`INFO(what, log_mode)`
`UNDEFINED(what, log_mode)`

Definition at line 181 of file Log.hpp.

4.19.2 Member Enumeration Documentation

4.19.2.1 LOG_LEVEL

```
enum Log::LOG_LEVEL
```

enum for log level selection modelled as a bitfield

The log level describes which tag is assigned to a log message.

Enumerator

INFO_LEVEL	
WARN_LEVEL	
DEBUG_LEVEL	
ERROR_LEVEL	
UNDEFINED_LEVEL	

Definition at line 206 of file Log.hpp.

4.19.2.2 MODE

```
enum Log::MODE
```

enum for log mode selection modelled as a bitfield

The log mode describes where a log message is outputted. A mode is ignored if it is not specified. Due to the enum being modelled as a bitfield, users can use the | operator to selectively enable modes for logging output. Example for enabling printing to stdout as well as to a file: `int mode = CONSOLE | FILE;`

Enumerator

NONE	
CONSOLE	
FILE	

Definition at line 224 of file Log.hpp.

4.19.2.3 SHOW_TYPE

```
enum Log::SHOW_TYPE
```

enum for log show type selection modelled as a bitfield

The log show type describes which log messages are outputted based on their tags. Tags which are not specified are ignored. Due to the enum being modelled as a bitfield, users can use the `|` operator to selectively enable tags for logging output. Example for enabling DEBUG and WARN tags without the INFO tag: `int loglevel = WARN | DEBUG`

Enumerator

HIDDEN	
INFO	
WARN	
DEBUG	
ERROR	
UNDEFINED	

Definition at line 239 of file Log.hpp.

4.19.3 Member Function Documentation

4.19.3.1 log()

```
void Log::log (
    const std::string & origin,
    const std::string & what,
    int level,
    const std::string & type,
    const std::string & file = "",
    const std::string & func = "",
    const std::string & line = "" ) [static]
```

central logging function outputting log messages according to its params

This is the central logging function of [SIGRun](#). It requires to be called from class which are registered as [SObject](#). The parameters of this function, besides what (log message), configure the way the message is outputted. This static method is easier accessible via the shortcut macros.

Parameters

<i>what</i>	a std::string containing the log message
<i>level</i>	an integer containing the id of the desired tag
<i>logging_flags</i>	an integer containing where the log message is to be outputted
<i>type</i>	a std::string containing the description of the functions caller via an SObject
<i>file</i>	a std::string containing the name of the file in which the log call is implemented
<i>func</i>	a std::string containing the name of the function in which the log call was issued
<i>line</i>	a std::string containing the number of the line of the file in which the log call is implemented

See also

[DEBUG\(what, log_mode\)](#)
[WARN\(what, log_mode\)](#)

[ERROR\(what, log_mode\)](#)
[INFO\(what, log_mode\)](#)
[UNDEFINED\(what, log_mode\)](#)
[SObject](#)

Definition at line 38 of file Log.cpp.

4.19.3.2 log_level()

```
std::string Log::log_level (
    int log_level ) [static]
```

return the level of a log message as tag according to its id

Retrieves the level of a log message according to the value of the parameter which is compared to the [Log::LOG_LEVEL](#) enum/bitfield.

Parameters

<i>log_level</i>	an integer containing the id of the desired tag
------------------	---

Returns

a std::string which contains a human readable version of the desired tag

Definition at line 113 of file Log.cpp.

4.19.3.3 set_log_file_path()

```
void Log::set_log_file_path (
    const std::string & path ) [static]
```

set the path of the file for logging output Set the value of the static variable log_file_path to the value of the given parameter to specify the file path of the log output.

Parameters

<i>path</i>	a std::string containing the desired file path for logging to files
-------------	---

Definition at line 99 of file Log.cpp.

4.19.3.4 time()

```
std::string Log::time ( ) [static]
```

return current system time with milliseconds precision

Compute current system time with milliseconds precision. Format the date data to yyyy-MM-dd hh:mm:ss.<milliseconds>. Concatenate the date data to a std::string.

Returns

a std::string containing the formatted date data

Definition at line 139 of file Log.cpp.

4.19.4 Member Data Documentation

4.19.4.1 __DEBUG__

```
bool Log::__DEBUG__ = false [static]
```

the flag which is required to be set to true if the logging system is required to be used.

This flag is the center of enabling (**DEBUG** is set to true) or disabling (**DEBUG** is set to false) the entire logging system.

Definition at line 266 of file Log.hpp.

4.19.4.2 log_file_path

```
std::string Log::log_file_path = Log::PATH_DEFAULT [static]
```

actual path to logfile

Definition at line 199 of file Log.hpp.

4.19.4.3 SHOW

```
int Log::SHOW = -1 [static]
```

the integer variable containing which log messages are outputted based on their tag

This integer variable regulates which log messages are outputted, according to their tags.

Definition at line 254 of file Log.hpp.

4.19.4.4 WHERE

```
int Log::WHERE = 0 [static]
```

Definition at line 259 of file Log.hpp.

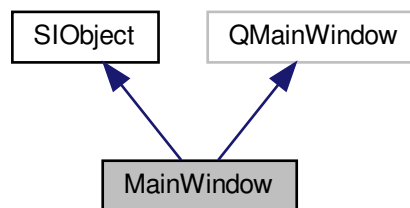
The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/log/Log.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/log/Log.cpp](#)

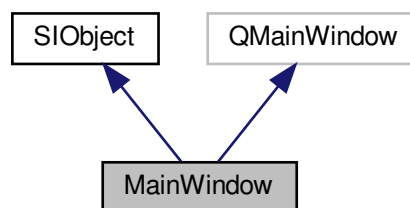
4.20 MainWindow Class Reference

```
#include <MainWindow.hpp>
```

Inheritance diagram for MainWindow:



Collaboration diagram for MainWindow:



Public Member Functions

- [MainWindow](#) (int width, int height)
- [~MainWindow](#) ()
- void [set_is_running](#) (bool running)

Protected Member Functions

- void [paintEvent](#) (QPaintEvent *event) override
- void [keyPressEvent](#) (QKeyEvent *event) override

Additional Inherited Members

4.20.1 Detailed Description

Definition at line 17 of file MainWindow.hpp.

4.20.2 Constructor & Destructor Documentation

4.20.2.1 MainWindow()

```
MainWindow::MainWindow (  
    int width,  
    int height )
```

Definition at line 8 of file MainWindow.cpp.

4.20.2.2 ~MainWindow()

```
MainWindow::~MainWindow ( )
```

Definition at line 26 of file MainWindow.cpp.

4.20.3 Member Function Documentation

4.20.3.1 keyPressEvent()

```
void MainWindow::keyPressEvent (  
    QKeyEvent * event ) [override], [protected]
```

Definition at line 111 of file MainWindow.cpp.

4.20.3.2 paintEvent()

```
void MainWindow::paintEvent (
    QPaintEvent * event ) [override], [protected]
```

Definition at line 101 of file MainWindow.cpp.

4.20.3.3 set_is_running()

```
void MainWindow::set_is_running (
    bool running )
```

Definition at line 79 of file MainWindow.cpp.

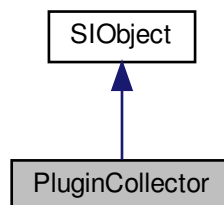
The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/window/[MainWindow.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/window/[MainWindow.cpp](#)

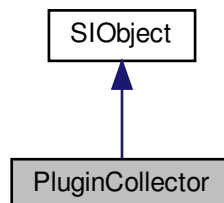
4.21 PluginCollector Class Reference

```
#include <PluginCollector.hpp>
```

Inheritance diagram for PluginCollector:



Collaboration diagram for PluginCollector:



Public Member Functions

- [PluginCollector](#) ()
- [~PluginCollector](#) ()=default
- void [collect](#) (const std::string &rel_path, std::vector< std::string > &files)

Additional Inherited Members

4.21.1 Detailed Description

Definition at line 9 of file PluginCollector.hpp.

4.21.2 Constructor & Destructor Documentation

4.21.2.1 PluginCollector()

```
PluginCollector::PluginCollector ( ) [inline]
```

Definition at line 12 of file PluginCollector.hpp.

4.21.2.2 ~PluginCollector()

```
PluginCollector::~~PluginCollector ( ) [default]
```

4.21.3 Member Function Documentation

4.21.3.1 collect()

```
void PluginCollector::collect (
    const std::string & rel_path,
    std::vector< std::string > & files )
```

Definition at line 8 of file PluginCollector.cpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/[PluginCollector.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/[PluginCollector.cpp](#)

4.22 Position Struct Reference

```
#include <Vertex.hpp>
```

Public Attributes

- float [x](#)
- float [y](#)

4.22.1 Detailed Description

Definition at line 9 of file Vertex.hpp.

4.22.2 Member Data Documentation

4.22.2.1 [x](#)

```
float Position::x
```

Definition at line 11 of file Vertex.hpp.

4.22.2.2 [y](#)

```
float Position::y
```

Definition at line 12 of file Vertex.hpp.

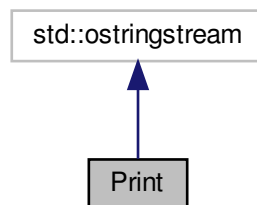
The documentation for this struct was generated from the following file:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/Vertex.hpp](#)

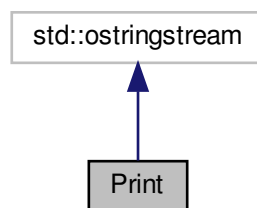
4.23 Print Class Reference

```
#include <Print.hpp>
```

Inheritance diagram for Print:



Collaboration diagram for Print:



Public Member Functions

- [Print](#) ()=default
- [~Print](#) ()

Static Public Member Functions

- `template<typename T >`
static void [print](#) (const std::vector< std::vector< T >> &v)
- `template<typename T >`
static void [print](#) (const std::vector< T > &v)
- `template<typename T1 , typename T2 >`
static void [print](#) (const std::map< T1, T2 > &map)
- `template<typename T >`
static void [print](#) (const T &arg)

4.23.1 Detailed Description

Definition at line 14 of file Print.hpp.

4.23.2 Constructor & Destructor Documentation

4.23.2.1 Print()

```
Print::Print ( ) [default]
```

4.23.2.2 ~Print()

```
Print::~~Print ( ) [inline]
```

Definition at line 19 of file Print.hpp.

4.23.3 Member Function Documentation

4.23.3.1 print() [1/4]

```
template<typename T >
static void Print::print (
    const std::vector< std::vector< T >> & v ) [inline], [static]
```

Definition at line 26 of file Print.hpp.

4.23.3.2 print() [2/4]

```
template<typename T >
static void Print::print (
    const std::vector< T > & v ) [inline], [static]
```

Definition at line 51 of file Print.hpp.

4.23.3.3 print() [3/4]

```
template<typename T1 , typename T2 >
static void Print::print (
    const std::map< T1, T2 > & map ) [inline], [static]
```

Definition at line 71 of file Print.hpp.

4.23.3.4 print() [4/4]

```
template<typename T >
static void Print::print (
    const T & arg ) [inline], [static]
```

Definition at line 82 of file Print.hpp.

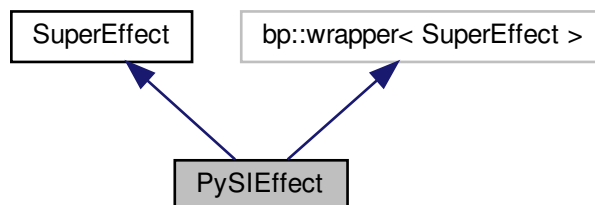
The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/debug/Print.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/debug/Print.cpp](#)

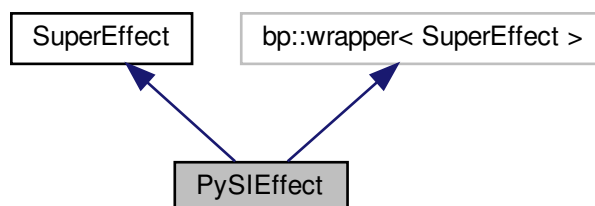
4.24 PySIEffect Class Reference

```
#include <SuperEffect.hpp>
```

Inheritance diagram for PySIEffect:



Collaboration diagram for PySIEffect:



Public Member Functions

- int [on_enter](#) (bp::object &other) override
- int [on_continuous](#) (bp::object &other) override
- int [on_leave](#) (bp::object &other) override

4.24.1 Detailed Description

Definition at line 40 of file SuperEffect.hpp.

4.24.2 Member Function Documentation

4.24.2.1 [on_continuous\(\)](#)

```
int PySIEffect::on_continuous (
    bp::object & other ) [override], [virtual]
```

Implements [SuperEffect](#).

Definition at line 51 of file SuperEffect.cpp.

4.24.2.2 [on_enter\(\)](#)

```
int PySIEffect::on_enter (
    bp::object & other ) [override], [virtual]
```

Implements [SuperEffect](#).

Definition at line 46 of file SuperEffect.cpp.

4.24.2.3 [on_leave\(\)](#)

```
int PySIEffect::on_leave (
    bp::object & other ) [override], [virtual]
```

Implements [SuperEffect](#).

Definition at line 56 of file SuperEffect.cpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/pysi/[SuperEffect.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/pysi/[SuperEffect.cpp](#)

4.25 PythonInvoker Class Reference

```
#include <PythonInvoker.hpp>
```

Public Member Functions

- [PythonInvoker](#) ()
- [~PythonInvoker](#) ()
- [template<typename T >](#)
 [T invoke_extract_attribute](#) (const bp::object &self, const std::string &attribute_name)
- [template<typename T >](#)
 [T invoke_extract_attribute](#) (const bp::list &self, int index)
- [template<typename T >](#)
 [void invoke_set_attribute](#) (bp::object &self, std::string &attribute_name, T &value, bool is_pointer=false)
- [template<typename T >](#)
 [T invoke_function](#) (bp::object &self, const std::string &function_name, bp::object &other)
- [int invoke_collision_event_function](#) (bp::object &self, bp::object &other, const std::string &function_name)
- [int invoke_linking_event_function](#) (bp::object &self, const std::string &capability, const bp::list &args)
- [const bp::list retrieve_linking_event_args](#) (const bp::object &self, const std::string &capability)
- [void handle_python_error](#) ()

4.25.1 Detailed Description

Definition at line 17 of file PythonInvoker.hpp.

4.25.2 Constructor & Destructor Documentation

4.25.2.1 PythonInvoker()

```
PythonInvoker::PythonInvoker ( ) [default]
```

4.25.2.2 ~PythonInvoker()

```
PythonInvoker::~PythonInvoker ( ) [default]
```

4.25.3 Member Function Documentation

4.25.3.1 handle_python_error()

```
void PythonInvoker::handle_python_error ( )
```

Definition at line 68 of file PythonInvoker.cpp.

4.25.3.2 invoke_collision_event_function()

```
int PythonInvoker::invoke_collision_event_function (
    bp::object & self,
    bp::object & other,
    const std::string & function_name )
```

Definition at line 10 of file PythonInvoker.cpp.

4.25.3.3 invoke_extract_attribute() [1/2]

```
template<typename T >
T PythonInvoker::invoke_extract_attribute (
    const bp::object & self,
    const std::string & attribute_name ) [inline]
```

Definition at line 24 of file PythonInvoker.hpp.

4.25.3.4 invoke_extract_attribute() [2/2]

```
template<typename T >
T PythonInvoker::invoke_extract_attribute (
    const bp::list & self,
    int index ) [inline]
```

Definition at line 39 of file PythonInvoker.hpp.

4.25.3.5 invoke_function()

```
template<typename T >
T PythonInvoker::invoke_function (
    bp::object & self,
    const std::string & function_name,
    bp::object & other ) [inline]
```

Definition at line 70 of file PythonInvoker.hpp.

4.25.3.6 invoke_linking_event_function()

```
int PythonInvoker::invoke_linking_event_function (
    bp::object & self,
    const std::string & capability,
    const bp::list & args )
```

Definition at line 43 of file PythonInvoker.cpp.

4.25.3.7 invoke_set_attribute()

```
template<typename T >
void PythonInvoker::invoke_set_attribute (
    bp::object & self,
    std::string & attribute_name,
    T & value,
    bool is_pointer = false ) [inline]
```

Definition at line 54 of file PythonInvoker.hpp.

4.25.3.8 retrieve_linking_event_args()

```
const bp::list PythonInvoker::retrieve_linking_event_args (
    const bp::object & self,
    const std::string & capability )
```

Definition at line 54 of file PythonInvoker.cpp.

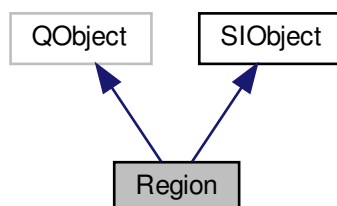
The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/PythonInvoker.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/PythonInvoker.cpp](#)

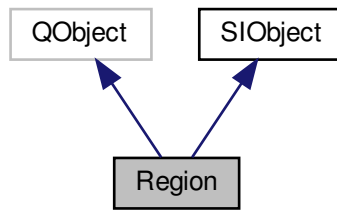
4.26 Region Class Reference

```
#include <Region.hpp>
```

Inheritance diagram for Region:



Collaboration diagram for Region:



Public Member Functions

- [Region](#) (const std::vector< glm::vec3 > &contour, std::shared_ptr< bp::object > effect)
- [~Region](#) ()
- const bool [is_transformed](#) () const
- void [set_is_transformed](#) (bool b)
- const std::string [uuid](#) () const
- bp::object & [effect](#) ()
- const std::unique_ptr< [RegionMask](#) > & [mask](#) () const
- const std::vector< glm::vec3 > & [aabb](#) ()
- const std::vector< glm::vec3 > & [contour](#) ()
- void [set_aabb](#) ()
- const std::string & [texture_path](#) () const
- void [move](#) (int x, int y)
- const glm::mat3x3 & [transform](#) () const
- int [on_enter](#) (bp::object &other)
- int [on_continuous](#) (bp::object &other)
- int [on_leave](#) (bp::object &other)
- Q_SIGNAL void [LINK_SIGNAL](#) (const std::string &uuid, const std::string &source_cap, const bp::list &py_list)
- Q_SLOT void [LINK_SLOT](#) (const std::string &uuid, const std::string &source_cap, const bp::list &py_list)
- void [register_link_event](#) (const std::string &uuid, const std::string &attribute)
- void [register_link_event](#) (const std::tuple< std::string, std::string > &link_event)
- bool [is_link_event_registered](#) (const std::string &uuid, const std::string &attribute)
- bool [is_link_event_registered](#) (const std::tuple< std::string, std::string > &link_event)
- void [set_name](#) (const std::string &name)
- const std::string & [name](#) () const

Additional Inherited Members

4.26.1 Detailed Description

Definition at line 24 of file Region.hpp.

4.26.2 Constructor & Destructor Documentation

4.26.2.1 Region()

```
Region::Region (
    const std::vector< glm::vec3 > & contour,
    std::shared_ptr< bp::object > effect )
```

Definition at line 14 of file Region.cpp.

4.26.2.2 ~Region()

```
Region::~Region ( )
```

Definition at line 66 of file Region.cpp.

4.26.3 Member Function Documentation

4.26.3.1 aabb()

```
const std::vector< glm::vec3 > & Region::aabb ( )
```

Definition at line 103 of file Region.cpp.

4.26.3.2 contour()

```
const std::vector< glm::vec3 > & Region::contour ( )
```

Definition at line 108 of file Region.cpp.

4.26.3.3 effect()

```
bp::object & Region::effect ( )
```

Definition at line 93 of file Region.cpp.

4.26.3.4 is_link_event_registered() [1/2]

```
bool Region::is_link_event_registered (
    const std::string & uuid,
    const std::string & attribute )
```

Definition at line 234 of file Region.cpp.

4.26.3.5 is_link_event_registered() [2/2]

```
bool Region::is_link_event_registered (
    const std::tuple< std::string, std::string > & link_event )
```

Definition at line 239 of file Region.cpp.

4.26.3.6 is_transformed()

```
const bool Region::is_transformed ( ) const
```

Definition at line 78 of file Region.cpp.

4.26.3.7 LINK_SIGNAL()

```
Q_SIGNAL void Region::LINK_SIGNAL (
    const std::string & uuid,
    const std::string & source_cap,
    const bp::list & py_list )
```

4.26.3.8 LINK_SLOT()

```
void Region::LINK_SLOT (
    const std::string & uuid,
    const std::string & source_cap,
    const bp::list & py_list )
```

Definition at line 187 of file Region.cpp.

4.26.3.9 mask()

```
const std::unique_ptr< RegionMask > & Region::mask ( ) const
```

Definition at line 98 of file Region.cpp.

4.26.3.10 move()

```
void Region::move (
    int x,
    int y )
```

Definition at line 71 of file Region.cpp.

4.26.3.11 name()

```
const std::string & Region::name ( ) const
```

Definition at line 249 of file Region.cpp.

4.26.3.12 on_continuous()

```
int Region::on_continuous (
    bp::object & other )
```

Definition at line 162 of file Region.cpp.

4.26.3.13 on_enter()

```
int Region::on_enter (
    bp::object & other )
```

Definition at line 149 of file Region.cpp.

4.26.3.14 on_leave()

```
int Region::on_leave (
    bp::object & other )
```

Definition at line 175 of file Region.cpp.

4.26.3.15 register_link_event() [1/2]

```
void Region::register_link_event (
    const std::string & uuid,
    const std::string & attribute )
```

Definition at line 224 of file Region.cpp.

4.26.3.16 register_link_event() [2/2]

```
void Region::register_link_event (
    const std::tuple< std::string, std::string > & link_event )
```

Definition at line 229 of file Region.cpp.

4.26.3.17 set_aabb()

```
void Region::set_aabb ( )
```

Definition at line 113 of file Region.cpp.

4.26.3.18 set_is_transformed()

```
void Region::set_is_transformed (
    bool b )
```

Definition at line 83 of file Region.cpp.

4.26.3.19 set_name()

```
void Region::set_name (
    const std::string & name )
```

Definition at line 244 of file Region.cpp.

4.26.3.20 texture_path()

```
const std::string & Region::texture_path ( ) const
```

Definition at line 139 of file Region.cpp.

4.26.3.21 transform()

```
const glm::mat3x3 & Region::transform ( ) const
```

Definition at line 144 of file Region.cpp.

4.26.3.22 uuid()

```
const std::string Region::uuid ( ) const
```

Definition at line 88 of file Region.cpp.

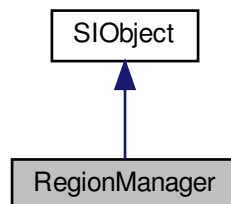
The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/Region.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/Region.cpp](#)

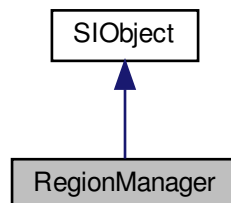
4.27 RegionManager Class Reference

```
#include <RegionManager.hpp>
```

Inheritance diagram for RegionManager:



Collaboration diagram for RegionManager:



Public Member Functions

- [~RegionManager](#) ()
- void [add_region](#) (const std::vector< glm::vec3 > &contour, std::shared_ptr< bp::object > effect, int region←_uuid)
- std::vector< std::shared_ptr< [Region](#) > > & [regions](#) ()
- void [update](#) (const std::vector< int > &update_vertices)
- [RegionManager](#) ()

Friends

- class [SIGRunRegionManagerTest](#)

Additional Inherited Members

4.27.1 Detailed Description

Definition at line 15 of file RegionManager.hpp.

4.27.2 Constructor & Destructor Documentation

4.27.2.1 ~RegionManager()

```
RegionManager::~RegionManager ( )
```

Definition at line 7 of file RegionManager.cpp.

4.27.2.2 RegionManager()

```
RegionManager::RegionManager ( )
```

Definition at line 26 of file RegionManager.cpp.

4.27.3 Member Function Documentation

4.27.3.1 add_region()

```
void RegionManager::add_region (
    const std::vector< glm::vec3 > & contour,
    std::shared_ptr< bp::object > effect,
    int region_uuid )
```

Definition at line 11 of file RegionManager.cpp.

4.27.3.2 regions()

```
std::vector< std::shared_ptr< Region > > & RegionManager::regions ( )
```

Definition at line 16 of file RegionManager.cpp.

4.27.3.3 update()

```
void RegionManager::update (
    const std::vector< int > & update_vertices )
```

Definition at line 21 of file RegionManager.cpp.

4.27.4 Friends And Related Function Documentation

4.27.4.1 SIGRunRegionManagerTest

```
friend class SIGRunRegionManagerTest [friend]
```

Definition at line 31 of file RegionManager.hpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/[RegionManager.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/[RegionManager.cpp](#)

4.28 RegionMask Class Reference

[RegionMask](#) class which stores a bit array used for true collision testing.

```
#include <RegionMask.hpp>
```


Public Member Functions

- [RegionMask](#) (int canvas_width, int canvas_height, const std::vector< glm::vec3 > &contour, const std::vector< glm::vec3 > &aabb)
constructor of the [RegionMask](#) class
- [RegionMask](#) (const [RegionMask](#) &rm)
copy constructor
- [~RegionMask](#) ()
default destructor
- int [size](#) () const
retrieve the size of the mask datastructure
- void [set_bit](#) (int i)
set the bit at index i of d_values to one/true
- void [set_bit](#) (const glm::vec3 &v)
set the bit at point v to one/true in d_values
- void [clear_bit](#) (int i)
set the bit at index i of d_values to zero/false
- void [clear_bit](#) (const glm::vec3 &v)
set the bit at point v of d_values to zero/false
- int [width](#) () const
- int [height](#) () const
- void [move](#) (const glm::vec2 &v)
update the AABB relations according to desired translation of a parent [Region](#)
- bool [operator\[\]](#) (int i) const
[] operator overloaded for returning the value of d_values at index i
- bool [operator\[\]](#) (const glm::vec3 &v) const
[] operator overloaded for returning the value of d_values at point v

Friends

- class [SIGRunRegionMaskTest](#)

4.28.1 Detailed Description

[RegionMask](#) class which stores a bit array used for true collision testing.

Functionality

[RegionMask](#) class storing a bit array as std::vector<bool>. std::vector<bool> has a special implementation where its bool is stored in exactly one bit. See: https://en.cppreference.com/w/cpp/container/vector_bool This vector has the size of width * height of the AABB of the contour of the parent region. The array is filled with ones and zeroes according to a scanline algorithm. Every pixel which is part of the parent [Region](#) is set to one in that way. Others are left at 0. The array is relatively accessed according to the top left corner of that AABB.

Rationale:

The use of the AABB allows for creating a secondary coordinate system which is translated relatively to the parent coordinate system (canvas coordinate system). Therefore, each point which is to be tested with the mask is subtracted by the position vector of the AABB. In this way, that point in the canvas coordinate system is converted to the mask coordinate system. This leads to querying collision occurrences relatively to the AABB. Through that, simple region translation does not require recomputation of the mask. Instead, the internal AABB is translated the same amount and the coordinate system conversion provides correct collision detection behaviour.

Definition at line 35 of file RegionMask.hpp.

4.28.2 Constructor & Destructor Documentation

4.28.2.1 RegionMask() [1/2]

```
RegionMask::RegionMask (
    int canvas_width,
    int canvas_height,
    const std::vector< glm::vec3 > & contour,
    const std::vector< glm::vec3 > & aabb )
```

constructor of the [RegionMask](#) class

Constructor of the [RegionMask](#) class. Initializes all datastructures required to maintain a [RegionMask](#) for Collision↔ Detection according to parameters. Performs scanline algorithm for generation of the actual mask relatively to AABB of parent region.

Parameters

<i>canvas_width</i>	int containing the width of the canvas
<i>canvas_height</i>	int containing the height of the canvas
<i>contour</i>	constant reference to a std::vector object containing glm::vec3 objects containing all the points of the contour of the parent Region
<i>aabb</i>	constant reference to a std::vector object containing glm::vec3 objects containing the four points of the AABB of the parent Region

See also

```
d_canvas_width
d_canvas_height
d_tlc_aabb_x
d_tlc_aabb_y
d_brc_aabb_x
d_brc_aabb_y
d_width_aabb
d_height_aabb
d_values
```

Definition at line 28 of file RegionMask.cpp.

4.28.2.2 RegionMask() [2/2]

```
RegionMask::RegionMask (
    const RegionMask & rm )
```

copy constructor

Parameters

<i>rm</i>	the constant reference to a RegionMask object to be copied
-----------	--

See also

[d_canvas_width](#)
[d_canvas_height](#)
[d_tlc_aabb_x](#)
[d_tlc_aabb_y](#)
[d_brc_aabb_x](#)
[d_brc_aabb_y](#)
[d_width_aabb](#)
[d_height_aabb](#)
[d_values](#)

Definition at line 68 of file RegionMask.cpp.

4.28.2.3 ~RegionMask()

```
RegionMask::~RegionMask ( )
```

default destructor

Definition at line 86 of file RegionMask.cpp.

4.28.3 Member Function Documentation

4.28.3.1 clear_bit() [1/2]

```
void RegionMask::clear_bit (
    int i )
```

set the bit at index *i* of *d_values* to zero/false

Sets the bit at index *i* of *d_values* to zero or false according to a bounds check.

Parameters

<i>i</i>	int which contains the index of the bit to be set to zero/false in <i>d_values</i>
----------	--

See also

[d_values](#)

Definition at line 153 of file RegionMask.cpp.

4.28.3.2 clear_bit() [2/2]

```
void RegionMask::clear_bit (
    const glm::vec3 & v )
```

set the bit at point v of d_values to zero/false

Sets the bit at point v of d_values to zero or false according to a bounds check. The bounds check is performed based on the actual index of the bit to set. The actual index is calculated according to $AABB_WIDTH * (v.y - AABB_TOP_LEFT_CORNER_Y) + v.x - AABB_TOP_LEFT_CORNER_X$. If the bounds check is negative, nothing happens.

Parameters

v	a constant reference to a glm::vec3 object containing the corresponding coordinates of the point to a bit of d_values which is to be set to zero or false.
---	--

See also

d_values
d_width_aabb
d_tlc_aabb_y
d_tlc_aabb_x

Definition at line 174 of file RegionMask.cpp.

4.28.3.3 height()

```
int RegionMask::height ( ) const
```

Returns

the height of the AABB of the parent [Region](#)

See also

d_height_aabb

Definition at line 197 of file RegionMask.cpp.

4.28.3.4 move()

```
void RegionMask::move (
    const glm::vec2 & v )
```

update the AABB relations according to desired translation of a parent [Region](#)

Use of RegionMasks occurs relatively to the AABB of its parent [Region](#). Is the parent region moved / translated within the canvas, the AABB is also moved or translated. Therefore, the RegionMasks is updated according to that translation by storing the new translation parameters. In this way, the mask coordinate system is moved within the canvas coordinate system. So, after updating the AABB with the new translation values, the mask continues to function, due to its relative dependence on the AABB. Therefore, no recomputation is required.

Parameters

<i>v</i>	a constant reference to a glm::vec2 object containing the translation vector
----------	--

Definition at line 259 of file RegionMask.cpp.

4.28.3.5 operator[]() [1/2]

```
bool RegionMask::operator[] (
    int i ) const
```

[] operator overloaded for returning the value of d_values at index i

Overloads the [] operator. Retrieves the bool value at index i of d_values.

Parameters

<i>i</i>	int containing the index
----------	--------------------------

Returns

a bool containing whether the queried bit is set or not in d_values

See also

d_values

Definition at line 213 of file RegionMask.cpp.

4.28.3.6 operator[]() [2/2]

```
bool RegionMask::operator[] (
    const glm::vec3 & v ) const
```

[] operator overloaded for returning the value of d_values at point v

Overloads the [] operator. Retrieves the bool value at point v of d_values. The actual index is calculated according to AABB_WIDTH * (v.y - AABB_TOP_LEFT_CORNER_Y) + v.x - AABB_TOP_LEFT_CORNER_X.

Parameters

<i>v</i>	a constant reference to a glm::vec3 object containing the corresponding coordinates of the point to a bit of d_values which is to be tested whether the queried bit is set or not in d_values.
----------	--

Returns

a bool containing whether the queried bit is set or not in d_values

See also

d_values
d_width_aabb
d_tlc_aabb_x
d_tlc_aabb_y

Definition at line 237 of file RegionMask.cpp.

4.28.3.7 set_bit() [1/2]

```
void RegionMask::set_bit (
    int i )
```

set the bit at index i of d_values to one/true

Sets the bit at index i of d_values to one or true according to a bounds check.

Parameters

<i>i</i>	int which contains the index of the bit to be set to one/true in d_values
----------	---

See also

d_values

Definition at line 115 of file RegionMask.cpp.

4.28.3.8 set_bit() [2/2]

```
void RegionMask::set_bit (
    const glm::vec3 & v )
```

set the bit at point v to one/true in d_values

Sets the bit at point v of d_values to one or true according to a bounds check. The bounds check is performed based on the actual index of the bit to be set. The actual index is calculated according to $AABB_WIDTH * (v.y - AABB_TOP_LEFT_CORNER_Y) + v.x - AABB_TOP_LEFT_CORNER_X$. If the bounds check is negative, the bit will be set to false.

Parameters

v	a constant reference to a glm::vec3 object containing the corresponding coordinates of the point to a bit of d_values which is to be set to one or true.
----------	--

See also

[d_values](#)
[d_width_aabb](#)
[d_tlc_aabb_y](#)
[d_tlc_aabb_x](#)

Definition at line 136 of file RegionMask.cpp.

4.28.3.9 size()

```
int RegionMask::size ( ) const
```

retrieve the size of the mask datastructure

Retrieves the size of the mask datastructure. This datastructure is called d_values.

Returns

the size of d_values

See also

[d_values](#)

Definition at line 101 of file RegionMask.cpp.

4.28.3.10 width()

```
int RegionMask::width ( ) const
```

Returns

the width of the AABB of the parent [Region](#)

See also

[d_width_aabb](#)

Definition at line 187 of file RegionMask.cpp.

4.28.4 Friends And Related Function Documentation

4.28.4.1 SIGRunRegionMaskTest

```
friend class SIGRunRegionMaskTest [friend]
```

Definition at line 106 of file RegionMask.hpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/[RegionMask.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/[RegionMask.cpp](#)

4.29 RegionRepresentation Struct Reference

```
#include <RegionRepresentation.hpp>
```

Public Member Functions

- [RegionRepresentation](#) (const std::vector< glm::vec3 > &c, const glm::mat3x3 &t, const QColor &col, const std::string &tex_path)
- [RegionRepresentation](#) (const std::vector< glm::vec3 > &c, const glm::mat3x3 &t, int r_, int g_, int b_, int a_, const std::string &tex_path)
- void [update](#) (const glm::mat3x3 &[transform](#))
- [RegionRepresentation](#) (std::vector< [TessellationPatch](#) * > ps, const glm::mat3x3 &t, const std::string &tex_path, int cs, glm::vec4 dest_rect, const glm::vec4 _uv)

Public Attributes

- int [r](#)
- int [g](#)
- int [b](#)
- int [a](#)
- QColor [color](#)
- std::string [texture_path](#)
- QPolygonF [poly](#)
- QPainterPath [fill](#)
- std::vector< [TessellationPatch](#) * > [patches](#)
- glm::mat3x3 [transform](#)
- int [contour_size](#)
- glm::vec4 [destination_rect](#)
- glm::vec4 [uv](#)

4.29.1 Detailed Description

Definition at line 9 of file RegionRepresentation.hpp.

4.29.2 Constructor & Destructor Documentation

4.29.2.1 RegionRepresentation() [1/3]

```
RegionRepresentation::RegionRepresentation (
    const std::vector< glm::vec3 > & c,
    const glm::mat3x3 & t,
    const QColor & col,
    const std::string & tex_path ) [inline]
```

Definition at line 11 of file RegionRepresentation.hpp.

4.29.2.2 RegionRepresentation() [2/3]

```
RegionRepresentation::RegionRepresentation (
    const std::vector< glm::vec3 > & c,
    const glm::mat3x3 & t,
    int r_,
    int g_,
    int b_,
    int a_,
    const std::string & tex_path ) [inline]
```

Definition at line 30 of file RegionRepresentation.hpp.

4.29.2.3 RegionRepresentation() [3/3]

```
RegionRepresentation::RegionRepresentation (
    std::vector< TessellationPatch * > ps,
    const glm::mat3x3 & t,
    const std::string & tex_path,
    int cs,
    glm::vec4 dest_rect,
    const glm::vec4 _uv ) [inline]
```

Definition at line 14 of file RegionRepresentation.hpp.

4.29.3 Member Function Documentation

4.29.3.1 update()

```
void RegionRepresentation::update (
    const glm::mat3x3 & transform ) [inline]
```

Definition at line 49 of file RegionRepresentation.hpp.

4.29.4 Member Data Documentation

4.29.4.1 a

```
int RegionRepresentation::a
```

Definition at line 69 of file RegionRepresentation.hpp.

4.29.4.2 b

```
int RegionRepresentation::b
```

Definition at line 68 of file RegionRepresentation.hpp.

4.29.4.3 color

```
QColor RegionRepresentation::color
```

Definition at line 70 of file RegionRepresentation.hpp.

4.29.4.4 contour_size

```
int RegionRepresentation::contour_size
```

Definition at line 26 of file RegionRepresentation.hpp.

4.29.4.5 destination_rect

```
glm::vec4 RegionRepresentation::destination_rect
```

Definition at line 27 of file RegionRepresentation.hpp.

4.29.4.6 fill

```
QPainterPath RegionRepresentation::fill
```

Definition at line 73 of file RegionRepresentation.hpp.

4.29.4.7 g

```
int RegionRepresentation::g
```

Definition at line 67 of file RegionRepresentation.hpp.

4.29.4.8 patches

```
std::vector<TessellationPatch*> RegionRepresentation::patches
```

Definition at line 23 of file RegionRepresentation.hpp.

4.29.4.9 poly

```
QPolygonF RegionRepresentation::poly
```

Definition at line 72 of file RegionRepresentation.hpp.

4.29.4.10 r

```
int RegionRepresentation::r
```

Definition at line 66 of file RegionRepresentation.hpp.

4.29.4.11 texture_path

```
std::string RegionRepresentation::texture_path
```

Definition at line 71 of file RegionRepresentation.hpp.

4.29.4.12 transform

```
glm::mat3x3 RegionRepresentation::transform
```

Definition at line 24 of file RegionRepresentation.hpp.

4.29.4.13 uv

```
glm::vec4 RegionRepresentation::uv
```

Definition at line 28 of file RegionRepresentation.hpp.

The documentation for this struct was generated from the following file:

- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/region/RegionRepresentation.hpp

4.30 RegionResampler Class Reference

```
#include <RegionResampler.hpp>
```

Static Public Member Functions

- static void [resample](#) (std::vector< glm::vec3 > &out, const std::vector< glm::vec3 > &in, int step_count=64)

Friends

- class [SIGRunRegionResamplerTest](#)

4.30.1 Detailed Description

Definition at line 9 of file RegionResampler.hpp.

4.30.2 Member Function Documentation

4.30.2.1 resample()

```
void RegionResampler::resample (
    std::vector< glm::vec3 > & out,
    const std::vector< glm::vec3 > & in,
    int step_count = 64 ) [static]
```

Definition at line 5 of file RegionResampler.cpp.

4.30.3 Friends And Related Function Documentation

4.30.3.1 SIGRunRegionResamplerTest

```
friend class SIGRunRegionResamplerTest [friend]
```

Definition at line 18 of file RegionResampler.hpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/[RegionResampler.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/[RegionResampler.cpp](#)

4.31 RegionTransform Class Reference

[RegionTransform](#) class storing the relative translation, rotation and scale of a contour.

```
#include <RegionTransform.hpp>
```

Public Member Functions

- [RegionTransform](#) ()
default constructor initializing instance variables to default values
- [~RegionTransform](#) ()
default destructor
- void [update](#) (const glm::vec2 &translation=glm::vec2(0, 0), float angle=0, float scale=1)
central function to update transformation matrix with new, relative translation, relative rotation and absolute scale values
- const glm::mat3x3 & [transform](#) ()
- const glm::vec3 & [operator\[\]](#) (int index)
overloading of [] operator

4.31.1 Detailed Description

[RegionTransform](#) class storing the relative translation, rotation and scale of a contour.

This class stores the relative translation, rotation and scale of a contour. The initial contour remains unchanged and change in one of those three aspects does mutate this transform but not the initial contour. The translation, rotation and scale are stored as a 3x3 transformation matrix. The transformation matrix is stored ROW MAJOR and requires LEFT pr PRE-Multiplication. Therefore, multiplications with points look such as : $p * T$, where p is a point and T is the transformation matrix. Due to matrix multiplications being not commutative, $T * p$ will not yield desired results.

See also

```
d_translation
d_rotation
d_scale
d_transform
d_angle
```

Definition at line 34 of file RegionTransform.hpp.

4.31.2 Constructor & Destructor Documentation

4.31.2.1 RegionTransform()

```
RegionTransform::RegionTransform ( )
```

default constructor initializing instance variables to default values

Default constructor. Initializes all matrix objects to identity matrices. Sets cumulative angle to 0

See also

- d_transform
- d_translation
- d_rotation
- d_scale \scale d_angle

Definition at line 17 of file RegionTransform.cpp.

4.31.2.2 ~RegionTransform()

```
RegionTransform::~~RegionTransform ( )
```

default destructor

Default destructor.

Definition at line 30 of file RegionTransform.cpp.

4.31.3 Member Function Documentation

4.31.3.1 operator[]()

```
const glm::vec3 & RegionTransform::operator[] (
    int index )
```

overloading of [] operator

Overloading of [] operator. Makes it easier to use the transformation matrix stored in this class. This function returns a constant glm::vec3 reference which itself is subscriptable with the [] operator.

Parameters

<i>index</i>	an integer containing the index of the row of the transformation matrix to be retrieved.
--------------	--

Returns

a constant reference of glm::vec3 object containing the queried row of the transformation matrix

See also

d_transform

Definition at line 96 of file RegionTransform.cpp.

4.31.3.2 transform()

```
const glm::mat3x3 & RegionTransform::transform ( )
```

Returns

a constant reference to a glm::mat3x3 object containing the current transformation matrix

See also

d_transform

Definition at line 78 of file RegionTransform.cpp.

4.31.3.3 update()

```
void RegionTransform::update (
    const glm::vec2 & translation = glm::vec2(0, 0),
    float angle = 0,
    float scale = 1 )
```

central function to update transformation matrix with new, relative translation, relative rotation and absolute scale values

Updates translation matrix T, rotation matrix R, and scale matrix S according to the given parameters. Too small angle increments are ignored to save computations of required trigonometric functions. Computes a the new transformation matrix according to $T * R * S$.

Parameters

<i>translation</i>	a constant reference to a glm::vec2 datastructure containing the new, relative translation of the parent contour
<i>angle</i>	a float containing the new relative angle of the parent contour according to x-axis
<i>scale</i>	a float containing the new absolute scale factor of the contour

See also

[d_translation](#)
[d_angle](#)
[d_rotation](#)
[d_scale](#)
[d_transform](#)

Definition at line 50 of file RegionTransform.cpp.

The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/RegionTransform.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/RegionTransform.cpp](#)

4.32 RenderBatch Class Reference

```
#include <SpriteBatch.hpp>
```

Public Member Functions

- [RenderBatch](#) (GLuint off, GLuint vertices, GLuint off2, GLuint vertices2, GLuint tex)

Public Attributes

- GLuint [offset](#)
- GLuint [num_vertices](#)
- GLuint [offset2](#)
- GLuint [num_vertices2](#)
- GLuint [texture](#)

4.32.1 Detailed Description

Definition at line 12 of file SpriteBatch.hpp.

4.32.2 Constructor & Destructor Documentation

4.32.2.1 RenderBatch()

```
RenderBatch::RenderBatch (
    GLuint off,
    GLuint vertices,
    GLuint off2,
    GLuint vertices2,
    GLuint tex ) [inline]
```

Definition at line 21 of file SpriteBatch.hpp.

4.32.3 Member Data Documentation

4.32.3.1 num_vertices

```
GLuint RenderBatch::num_vertices
```

Definition at line 16 of file SpriteBatch.hpp.

4.32.3.2 num_vertices2

```
GLuint RenderBatch::num_vertices2
```

Definition at line 18 of file SpriteBatch.hpp.

4.32.3.3 offset

```
GLuint RenderBatch::offset
```

Definition at line 15 of file SpriteBatch.hpp.

4.32.3.4 offset2

```
GLuint RenderBatch::offset2
```

Definition at line 17 of file SpriteBatch.hpp.

4.32.3.5 texture

```
GLuint RenderBatch::texture
```

Definition at line 19 of file `SpriteBatch.hpp`.

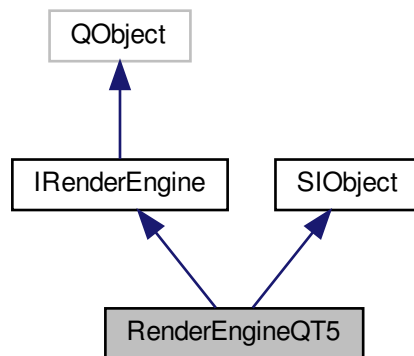
The documentation for this class was generated from the following file:

- `/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/`[SpriteBatch.hpp](#)

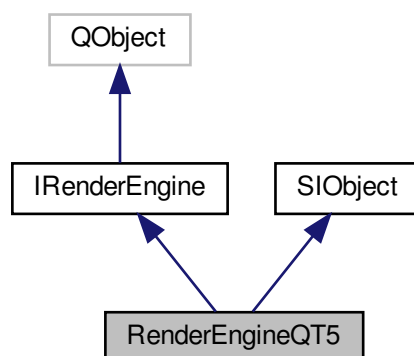
4.33 RenderEngineQT5 Class Reference

```
#include <RenderEngineQt5.hpp>
```

Inheritance diagram for `RenderEngineQT5`:



Collaboration diagram for `RenderEngineQT5`:



Public Member Functions

- [RenderEngineQT5 \(\)](#)
- [~RenderEngineQT5 \(\)](#)
- void [start](#) (int width, int height) override
- void [run](#) () override
- void [pause](#) () override

Additional Inherited Members

4.33.1 Detailed Description

Definition at line 12 of file `RenderEngineQt5.hpp`.

4.33.2 Constructor & Destructor Documentation

4.33.2.1 `RenderEngineQT5()`

```
RenderEngineQT5::RenderEngineQT5 ( )
```

Definition at line 5 of file `RenderEngineQt5.cpp`.

4.33.2.2 `~RenderEngineQT5()`

```
RenderEngineQT5::~~RenderEngineQT5 ( )
```

Definition at line 10 of file `RenderEngineQt5.cpp`.

4.33.3 Member Function Documentation

4.33.3.1 `pause()`

```
void RenderEngineQT5::pause ( ) [override], [virtual]
```

Implements [IRenderEngine](#).

Definition at line 28 of file `RenderEngineQt5.cpp`.

4.33.3.2 run()

```
void RenderEngineQT5::run ( ) [override], [virtual]
```

Implements [IRenderEngine](#).

Definition at line 23 of file RenderEngineQt5.cpp.

4.33.3.3 start()

```
void RenderEngineQT5::start (
    int width,
    int height ) [override], [virtual]
```

Implements [IRenderEngine](#).

Definition at line 17 of file RenderEngineQt5.cpp.

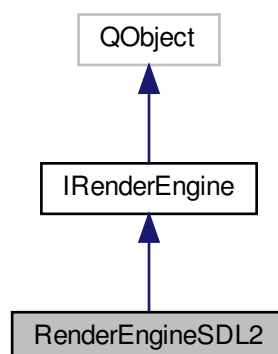
The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/RenderEngineQt5.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/RenderEngineQt5.cpp](#)

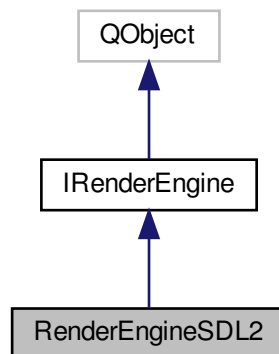
4.34 RenderEngineSDL2 Class Reference

```
#include <RenderEngineSdl2.hpp>
```

Inheritance diagram for RenderEngineSDL2:



Collaboration diagram for RenderEngineSDL2:



Public Member Functions

- [RenderEngineSDL2\(\)](#)
- [~RenderEngineSDL2\(\)](#)
- void [start](#) (int width, int height, int argc, char **argv) override
- void [run](#) () override
- void [pause](#) () override

4.34.1 Detailed Description

Definition at line 28 of file `RenderEngineSdl2.hpp`.

4.34.2 Constructor & Destructor Documentation

4.34.2.1 RenderEngineSDL2()

```
RenderEngineSDL2::RenderEngineSDL2 ( )
```

Definition at line 10 of file `RenderEngineSdl2.cpp`.

4.34.2.2 ~RenderEngineSDL2()

```
RenderEngineSDL2::~~RenderEngineSDL2 ( )
```

Definition at line 20 of file `RenderEngineSdl2.cpp`.

4.34.3 Member Function Documentation

4.34.3.1 pause()

```
void RenderEngineSDL2::pause ( ) [override], [virtual]
```

Implements [IRenderEngine](#).

Definition at line 122 of file `RenderEngineSdl2.cpp`.

4.34.3.2 run()

```
void RenderEngineSDL2::run ( ) [override], [virtual]
```

Implements [IRenderEngine](#).

Definition at line 63 of file `RenderEngineSdl2.cpp`.

4.34.3.3 start()

```
void RenderEngineSDL2::start (
    int width,
    int height,
    int argc,
    char ** argv ) [override]
```

Definition at line 40 of file `RenderEngineSdl2.cpp`.

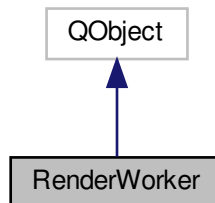
The documentation for this class was generated from the following files:

- `/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/RenderEngineSdl2.hpp`
- `/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/RenderEngineSdl2.cpp`

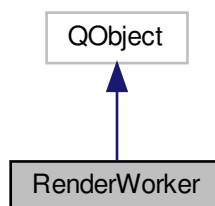
4.35 RenderWorker Class Reference

```
#include <RenderWorker.hpp>
```

Inheritance diagram for RenderWorker:



Collaboration diagram for RenderWorker:



Public Member Functions

- [RenderWorker](#) (int width, int height, [IRenderEngine](#) *ire)
- Q_SLOT void [render](#) ()
- Q_SIGNAL void [finished](#) ()

4.35.1 Detailed Description

Definition at line 9 of file `RenderWorker.hpp`.

4.35.2 Constructor & Destructor Documentation

4.35.2.1 RenderWorker()

```
RenderWorker::RenderWorker (
    int width,
    int height,
    IRenderEngine * ire )
```

Definition at line 5 of file RenderWorker.cpp.

4.35.3 Member Function Documentation

4.35.3.1 finished()

```
Q_SIGNAL void RenderWorker::finished ( )
```

4.35.3.2 render()

```
void RenderWorker::render ( )
```

Definition at line 14 of file RenderWorker.cpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/concurrency/[RenderWorker.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/concurrency/[RenderWorker.cpp](#)

4.36 ResourceManager Class Reference

```
#include <ResourceManager.hpp>
```

Static Public Member Functions

- static [GLTexture texture](#) (const std::string &texture_path)

4.36.1 Detailed Description

Definition at line 10 of file ResourceManager.hpp.

4.36.2 Member Function Documentation

4.36.2.1 texture()

```
GLTexture ResourceManager::texture (
    const std::string & texture_path ) [static]
```

Definition at line 7 of file ResourceManager.cpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/[ResourceManager.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/[ResourceManager.cpp](#)

4.37 RingBuffer< T > Class Template Reference

```
#include <RingBuffer.hpp>
```

Public Member Functions

- [RingBuffer](#) (int size)
- [~RingBuffer](#) ()=default
- void [push_back](#) (const T &data)
- const T & [get](#) ()
- bool [find](#) (const T &data) const
- void [clear](#) ()
- bool [empty](#) () const
- int [size](#) () const
- int [max_size](#) () const
- bool [operator &](#) (const T &value) const
- void [operator<<](#) (const T &value)

4.37.1 Detailed Description

```
template<typename T>
class RingBuffer< T >
```

Definition at line 10 of file RingBuffer.hpp.

4.37.2 Constructor & Destructor Documentation

4.37.2.1 RingBuffer()

```
template<typename T>
RingBuffer< T >::RingBuffer (
    int size ) [inline], [explicit]
```

Definition at line 13 of file RingBuffer.hpp.

4.37.2.2 ~RingBuffer()

```
template<typename T>
RingBuffer< T >::~~RingBuffer ( ) [default]
```

4.37.3 Member Function Documentation

4.37.3.1 clear()

```
template<typename T>
void RingBuffer< T >::clear ( ) [inline]
```

Definition at line 50 of file RingBuffer.hpp.

4.37.3.2 empty()

```
template<typename T>
bool RingBuffer< T >::empty ( ) const [inline]
```

Definition at line 56 of file RingBuffer.hpp.

4.37.3.3 find()

```
template<typename T>
bool RingBuffer< T >::find (
    const T & data ) const [inline]
```

Definition at line 45 of file RingBuffer.hpp.

4.37.3.4 get()

```
template<typename T>
const T& RingBuffer< T >::get ( ) [inline]
```

Definition at line 35 of file RingBuffer.hpp.

4.37.3.5 max_size()

```
template<typename T>
int RingBuffer< T >::max_size ( ) const [inline]
```

Definition at line 66 of file RingBuffer.hpp.

4.37.3.6 operator &()

```
template<typename T>
bool RingBuffer< T >::operator & (
    const T & value ) const [inline]
```

Definition at line 71 of file RingBuffer.hpp.

4.37.3.7 operator<<()

```
template<typename T>
void RingBuffer< T >::operator<< (
    const T & value ) [inline]
```

Definition at line 76 of file RingBuffer.hpp.

4.37.3.8 push_back()

```
template<typename T>
void RingBuffer< T >::push_back (
    const T & data ) [inline]
```

Definition at line 25 of file RingBuffer.hpp.

4.37.3.9 size()

```
template<typename T>
int RingBuffer< T >::size ( ) const [inline]
```

Definition at line 61 of file RingBuffer.hpp.

The documentation for this class was generated from the following file:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/util/[RingBuffer.hpp](#)

4.38 Scripting Class Reference

```
#include <Scripting.hpp>
```

Public Member Functions

- [Scripting](#) ()
- [~Scripting](#) ()
- bp::object [si_plugin](#) (std::string &module_name, std::string &path, std::string &class_name)
- std::string [load_plugin_source](#) (const char *source)
- void [load_class_names](#) (std::vector< std::string > &classes, const std::string &path)
- bp::object [import](#) (const std::string &module, const std::string &path)

Friends

- std::ostream & [operator<<](#) (std::ostream &os, const [Scripting](#) &scripting)

4.38.1 Detailed Description

Definition at line 13 of file Scripting.hpp.

4.38.2 Constructor & Destructor Documentation

4.38.2.1 Scripting()

```
Scripting::Scripting ( )
```

Definition at line 11 of file Scripting.cpp.

4.38.2.2 ~Scripting()

```
Scripting::~Scripting ( )
```

Definition at line 21 of file Scripting.cpp.

4.38.3 Member Function Documentation

4.38.3.1 import()

```
bp::object Scripting::import (
    const std::string & module,
    const std::string & path )
```

Definition at line 95 of file Scripting.cpp.

4.38.3.2 load_class_names()

```
void Scripting::load_class_names (
    std::vector< std::string > & classes,
    const std::string & path )
```

Definition at line 65 of file Scripting.cpp.

4.38.3.3 load_plugin_source()

```
std::string Scripting::load_plugin_source (
    const char * source )
```

Definition at line 29 of file Scripting.cpp.

4.38.3.4 si_plugin()

```
bp::object Scripting::si_plugin (
    std::string & module_name,
    std::string & path,
    std::string & class_name )
```

Definition at line 24 of file Scripting.cpp.

4.38.4 Friends And Related Function Documentation

4.38.4.1 operator<<

```
std::ostream& operator<< (
    std::ostream & os,
    const Scripting & scripting ) [friend]
```

Definition at line 110 of file Scripting.cpp.

The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/plugin/Scripting.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/plugin/Scripting.cpp](#)

4.39 SIGRun Class Reference

[SIGRun](#) class serving as entry point of an SI environment.

```
#include <SIGRun.hpp>
```

Public Member Functions

- [SIGRun](#) ()
constructor
- [~SIGRun](#) ()
destructor
- int [exec](#) (int argc, char **argv, [IRenderEngine](#) *ire)
entry point of [SIGRun](#)

Static Public Member Functions

- static int [quit](#) ()
exit [SIGRun](#)

4.39.1 Detailed Description

[SIGRun](#) class serving as entry point of an SI environment.

This class serves as the entry point of an SI environment. It is directly exposed in SI.hpp. An instance of this class is used to launch an SI environment.

See also

[up_core](#)

Definition at line 18 of file SIGRun.hpp.

4.39.2 Constructor & Destructor Documentation

4.39.2.1 SIGRun()

```
SIGRun::SIGRun ( )
```

constructor

Constructor of [SIGRun](#) class. Used for instantiating objects.

Definition at line 19 of file SIGRun.cpp.

4.39.2.2 ~SIGRun()

```
SIGRun::~~SIGRun ( )
```

destructor

Destructor of [SIGRun](#) class. Used for destroying objects.

Definition at line 30 of file SIGRun.cpp.

4.39.3 Member Function Documentation

4.39.3.1 exec()

```
int SIGRun::exec (
    int argc,
    char ** argv,
    IRenderEngine * ire )
```

entry point of [SIGRun](#)

Entry point of [SIGRun](#) initializing all further systems.

Parameters

<i>argc</i>	cli argc
<i>argv</i>	cli argv

Definition at line 42 of file SIGRun.cpp.

4.39.3.2 quit()

```
int SIGRun::quit ( ) [static]
```

exit [SIGRun](#)

static exit function of [SIGRun](#) terminating all other systems

Definition at line 54 of file SIGRun.cpp.

The documentation for this class was generated from the following files:

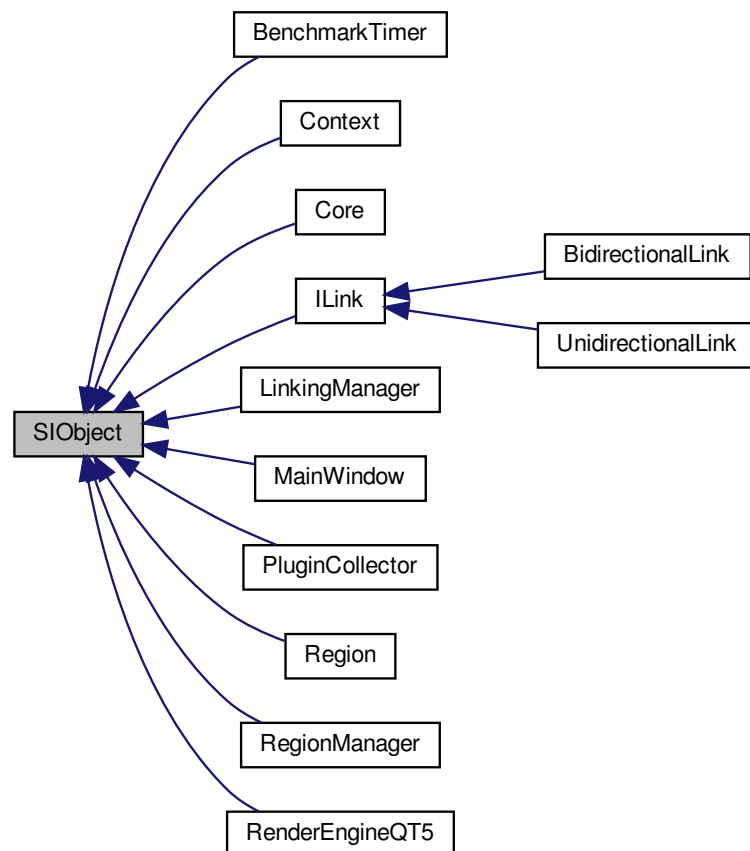
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/SIGRun.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/SIGRun.cpp](#)

4.40 SObject Class Reference

A meta class from which other classes are derived from to register them as [SObject](#) meta types.

```
#include <SObject.hpp>
```

Inheritance diagram for SObject:



Public Member Functions

- [SObject](#) ()=default
default constructor
- [~SObject](#) ()=default
default destructor
- const std::string & [meta_type](#) () const
function for retrieving meta type name
- const std::string & [origin](#) () const

Protected Attributes

- `std::string d_meta_type`
a `std::string` containing the name of the class to be registered as `SIOject` meta type
- `std::string d_origin`

4.40.1 Detailed Description

A meta class from which other classes are derived from to register them as `SIOject` meta types.

This class enables registering other classes as `SIOject` meta types. This is currently achieved by storing `std::strings` containing the classes individual names. Currently, this meta typing is only used for Logging.

See also

`Log::Log`
`d_meta_type`

Definition at line 55 of file `SIOject.hpp`.

4.40.2 Constructor & Destructor Documentation

4.40.2.1 `SIOject()`

```
SIOject::SIOject ( ) [default]
```

default constructor

4.40.2.2 `~SIOject()`

```
SIOject::~~SIOject ( ) [default]
```

default destructor

4.40.3 Member Function Documentation

4.40.3.1 meta_type()

```
const std::string& SIObjecT::meta_type ( ) const [inline]
```

function for retrieving meta type name

The function for retrieving meta type name in a constant manner. Therefore, the instance calling this function will not mutate.

Returns

d_meta_type a const std::string reference of the type name of the clas

Definition at line 75 of file SIObjecT.hpp.

4.40.3.2 origin()

```
const std::string& SIObjecT::origin ( ) const [inline]
```

Definition at line 80 of file SIObjecT.hpp.

4.40.4 Member Data Documentation

4.40.4.1 d_meta_type

```
std::string SIObjecT::d_meta_type [protected]
```

a std::string containing the name of the class to be registered as [SIObjecT](#) meta type

Definition at line 89 of file SIObjecT.hpp.

4.40.4.2 d_origin

```
std::string SIObjecT::d_origin [protected]
```

Definition at line 90 of file SIObjecT.hpp.

The documentation for this class was generated from the following file:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/[SIObjecT.hpp](#)

4.41 SpriteBatch Class Reference

```
#include <SpriteBatch.hpp>
```

Public Member Functions

- [SpriteBatch](#) ()
- [~SpriteBatch](#) ()
- void [initialize](#) ()
- void [render](#) (const std::map< std::string, [RegionRepresentation](#) * > ®ions, const std::vector< glm::vec2 > &partial_contour, const GLfloat *camera_matrix)
- void [set_draw_mode](#) (GLenum mode)

4.41.1 Detailed Description

Definition at line 26 of file `SpriteBatch.hpp`.

4.41.2 Constructor & Destructor Documentation

4.41.2.1 `SpriteBatch()`

```
SpriteBatch::SpriteBatch ( )
```

Definition at line 9 of file `SpriteBatch.cpp`.

4.41.2.2 `~SpriteBatch()`

```
SpriteBatch::~~SpriteBatch ( )
```

Definition at line 17 of file `SpriteBatch.cpp`.

4.41.3 Member Function Documentation

4.41.3.1 `initialize()`

```
void SpriteBatch::initialize ( )
```

Definition at line 26 of file `SpriteBatch.cpp`.

4.41.3.2 render()

```
void SpriteBatch::render (
    const std::map< std::string, RegionRepresentation * > & regions,
    const std::vector< glm::vec2 > & partial_contour,
    const GLfloat * camera_matrix )
```

Definition at line 81 of file SpriteBatch.cpp.

4.41.3.3 set_draw_mode()

```
void SpriteBatch::set_draw_mode (
    GLenum mode )
```

Definition at line 199 of file SpriteBatch.cpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/[SpriteBatch.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/[SpriteBatch.cpp](#)

4.42 StoppableTask Class Reference

```
#include <StoppableTask.hpp>
```

Public Member Functions

- [StoppableTask](#) ()
- [StoppableTask](#) ([StoppableTask](#) &&obj)
- [StoppableTask](#) & [operator=](#) ([StoppableTask](#) &&obj)
- virtual void [run](#) ()=0
- void [operator\(\)](#) ()
- void [set_is_running](#) (bool is_running)
- bool [is_stop_requested](#) ()
- void [stop](#) ()

Protected Attributes

- bool [d_is_running](#) = false

4.42.1 Detailed Description

Definition at line 8 of file StoppableTask.hpp.

4.42.2 Constructor & Destructor Documentation

4.42.2.1 StoppableTask() [1/2]

```
StoppableTask::StoppableTask ( )
```

Definition at line 5 of file StoppableTask.cpp.

4.42.2.2 StoppableTask() [2/2]

```
StoppableTask::StoppableTask (
    StoppableTask && obj ) [explicit]
```

Definition at line 10 of file StoppableTask.cpp.

4.42.3 Member Function Documentation

4.42.3.1 is_stop_requested()

```
bool StoppableTask::is_stop_requested ( )
```

Definition at line 34 of file StoppableTask.cpp.

4.42.3.2 operator>()

```
void StoppableTask::operator() ( )
```

Definition at line 24 of file StoppableTask.cpp.

4.42.3.3 operator=()

```
StoppableTask & StoppableTask::operator= (
    StoppableTask && obj )
```

Definition at line 16 of file StoppableTask.cpp.

4.42.3.4 run()

```
virtual void StoppableTask::run ( ) [pure virtual]
```

4.42.3.5 set_is_running()

```
void StoppableTask::set_is_running (
    bool is_running )
```

Definition at line 29 of file StoppableTask.cpp.

4.42.3.6 stop()

```
void StoppableTask::stop ( )
```

Definition at line 40 of file StoppableTask.cpp.

4.42.4 Member Data Documentation

4.42.4.1 d_is_running

```
bool StoppableTask::d_is_running = false [protected]
```

Definition at line 29 of file StoppableTask.hpp.

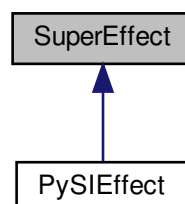
The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/concurrency/StopableTask.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/concurrency/StopableTask.cpp](#)

4.43 SuperEffect Class Reference

```
#include <SuperEffect.hpp>
```

Inheritance diagram for SuperEffect:



Public Member Functions

- virtual int [on_enter](#) (bp::object &other)=0
- virtual int [on_continuous](#) (bp::object &other)=0
- virtual int [on_leave](#) (bp::object &other)=0

4.43.1 Detailed Description

Definition at line 32 of file SuperEffect.hpp.

4.43.2 Member Function Documentation

4.43.2.1 [on_continuous\(\)](#)

```
virtual int SuperEffect::on_continuous (  
    bp::object & other ) [pure virtual]
```

Implemented in [PySIEffect](#).

4.43.2.2 [on_enter\(\)](#)

```
virtual int SuperEffect::on_enter (  
    bp::object & other ) [pure virtual]
```

Implemented in [PySIEffect](#).

4.43.2.3 [on_leave\(\)](#)

```
virtual int SuperEffect::on_leave (  
    bp::object & other ) [pure virtual]
```

Implemented in [PySIEffect](#).

The documentation for this class was generated from the following file:

- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/pysi/[SuperEffect.hpp](#)

4.44 TessellationPatch Class Reference

```
#include <TessellationPatch.hpp>
```


Public Member Functions

- [TessellationPatch](#) (const glm::vec3 &A, const glm::vec3 &B, const glm::vec3 &C)
- [~TessellationPatch](#) ()
- void [set_abc](#) (const glm::vec3 &A, const glm::vec3 &B, const glm::vec3 &C)
- void [move](#) (const glm::vec3 &delta)
- const glm::vec3 & [a](#) () const
- const glm::vec3 & [b](#) () const
- const glm::vec3 & [c](#) () const
- std::vector< glm::vec3 > [vertices](#) ()

4.44.1 Detailed Description

Definition at line 10 of file TessellationPatch.hpp.

4.44.2 Constructor & Destructor Documentation

4.44.2.1 TessellationPatch()

```
TessellationPatch::TessellationPatch (
    const glm::vec3 & A,
    const glm::vec3 & B,
    const glm::vec3 & C )
```

Definition at line 5 of file TessellationPatch.cpp.

4.44.2.2 ~TessellationPatch()

```
TessellationPatch::~TessellationPatch ( )
```

Definition at line 11 of file TessellationPatch.cpp.

4.44.3 Member Function Documentation

4.44.3.1 a()

```
const glm::vec3 & TessellationPatch::a ( ) const
```

Definition at line 30 of file TessellationPatch.cpp.

4.44.3.2 b()

```
const glm::vec3 & TessellationPatch::b ( ) const
```

Definition at line 35 of file TessellationPatch.cpp.

4.44.3.3 c()

```
const glm::vec3 & TessellationPatch::c ( ) const
```

Definition at line 40 of file TessellationPatch.cpp.

4.44.3.4 move()

```
void TessellationPatch::move (
    const glm::vec3 & delta )
```

Definition at line 21 of file TessellationPatch.cpp.

4.44.3.5 set_abc()

```
void TessellationPatch::set_abc (
    const glm::vec3 & A,
    const glm::vec3 & B,
    const glm::vec3 & C )
```

Definition at line 16 of file TessellationPatch.cpp.

4.44.3.6 vertices()

```
std::vector< glm::vec3 > TessellationPatch::vertices ( )
```

Definition at line 45 of file TessellationPatch.cpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/[TessellationPatch.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/[TessellationPatch.cpp](#)

4.45 Tessellator Class Reference

```
#include <Tessellator.hpp>
```

Static Public Member Functions

- static bool [tessellate](#) (std::vector< glm::vec3 > &out, const std::vector< glm::vec3 > &vertices)

4.45.1 Detailed Description

Definition at line 15 of file Tessellator.hpp.

4.45.2 Member Function Documentation

4.45.2.1 tessellate()

```
bool Tessellator::tessellate (  
    std::vector< glm::vec3 > & out,  
    const std::vector< glm::vec3 > & vertices ) [static]
```

Definition at line 11 of file Tessellator.cpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/[Tessellator.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/[Tessellator.cpp](#)

4.46 TextureCache Class Reference

```
#include <TextureCache.hpp>
```

Public Member Functions

- [TextureCache](#) ()
- [~TextureCache](#) ()
- [GLTexture texture](#) (const std::string &texture_path)

4.46.1 Detailed Description

Definition at line 9 of file TextureCache.hpp.

4.46.2 Constructor & Destructor Documentation

4.46.2.1 TextureCache()

```
TextureCache::TextureCache ( )
```

Definition at line 6 of file TextureCache.cpp.

4.46.2.2 ~TextureCache()

```
TextureCache::~TextureCache ( )
```

Definition at line 11 of file TextureCache.cpp.

4.46.3 Member Function Documentation

4.46.3.1 texture()

```
GLuint TextureCache::texture (
    const std::string & texture_path )
```

Definition at line 16 of file TextureCache.cpp.

The documentation for this class was generated from the following files:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/[TextureCache.hpp](#)
- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/[TextureCache.cpp](#)

4.47 Time Class Reference

```
#include <Timing.hpp>
```

Static Public Member Functions

- static double [get_time](#) ()
- static void [set_time_delta](#) (double td)
- static double [time_delta](#) ()

4.47.1 Detailed Description

Definition at line 8 of file Timing.hpp.

4.47.2 Member Function Documentation

4.47.2.1 get_time()

```
static double Time::get_time ( ) [inline], [static]
```

Definition at line 11 of file Timing.hpp.

4.47.2.2 set_time_delta()

```
static void Time::set_time_delta (
    double td ) [inline], [static]
```

Definition at line 18 of file Timing.hpp.

4.47.2.3 time_delta()

```
static double Time::time_delta ( ) [inline], [static]
```

Definition at line 23 of file Timing.hpp.

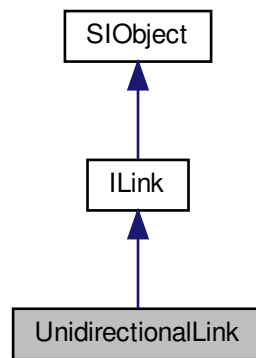
The documentation for this class was generated from the following file:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/display/Timing.hpp](#)

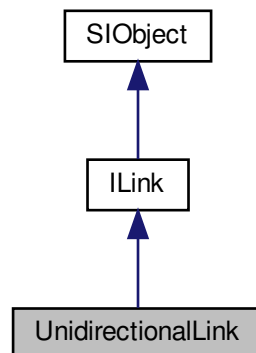
4.48 UnidirectionalLink Class Reference

```
#include <Link.hpp>
```

Inheritance diagram for UnidirectionalLink:



Collaboration diagram for UnidirectionalLink:



Public Member Functions

- [UnidirectionalLink](#) (const std::shared_ptr< [Region](#) > &ra, const std::shared_ptr< [Region](#) > &rb, const std::string &aa, const std::string &ab)
- [~UnidirectionalLink](#) ()
- const [LINK_TYPE](#) & [type](#) () const override
- const std::shared_ptr< [Region](#) > & [sender_a](#) () const override

- `const std::shared_ptr< Region > & sender_b ()` const override
- `const std::shared_ptr< Region > & receiver_a ()` const override
- `const std::shared_ptr< Region > & receiver_b ()` const override
- `const std::string & attribute_a ()` const override
- `const std::string & attribute_b ()` const override
- `virtual void add_child (std::shared_ptr< ILink > &link)` override
- `std::vector< std::shared_ptr< ILink > > & children ()` override

Additional Inherited Members

4.48.1 Detailed Description

Definition at line 40 of file Link.hpp.

4.48.2 Constructor & Destructor Documentation

4.48.2.1 UnidirectionalLink()

```
UnidirectionalLink::UnidirectionalLink (
    const std::shared_ptr< Region > & ra,
    const std::shared_ptr< Region > & rb,
    const std::string & aa,
    const std::string & ab )
```

Definition at line 5 of file Link.cpp.

4.48.2.2 ~UnidirectionalLink()

```
UnidirectionalLink::~UnidirectionalLink ( )
```

Definition at line 18 of file Link.cpp.

4.48.3 Member Function Documentation

4.48.3.1 add_child()

```
void UnidirectionalLink::add_child (
    std::shared_ptr< ILink > & link ) [override], [virtual]
```

Implements [ILink](#).

Definition at line 121 of file Link.cpp.

4.48.3.2 attribute_a()

```
const std::string & UnidirectionalLink::attribute_a ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 48 of file Link.cpp.

4.48.3.3 attribute_b()

```
const std::string & UnidirectionalLink::attribute_b ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 53 of file Link.cpp.

4.48.3.4 children()

```
std::vector< std::shared_ptr< ILink > > & UnidirectionalLink::children ( ) [override], [virtual]
```

Implements [ILink](#).

Definition at line 111 of file Link.cpp.

4.48.3.5 receiver_a()

```
const std::shared_ptr< Region > & UnidirectionalLink::receiver_a ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 38 of file Link.cpp.

4.48.3.6 receiver_b()

```
const std::shared_ptr< Region > & UnidirectionalLink::receiver_b ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 43 of file Link.cpp.

4.48.3.7 sender_a()

```
const std::shared_ptr< Region > & UnidirectionalLink::sender_a ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 28 of file Link.cpp.

4.48.3.8 sender_b()

```
const std::shared_ptr< Region > & UnidirectionalLink::sender_b ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 33 of file Link.cpp.

4.48.3.9 type()

```
const ILink::LINK\_TYPE & UnidirectionalLink::type ( ) const [override], [virtual]
```

Implements [ILink](#).

Definition at line 23 of file Link.cpp.

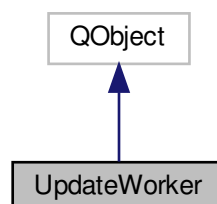
The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/Link.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/Link.cpp](#)

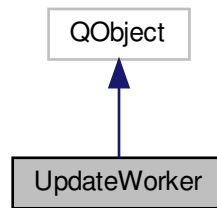
4.49 UpdateWorker Class Reference

```
#include <UpdateWorker.hpp>
```

Inheritance diagram for UpdateWorker:



Collaboration diagram for UpdateWorker:



Public Member Functions

- [UpdateWorker](#) ()
- [~UpdateWorker](#) ()
- void [start](#) ()
- Q_SLOT void [stop](#) ()
- void [pause](#) ()
- void [resume](#) ()
- bool [is_running](#) ()
- int [fps](#) () const
- Q_SIGNAL void [running_changed](#) ()
- Q_SIGNAL void [updated](#) (double delta, int [fps](#))
- Q_SIGNAL void [finished](#) ()

4.49.1 Detailed Description

Definition at line 10 of file `UpdateWorker.hpp`.

4.49.2 Constructor & Destructor Documentation

4.49.2.1 UpdateWorker()

```
UpdateWorker::UpdateWorker ( ) [explicit]
```

Definition at line 5 of file `UpdateWorker.cpp`.

4.49.2.2 ~UpdateWorker()

```
UpdateWorker::~UpdateWorker ( )
```

Definition at line 11 of file UpdateWorker.cpp.

4.49.3 Member Function Documentation

4.49.3.1 finished()

```
Q_SIGNAL void UpdateWorker::finished ( )
```

4.49.3.2 fps()

```
int UpdateWorker::fps ( ) const
```

Definition at line 70 of file UpdateWorker.cpp.

4.49.3.3 is_running()

```
bool UpdateWorker::is_running ( )
```

Definition at line 65 of file UpdateWorker.cpp.

4.49.3.4 pause()

```
void UpdateWorker::pause ( )
```

Definition at line 44 of file UpdateWorker.cpp.

4.49.3.5 resume()

```
void UpdateWorker::resume ( )
```

Definition at line 53 of file UpdateWorker.cpp.

4.49.3.6 `running_changed()`

```
Q_SIGNAL void UpdateWorker::running_changed ( )
```

4.49.3.7 `start()`

```
void UpdateWorker::start ( )
```

Definition at line 21 of file `UpdateWorker.cpp`.

4.49.3.8 `stop()`

```
void UpdateWorker::stop ( )
```

Definition at line 30 of file `UpdateWorker.cpp`.

4.49.3.9 `updated()`

```
Q_SIGNAL void UpdateWorker::updated (
    double delta,
    int fps )
```

The documentation for this class was generated from the following files:

- `/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/background/UpdateWorker.hpp`
- `/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/background/UpdateWorker.cpp`

4.50 UUID Class Reference

```
#include <UUID.hpp>
```

Static Public Member Functions

- static `std::string uuid ()`

4.50.1 Detailed Description

Definition at line 9 of file `UUID.hpp`.

4.50.2 Member Function Documentation

4.50.2.1 uuid()

```
static std::string UUID::uuid ( ) [inline], [static]
```

Definition at line 12 of file UUID.hpp.

The documentation for this class was generated from the following file:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/util/UUID.hpp](#)

4.51 UV Struct Reference

```
#include <Vertex.hpp>
```

Public Attributes

- float [u](#)
- float [v](#)

4.51.1 Detailed Description

Definition at line 30 of file Vertex.hpp.

4.51.2 Member Data Documentation

4.51.2.1 u

```
float UV::u
```

Definition at line 32 of file Vertex.hpp.

4.51.2.2 v

```
float UV::v
```

Definition at line 33 of file Vertex.hpp.

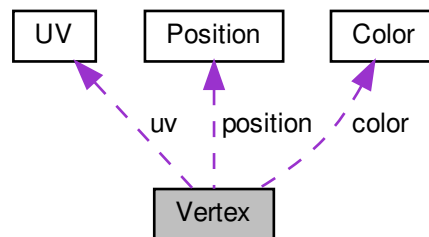
The documentation for this struct was generated from the following file:

- /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/Vertex.hpp

4.52 Vertex Struct Reference

```
#include <Vertex.hpp>
```

Collaboration diagram for Vertex:



Public Member Functions

- void [set_position](#) (float x, float y)
- void [set_uv](#) (float u, float v)
- void [set_color](#) (GLubyte r, GLubyte g, GLubyte b, GLubyte a)

Public Attributes

- struct [Position](#) `position`
- struct [Color](#) `color`
- struct [UV](#) `uv`

4.52.1 Detailed Description

Definition at line 36 of file Vertex.hpp.

4.52.2 Member Function Documentation

4.52.2.1 set_color()

```
void Vertex::set_color (
    GLubyte r,
    GLubyte g,
    GLubyte b,
    GLubyte a ) [inline]
```

Definition at line 54 of file Vertex.hpp.

4.52.2.2 set_position()

```
void Vertex::set_position (
    float x,
    float y ) [inline]
```

Definition at line 42 of file Vertex.hpp.

4.52.2.3 set_uv()

```
void Vertex::set_uv (
    float u,
    float v ) [inline]
```

Definition at line 48 of file Vertex.hpp.

4.52.3 Member Data Documentation

4.52.3.1 color

```
struct Color Vertex::color
```

Definition at line 39 of file Vertex.hpp.

4.52.3.2 position

```
struct Position Vertex::position
```

Definition at line 38 of file Vertex.hpp.

4.52.3.3 uv

```
struct UV Vertex::uv
```

Definition at line 40 of file Vertex.hpp.

The documentation for this struct was generated from the following file:

- /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/Vertex.hpp

4.53 Window Class Reference

```
#include <Window.hpp>
```

Public Member Functions

- [Window](#) ()
- [~Window](#) ()
- int [create](#) (const std::string &window_name, int [width](#), int [height](#), unsigned int flags)
- void [swap_buffer](#) ()
- int [width](#) () const
- void [set_width](#) (int [width](#))
- int [height](#) () const
- void [set_height](#) (int [height](#))

4.53.1 Detailed Description

Definition at line 18 of file Window.hpp.

4.53.2 Constructor & Destructor Documentation

4.53.2.1 Window()

```
Window::Window ( )
```

Definition at line 9 of file Window.cpp.

4.53.2.2 ~Window()

```
Window::~Window ( )
```

Definition at line 12 of file Window.cpp.

4.53.3 Member Function Documentation

4.53.3.1 create()

```
int Window::create (
    const std::string & window_name,
    int width,
    int height,
    unsigned int flags )
```

Definition at line 17 of file Window.cpp.

4.53.3.2 height()

```
int Window::height ( ) const
```

Definition at line 67 of file Window.cpp.

4.53.3.3 set_height()

```
void Window::set_height (
    int height )
```

Definition at line 72 of file Window.cpp.

4.53.3.4 set_width()

```
void Window::set_width (
    int width )
```

Definition at line 62 of file Window.cpp.

4.53.3.5 swap_buffer()

```
void Window::swap_buffer ( )
```

Definition at line 52 of file Window.cpp.

4.53.3.6 width()

```
int Window::width ( ) const
```

Definition at line 57 of file Window.cpp.

The documentation for this class was generated from the following files:

- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/display/Window.hpp](#)
- [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/display/Window.cpp](#)

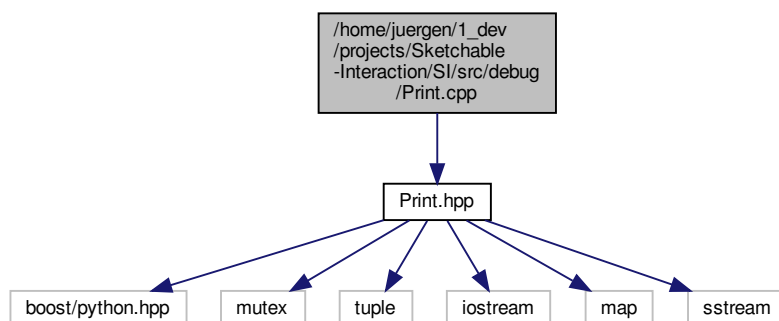
Chapter 5

File Documentation

5.1 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/debug/Print.cpp File Reference

```
#include "Print.hpp"
```

Include dependency graph for Print.cpp:

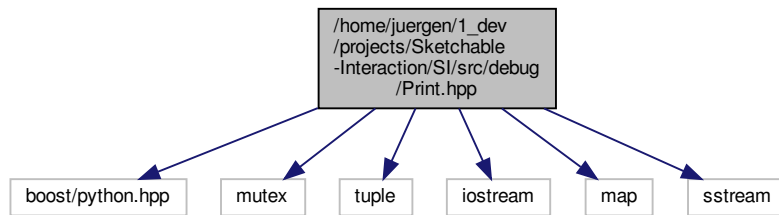


5.2 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/debug/Print.hpp File Reference

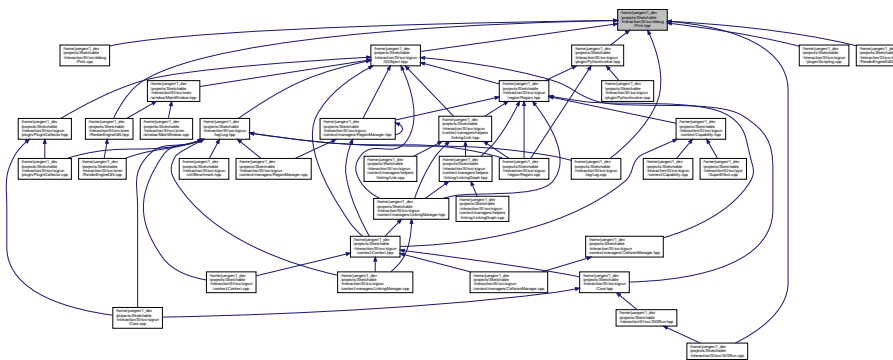
```
#include <boost/python.hpp>
#include <mutex>
#include <tuple>
#include <iostream>
#include <map>
```

```
#include <sstream>
```

Include dependency graph for Print.hpp:



This graph shows which files directly or indirectly include this file:



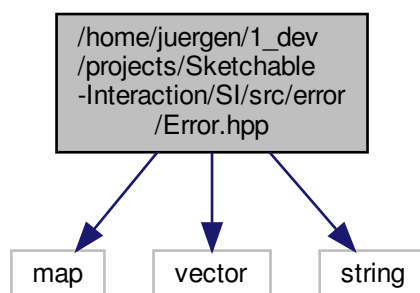
Classes

- class [Print](#)

5.3 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/error/Error.hpp File Reference

```
#include <map>
#include <vector>
#include <string>
```

Include dependency graph for Error.hpp:



Macros

- `#define EN 0`
- `#define DE 1`
- `#define ERROR_SIGRUN 100`
- `#define ERROR_IO 200`
- `#define ERROR_PYTHON 300`
- `#define ERROR_UNKNOWN 900`
- `#define ERRORS_EN`
- `#define ERRORS_DE`

Variables

- `int LANGUAGE = 0`
- `std::map< int, std::map< int, std::string > > ERRORS`

5.3.1 Macro Definition Documentation

5.3.1.1 DE

```
#define DE 1
```

Definition at line 10 of file `Error.hpp`.

5.3.1.2 EN

```
#define EN 0
```

Definition at line 9 of file Error.hpp.

5.3.1.3 ERROR_IO

```
#define ERROR_IO 200
```

Definition at line 13 of file Error.hpp.

5.3.1.4 ERROR_PYTHON

```
#define ERROR_PYTHON 300
```

Definition at line 14 of file Error.hpp.

5.3.1.5 ERROR_SIGRUN

```
#define ERROR_SIGRUN 100
```

Definition at line 12 of file Error.hpp.

5.3.1.6 ERROR_UNKNOWN

```
#define ERROR_UNKNOWN 900
```

Definition at line 16 of file Error.hpp.

5.3.1.7 ERRORS_DE

```
#define ERRORS_DE
```

Value:

```
{\n    {ERROR_PYTHON, "In einem Python-Plugin ist ein Fehler aufgetreten."},\n    {ERROR_IO, "Bei Input/Output ist ein Fehler aufgetreten."}\n}
```

Definition at line 24 of file Error.hpp.

5.3.1.8 ERRORS_EN

```
#define ERRORS_EN
```

Value:

```
{\
  {ERROR_PYTHON, "An error with a python plugin occured."},\
  {ERROR_IO, "An error with input/output occured."}\
}
```

Definition at line 18 of file Error.hpp.

5.3.2 Variable Documentation

5.3.2.1 ERRORS

```
std::map<int, std::map<int, std::string> > ERRORS
```

Initial value:

```
{
    {EN, ERRORS_EN},
    {DE, ERRORS_DE}
}
```

Definition at line 33 of file Error.hpp.

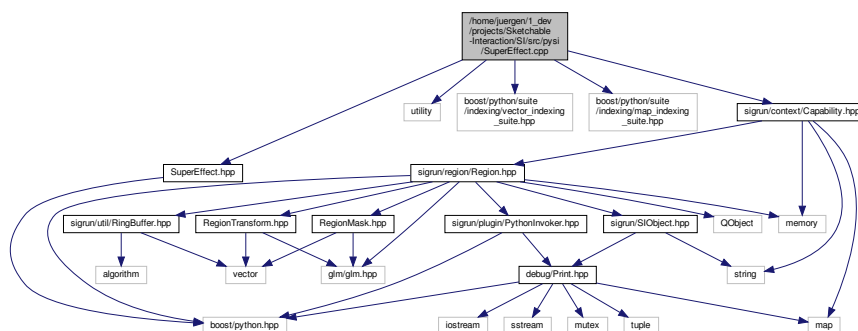
5.3.2.2 LANGUAGE

```
int LANGUAGE = 0
```

Definition at line 30 of file Error.hpp.

5.4 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/pysi/SuperEffect.cpp File Reference

```
#include "SuperEffect.hpp"
#include <utility>
#include <boost/python/suite/indexing/vector_indexing_suite.hpp>
#include <boost/python/suite/indexing/map_indexing_suite.hpp>
#include <sigrun/context/Capability.hpp>
Include dependency graph for SuperEffect.cpp:
```



Functions

- [BOOST_PYTHON_MODULE](#) (libPySI)

5.4.1 Function Documentation

5.4.1.1 BOOST_PYTHON_MODULE()

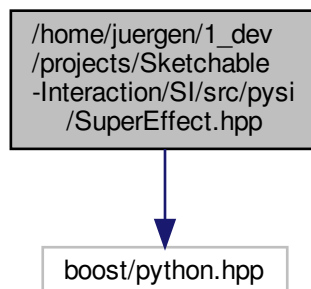
```
BOOST_PYTHON_MODULE (
    libPySI )
```

Definition at line 63 of file SuperEffect.cpp.

5.5 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/pysi/SuperEffect.hpp File Reference

```
#include <boost/python.hpp>
```

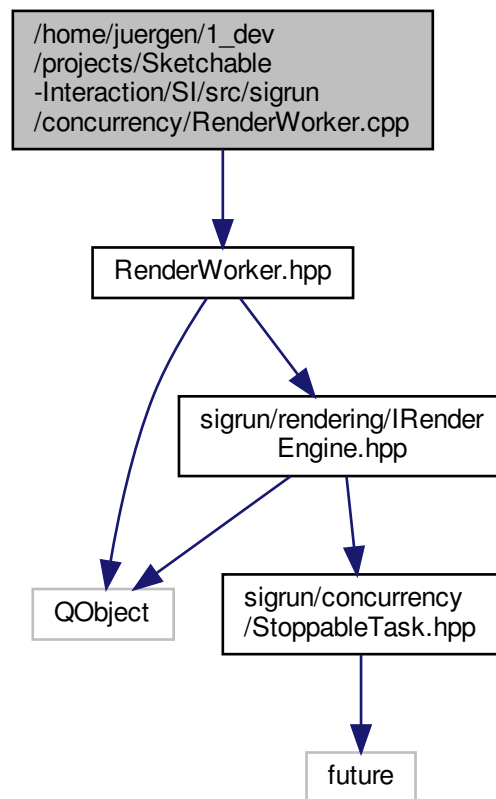
Include dependency graph for SuperEffect.hpp:



5.8 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/concurrency/RenderWorker.cpp File Reference

```
#include "RenderWorker.hpp"
```

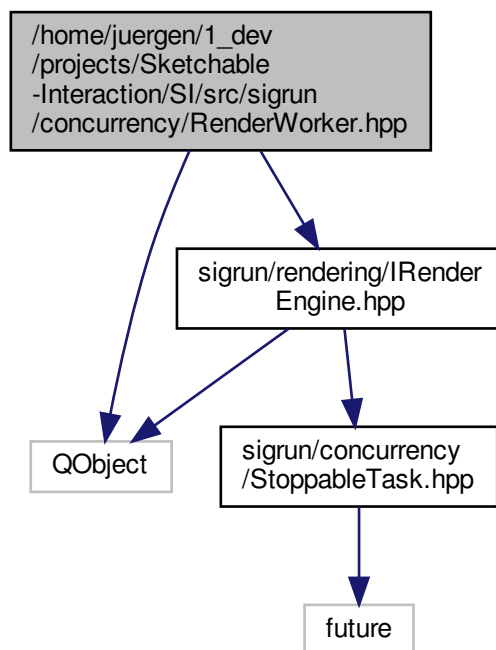
Include dependency graph for RenderWorker.cpp:



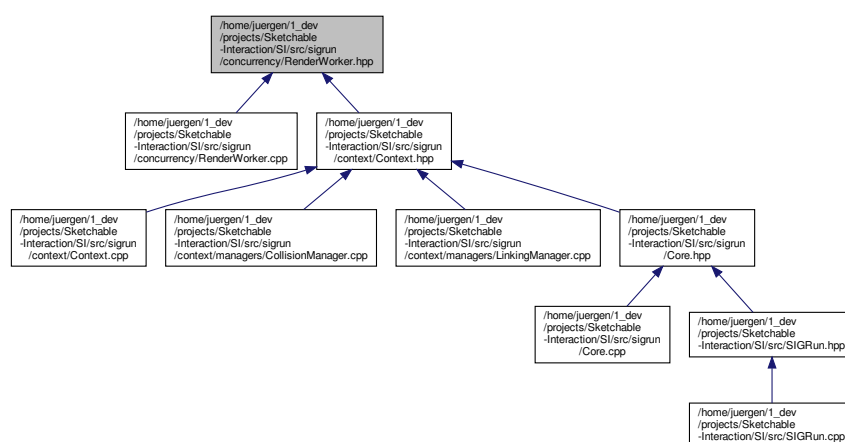
5.9 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/concurrency/RenderWorker.hpp File Reference

```
#include <QObject>
#include <sigrun/rendering/IRenderEngine.hpp>
```

Include dependency graph for RenderWorker.hpp:



This graph shows which files directly or indirectly include this file:



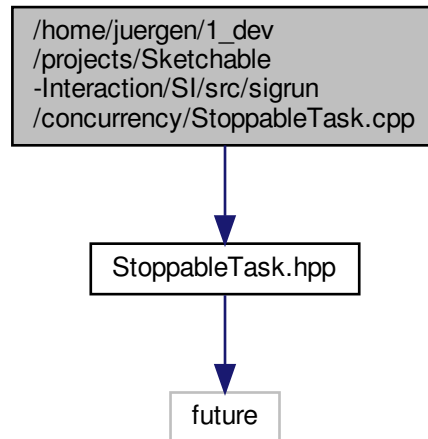
Classes

- class [RenderWorker](#)

5.10 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/concurrency/↔ StoppableTask.cpp File Reference

```
#include "StoppableTask.hpp"
```

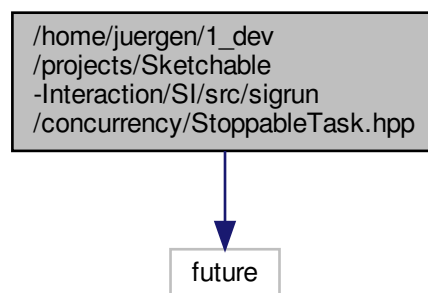
Include dependency graph for StoppableTask.cpp:



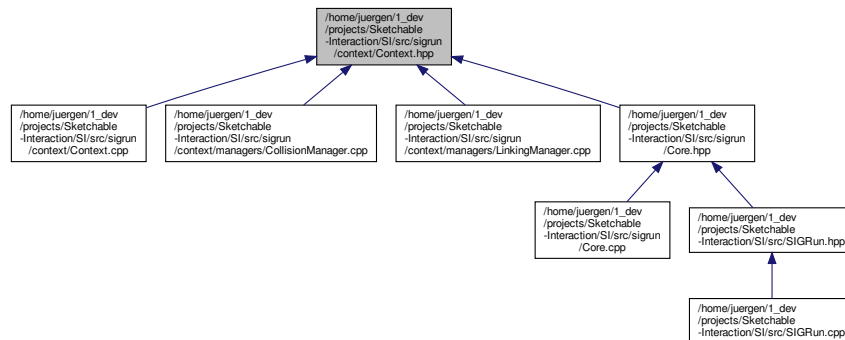
5.11 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/concurrency/↔ StoppableTask.hpp File Reference

```
#include <future>
```

Include dependency graph for StoppableTask.hpp:



This graph shows which files directly or indirectly include this file:



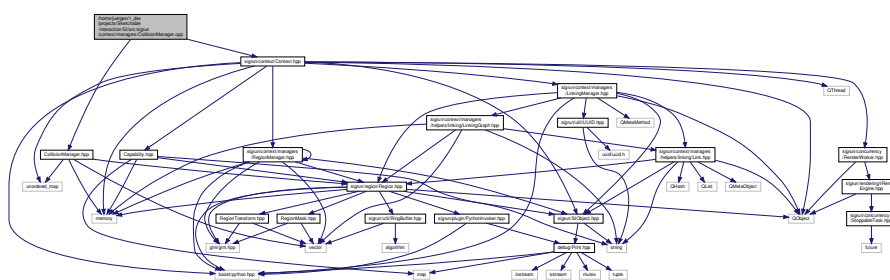
Classes

- class [Context](#)

5.16 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/CollisionManager.cpp File Reference

```
#include "CollisionManager.hpp"
#include <sigrun/context/Context.hpp>
```

Include dependency graph for CollisionManager.cpp:

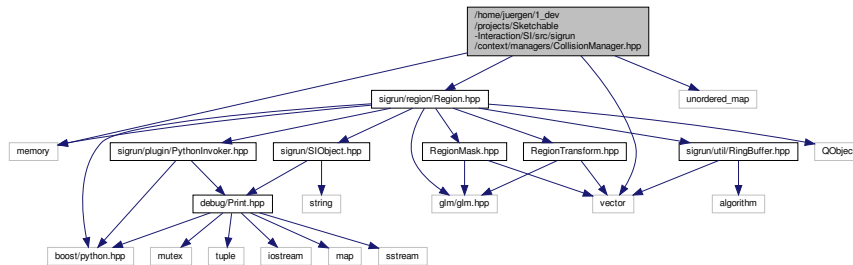


5.17 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/CollisionManager.hpp File Reference

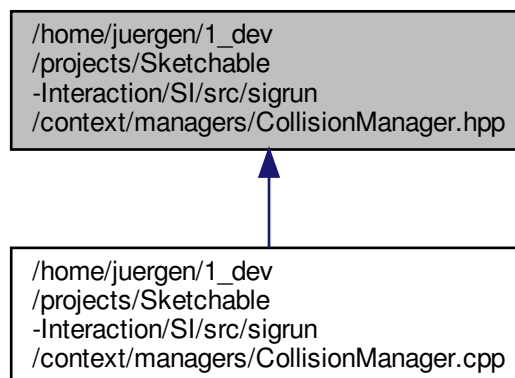
```
#include <memory>
#include <vector>
#include <sigrun/region/Region.hpp>
```

```
#include <unordered_map>
```

Include dependency graph for CollisionManager.hpp:



This graph shows which files directly or indirectly include this file:



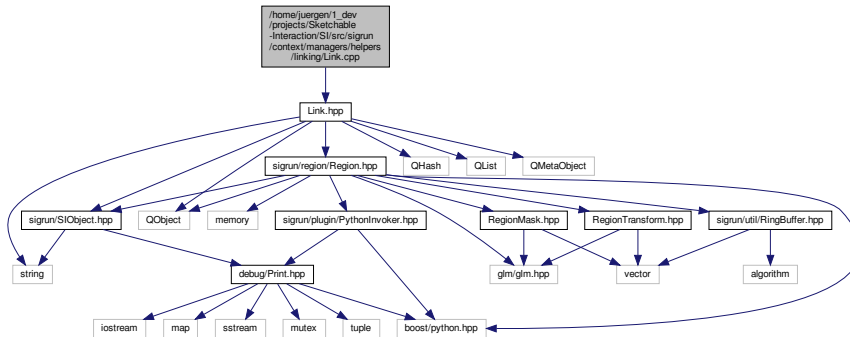
Classes

- class [CollisionManager](#)

5.18 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/helpers/linki Link.cpp File Reference

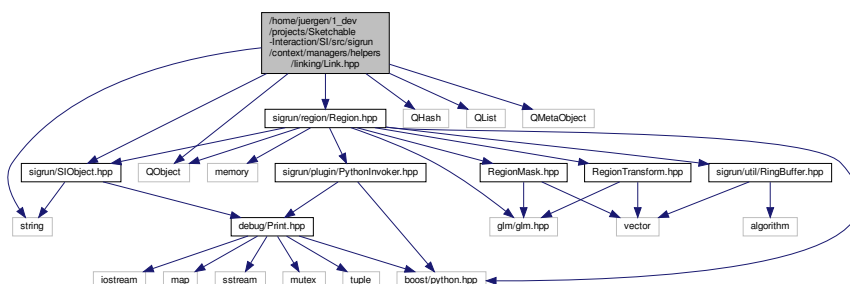
```
#include "Link.hpp"
```

Include dependency graph for Link.cpp:

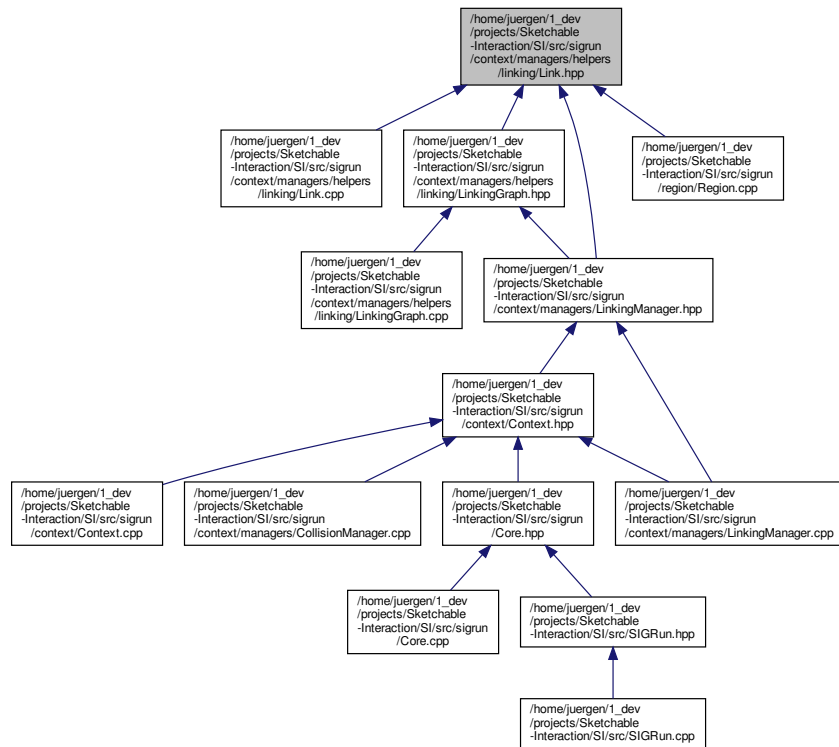


5.19 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/Link.hpp File Reference

```
#include <string>
#include <sigrun/SIOObject.hpp>
#include <QHash>
#include <QList>
#include <QMetaObject>
#include <QObject>
#include <sigrun/region/Region.hpp>
Include dependency graph for Link.hpp:
```



This graph shows which files directly or indirectly include this file:

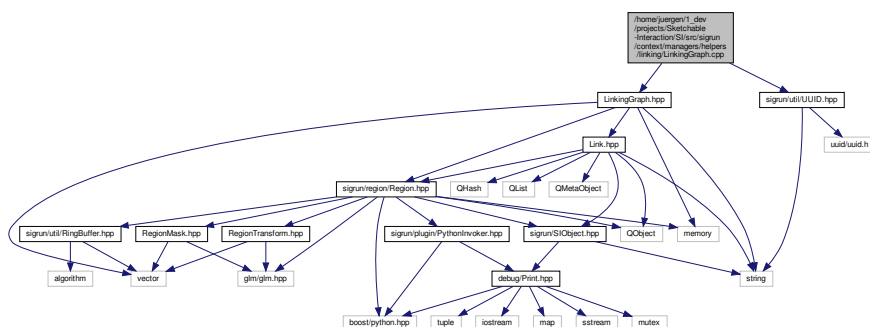


Classes

- class [ILink](#)
- class [UnidirectionalLink](#)
- class [BidirectionalLink](#)

5.20 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/LinkingGraph.cpp File Reference

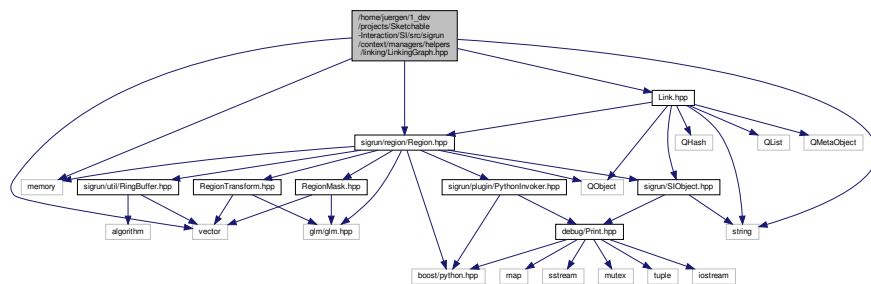
```
#include "LinkingGraph.hpp"
#include <sigrun/util/UUID.hpp>
Include dependency graph for LinkingGraph.cpp:
```



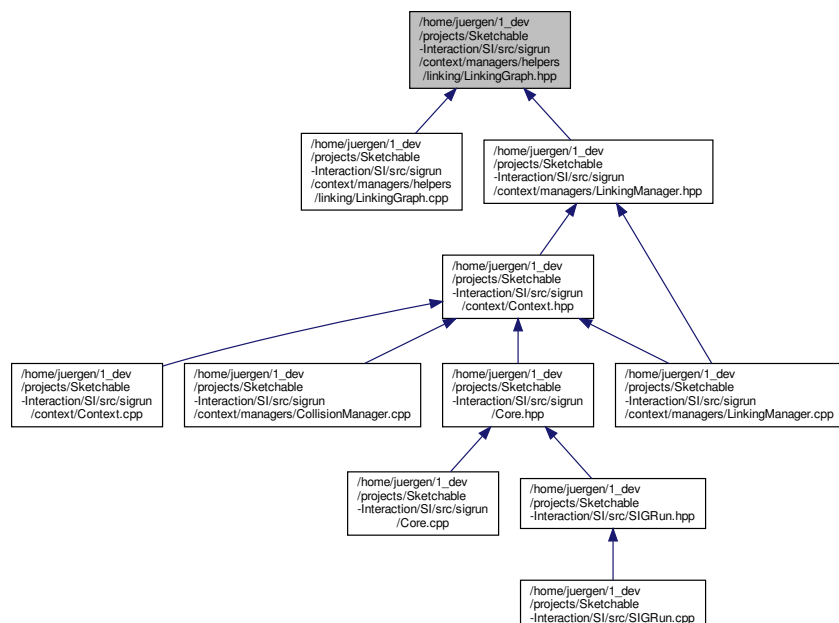
5.21 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/context/managers/helpers/linking/LinkingGraph.hpp File Reference

```
#include <memory>
#include <vector>
#include <string>
#include <sigrun/region/Region.hpp>
#include "Link.hpp"
```

Include dependency graph for LinkingGraph.hpp:



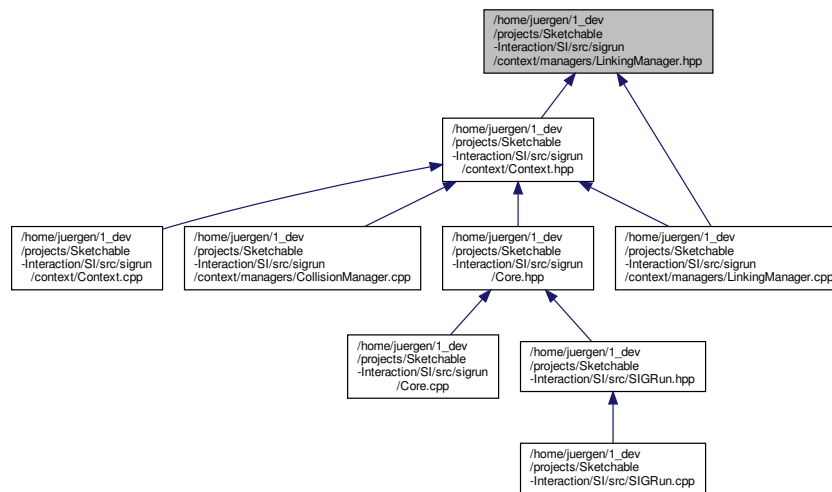
This graph shows which files directly or indirectly include this file:



Classes

- class [LinkingGraph](#)

This graph shows which files directly or indirectly include this file:

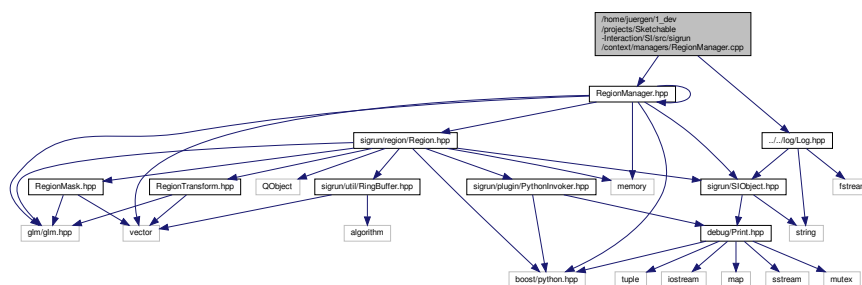


Classes

- class [LinkingManager](#)

5.24 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/RegionManager.cpp File Reference

```
#include "RegionManager.hpp"
#include "../log/Log.hpp"
Include dependency graph for RegionManager.cpp:
```

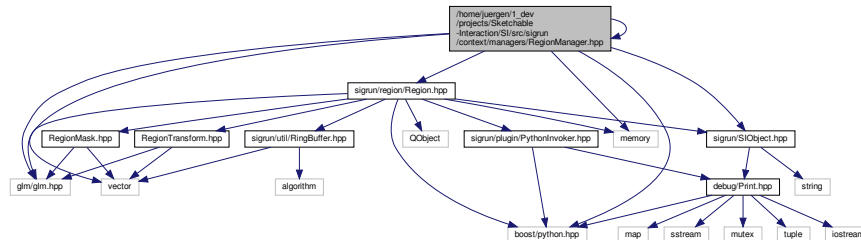


5.25 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/context/managers/RegionManager.hpp File Reference

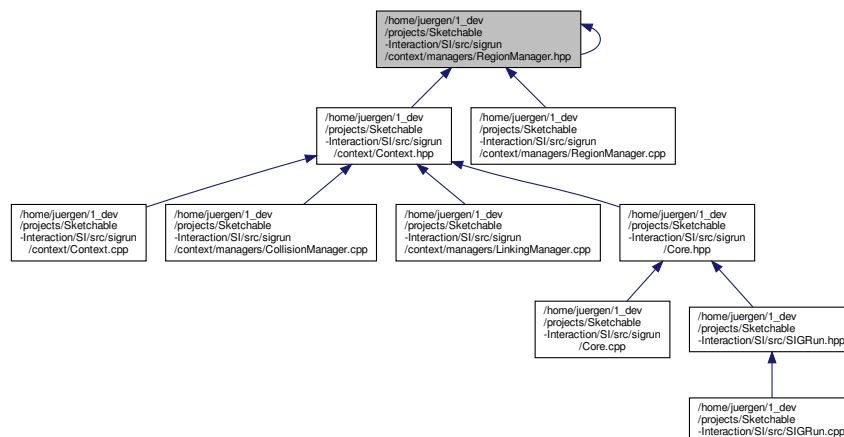
```
#include <vector>
#include <glm/glm.hpp>
```

```
#include <boost/python.hpp>
#include <memory>
#include <sigrun/region/Region.hpp>
#include <sigrun/context/managers/RegionManager.hpp>
#include "../SIObject.hpp"
```

Include dependency graph for RegionManager.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class [RegionManager](#)

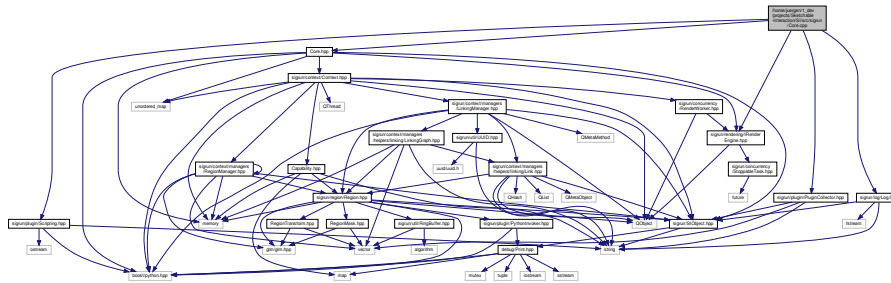
5.26 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/Core.cpp File Reference

```
#include <sigrun/log/Log.hpp>
#include <sigrun/rendering/IRenderEngine.hpp>
#include "Core.hpp"
#include "sigrun/plugin/Scripting.hpp"
```



```
#include "sigrun/plugin/PluginCollector.hpp"
```

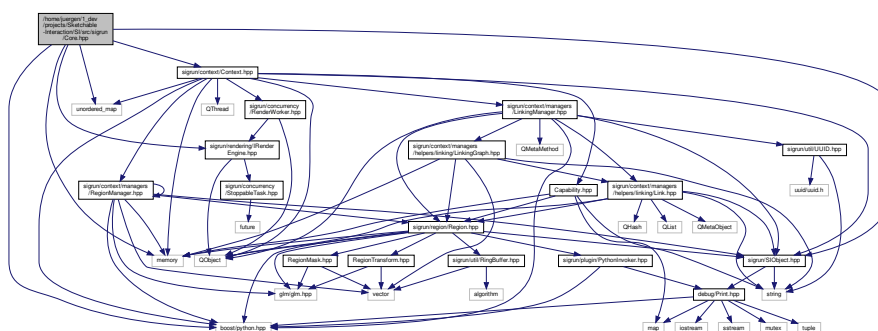
Include dependency graph for Core.cpp:



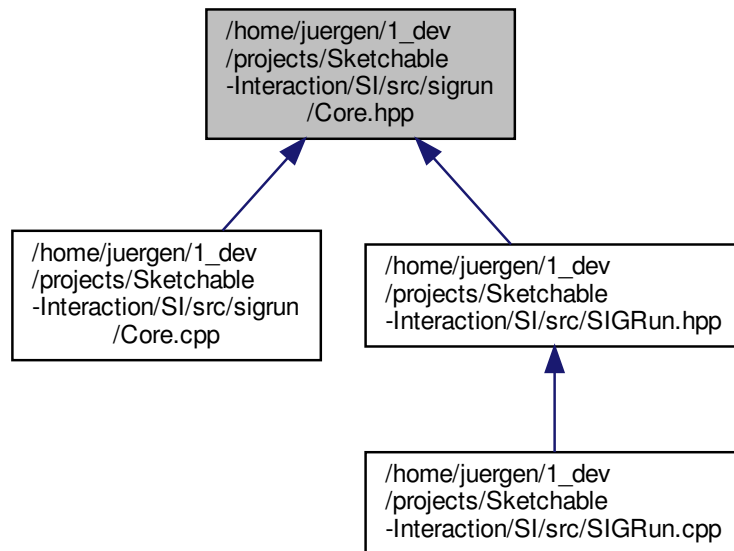
5.27 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/Core.hpp File Reference

```
#include <boost/python.hpp>
#include <memory>
#include <unordered_map>
#include <sigrun/rendering/IRenderEngine.hpp>
#include <sigrun/context/Context.hpp>
#include "SIObject.hpp"
```

Include dependency graph for Core.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class [Core](#)

namespace shortening for python object integration

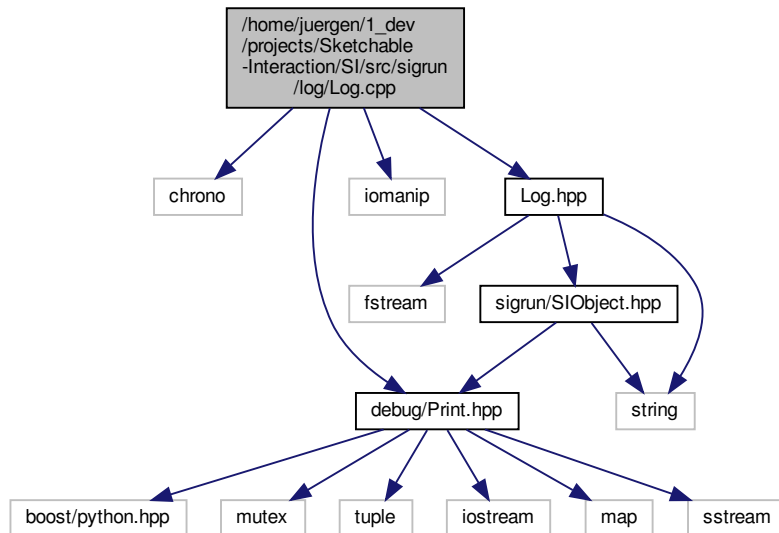
5.28 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/log/Log.cpp File Reference

```

#include <chrono>
#include <debug/Print.hpp>
#include <iomanip>
#include "Log.hpp"

```

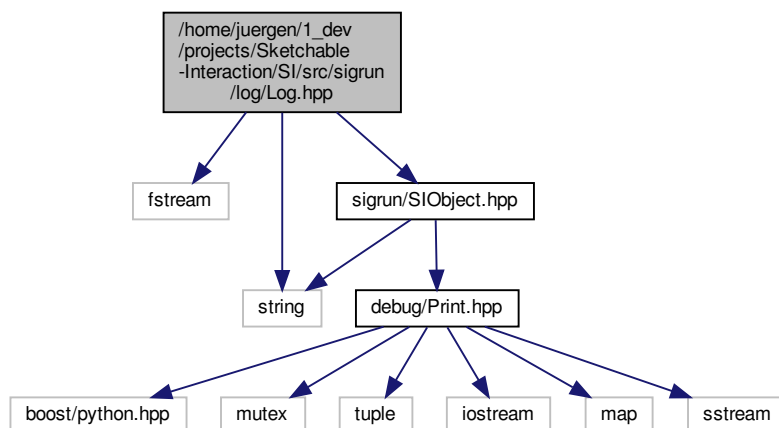
Include dependency graph for Log.cpp:



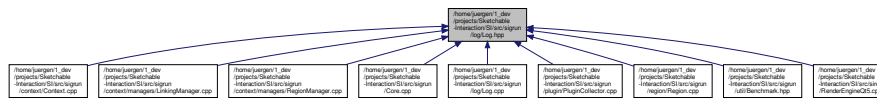
5.29 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/log/Log.hpp File Reference

```
#include <fstream>
#include <string>
#include "sigrun/SIOBJECT.hpp"
```

Include dependency graph for Log.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class [Log](#)
[Log](#) class serving as central logging functionality for easy logging data output.

Macros

- `#define ERROR_COLOR(x) ("033[31m" + x + "033[0m")`
red coloring for console output
- `#define UNDEFINED_COLOR(x) ("033[1;31m" + x + "033[0m")`
bold red coloring for console output
- `#define INFO_COLOR(x) ("033[32m" + x + "033[0m")`
green coloring for console output
- `#define WARN_COLOR(x) ("033[33m" + x + "033[0m")`
yellow coloring for console output
- `#define DEBUG_COLOR(x) ("033[37m" + x + "033[0m")`
white/gray coloring for console output
- `#define __FILENAME__ (strchr(__FILE__, '/') ? strchr(__FILE__, '/') + 1 : __FILE__)`
file name and extension without full path
- `#define LOG_NONE Log::MODE::NONE`
disable logging output
- `#define LOG_CONSOLE Log::MODE::CONSOLE`
output logging data to stdout
- `#define LOG_FILE Log::MODE::FILE`
output logging data to file
- `#define LOG_SHOW_NONE Log::SHOW_TYPE::HIDDEN`
disable logging except for errors and undefined behaviour
- `#define LOG_SHOW_INFO Log::SHOW_TYPE::INFO`
enable logging of data tagged as INFO (information) additionally to errors and undefined behaviour
- `#define LOG_SHOW_WARN Log::SHOW_TYPE::WARN`
enable logging of data tagged as WARN (warning) additionally to errors and undefined behaviour
- `#define LOG_SHOW_ERROR Log::SHOW_TYPE::ERROR`
enable logging of data tagged as ERROR (error) however this per default enabled and cannot be disabled
- `#define LOG_SHOW_DEBUG Log::SHOW_TYPE::DEBUG`
enable logging of data tagged as DEBUG (debugging information) additionally to errors and undefined behaviour
- `#define LOG_SHOW_ALL Log::SHOW_TYPE::INFO | Log::SHOW_TYPE::WARN | Log::SHOW_TYPE::ERROR | Log::SHOW_TYPE::DEBUG`
enable logging of any tagged data
- `#define DEBUG(what) Log::log(origin(), what, Log::LOG_LEVEL::DEBUG_LEVEL, meta_type(), __FILENAME__, __FUNCTION__, std::to_string(__LINE__))`
perform logging of data with the DEBUG tag
- `#define INFO(what) Log::log(origin(), what, Log::LOG_LEVEL::INFO_LEVEL, meta_type())`

- perform logging of data with the INFO tag*
- #define [ERROR](#)(what) [Log::log](#)(origin(), what, [Log::LOG_LEVEL::ERROR_LEVEL](#), meta_type(), [__FILENAME__](#), [__FUNCTION__](#), std::to_string([__LINE__](#)))
perform logging of data with the ERROR tag
- #define [WARN](#)(what) [Log::log](#)(origin(), what, [Log::LOG_LEVEL::WARN_LEVEL](#), meta_type())
perform logging of data with the WARN tag
- #define [UNDEFINED](#)(what) [Log::log](#)(origin(), what, [Log::LOG_LEVEL::UNDEFINED_LEVEL](#), meta_type(), [__FILENAME__](#), [__FUNCTION__](#), std::to_string([__LINE__](#)))
perform logging of data with the UNDEFINED tag

5.29.1 Macro Definition Documentation

5.29.1.1 [__FILENAME__](#)

```
#define __FILENAME__ (strchr(__FILE__, '/') ? strchr(__FILE__, '/') + 1 : __FILE__)
```

file name and extension without full path

file name and extension without full path

Definition at line 61 of file Log.hpp.

5.29.1.2 [DEBUG](#)

```
#define DEBUG(  
    what ) Log::log(origin(), what, Log::LOG\_LEVEL::DEBUG\_LEVEL, meta_type(), \_\_FILENAME\_\_,  
    \_\_FUNCTION\_\_, std::to_string(\_\_LINE\_\_))
```

perform logging of data with the DEBUG tag

Shortcut macro for logging of data with the DEBUG tag which uses static access of log() function of [Log](#) class

Parameters

<i>what</i>	the message to be logged
<i>log_mode</i>	the description where the message is outputted (

See also

[Log::MODE::CONSOLE](#) or
[Log::MODE::FILE](#) or both
[Log::log\(\)](#)

Definition at line 118 of file Log.hpp.

5.29.1.3 DEBUG_COLOR

```
#define DEBUG_COLOR(
    x ) ( "\033[37m" + x + "\033[0m"
```

white/gray coloring for console output

Coloring for console output. Unused for file output. See table of codes here: https://en.wikipedia.org/wiki/ANSI_escape_code#graphics

Definition at line 54 of file Log.hpp.

5.29.1.4 ERROR

```
#define ERROR(
    what ) Log::log(origin(), what, Log::LOG_LEVEL::ERROR_LEVEL, meta_type(), __FILENAME__,
    __FUNCTION__, std::to_string(__LINE__))
```

perform logging of data with the ERROR tag

Shortcut macro for logging of data with the ERROR tag which uses static access of log() function of [Log](#) class

Parameters

<i>what</i>	the message to be logged
<i>log_mode</i>	the description where the message is outputted (

See also

Log::MODE::CONSOLE or
Log::MODE::FILE or both)
[Log::log\(\)](#)

Definition at line 142 of file Log.hpp.

5.29.1.5 ERROR_COLOR

```
#define ERROR_COLOR(
    x ) ( "\033[31m" + x + "\033[0m"
```

red coloring for console output

Coloring for console output. Unused for file output. See table of codes here: https://en.wikipedia.org/wiki/ANSI_escape_code#graphics

Definition at line 18 of file Log.hpp.

5.29.1.6 INFO

```
#define INFO(
    what ) Log::log(origin(), what, Log::LOG_LEVEL::INFO_LEVEL, meta_type())
```

perform logging of data with the INFO tag

Shortcut macro for logging of data with the INFO tag which uses static access of log() function of [Log](#) class

Parameters

<i>what</i>	the message to be logged
<i>log_mode</i>	the description where the message is outputted (

See also

Log::MODE::CONSOLE or
 Log::MODE::FILE or both)
[Log::log\(\)](#)

Definition at line 130 of file Log.hpp.

5.29.1.7 INFO_COLOR

```
#define INFO_COLOR(
    x ) ("\033[32m" + x + "\033[0m")
```

green coloring for console output

Coloring for console output. Unused for file output. See table of codes here: https://en.wikipedia.org/wiki/ANSI_escape_code#graphics

Definition at line 36 of file Log.hpp.

5.29.1.8 LOG_CONSOLE

```
#define LOG_CONSOLE Log::MODE::CONSOLE
```

output logging data to stdout

Definition at line 71 of file Log.hpp.

5.29.1.9 LOG_FILE

```
#define LOG_FILE Log::MODE::FILE
```

output logging data to file

Definition at line 76 of file Log.hpp.

5.29.1.10 LOG_NONE

```
#define LOG_NONE Log::MODE::NONE
```

disable logging output

Definition at line 66 of file Log.hpp.

5.29.1.11 LOG_SHOW_ALL

```
#define LOG_SHOW_ALL Log::SHOW_TYPE::INFO | Log::SHOW_TYPE::WARN | Log::SHOW_TYPE::ERROR | Log::SHOW_TYPE::DEBUG
```

enable logging of any tagged data

Definition at line 106 of file Log.hpp.

5.29.1.12 LOG_SHOW_DEBUG

```
#define LOG_SHOW_DEBUG Log::SHOW_TYPE::DEBUG
```

enable logging of data tagged as DEBUG (debugging information) additionally to errors and undefined behaviour

Definition at line 101 of file Log.hpp.

5.29.1.13 LOG_SHOW_ERROR

```
#define LOG_SHOW_ERROR Log::SHOW_TYPE::ERROR
```

enable logging of data tagged as ERROR (error) however this per default enabled and cannot be disabled

Definition at line 96 of file Log.hpp.

5.29.1.14 LOG_SHOW_INFO

```
#define LOG_SHOW_INFO Log::SHOW_TYPE::INFO
```

enable logging of data tagged as INFO (information) additionally to errors and undefined behaviour

Definition at line 86 of file Log.hpp.

5.29.1.15 LOG_SHOW_NONE

```
#define LOG_SHOW_NONE Log::SHOW_TYPE::HIDDEN
```

disable logging except for errors and undefined behaviour

Definition at line 81 of file Log.hpp.

5.29.1.16 LOG_SHOW_WARN

```
#define LOG_SHOW_WARN Log::SHOW_TYPE::WARN
```

enable logging of data tagged as WARN (warning) additionally to errors and undefined behaviour

Definition at line 91 of file Log.hpp.

5.29.1.17 UNDEFINED

```
#define UNDEFINED(  
    what ) Log::log(origin(), what, Log::LOG_LEVEL::UNDEFINED_LEVEL, meta_type(),  
    __FILENAME__, __FUNCTION__, std::to_string(__LINE__))
```

perform logging of data with the UNDEFINED tag

Shortcut macro for logging of data with the UNDEFINED tag which uses static access of log() function of [Log](#) class

Parameters

<i>what</i>	the message to be logged
<i>log_mode</i>	the description where the message is outputted (

See also

Log::MODE::CONSOLE or
Log::MODE::FILE or both)
[Log::log\(\)](#)

Definition at line 166 of file Log.hpp.

5.29.1.18 UNDEFINED_COLOR

```
#define UNDEFINED_COLOR(  
    x ) ( "\033[1;31m" + x + "\033[0m"
```

bold red coloring for console output

Coloring for console output. Unused for file output. See table of codes here: https://en.wikipedia.org/wiki/ANSI_escape_code#graphics

Definition at line 27 of file Log.hpp.

5.29.1.19 WARN

```
#define WARN(  
    what ) Log::log(origin(), what, Log::LOG_LEVEL::WARN_LEVEL, meta_type())
```

perform logging of data with the WARN tag

Shortcut macro for logging of data with the WARN tag which uses static access of log() function of [Log](#) class

Parameters

<i>what</i>	the message to be logged
<i>log_mode</i>	the description where the message is outputted (

See also

Log::MODE::CONSOLE or
Log::MODE::FILE or both)
[Log::log\(\)](#)

Definition at line 154 of file Log.hpp.

5.29.1.20 WARN_COLOR

```
#define WARN_COLOR(  
    x ) ( "\033[33m" + x + "\033[0m"
```

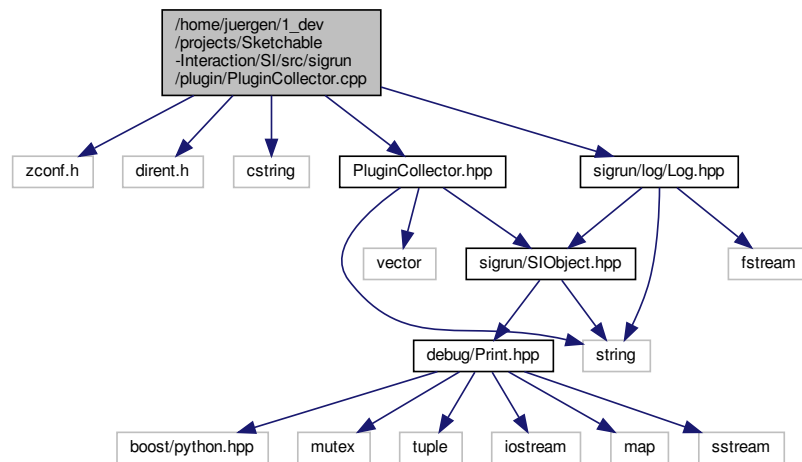
yellow coloring for console output

Coloring for console output. Unused for file output. See table of codes here: https://en.wikipedia.org/wiki/ANSI_escape_code#graphics

Definition at line 45 of file Log.hpp.

5.30 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/PluginCollector.cpp File Reference

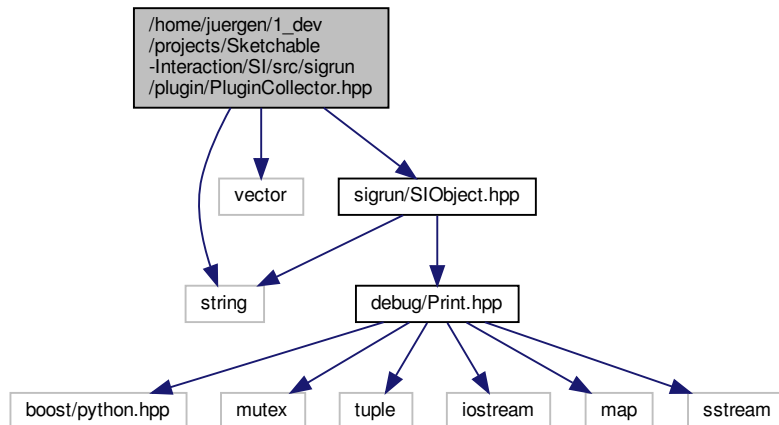
```
#include <zconf.h>
#include <dirent.h>
#include <cstring>
#include "PluginCollector.hpp"
#include "sigrun/log/Log.hpp"
Include dependency graph for PluginCollector.cpp:
```



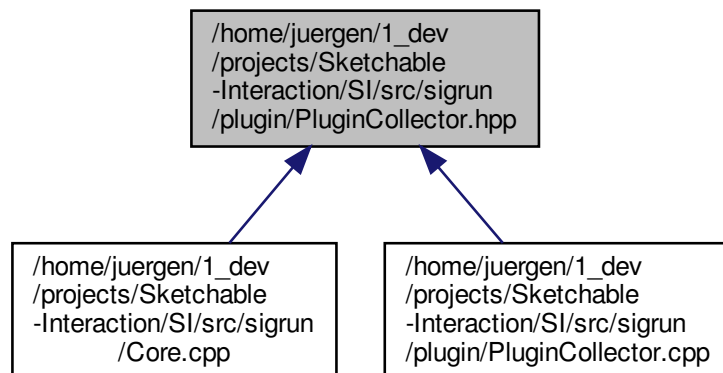
5.31 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/PluginCollector.hpp File Reference

```
#include <string>
#include <vector>
#include <sigrun/SIOObject.hpp>
```

Include dependency graph for PluginCollector.hpp:



This graph shows which files directly or indirectly include this file:



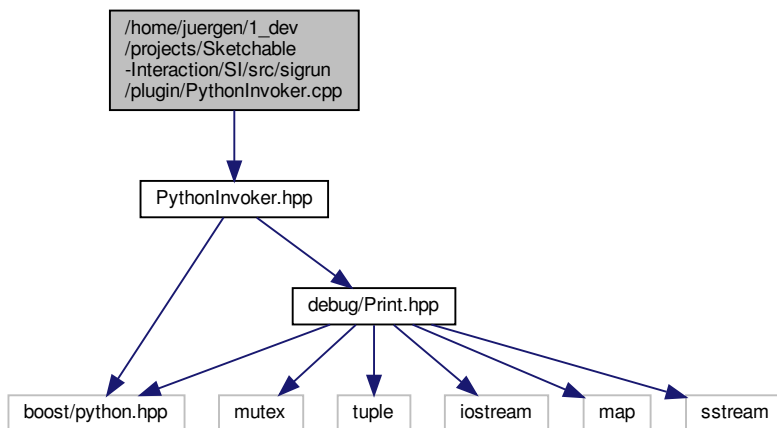
Classes

- class [PluginCollector](#)

5.32 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/PythonInvoker.cpp File Reference

```
#include "PythonInvoker.hpp"
```

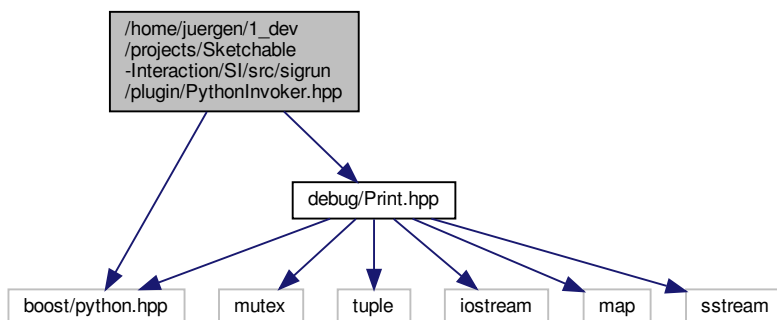
Include dependency graph for PythonInvoker.cpp:



5.33 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/PythonInvoker.hpp File Reference

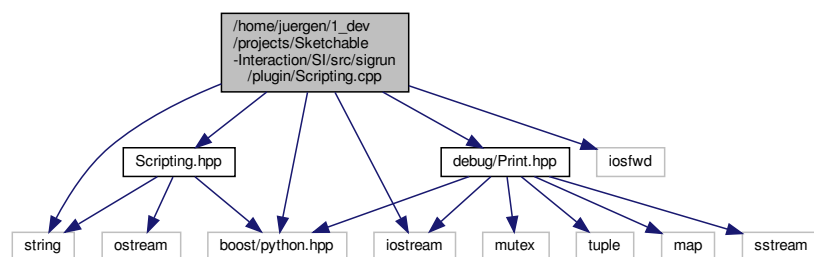
```
#include <boost/python.hpp>
#include "debug/Print.hpp"
```

Include dependency graph for PythonInvoker.hpp:



5.34 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/Scripting.cpp File Reference

```
#include "Scripting.hpp"
#include <iostream>
#include <string>
#include <iosfwd>
#include <boost/python.hpp>
#include <debug/Print.hpp>
Include dependency graph for Scripting.cpp:
```



Functions

- std::ostream & [operator<<](#) (std::ostream &os, const [Scripting](#) &scripting)

5.34.1 Function Documentation

5.34.1.1 [operator<<\(\)](#)

```
std::ostream& operator<< (
    std::ostream & os,
    const Scripting & scripting )
```

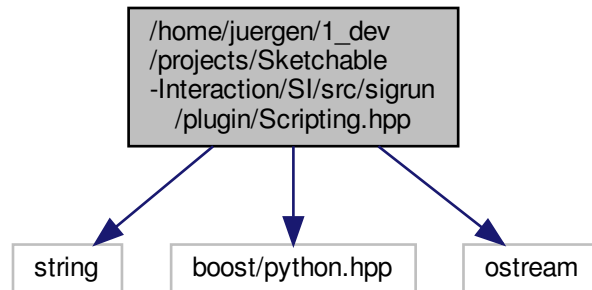
Definition at line 110 of file Scripting.cpp.

5.35 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/plugin/Scripting.hpp File Reference

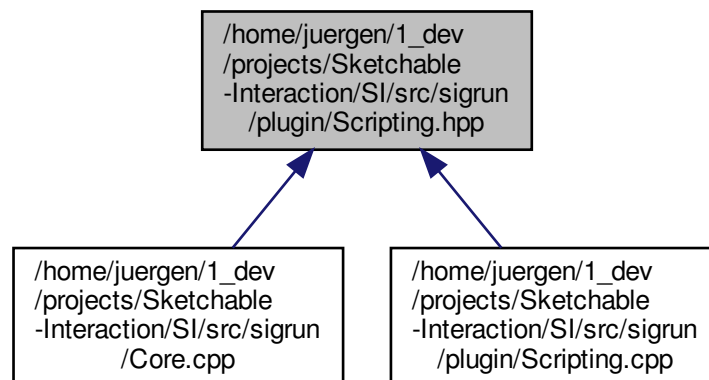
```
#include <string>
#include <boost/python.hpp>
```

```
#include <ostream>
```

Include dependency graph for Scripting.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class [Scripting](#)

Functions

- PyObject * [PyInit_libPySl](#) (void)

5.35.1 Function Documentation

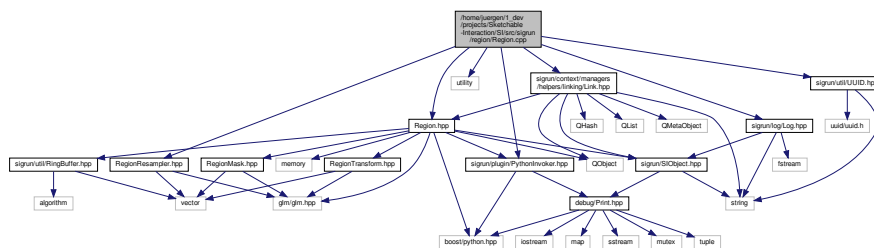
5.35.1.1 PyInit_libPySI()

```
PyObject* PyInit_libPySI (
    void )
```

5.36 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/Region.cpp File Reference

```
#include "sigrun/plugin/PythonInvoker.hpp"
#include "Region.hpp"
#include <utility>
#include "RegionResampler.hpp"
#include <sigrun/log/Log.hpp>
#include <sigrun/context/managers/helpers/linking/Link.hpp>
#include <sigrun/util/UUID.hpp>
```

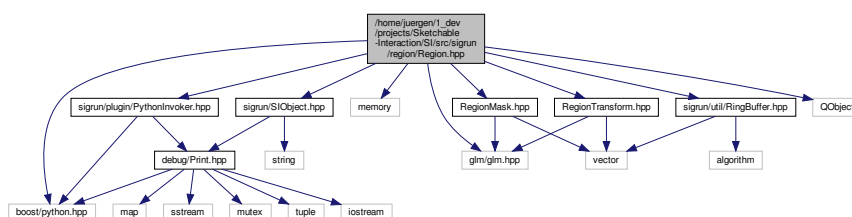
Include dependency graph for Region.cpp:



5.37 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/region/Region.hpp File Reference

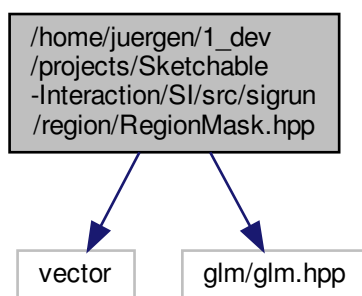
```
#include <boost/python.hpp>
#include <memory>
#include <glm/glm.hpp>
#include "RegionMask.hpp"
#include "RegionTransform.hpp"
#include "sigrun/plugin/PythonInvoker.hpp"
#include <sigrun/SIOObject.hpp>
#include <sigrun/util/RingBuffer.hpp>
#include <QObject>
```

Include dependency graph for Region.hpp:

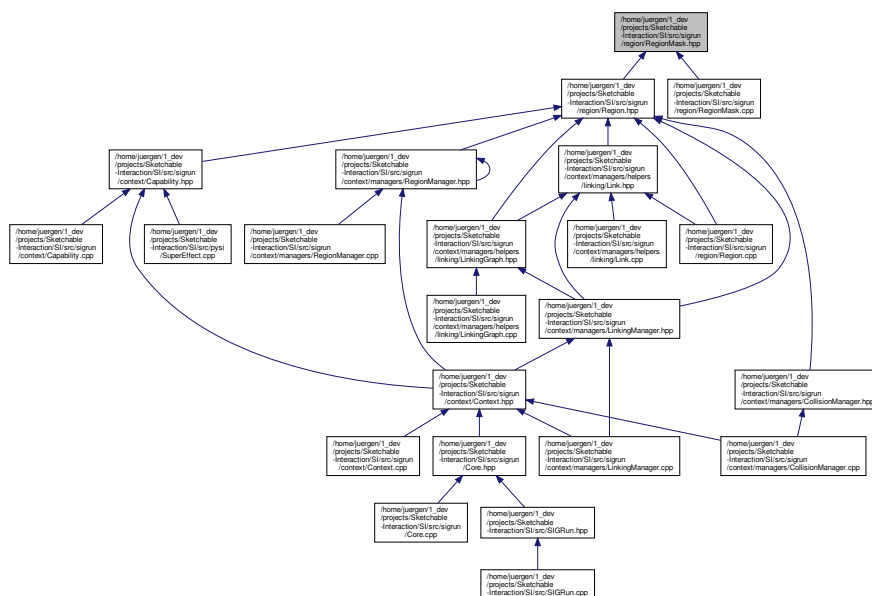



```
#include <vector>
#include <glm/glm.hpp>
```

Include dependency graph for RegionMask.hpp:



This graph shows which files directly or indirectly include this file:



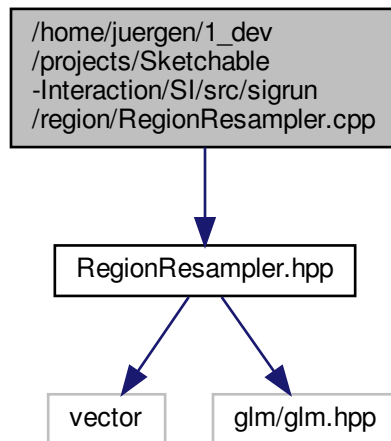
- class RegionMask

RegionMask class which stores a bit array used for true collision testing.

5.40 `/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/RegionResampler.cpp` File Reference

```
#include "RegionResampler.hpp"
```

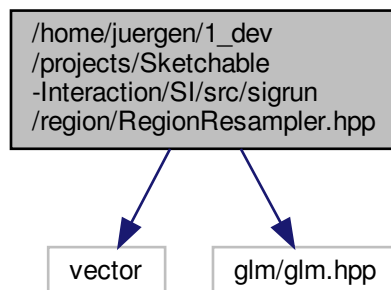
Include dependency graph for RegionResampler.cpp:



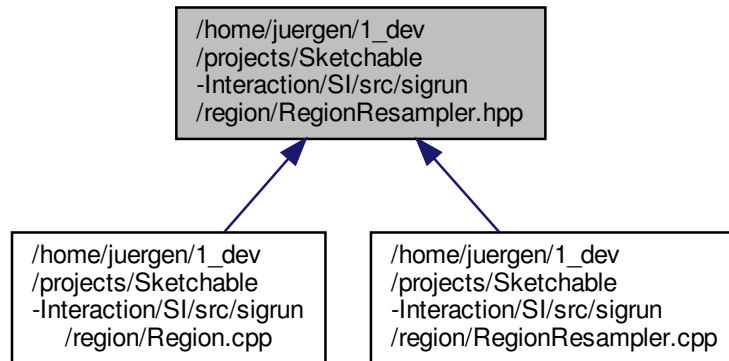
5.41 `/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/RegionResampler.hpp` File Reference

```
#include <vector>
#include <glm/glm.hpp>
```

Include dependency graph for RegionResampler.hpp:



This graph shows which files directly or indirectly include this file:



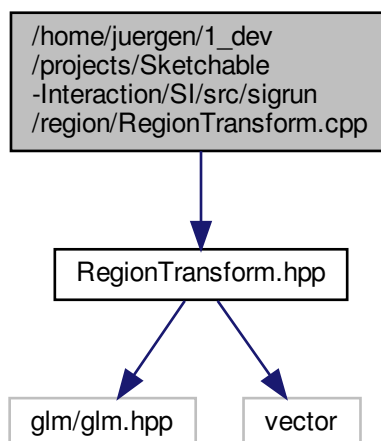
Classes

- class [RegionResampler](#)

5.42 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/region/RegionTransform.cpp File Reference

```
#include "RegionTransform.hpp"
```

Include dependency graph for RegionTransform.cpp:



Macros

- `#define PI_DIV_180` (float) 0.0174532925199
equivalent to $M_PI / 180.0$

5.43.1 Macro Definition Documentation

5.43.1.1 PI_DIV_180

```
#define PI_DIV_180 (float) 0.0174532925199
```

equivalent to $M_PI / 180.0$

Equivalent to $M_PI / 180.0$. Can be used to convert angles given in degrees to radians.

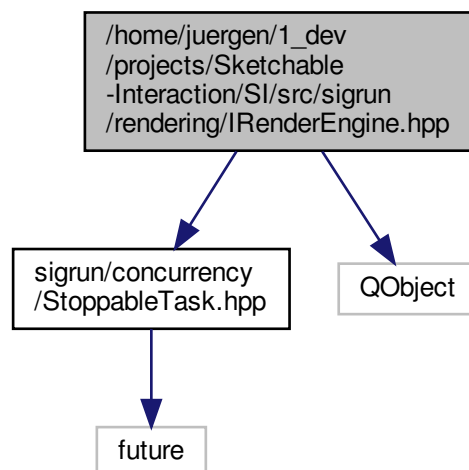
Definition at line 15 of file RegionTransform.hpp.

5.44 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/rendering/IRenderEngine.hpp File Reference

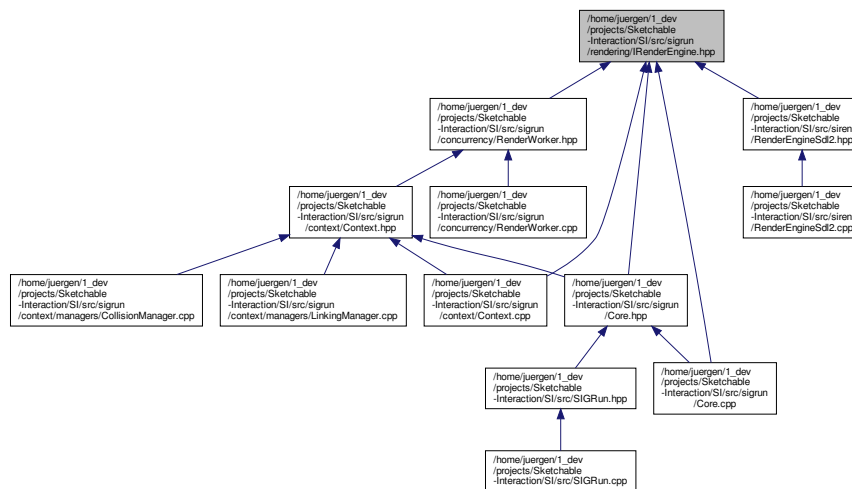
```
#include <sigrun/concurrency/StoppableTask.hpp>
```

```
#include <QObject>
```

Include dependency graph for IRenderEngine.hpp:



This graph shows which files directly or indirectly include this file:

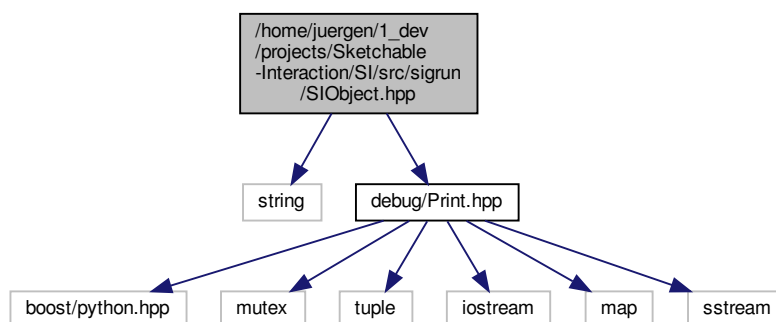


Classes

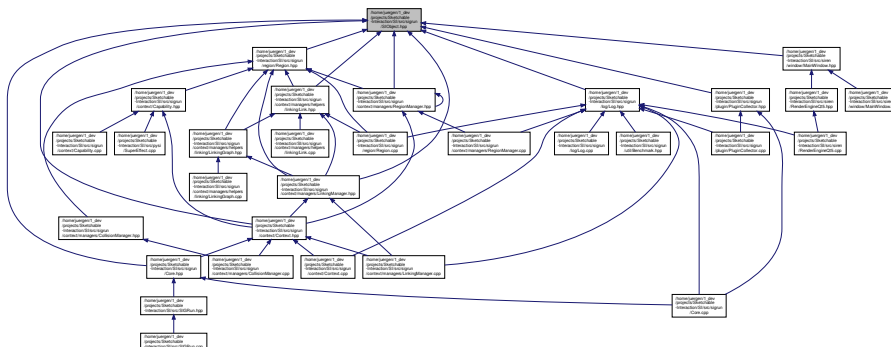
- class [IRenderEngine](#)

5.45 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/SIObject.hpp File Reference

```
#include <string>
#include <debug/Print.hpp>
Include dependency graph for SIObject.hpp:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [SIObject](#)

A meta class from which other classes are derived from to register them as [SIObject](#) meta types.

Macros

- #define [__CLASS_NAME__](#)
macro for extracting the name of the class to be registered as an [SIObject](#)
- #define [SIOBJECT](#)(origin)
macro for registering another class as [SIObject](#)
- #define [SIGRUN SIOBJECT](#)(SIGRUN);
- #define [SIREN SIOBJECT](#)(SIREN);

5.45.1 Macro Definition Documentation

5.45.1.1 [__CLASS_NAME__](#)

```
#define __CLASS_NAME__
```

Value:

```
{\
{\
    std::string s = std::string(__PRETTY_FUNCTION__).substr(0, strchr(__PRETTY_FUNCTION__, ':') -\
    __PRETTY_FUNCTION__); \
    std::transform(s.begin(), s.end(), s.begin(), ::toupper); \
    s; \
}}
```

macro for extracting the name of the class to be registered as an [SIObject](#)

The macro computes the name of a class which is to be registered as an [SIObject](#). After retrieving the name of the class, the macro makes transforms the result string to uppercase.

Returns

a `std::string` containing the uppercase name of the class to be registered as an [SIObject](#)

Definition at line 16 of file `SIObject.hpp`.

5.45.1.2 SIGRUN

```
#define SIGRUN SIOBJECT(SIGRUN);
```

Definition at line 41 of file SIObjct.hpp.

5.45.1.3 SIOBJECT

```
#define SIOBJECT(  
    origin )
```

Value:

```
{\  
{\  
    d_meta_type = \_\_CLASS\_NAME\_\_;\br/>    d_origin = #origin;\br/>};
```

macro for registering another class as [SIObjct](#)

The macro is a shortcut for registering other classes which are derived from [SIObjct](#) as such a [SIObjct](#). Syntax:
class A: public [SIObjct](#) {SIOBJECT ... };

Definition at line 35 of file SIObjct.hpp.

5.45.1.4 SIREN

```
#define SIREN SIOBJECT(SIREN);
```

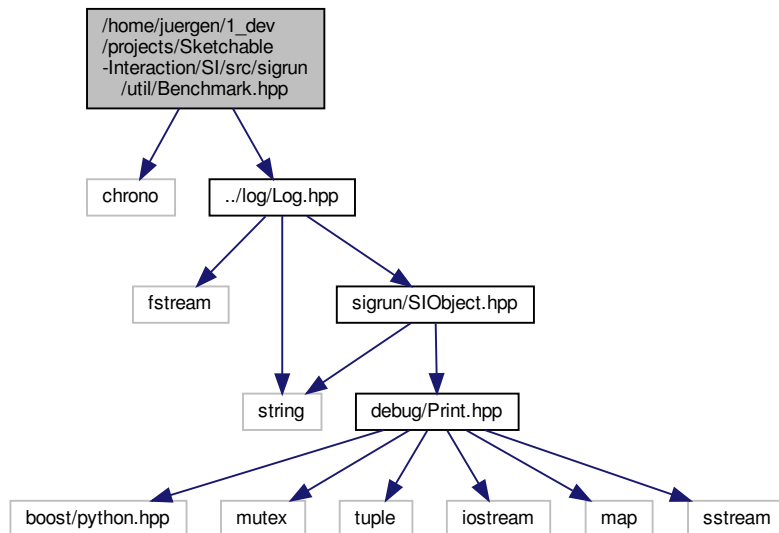
Definition at line 42 of file SIObjct.hpp.

5.46 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/sigrun/util/Benchmark.hpp

File Reference

```
#include <chrono>  
#include "../log/Log.hpp"
```

Include dependency graph for Benchmark.hpp:



Classes

- class [BenchmarkTimer](#)

Macros

- `#define` [SI_BENCHMARK](#)(...) { SI::BenchmarkTimer timer; __VA_ARGS__ }

5.46.1 Macro Definition Documentation

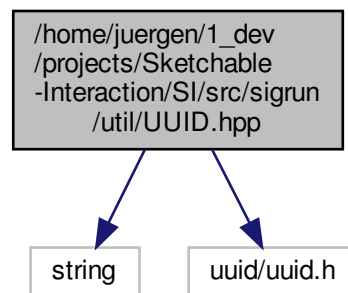
5.46.1.1 SI_BENCHMARK

```
#define SI_BENCHMARK(  
    ... ) { SI::BenchmarkTimer timer; __VA_ARGS__ }
```

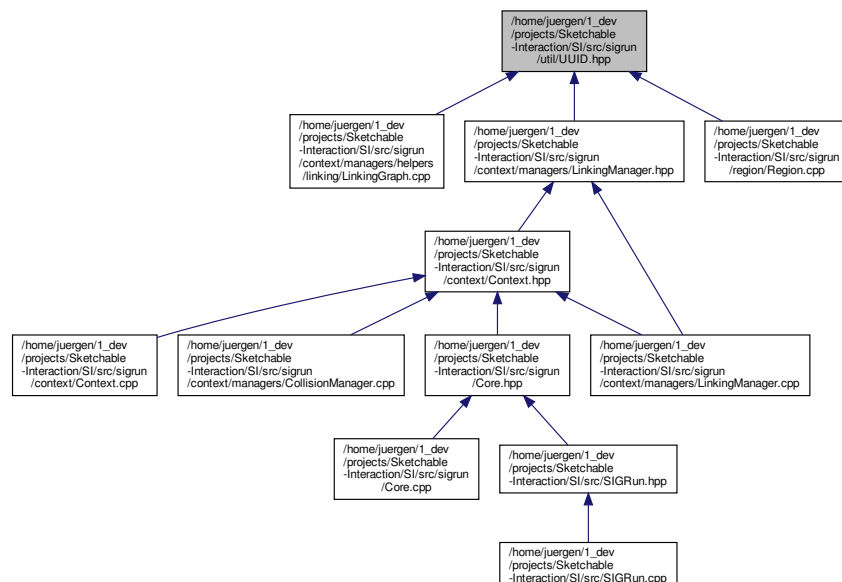
Definition at line 9 of file `Benchmark.hpp`.

5.48 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/util/UUID.hpp File Reference

```
#include <string>
#include <uuid/uuid.h>
Include dependency graph for UUID.hpp:
```



This graph shows which files directly or indirectly include this file:



Classes

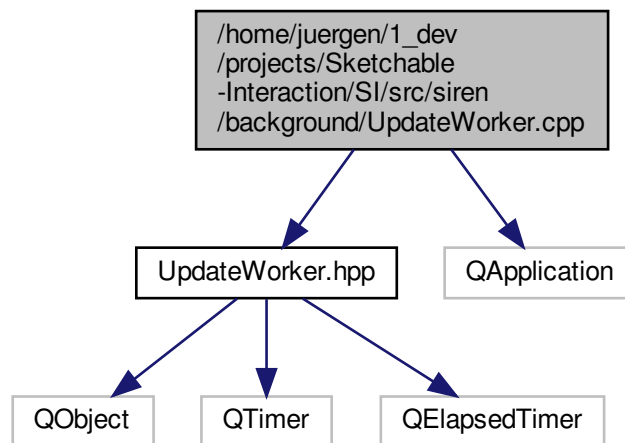
- class [UUID](#)

5.49 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/background/↔ UpdateWorker.cpp File Reference

```
#include "UpdateWorker.hpp"
```

```
#include <QApplication>
```

Include dependency graph for UpdateWorker.cpp:



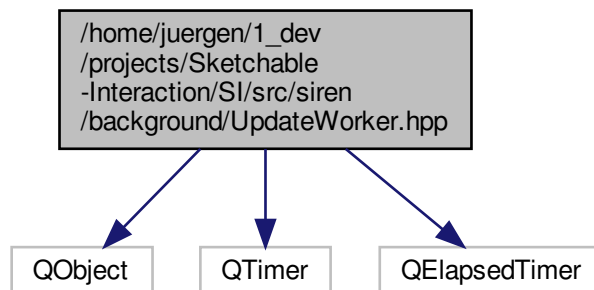
5.50 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/background/↔ UpdateWorker.hpp File Reference

```
#include <QObject>
```

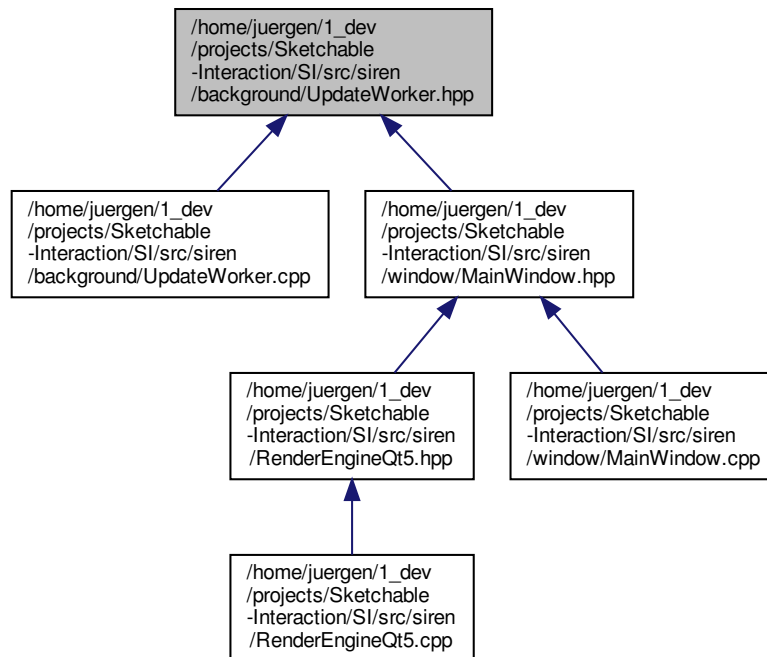
```
#include <QTimer>
```

```
#include <QElapsedTimer>
```

Include dependency graph for UpdateWorker.hpp:



This graph shows which files directly or indirectly include this file:



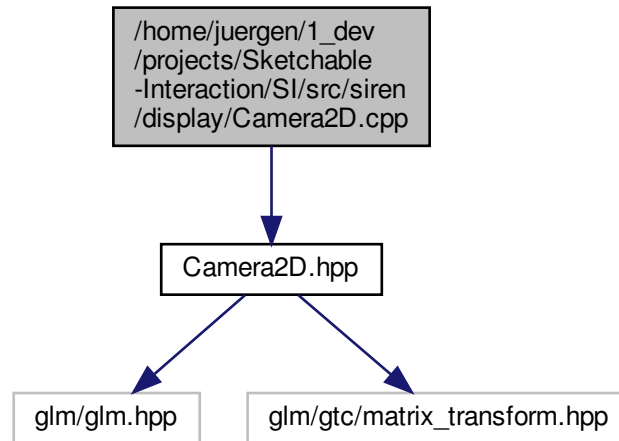
Classes

- class [UpdateWorker](#)

5.51 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/display/Camera2D.cpp File Reference

```
#include "Camera2D.hpp"
```

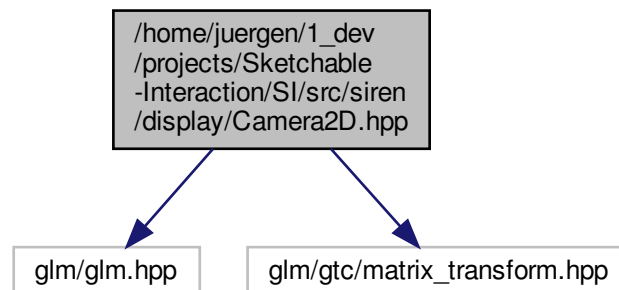
Include dependency graph for Camera2D.cpp:



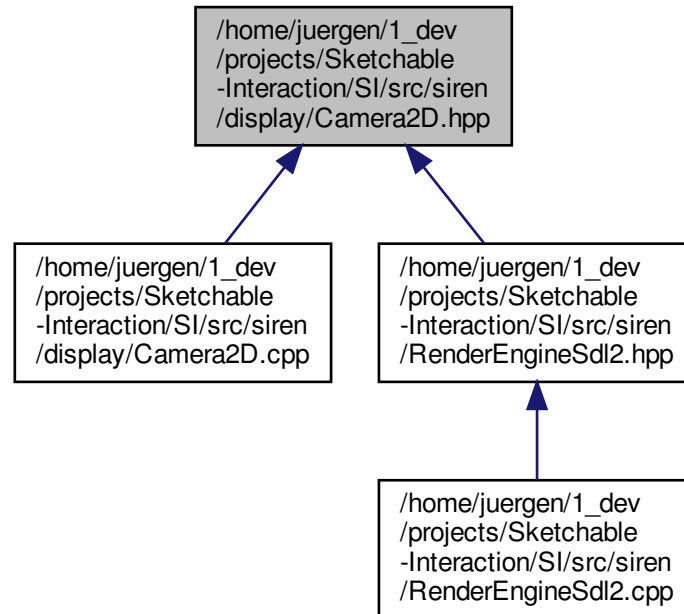
5.52 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Camera2D.hpp File Reference

```
#include <glm/glm.hpp>
#include <glm/gtc/matrix_transform.hpp>
```

Include dependency graph for Camera2D.hpp:



This graph shows which files directly or indirectly include this file:



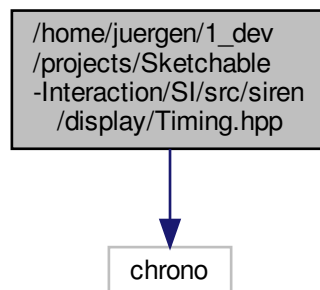
Classes

- class [Camera2D](#)

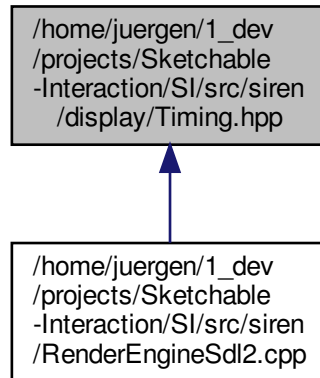
5.53 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Timing.hpp File Reference

```
#include <chrono>
```

Include dependency graph for `Timing.hpp`:



This graph shows which files directly or indirectly include this file:



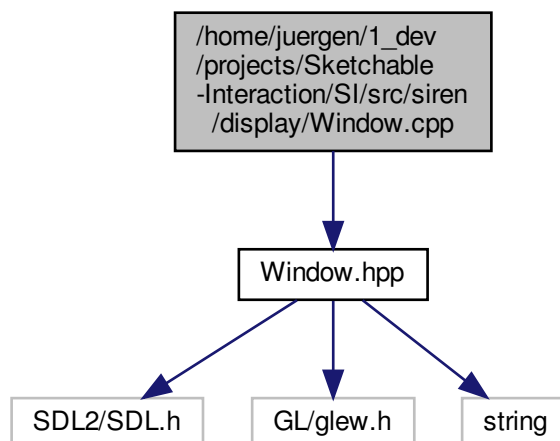
Classes

- class [Time](#)

5.54 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Window.cpp File Reference

```
#include "Window.hpp"
```

Include dependency graph for Window.cpp:



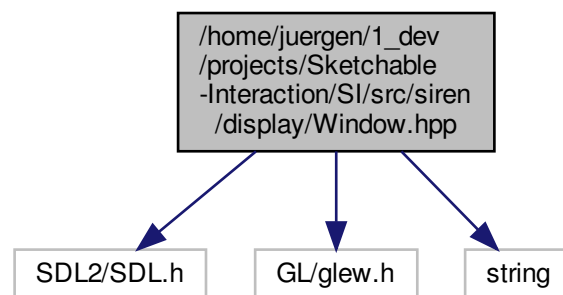
5.55 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/display/Window.hpp File Reference

```
#include <SDL2/SDL.h>
```

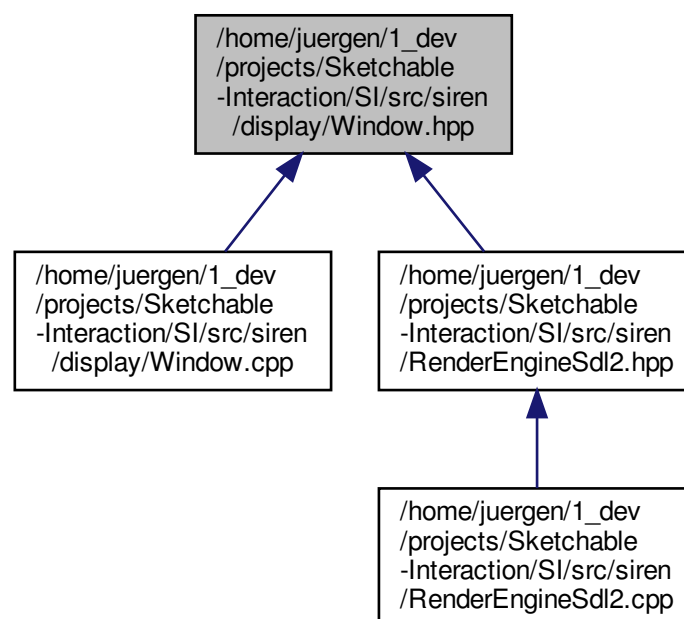
```
#include <GL/glew.h>
```

```
#include <string>
```

Include dependency graph for Window.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class [Window](#)

Enumerations

- enum [WindowFlags](#) { [INVISIBLE](#) = 0x1, [FULLSCREEN](#) = 0x2, [BORDERLESS](#) = 0x4 }

5.55.1 Enumeration Type Documentation

5.55.1.1 WindowFlags

enum [WindowFlags](#)

Enumerator

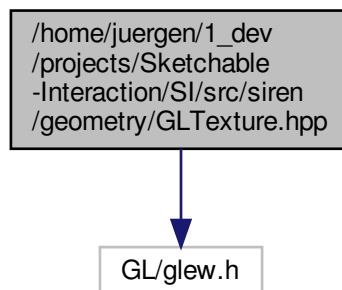
INVISIBLE	
FULLSCREEN	
BORDERLESS	

Definition at line 11 of file Window.hpp.

5.56 [/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/GLTexture.hpp](#) File Reference

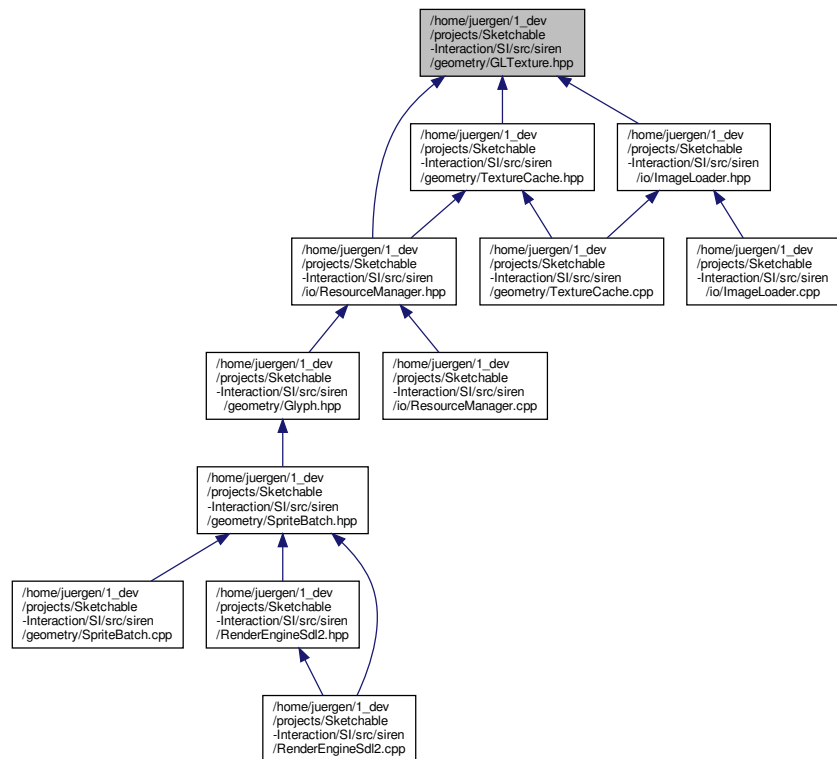
```
#include <GL/glew.h>
```

Include dependency graph for GLTexture.hpp:



5.57 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/Glyph.hpp File Reference

This graph shows which files directly or indirectly include this file:



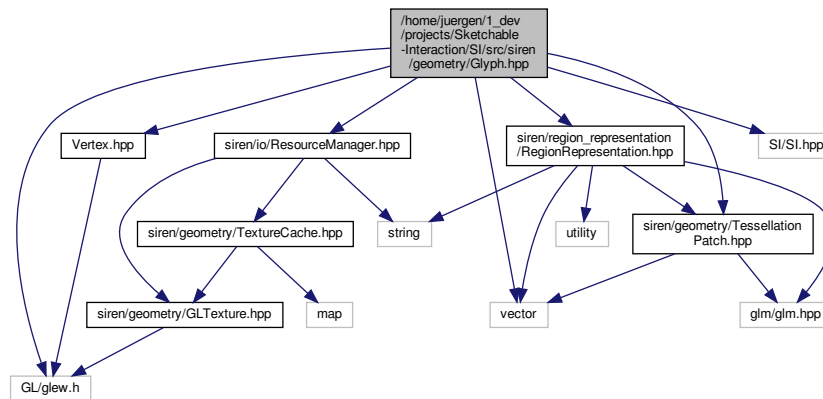
Classes

- struct [GLTexture](#)

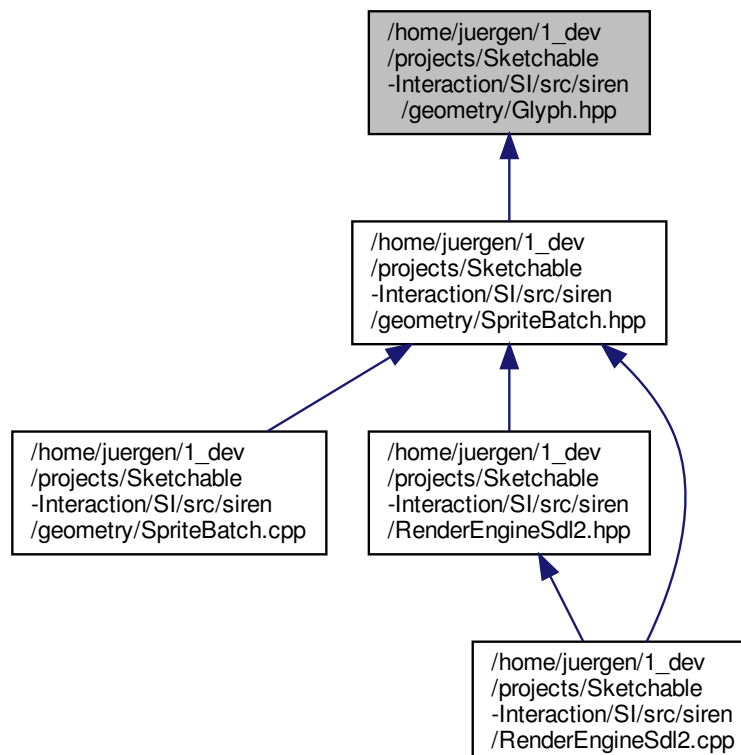
5.57 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/Glyph.hpp File Reference

```
#include <GL/glew.h>
#include "Vertex.hpp"
#include <vector>
#include <SI/SI.hpp>
#include <siren/io/ResourceManager.hpp>
#include <siren/geometry/TessellationPatch.hpp>
#include <siren/region_representation/RegionRepresentation.hpp>
```

Include dependency graph for Glyph.hpp:



This graph shows which files directly or indirectly include this file:



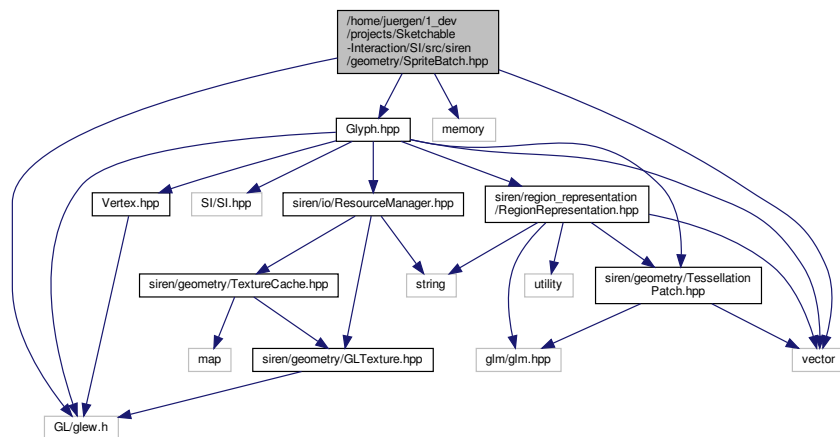
Classes

- class [Glyph](#)

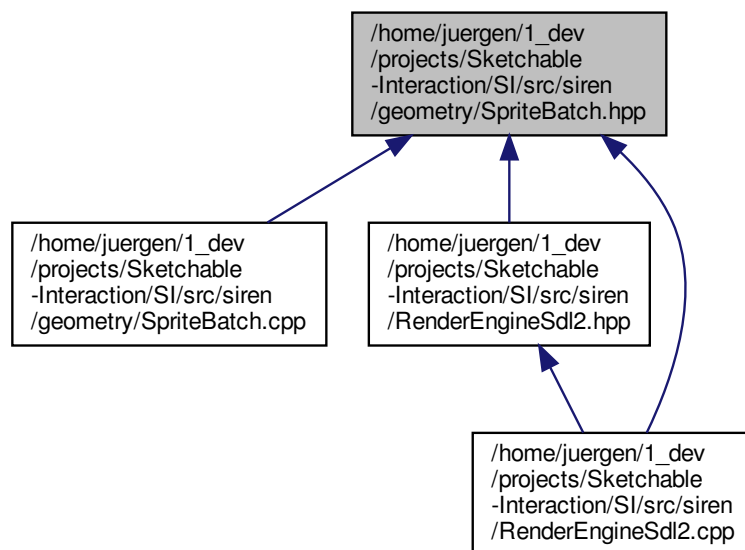
5.59 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/SpriteBatch.cpp File Reference

```
#include <GL/glew.h>
#include <vector>
#include <memory>
#include "Glyph.hpp"
```

Include dependency graph for SpriteBatch.cpp:



This graph shows which files directly or indirectly include this file:



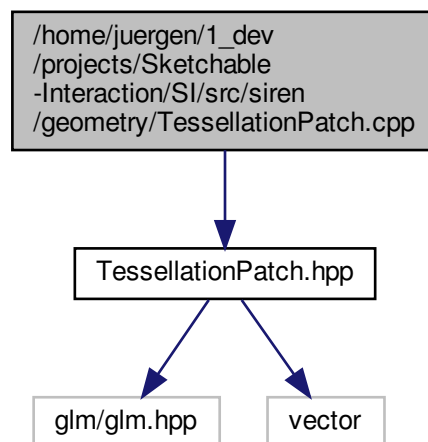
Classes

- class [RenderBatch](#)
- class [SpriteBatch](#)

5.60 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/TessellationPatch.cpp File Reference

```
#include "TessellationPatch.hpp"
```

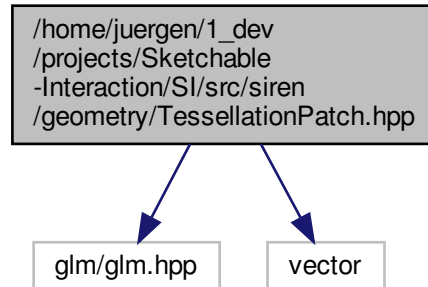
Include dependency graph for TessellationPatch.cpp:



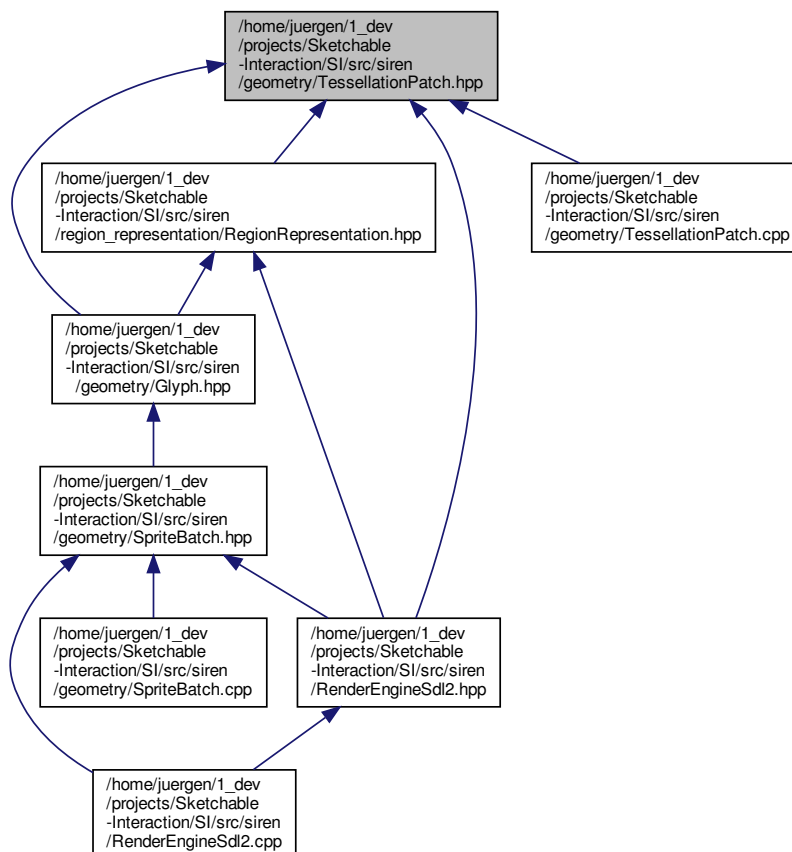
5.61 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/TessellationPatch.hpp File Reference

```
#include <glm/glm.hpp>
#include <vector>
```

Include dependency graph for TessellationPatch.hpp:



This graph shows which files directly or indirectly include this file:



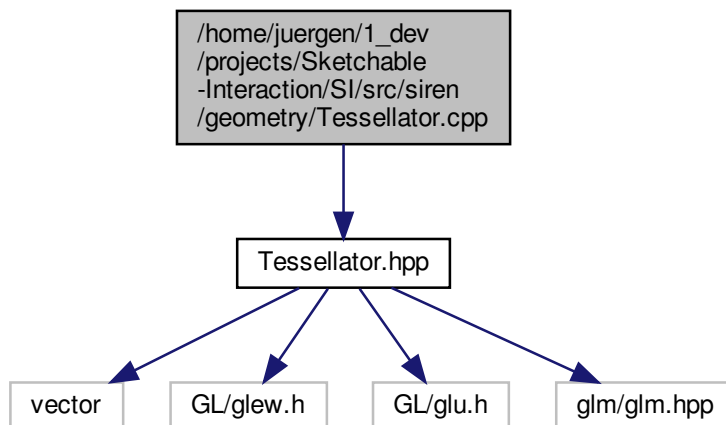
Classes

- class [TessellationPatch](#)

5.62 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/Tessellator.cpp File Reference

```
#include "Tessellator.hpp"
```

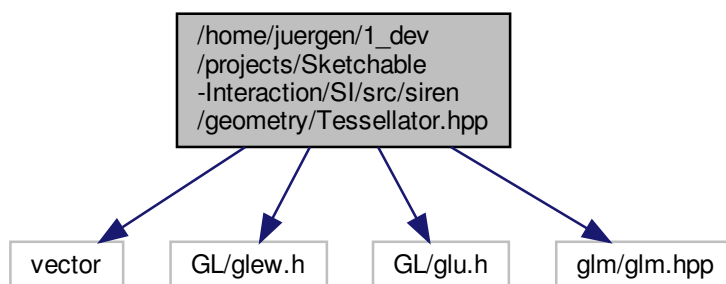
Include dependency graph for Tessellator.cpp:



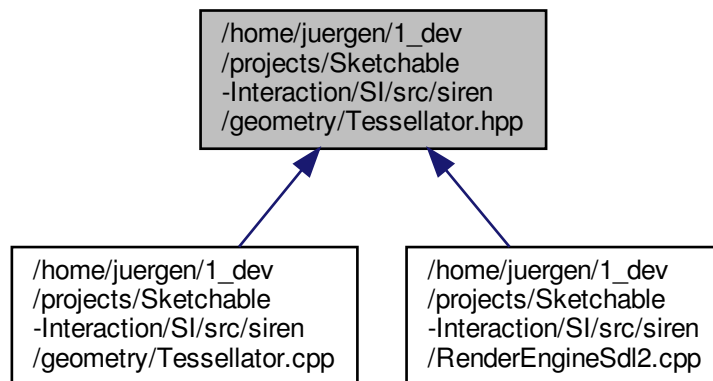
5.63 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/Tessellator.hpp File Reference

```
#include <vector>
#include <GL/glew.h>
#include <GL/glu.h>
#include <glm/glm.hpp>
```

Include dependency graph for Tessellator.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- class [Tessellator](#)

Macros

- `#define` [TESSELATION_CALLBACK](#)

5.63.1 Macro Definition Documentation

5.63.1.1 TESSELATION_CALLBACK

```
#define TESSELATION_CALLBACK
```

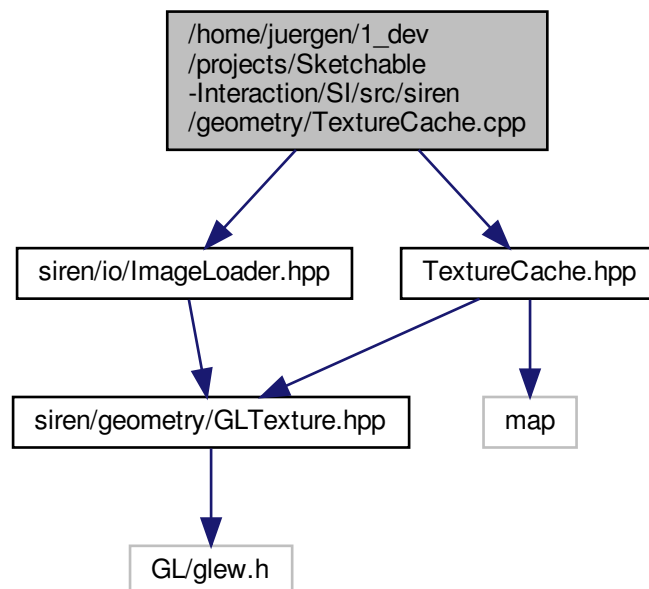
Definition at line 12 of file Tessellator.hpp.

5.64 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/TextureCache.cpp File Reference

```
#include <siren/io/ImageLoader.hpp>
```

```
#include "TextureCache.hpp"
```

Include dependency graph for TextureCache.cpp:

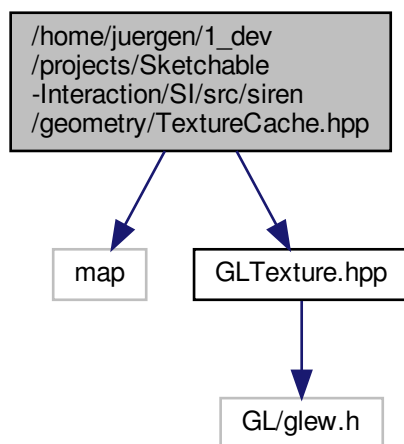


5.65 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/geometry/TextureCache.hpp File Reference

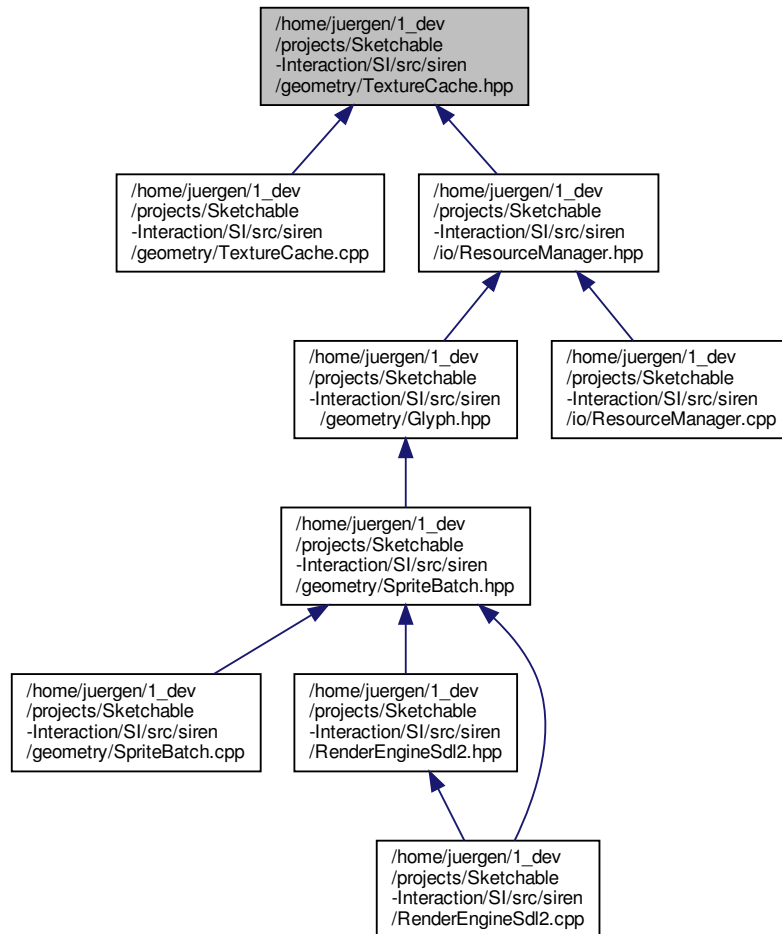
```
#include <map>
```

```
#include "GLTexture.hpp"
```

Include dependency graph for TextureCache.hpp:



This graph shows which files directly or indirectly include this file:



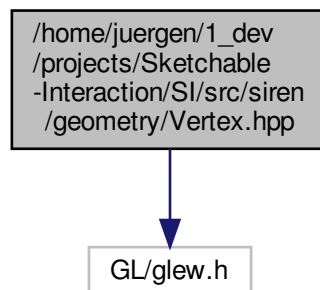
Classes

- class [TextureCache](#)

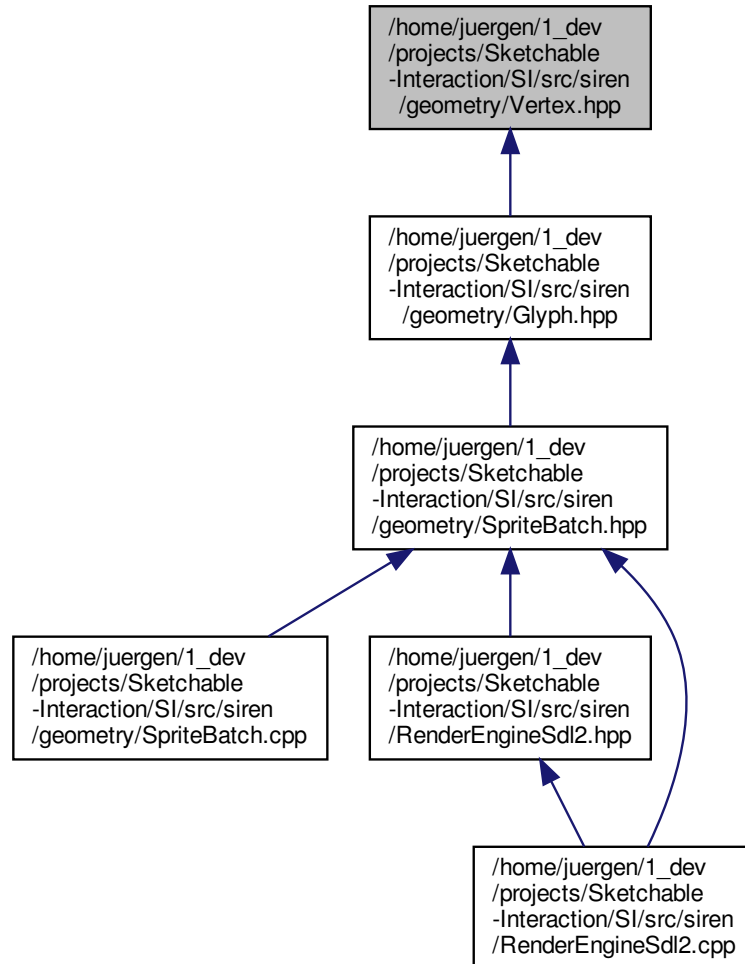
5.66 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/geometry/Vertex.hpp File Reference

```
#include <GL/glew.h>
```

Include dependency graph for Vertex.hpp:



This graph shows which files directly or indirectly include this file:



Classes

- struct [Position](#)
- struct [Color](#)
- struct [UV](#)
- struct [Vertex](#)

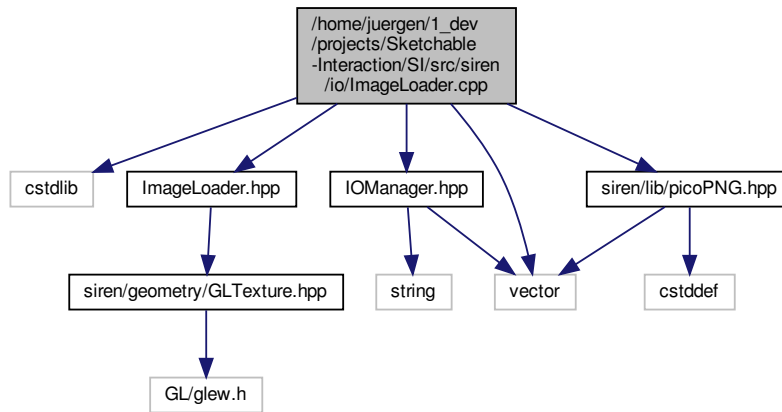
5.67 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/ImageLoader.cpp File Reference

```

#include <cstdlib>
#include "ImageLoader.hpp"
#include "IOManager.hpp"

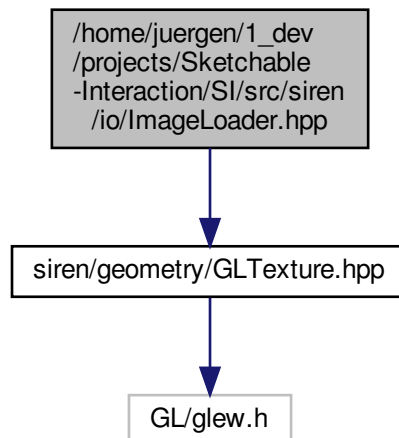
```

```
#include <vector>
#include <siren/lib/picoPNG.hpp>
Include dependency graph for ImageLoader.cpp:
```

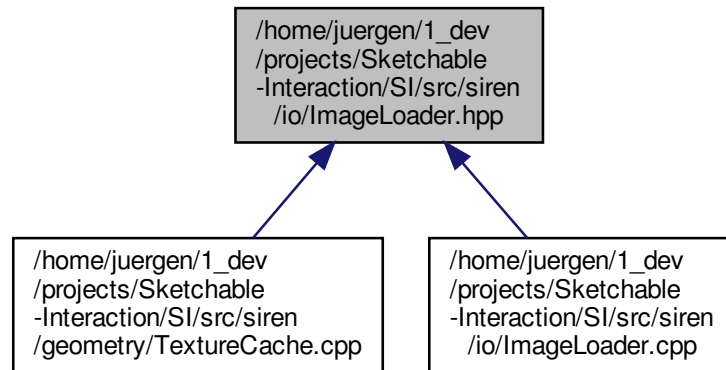


5.68 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/ImageLoader.hpp File Reference

```
#include <siren/geometry/GLTexture.hpp>
Include dependency graph for ImageLoader.hpp:
```



This graph shows which files directly or indirectly include this file:



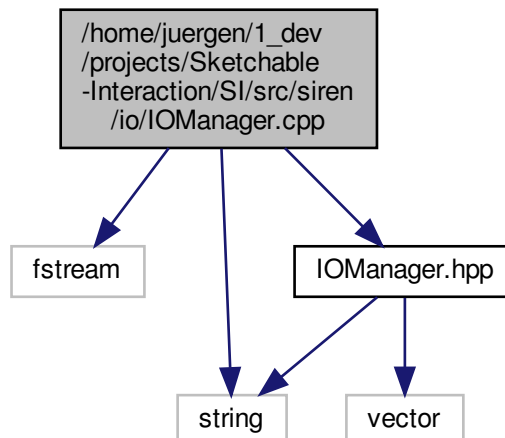
Classes

- class [ImageLoader](#)

5.69 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/IOManager.cpp File Reference

```
#include <fstream>
#include <string>
#include "IOManager.hpp"
```

Include dependency graph for IOManager.cpp:

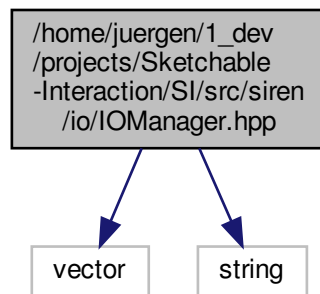


5.70 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/IOManager.hpp File Reference

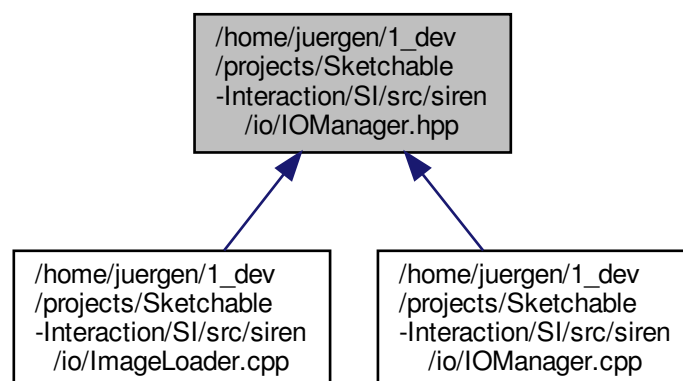
```
#include <vector>
```

```
#include <string>
```

Include dependency graph for IOManager.hpp:



This graph shows which files directly or indirectly include this file:



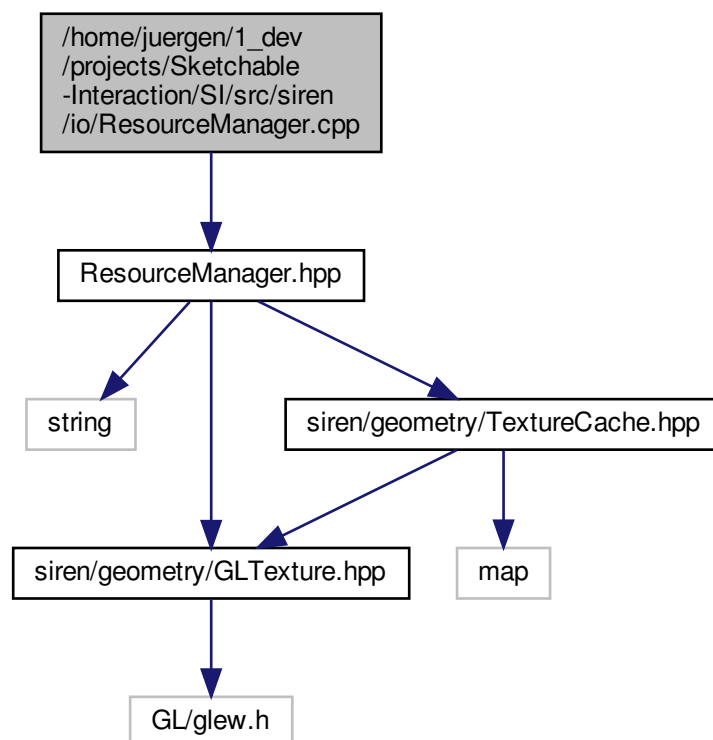
Classes

- class [IOManager](#)

5.71 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/ResourceManager.cpp File Reference

```
#include "ResourceManager.hpp"
```

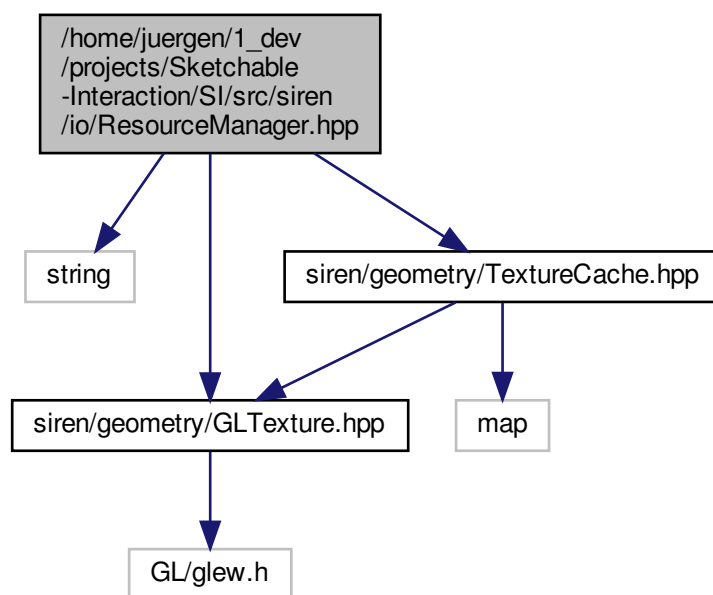
Include dependency graph for ResourceManager.cpp:



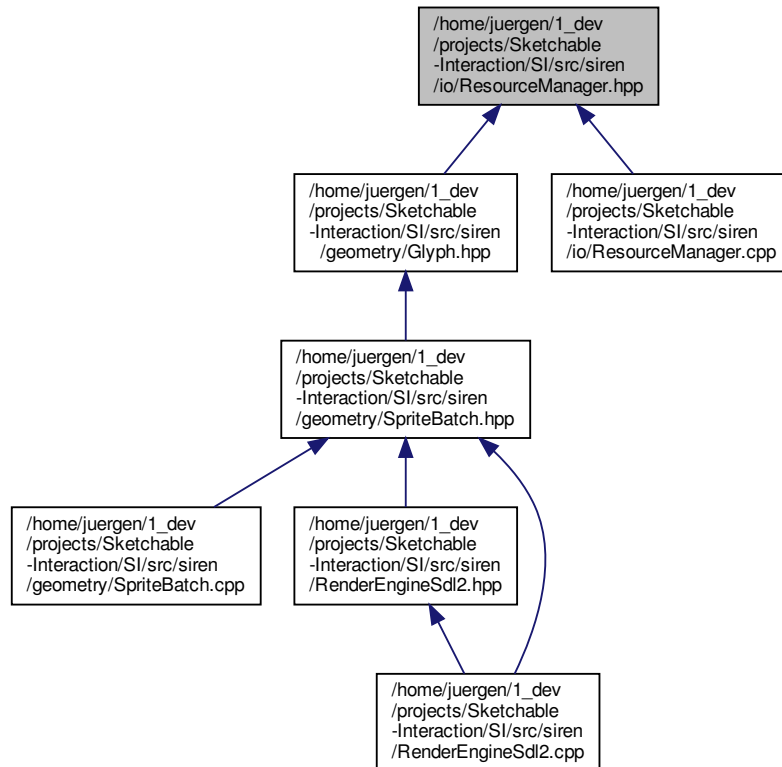
5.72 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/io/ResourceManager.hpp File Reference

```
#include <string>
#include <siren/geometry/GLTexture.hpp>
#include <siren/geometry/TextureCache.hpp>
```

Include dependency graph for ResourceManager.hpp:



This graph shows which files directly or indirectly include this file:



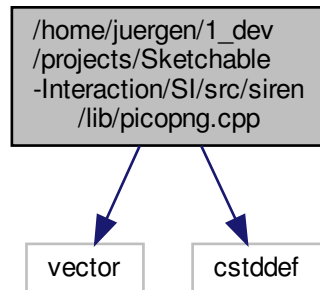
Classes

- class [ResourceManager](#)

5.73 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/lib/picopng.cpp File Reference

```
#include <vector>
#include <cstdint>
```

Include dependency graph for picopng.cpp:



Functions

- int `decodePNG` (std::vector< unsigned char > &out_image, unsigned long &image_width, unsigned long &image_height, const unsigned char *in_png, size_t in_size, bool convert_to_rgba32)

5.73.1 Function Documentation

5.73.1.1 decodePNG()

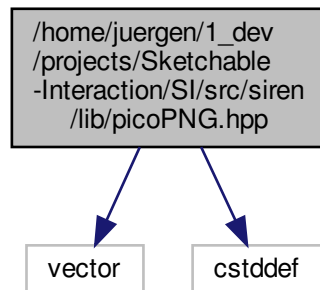
```
int decodePNG (
    std::vector< unsigned char > & out_image,
    unsigned long & image_width,
    unsigned long & image_height,
    const unsigned char * in_png,
    size_t in_size,
    bool convert_to_rgba32 )
```

Definition at line 25 of file `picopng.cpp`.

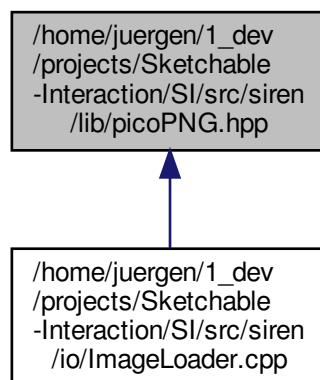
5.74 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/lib/picoPNG.hpp File Reference

```
#include <vector>
#include <cstddef>
```


Include dependency graph for picoPNG.hpp:



This graph shows which files directly or indirectly include this file:



Functions

- int `decodePNG` (std::vector< unsigned char > &out_image, unsigned long &image_width, unsigned long &image_height, const unsigned char *in_png, size_t in_size, bool convert_to_rgba32=true)

5.74.1 Function Documentation

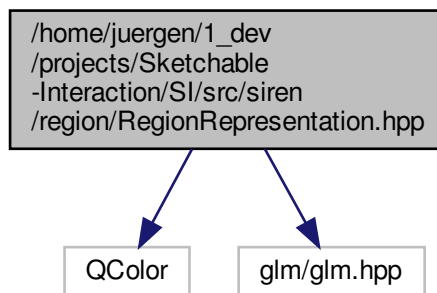
5.74.1.1 decodePNG()

```
int decodePNG (
    std::vector< unsigned char > & out_image,
    unsigned long & image_width,
    unsigned long & image_height,
    const unsigned char * in_png,
    size_t in_size,
    bool convert_to_rgba32 = true )
```

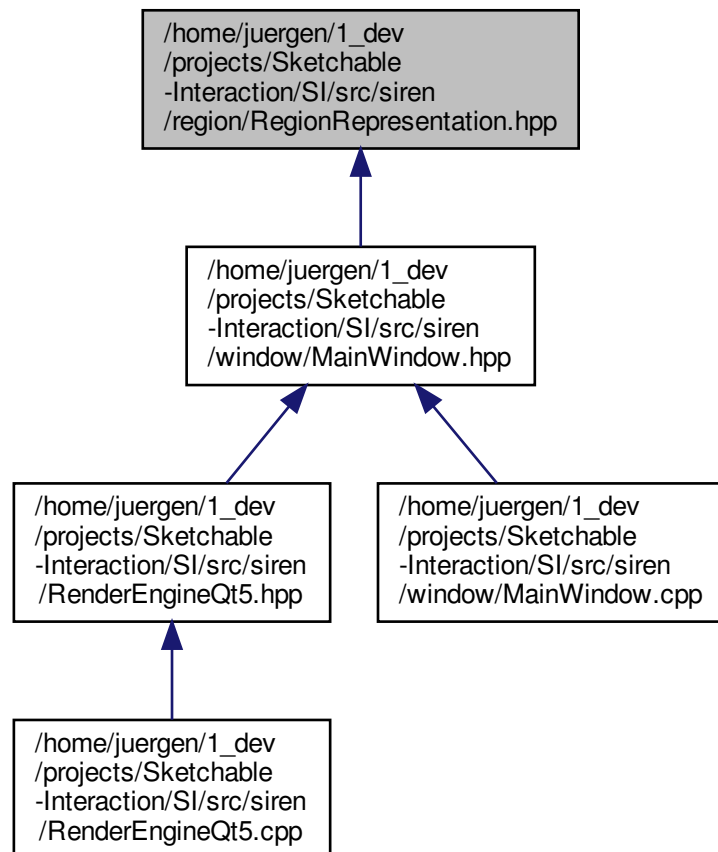
Definition at line 25 of file picopng.cpp.

5.75 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/region/RegionRepresentation.hpp File Reference

```
#include <QColor>
#include <glm/glm.hpp>
Include dependency graph for RegionRepresentation.hpp:
```



This graph shows which files directly or indirectly include this file:



Classes

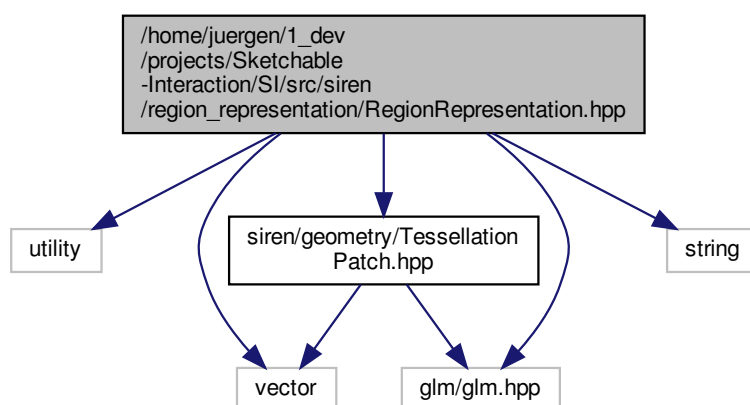
- struct [RegionRepresentation](#)

5.76 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/region_representation/RegionRepresentation.hpp File Reference

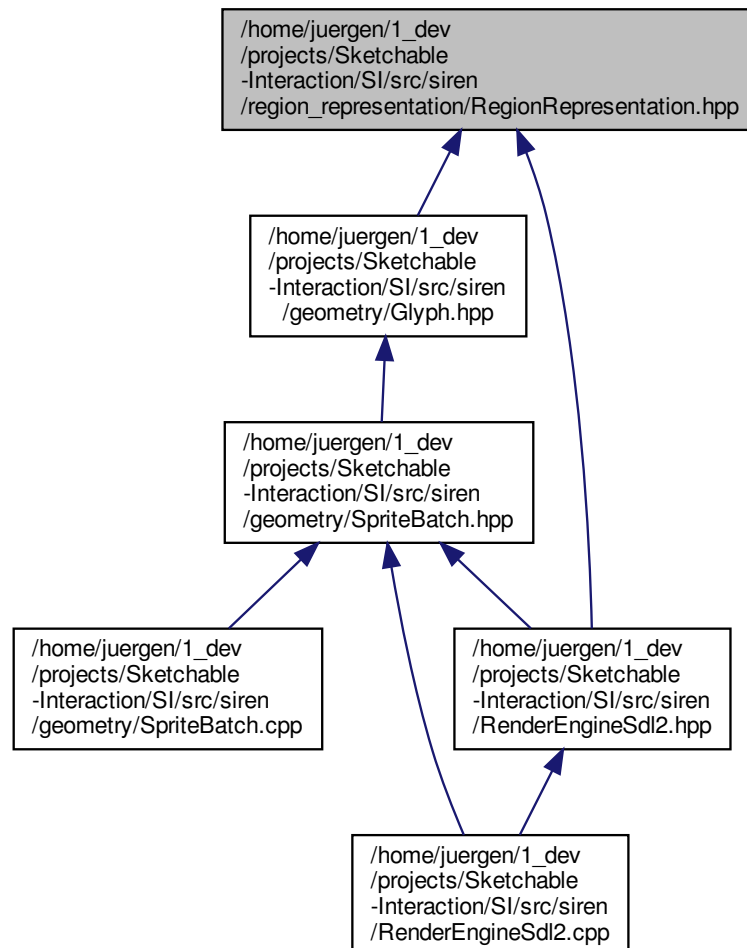
```
#include <utility>
#include <vector>
#include <glm/glm.hpp>
#include <siren/geometry/TessellationPatch.hpp>
```

```
#include <string>
```

Include dependency graph for RegionRepresentation.hpp:



This graph shows which files directly or indirectly include this file:



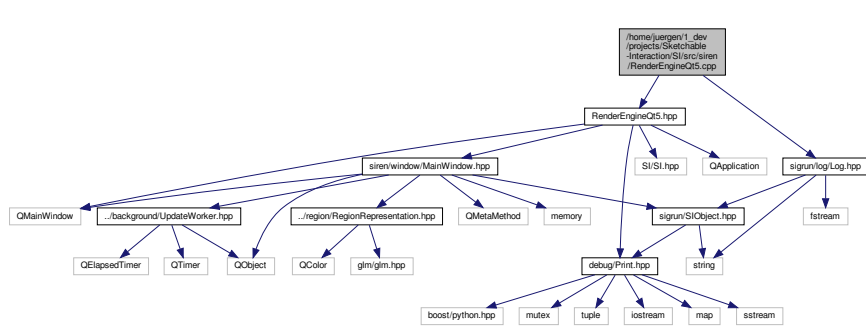
Classes

- struct [RegionRepresentation](#)

5.77 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/RenderEngineQt5.cpp File Reference

```
#include "RenderEngineQt5.hpp"  
#include <sigrun/log/Log.hpp>
```

Include dependency graph for RenderEngineQt5.cpp:



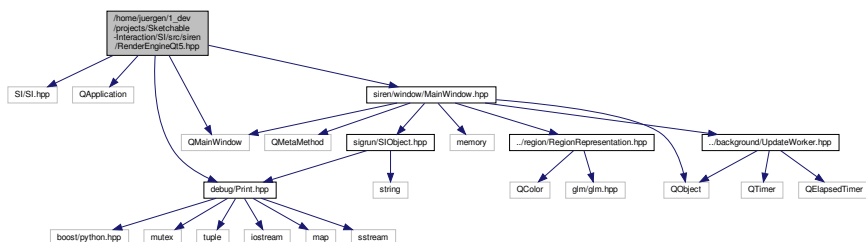
5.78 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/RenderEngineQt5.hpp File Reference

```

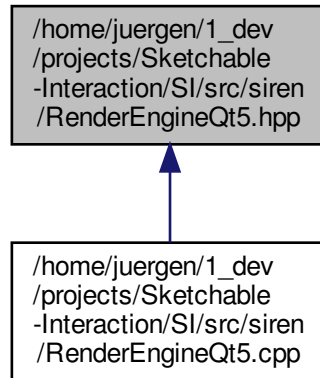
#include <SI/Sl.hpp>
#include <QApplication>
#include <QMainWindow>
#include <debug/Print.hpp>
#include <siren/window/MainWindow.hpp>

```

Include dependency graph for RenderEngineQt5.hpp:



This graph shows which files directly or indirectly include this file:

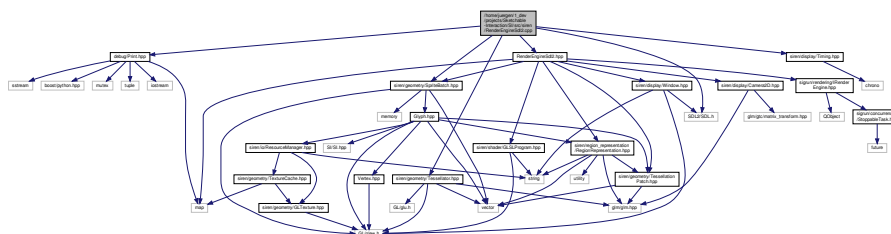


Classes

- class [RenderEngineQT5](#)

5.79 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/RenderEngineSdl2.cpp File Reference

```
#include <debug/Print.hpp>
#include "RenderEngineSdl2.hpp"
#include <SDL2/SDL.h>
#include <siren/geometry/SpriteBatch.hpp>
#include <siren/geometry/Tessellator.hpp>
#include <siren/display/Timing.hpp>
Include dependency graph for RenderEngineSdl2.cpp:
```



5.80 /home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/RenderEngineSdl2.hpp File Reference

```
#include <sigrun/rendering/IRenderEngine.hpp>
#include <siren/display/Camera2D.hpp>
```


Enumerations

- enum `STATE` { `STATE::ON`, `STATE::OFF` }

5.80.1 Typedef Documentation

5.80.1.1 Camera2D_ptr

```
typedef std::unique_ptr<Camera2D> Camera2D_ptr
```

Definition at line 24 of file `RenderEngineSdl2.hpp`.

5.80.1.2 GLSLProgram_ptr

```
typedef std::unique_ptr<GLSLProgram> GLSLProgram_ptr
```

Definition at line 25 of file `RenderEngineSdl2.hpp`.

5.80.1.3 SpriteBatch_ptr

```
typedef std::unique_ptr<SpriteBatch> SpriteBatch_ptr
```

Definition at line 26 of file `RenderEngineSdl2.hpp`.

5.80.2 Enumeration Type Documentation

5.80.2.1 STATE

```
enum STATE [strong]
```

Enumerator

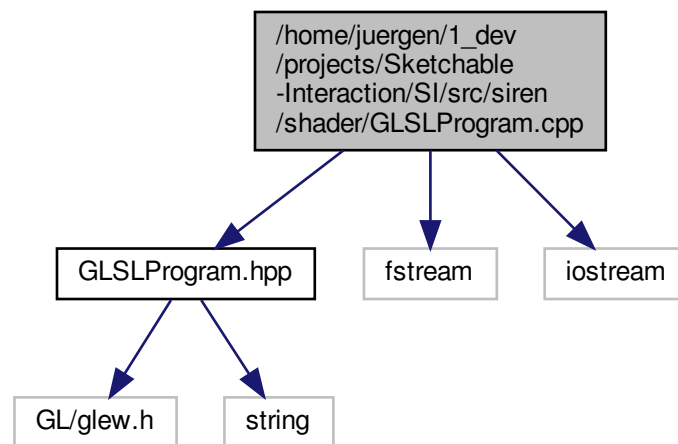
ON	
OFF	

Definition at line 18 of file `RenderEngineSdl2.hpp`.

5.81 `/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/shader/GLSLProgram.cpp` File Reference

```
#include "GLSLProgram.hpp"  
#include <fstream>  
#include <iostream>
```

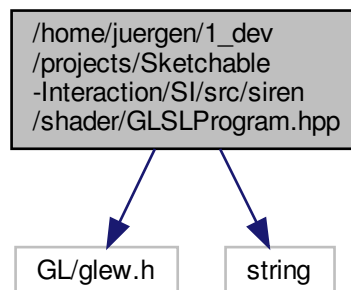
Include dependency graph for GLSLProgram.cpp:



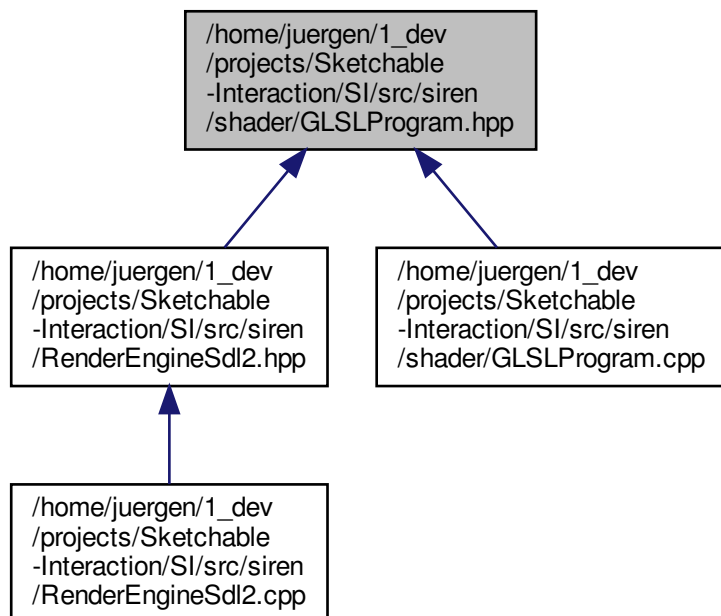
5.82 `/home/juergen/1_dev/projects/Sketchable-Interaction/Sl/src/siren/shader/GLSLProgram.hpp` File Reference

```
#include <GL/glew.h>  
#include <string>
```

Include dependency graph for GLSLProgram.hpp:



This graph shows which files directly or indirectly include this file:



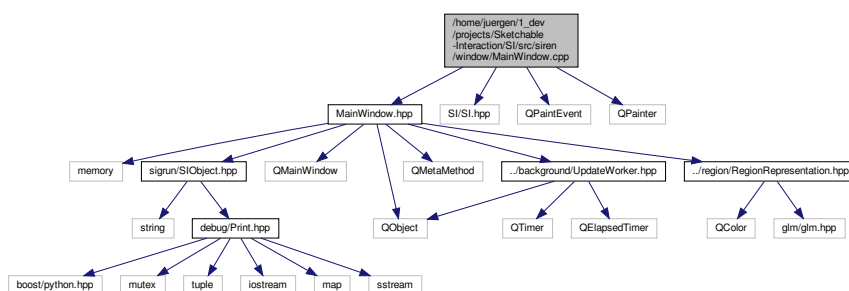
Classes

- class [GLSLProgram](#)

5.83 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/window/MainWindow.cpp File Reference

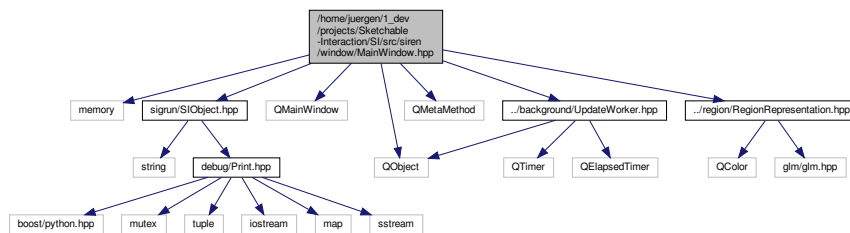
```
#include "MainWindow.hpp"
#include <SI/SI.hpp>
#include <QPaintEvent>
#include <QPainter>
```

Include dependency graph for MainWindow.cpp:

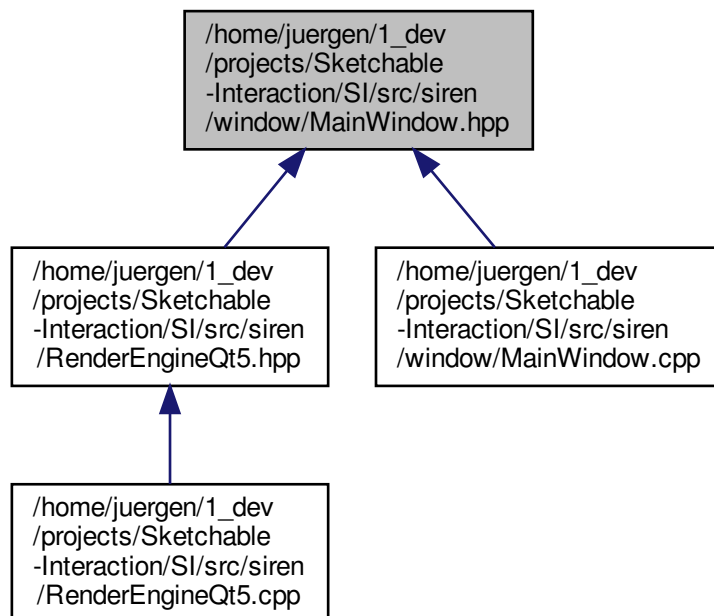


5.84 /home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/siren/window/MainWindow.hpp File Reference

```
#include <memory>
#include <sigrun/SIOObject.hpp>
#include <QMainWindow>
#include <QObject>
#include <QMetaMethod>
#include "../background/UpdateWorker.hpp"
#include "../region/RegionRepresentation.hpp"
Include dependency graph for MainWindow.hpp:
```



This graph shows which files directly or indirectly include this file:



Classes

- class [MainWindow](#)

Index

/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/SIGRun.cpp, 139
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/SIGRun.hpp, 140
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/debug/Print.cpp, 133
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/debug/Print.hpp, 133
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/error/ErrorHandler.cpp, 134
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/pysi/Supereffect.cpp, 137
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/pysi/Supereffect.hpp, 138
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/Color.cpp, 154
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/Color.hpp, 155
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/ColorObject.cpp, 178
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Concurrency/RenderWorker.cpp, 141
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Concurrency/RenderWorker.hpp, 141
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Concurrency/StoppableTask.cpp, 143
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Concurrency/StoppableTask.hpp, 143
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Context/Capability.cpp, 144
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Context/Capability.hpp, 144
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Context/Context.cpp, 145
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Context/Context.hpp, 146
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Context/managers/CollisionManager.cpp, 147
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Context/managers/CollisionManager.hpp, 147
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Context/managers/LinkingManager.cpp, 152
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Context/managers/LinkingManager.hpp, 152
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Context/managers/RegionManager.cpp, 153
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Context/managers/RegionManager.hpp, 153
/home/juergen/1_dev/projects/Sketchable-Interaction/SI/src/sigrun/color/Context/managers/helpers/linking/Link.cpp, 215

- ~RegionTransform
 - RegionTransform, [89](#)
- ~RenderEngineQT5
 - RenderEngineQT5, [94](#)
- ~RenderEngineSDL2
 - RenderEngineSDL2, [96](#)
- ~RingBuffer
 - RingBuffer< T >, [100](#)
- ~SIGRun
 - SIGRun, [105](#)
- ~SIOObject
 - SIOObject, [108](#)
- ~Scripting
 - Scripting, [103](#)
- ~SpriteBatch
 - SpriteBatch, [110](#)
- ~TessellationPatch
 - TessellationPatch, [115](#)
- ~TextureCache
 - TextureCache, [118](#)
- ~UnidirectionalLink
 - UnidirectionalLink, [121](#)
- ~UpdateWorker
 - UpdateWorker, [124](#)
- ~Window
 - Window, [130](#)
- a
 - Color, [22](#)
 - RegionRepresentation, [85](#)
 - TessellationPatch, [115](#)
- aabb
 - Region, [68](#)
- add_attribute
 - GLSLProgram, [31](#)
- add_capabilities
 - Capability, [17](#)
- add_capability
 - Capability, [18](#)
- add_child
 - BidirectionalLink, [12](#)
 - ILink, [38](#)
 - UnidirectionalLink, [121](#)
- add_link
 - LinkingGraph, [45](#)
 - LinkingManager, [48](#)
- add_region
 - RegionManager, [73](#)
- attribute_a
 - BidirectionalLink, [12](#)
 - ILink, [38](#)
 - UnidirectionalLink, [121](#)
- attribute_b
 - BidirectionalLink, [13](#)
 - ILink, [39](#)
 - UnidirectionalLink, [122](#)
- b
 - Color, [22](#)
 - RegionRepresentation, [85](#)
 - TessellationPatch, [115](#)
- BACK_TO_FRONT
 - Glyph.hpp, [193](#)
- BD
 - ILink, [38](#)
- begin
 - Context, [24](#)
- Benchmark.hpp
 - SI_BENCHMARK, [181](#)
- BenchmarkTimer, [9](#)
 - ~BenchmarkTimer, [10](#)
 - BenchmarkTimer, [10](#)
- BidirectionalLink, [11](#)
 - ~BidirectionalLink, [12](#)
 - add_child, [12](#)
 - attribute_a, [12](#)
 - attribute_b, [13](#)
 - BidirectionalLink, [12](#)
 - children, [13](#)
 - receiver_a, [13](#)
 - receiver_b, [13](#)
 - sender_a, [13](#)
 - sender_b, [14](#)
 - type, [14](#)
- blc
 - Glyph, [35](#)
- BOOST_PYTHON_MODULE
 - SuperEffect.cpp, [138](#)
- BORDERLESS
 - Window.hpp, [190](#)
- brc
 - Glyph, [35](#)
- c
 - TessellationPatch, [116](#)
- Camera2D, [14](#)
 - ~Camera2D, [15](#)
 - Camera2D, [15](#)
 - camera_matrix, [15](#)
 - initialize, [15](#)
 - position, [15](#)
 - scale, [16](#)
 - set_position, [16](#)
 - set_scale, [16](#)
 - update, [16](#)
- Camera2D_ptr
 - RenderEngineSdl2.hpp, [219](#)
- camera_matrix
 - Camera2D, [15](#)
- capabilities
 - Capability, [18](#)
- Capability, [16](#)
 - __test1__, [19](#)
 - __test2__, [19](#)
 - ~Capability, [17](#)
 - add_capabilities, [17](#)
 - add_capability, [18](#)
 - capabilities, [18](#)

- Capability, 17
- CollisionManager, 19
- consecutive_capability_id, 18
- num_capabilities, 18
- remove_capability, 18
- capability_manager
 - Context, 25
- children
 - BidirectionalLink, 13
 - ILink, 39
 - UnidirectionalLink, 122
- clear
 - RingBuffer< T >, 101
- clear_bit
 - RegionMask, 77, 78
- collect
 - PluginCollector, 58
- collide
 - CollisionManager, 20
- CollisionManager, 19
 - ~CollisionManager, 20
 - Capability, 19
 - collide, 20
 - Context, 20
 - RegionManager, 20
 - SIGRunCollisionManagerTest, 21
- Color, 21
 - a, 22
 - b, 22
 - Color, 21, 22
 - g, 22
 - r, 22
- color
 - RegionRepresentation, 85
 - Vertex, 129
- compile_shaders
 - GLSLProgram, 31
- consecutive_capability_id
 - Capability, 18
- CONSOLE
 - Log, 51
- construct
 - IterableConverter, 43
- Context, 23
 - ~Context, 24
 - begin, 24
 - capability_manager, 25
 - CollisionManager, 20
 - Core, 26
 - disable, 25
 - enable, 25
 - height, 25
 - region_manager, 25
 - SIContext, 25
 - update, 26
 - width, 26
- contour
 - Region, 68
- contour_size
 - RegionRepresentation, 85
- convertible
 - IterableConverter, 43
- Core, 27
 - ~Core, 28
 - Context, 26
 - Core, 28
 - retrieve_available_plugins, 28
 - SIGRun, 29
 - SIGRunCoreTest, 29
 - SIGRunTest, 30
 - start, 29
 - stop, 29
- create
 - Window, 131
- d_is_running
 - StoppableTask, 113
- d_meta_type
 - SIOBJECT, 109
- d_origin
 - SIOBJECT, 109
- DE
 - Error.hpp, 135
- DEBUG
 - Log, 52
 - Log.hpp, 159
- DEBUG_COLOR
 - Log.hpp, 159
- DEBUG_LEVEL
 - Log, 51
- decodePNG
 - picopng.cpp, 210
 - picoPNG.hpp, 211
- depth
 - Glyph, 35
- destination_rect
 - RegionRepresentation, 85
- disable
 - Context, 25
- effect
 - Region, 68
- emit_link_event
 - LinkingGraph, 45
 - LinkingManager, 48
- empty
 - RingBuffer< T >, 101
- EN
 - Error.hpp, 135
- enable
 - Context, 25
- ERROR
 - Log, 52
 - Log.hpp, 160
- Error.hpp
 - DE, 135
 - EN, 135

- ERROR_IO, [136](#)
- ERROR_PYTHON, [136](#)
- ERROR_SIGRUN, [136](#)
- ERROR_UNKNOWN, [136](#)
- ERRORS, [137](#)
- ERRORS_DE, [136](#)
- ERRORS_EN, [136](#)
- LANGUAGE, [137](#)
- ERROR_COLOR
 - Log.hpp, [160](#)
- ERROR_IO
 - Error.hpp, [136](#)
- ERROR_LEVEL
 - Log, [51](#)
- ERROR_PYTHON
 - Error.hpp, [136](#)
- ERROR_SIGRUN
 - Error.hpp, [136](#)
- ERROR_UNKNOWN
 - Error.hpp, [136](#)
- ERRORS
 - Error.hpp, [137](#)
- ERRORS_DE
 - Error.hpp, [136](#)
- ERRORS_EN
 - Error.hpp, [136](#)
- exec
 - SIGRun, [106](#)
- FILE
 - Log, [51](#)
- fill
 - RegionRepresentation, [85](#)
- find
 - RingBuffer< T >, [101](#)
- finished
 - RenderWorker, [99](#)
 - UpdateWorker, [125](#)
- fps
 - UpdateWorker, [125](#)
- from_python
 - IterableConverter, [44](#)
- FRONT_TO_BACK
 - Glyph.hpp, [193](#)
- FULLSCREEN
 - Window.hpp, [190](#)
- g
 - Color, [22](#)
 - RegionRepresentation, [86](#)
- get
 - RingBuffer< T >, [101](#)
- get_time
 - Time, [119](#)
- GLSLProgram, [30](#)
 - ~GLSLProgram, [31](#)
 - add_attribute, [31](#)
 - compile_shaders, [31](#)
 - GLSLProgram, [30](#)
 - link_shaders, [31](#)
 - uniform_location, [31](#)
 - unuse, [32](#)
 - use, [32](#)
- GLSLProgram_ptr
 - RenderEngineSdl2.hpp, [219](#)
- GLTexture, [32](#)
 - height, [32](#)
 - id, [33](#)
 - width, [33](#)
- Glyph, [33](#)
 - btc, [35](#)
 - brc, [35](#)
 - depth, [35](#)
 - Glyph, [34](#)
 - texture, [35](#)
 - tlc, [35](#)
 - transform, [36](#)
 - trc, [36](#)
 - vertices, [36](#)
- Glyph.hpp
 - BACK_TO_FRONT, [193](#)
 - FRONT_TO_BACK, [193](#)
 - GlyphSortType, [193](#)
 - NONE, [193](#)
 - TEXTURE, [193](#)
- GlyphSortType
 - Glyph.hpp, [193](#)
- HANDLE_PYTHON_ERROR
 - PythonInvoker.hpp, [168](#)
- handle_python_error
 - PythonInvoker, [64](#)
- height
 - Context, [25](#)
 - GLTexture, [32](#)
 - RegionMask, [78](#)
 - Window, [131](#)
- HIDDEN
 - Log, [52](#)
- id
 - GLTexture, [33](#)
- ILink, [37](#)
 - ~ILink, [38](#)
 - add_child, [38](#)
 - attribute_a, [38](#)
 - attribute_b, [39](#)
 - BD, [38](#)
 - children, [39](#)
 - LINK_TYPE, [38](#)
 - receiver_a, [39](#)
 - receiver_b, [39](#)
 - sender_a, [39](#)
 - sender_b, [39](#)
 - type, [40](#)
 - UD, [38](#)
- ImageLoader, [40](#)
 - load_png, [40](#)

- import
 - Scripting, 103
- INFO
 - Log, 52
 - Log.hpp, 160
- INFO_COLOR
 - Log.hpp, 161
- INFO_LEVEL
 - Log, 51
- initialize
 - Camera2D, 15
 - SpriteBatch, 110
- INVISIBLE
 - Window.hpp, 190
- invoke_collision_event_function
 - PythonInvoker, 65
- invoke_extract_attribute
 - PythonInvoker, 65
- invoke_function
 - PythonInvoker, 65
- invoke_linking_event_function
 - PythonInvoker, 65
- invoke_set_attribute
 - PythonInvoker, 66
- IOManager, 41
 - read_file_to_buffer, 41
- IRenderEngine, 41
 - pause, 42
 - run, 42
 - start, 42
- is_link_event_registered
 - Region, 68, 69
- is_linked
 - LinkingGraph, 45
 - LinkingManager, 48
- is_running
 - UpdateWorker, 125
- is_stop_requested
 - StoppableTask, 112
- is_transformed
 - Region, 69
- IterableConverter, 43
 - construct, 43
 - convertible, 43
 - from_python, 44
- keyPressEvent
 - MainWindow, 56
- LANGUAGE
 - Error.hpp, 137
- link_shaders
 - GLSLProgram, 31
- LINK_SIGNAL
 - Region, 69
- LINK_SLOT
 - Region, 69
- LINK_TYPE
 - ILink, 38
- linking_graph
 - LinkingManager, 48
- LinkingGraph, 44
 - ~LinkingGraph, 45
 - add_link, 45
 - emit_link_event, 45
 - is_linked, 45
 - LinkingGraph, 45
 - links, 46
 - remove_link, 46
- LinkingManager, 46
 - ~LinkingManager, 47
 - add_link, 48
 - emit_link_event, 48
 - is_linked, 48
 - linking_graph, 48
 - LinkingManager, 47
 - links, 49
 - num_links, 49
 - remove_link, 49
- links
 - LinkingGraph, 46
 - LinkingManager, 49
- load_class_names
 - Scripting, 104
- load_plugin_source
 - Scripting, 104
- load_png
 - ImageLoader, 40
- Log, 49
 - __DEBUG__, 54
 - CONSOLE, 51
 - DEBUG, 52
 - DEBUG_LEVEL, 51
 - ERROR, 52
 - ERROR_LEVEL, 51
 - FILE, 51
 - HIDDEN, 52
 - INFO, 52
 - INFO_LEVEL, 51
 - log, 52
 - log_file_path, 54
 - LOG_LEVEL, 51
 - log_level, 53
 - MODE, 51
 - NONE, 51
 - set_log_file_path, 53
 - SHOW, 54
 - SHOW_TYPE, 51
 - time, 53
 - UNDEFINED, 52
 - UNDEFINED_LEVEL, 51
 - WARN, 52
 - WARN_LEVEL, 51
 - WHERE, 54
- log
 - Log, 52
- Log.hpp

- __FILENAME__, 159
 - DEBUG, 159
 - DEBUG_COLOR, 159
 - ERROR, 160
 - ERROR_COLOR, 160
 - INFO, 160
 - INFO_COLOR, 161
 - LOG_CONSOLE, 161
 - LOG_FILE, 161
 - LOG_NONE, 162
 - LOG_SHOW_ALL, 162
 - LOG_SHOW_DEBUG, 162
 - LOG_SHOW_ERROR, 162
 - LOG_SHOW_INFO, 162
 - LOG_SHOW_NONE, 163
 - LOG_SHOW_WARN, 163
 - UNDEFINED, 163
 - UNDEFINED_COLOR, 164
 - WARN, 164
 - WARN_COLOR, 164
- LOG_CONSOLE
 - Log.hpp, 161
- LOG_FILE
 - Log.hpp, 161
- log_file_path
 - Log, 54
- LOG_LEVEL
 - Log, 51
- log_level
 - Log, 53
- LOG_NONE
 - Log.hpp, 162
- LOG_SHOW_ALL
 - Log.hpp, 162
- LOG_SHOW_DEBUG
 - Log.hpp, 162
- LOG_SHOW_ERROR
 - Log.hpp, 162
- LOG_SHOW_INFO
 - Log.hpp, 162
- LOG_SHOW_NONE
 - Log.hpp, 163
- LOG_SHOW_WARN
 - Log.hpp, 163
- MainWindow, 55
 - ~MainWindow, 56
 - keyPressEvent, 56
 - MainWindow, 56
 - paintEvent, 56
 - set_is_running, 57
- mask
 - Region, 69
- max_size
 - RingBuffer< T >, 101
- meta_type
 - SObject, 108
- MODE
 - Log, 51
- move
 - Region, 70
 - RegionMask, 78
 - TessellationPatch, 116
- name
 - Region, 70
- NONE
 - Glyph.hpp, 193
 - Log, 51
- num_capabilities
 - Capability, 18
- num_links
 - LinkingManager, 49
- num_vertices
 - RenderBatch, 92
- num_vertices2
 - RenderBatch, 92
- OFF
 - RenderEngineSdl2.hpp, 219
- offset
 - RenderBatch, 92
- offset2
 - RenderBatch, 92
- ON
 - RenderEngineSdl2.hpp, 219
- on_continuous
 - PySIEffect, 63
 - Region, 70
 - SuperEffect, 114
- on_enter
 - PySIEffect, 63
 - Region, 70
 - SuperEffect, 114
- on_leave
 - PySIEffect, 63
 - Region, 70
 - SuperEffect, 114
- operator &
 - RingBuffer< T >, 102
- operator<<
 - RingBuffer< T >, 102
 - Scripting, 104
 - Scripting.cpp, 169
- operator()
 - StoppableTask, 112
- operator=
 - StoppableTask, 112
- operator[]
 - RegionMask, 80
 - RegionTransform, 89
- origin
 - SObject, 109
- paintEvent
 - MainWindow, 56
- patches
 - RegionRepresentation, 86

- pause
 - IRenderEngine, [42](#)
 - RenderEngineQT5, [94](#)
 - RenderEngineSDL2, [97](#)
 - UpdateWorker, [125](#)
- PI_DIV_180
 - RegionTransform.hpp, [177](#)
- picopng.cpp
 - decodePNG, [210](#)
- picoPNG.hpp
 - decodePNG, [211](#)
- PluginCollector, [57](#)
 - ~PluginCollector, [58](#)
 - collect, [58](#)
 - PluginCollector, [58](#)
- poly
 - RegionRepresentation, [86](#)
- Position, [59](#)
 - x, [59](#)
 - y, [59](#)
- position
 - Camera2D, [15](#)
 - Vertex, [129](#)
- Print, [60](#)
 - ~Print, [61](#)
 - Print, [61](#)
 - print, [61](#), [62](#)
- print
 - Print, [61](#), [62](#)
- push_back
 - RingBuffer< T >, [102](#)
- PyInit_libPySI
 - Scripting.hpp, [170](#)
- PySIEffect, [62](#)
 - on_continuous, [63](#)
 - on_enter, [63](#)
 - on_leave, [63](#)
- PythonInvoker, [64](#)
 - ~PythonInvoker, [64](#)
 - handle_python_error, [64](#)
 - invoke_collision_event_function, [65](#)
 - invoke_extract_attribute, [65](#)
 - invoke_function, [65](#)
 - invoke_linking_event_function, [65](#)
 - invoke_set_attribute, [66](#)
 - PythonInvoker, [64](#)
 - retrieve_linking_event_args, [66](#)
- PythonInvoker.hpp
 - HANDLE_PYTHON_ERROR, [168](#)
- quit
 - SIGRun, [106](#)
- r
 - Color, [22](#)
 - RegionRepresentation, [86](#)
- read_file_to_buffer
 - IOManager, [41](#)
- receiver_a
 - BidirectionalLink, [13](#)
 - ILink, [39](#)
 - UnidirectionalLink, [122](#)
- receiver_b
 - BidirectionalLink, [13](#)
 - ILink, [39](#)
 - UnidirectionalLink, [122](#)
- Region, [66](#)
 - ~Region, [68](#)
 - aabb, [68](#)
 - contour, [68](#)
 - effect, [68](#)
 - is_link_event_registered, [68](#), [69](#)
 - is_transformed, [69](#)
 - LINK_SIGNAL, [69](#)
 - LINK_SLOT, [69](#)
 - mask, [69](#)
 - move, [70](#)
 - name, [70](#)
 - on_continuous, [70](#)
 - on_enter, [70](#)
 - on_leave, [70](#)
 - Region, [68](#)
 - register_link_event, [70](#), [71](#)
 - set_aabb, [71](#)
 - set_is_transformed, [71](#)
 - set_name, [71](#)
 - texture_path, [71](#)
 - transform, [71](#)
 - uuid, [72](#)
- region_manager
 - Context, [25](#)
- RegionManager, [72](#)
 - ~RegionManager, [73](#)
 - add_region, [73](#)
 - CollisionManager, [20](#)
 - RegionManager, [73](#)
 - regions, [74](#)
 - SIGRunRegionManagerTest, [74](#)
 - update, [74](#)
- RegionMask, [74](#)
 - ~RegionMask, [77](#)
 - clear_bit, [77](#), [78](#)
 - height, [78](#)
 - move, [78](#)
 - operator[], [80](#)
 - RegionMask, [76](#)
 - set_bit, [81](#)
 - SIGRunRegionMaskTest, [83](#)
 - size, [82](#)
 - width, [82](#)
- RegionRepresentation, [83](#)
 - a, [85](#)
 - b, [85](#)
 - color, [85](#)
 - contour_size, [85](#)
 - destination_rect, [85](#)
 - fill, [85](#)

- g, 86
- patches, 86
- poly, 86
- r, 86
- RegionRepresentation, 84
- texture_path, 86
- transform, 86
- update, 84
- uv, 87
- RegionResampler, 87
 - resample, 87
 - SIGRunRegionResamplerTest, 88
- regions
 - RegionManager, 74
- RegionTransform, 88
 - ~RegionTransform, 89
 - operator[], 89
 - RegionTransform, 89
 - transform, 90
 - update, 90
- RegionTransform.hpp
 - PI_DIV_180, 177
- register_link_event
 - Region, 70, 71
- remove_capability
 - Capability, 18
- remove_link
 - LinkingGraph, 46
 - LinkingManager, 49
- render
 - RenderWorker, 99
 - SpriteBatch, 110
- RenderBatch, 91
 - num_vertices, 92
 - num_vertices2, 92
 - offset, 92
 - offset2, 92
 - RenderBatch, 91
 - texture, 92
- RenderEngineQT5, 93
 - ~RenderEngineQT5, 94
 - pause, 94
 - RenderEngineQT5, 94
 - run, 94
 - start, 95
- RenderEngineSDL2, 95
 - ~RenderEngineSDL2, 96
 - pause, 97
 - RenderEngineSDL2, 96
 - run, 97
 - start, 97
- RenderEngineSdl2.hpp
 - Camera2D_ptr, 219
 - GLSLProgram_ptr, 219
 - OFF, 219
 - ON, 219
 - SpriteBatch_ptr, 219
 - STATE, 219
- RenderWorker, 98
 - finished, 99
 - render, 99
 - RenderWorker, 98
- resample
 - RegionResampler, 87
- ResourceManager, 99
 - texture, 99
- resume
 - UpdateWorker, 125
- retrieve_available_plugins
 - Core, 28
- retrieve_linking_event_args
 - PythonInvoker, 66
- RingBuffer
 - RingBuffer< T >, 100
- RingBuffer< T >, 100
 - ~RingBuffer, 100
 - clear, 101
 - empty, 101
 - find, 101
 - get, 101
 - max_size, 101
 - operator &, 102
 - operator<<, 102
 - push_back, 102
 - RingBuffer, 100
 - size, 102
- run
 - IRenderEngine, 42
 - RenderEngineQT5, 94
 - RenderEngineSDL2, 97
 - StoppableTask, 112
- running_changed
 - UpdateWorker, 125
- scale
 - Camera2D, 16
- Scripting, 103
 - ~Scripting, 103
 - import, 103
 - load_class_names, 104
 - load_plugin_source, 104
 - operator<<, 104
 - Scripting, 103
 - si_plugin, 104
- Scripting.cpp
 - operator<<, 169
- Scripting.hpp
 - PyInit_libPySI, 170
- sender_a
 - BidirectionalLink, 13
 - ILink, 39
 - UnidirectionalLink, 122
- sender_b
 - BidirectionalLink, 14
 - ILink, 39
 - UnidirectionalLink, 123
- set_aabb

- Region, 71
- set_abc
 - TessellationPatch, 116
- set_bit
 - RegionMask, 81
- set_color
 - Vertex, 129
- set_draw_mode
 - SpriteBatch, 111
- set_height
 - Window, 131
- set_is_running
 - MainWindow, 57
 - StoppableTask, 113
- set_is_transformed
 - Region, 71
- set_log_file_path
 - Log, 53
- set_name
 - Region, 71
- set_position
 - Camera2D, 16
 - Vertex, 129
- set_scale
 - Camera2D, 16
- set_time_delta
 - Time, 119
- set_uv
 - Vertex, 129
- set_width
 - Window, 131
- SHOW
 - Log, 54
- SHOW_TYPE
 - Log, 51
- SI_BENCHMARK
 - Benchmark.hpp, 181
- si_plugin
 - Scripting, 104
- SIContext
 - Context, 25
- SIGRUN
 - SIOBJECT.hpp, 179
- SIGRun, 105
 - ~SIGRun, 105
 - Core, 29
 - exec, 106
 - quit, 106
 - SIGRun, 105
- SIGRunCollisionManagerTest
 - CollisionManager, 21
- SIGRunCoreTest
 - Core, 29
- SIGRunRegionManagerTest
 - RegionManager, 74
- SIGRunRegionMaskTest
 - RegionMask, 83
- SIGRunRegionResamplerTest
 - RegionResampler, 88
- SIGRunTest
 - Core, 30
- SIOBJECT
 - SIOBJECT.hpp, 180
- SIOBJECT, 107
 - ~SIOBJECT, 108
 - d_meta_type, 109
 - d_origin, 109
 - meta_type, 108
 - origin, 109
 - SIOBJECT, 108
- SIOBJECT.hpp
 - __CLASS_NAME__, 179
 - SIGRUN, 179
 - SIOBJECT, 180
 - SIREN, 180
- SIREN
 - SIOBJECT.hpp, 180
- size
 - RegionMask, 82
 - RingBuffer< T >, 102
- SpriteBatch, 110
 - ~SpriteBatch, 110
 - initialize, 110
 - render, 110
 - set_draw_mode, 111
 - SpriteBatch, 110
- SpriteBatch_ptr
 - RenderEngineSdl2.hpp, 219
- start
 - Core, 29
 - IRenderEngine, 42
 - RenderEngineQT5, 95
 - RenderEngineSDL2, 97
 - UpdateWorker, 126
- STATE
 - RenderEngineSdl2.hpp, 219
- stop
 - Core, 29
 - StoppableTask, 113
 - UpdateWorker, 126
- StoppableTask, 111
 - d_is_running, 113
 - is_stop_requested, 112
 - operator(), 112
 - operator=, 112
 - run, 112
 - set_is_running, 113
 - stop, 113
 - StoppableTask, 112
- SuperEffect, 113
 - on_continuous, 114
 - on_enter, 114
 - on_leave, 114
- SuperEffect.cpp
 - BOOST_PYTHON_MODULE, 138
- swap_buffer

- Window, [131](#)
- tessellate
 - Tessellator, [117](#)
- TESSELLATION_CALLBACK
 - Tessellator.hpp, [198](#)
- TessellationPatch, [114](#)
 - ~TessellationPatch, [115](#)
 - a, [115](#)
 - b, [115](#)
 - c, [116](#)
 - move, [116](#)
 - set_abc, [116](#)
 - TessellationPatch, [115](#)
 - vertices, [116](#)
- Tessellator, [117](#)
 - tessellate, [117](#)
- Tessellator.hpp
 - TESSELLATION_CALLBACK, [198](#)
- TEXTURE
 - Glyph.hpp, [193](#)
- texture
 - Glyph, [35](#)
 - RenderBatch, [92](#)
 - ResourceManager, [99](#)
 - TextureCache, [118](#)
- texture_path
 - Region, [71](#)
 - RegionRepresentation, [86](#)
- TextureCache, [117](#)
 - ~TextureCache, [118](#)
 - texture, [118](#)
 - TextureCache, [118](#)
- Time, [118](#)
 - get_time, [119](#)
 - set_time_delta, [119](#)
 - time_delta, [119](#)
- time
 - Log, [53](#)
- time_delta
 - Time, [119](#)
- tlc
 - Glyph, [35](#)
- transform
 - Glyph, [36](#)
 - Region, [71](#)
 - RegionRepresentation, [86](#)
 - RegionTransform, [90](#)
- trc
 - Glyph, [36](#)
- type
 - BidirectionalLink, [14](#)
 - ILink, [40](#)
 - UnidirectionalLink, [123](#)
- u
 - UV, [127](#)
- UD
 - ILink, [38](#)
- UNDEFINED
 - Log, [52](#)
 - Log.hpp, [163](#)
- UNDEFINED_COLOR
 - Log.hpp, [164](#)
- UNDEFINED_LEVEL
 - Log, [51](#)
- UnidirectionalLink, [120](#)
 - ~UnidirectionalLink, [121](#)
 - add_child, [121](#)
 - attribute_a, [121](#)
 - attribute_b, [122](#)
 - children, [122](#)
 - receiver_a, [122](#)
 - receiver_b, [122](#)
 - sender_a, [122](#)
 - sender_b, [123](#)
 - type, [123](#)
 - UnidirectionalLink, [121](#)
- uniform_location
 - GLSLProgram, [31](#)
- unuse
 - GLSLProgram, [32](#)
- update
 - Camera2D, [16](#)
 - Context, [26](#)
 - RegionManager, [74](#)
 - RegionRepresentation, [84](#)
 - RegionTransform, [90](#)
- updated
 - UpdateWorker, [126](#)
- UpdateWorker, [123](#)
 - ~UpdateWorker, [124](#)
 - finished, [125](#)
 - fps, [125](#)
 - is_running, [125](#)
 - pause, [125](#)
 - resume, [125](#)
 - running_changed, [125](#)
 - start, [126](#)
 - stop, [126](#)
 - updated, [126](#)
 - UpdateWorker, [124](#)
- use
 - GLSLProgram, [32](#)
- UUID, [126](#)
 - uuid, [127](#)
- uuid
 - Region, [72](#)
 - UUID, [127](#)
- UV, [127](#)
 - u, [127](#)
 - v, [127](#)
- uv
 - RegionRepresentation, [87](#)
 - Vertex, [130](#)
- v
 - UV, [127](#)

- Vertex, [128](#)
 - color, [129](#)
 - position, [129](#)
 - set_color, [129](#)
 - set_position, [129](#)
 - set_uv, [129](#)
 - uv, [130](#)
- vertices
 - Glyph, [36](#)
 - TessellationPatch, [116](#)
- WARN
 - Log, [52](#)
 - Log.hpp, [164](#)
- WARN_COLOR
 - Log.hpp, [164](#)
- WARN_LEVEL
 - Log, [51](#)
- WHERE
 - Log, [54](#)
- width
 - Context, [26](#)
 - GLTexture, [33](#)
 - RegionMask, [82](#)
 - Window, [132](#)
- Window, [130](#)
 - ~Window, [130](#)
 - create, [131](#)
 - height, [131](#)
 - set_height, [131](#)
 - set_width, [131](#)
 - swap_buffer, [131](#)
 - width, [132](#)
 - Window, [130](#)
- Window.hpp
 - BORDERLESS, [190](#)
 - FULLSCREEN, [190](#)
 - INVISIBLE, [190](#)
 - WindowFlags, [190](#)
- WindowFlags
 - Window.hpp, [190](#)
- x
 - Position, [59](#)
- y
 - Position, [59](#)