Suratram_mixedRealitySimulator

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Documentation of Suratram MixedRealitySimulator.

Suratram MixedRealitySimulator

Modify the path following parameters

Go in the GameObject>SplineWalker and interactively sets the new behaviour you want.

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2.1 Class Hierarchy

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

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3.1 Class List

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

Chapter 4

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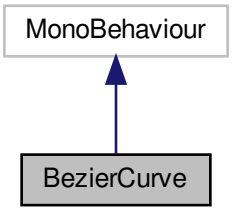
Chapter 5

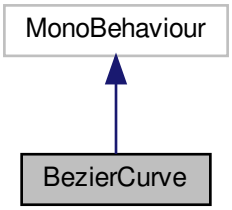
Class Documentation

5.1 BezierCurve Class Reference

Inheritance diagram for BezierCurve:



Collaboration diagram for BezierCurve:



Public Member Functions

- Vector3 GetPoint (float t)
- Vector3 GetVelocity (float t)
- void Reset ()
- Vector3 GetDirection (float t)

Public Attributes

- Vector3 [ ] points

5.1.1 Member Function Documentation

5.1.1.1 GetDirection()

```
Vector3 BezierCurve.GetDirection (
            float t )  [inline]
```

5.1.1.2 GetPoint()

```
Vector3 BezierCurve.GetPoint (
            float t )  [inline]
```

5.1.1.3 GetVelocity()

```
Vector3 BezierCurve.GetVelocity (
            float t )  [inline]
```

5.1.1.4 Reset()

```
void BezierCurve.Reset ( )  [inline]
```

5.1.2 Member Data Documentation

5.1.2.1 points

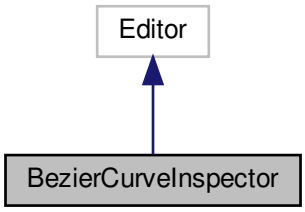
```
Vector3 [] BezierCurve.points
```

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

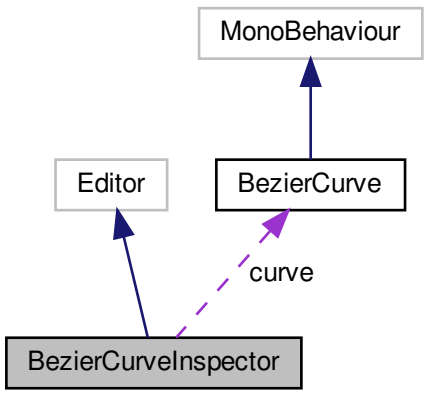
- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/BezierCurve.cs

5.2 BezierCurveInspector Class Reference

Inheritance diagram for BezierCurveInspector:



Collaboration diagram for BezierCurveInspector:



Private Member Functions

- void OnSceneGUI ()
- void ShowDirections ()
- Vector3 ShowPoint (int index)

Private Attributes

- const int lineSteps = 10
- BezierCurve curve
- Transform handleTransform
- Quaternion handleRotation
- const float directionScale = 0.5f

5.2.1 Member Function Documentation

5.2.1.1 OnSceneGUI()

```
void BezierCurveInspector.OnSceneGUI ( )  [inline], [private]
```

5.2.1.2 ShowDirections()

```
void BezierCurveInspector.ShowDirections ( )  [inline], [private]
```

5.2.1.3 ShowPoint()

```
Vector3 BezierCurveInspector.ShowPoint (
            int index )  [inline], [private]
```

5.2.2 Member Data Documentation

5.2.2.1 curve

```
BezierCurve BezierCurveInspector.curve  [private]
```

5.2.2.2 directionScale

```
const float BezierCurveInspector.directionScale = 0.5f  [private]
```

5.2.2.3 handleRotation

```
Quaternion BezierCurveInspector.handleRotation  [private]
```

5.2.2.4 handleTransform

```
Transform BezierCurveInspector.handleTransform  [private]
```

5.2.2.5 lineSteps

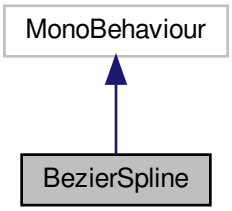
```
const int BezierCurveInspector.lineSteps = 10  [private]
```

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

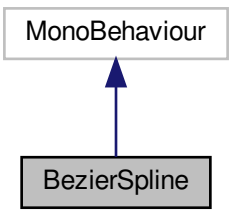
- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/BezierCurveInspector.cs

5.3 BezierSpline Class Reference

Inheritance diagram for BezierSpline:



Collaboration diagram for BezierSpline:



Public Member Functions

- Vector3 GetPoint (float t)
- Vector3 GetVelocity (float t)
- Vector3 GetDirection (float t)
- void AddCurve ()
- void Reset ()
- Vector3 GetControlPoint (int index)
- void SetControlPoint (int index, Vector3 point)
- BezierControlPointMode GetControlPointMode (int index)
- void SetControlPointMode (int index, BezierControlPointMode mode)

Properties

- bool Loop `[get, set]`
- int CurveCount `[get]`
- int ControlPointCount `[get]`

Private Member Functions

- void EnforceMode (int index)

Private Attributes

- Vector3 [ ] points
- BezierControlPointMode [ ] modes
- bool loop

5.3.1 Member Function Documentation

5.3.1.1 AddCurve()

```
void BezierSpline.AddCurve ( )  [inline]
```

5.3.1.2 EnforceMode()

```
void BezierSpline.EnforceMode (
            int index )  [inline], [private]
```

5.3.1.3 GetControlPoint()

```
Vector3 BezierSpline.GetControlPoint (
            int index )  [inline]
```

5.3.1.4 GetControlPointMode()

```
BezierControlPointMode BezierSpline.GetControlPointMode (
            int index )  [inline]
```

5.3.1.5 GetDirection()

```
Vector3 BezierSpline.GetDirection (
            float t )  [inline]
```

5.3.1.6 GetPoint()

```
Vector3 BezierSpline.GetPoint (
            float t )  [inline]
```

5.3.1.7 GetVelocity()

```
Vector3 BezierSpline.GetVelocity (
            float t )  [inline]
```

5.3.1.8 Reset()

```
void BezierSpline.Reset ( )  [inline]
```

5.3.1.9 SetControlPoint()

```
void BezierSpline.SetControlPoint (
            int index,
            Vector3 point )  [inline]
```

5.3.1.10 SetControlPointMode()

```
void BezierSpline.SetControlPointMode (
            int index,
            BezierControlPointMode mode )  [inline]
```

5.3.2 Member Data Documentation

5.3.2.1 loop

```
bool BezierSpline.loop  [private]
```

5.3.2.2 modes

```
BezierControlPointMode [] BezierSpline.modes  [private]
```

5.3.2.3 points

```
Vector3 [] BezierSpline.points  [private]
```

5.3.3 Property Documentation

5.3.3.1 ControlPointCount

```
int BezierSpline.ControlPointCount  [get]
```

5.3.3.2 CurveCount

```
int BezierSpline.CurveCount  [get]
```

5.3.3.3 Loop

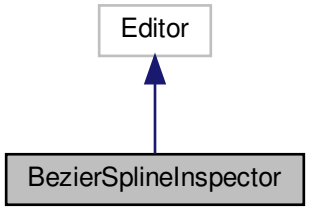
```
bool BezierSpline.Loop  [get], [set]
```

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

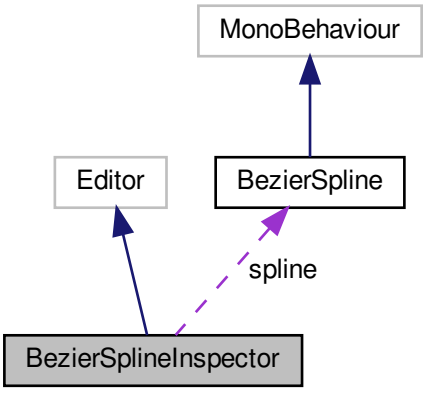
- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/BezierSpline.cs

5.4 BezierSplineInspector Class Reference

Inheritance diagram for BezierSplineInspector:



Collaboration diagram for BezierSplineInspector:



Public Member Functions

- override void OnInspectorGUI ()

Private Member Functions

- void OnSceneGUI ()
- Vector3 ShowPoint (int index)
- void ShowDirections ()
- void DrawSelectedPointInspector ()

Private Attributes

- const int lineSteps = 10
- const float directionScale = 0.5f
- const int stepsPerCurve = 10
- const float handleSize = 0.04f
- const float pickSize = 0.06f
- int selectedIndex = -1
- BezierSpline spline
- Transform handleTransform
- Quaternion handleRotation

Static Private Attributes

- static Color [ ] modeColors

5.4.1 Member Function Documentation

5.4.1.1 DrawSelectedPointInspector()

```
void BezierSplineInspector.DrawSelectedPointInspector ( )  [inline], [private]
```

5.4.1.2 OnInspectorGUI()

```
override void BezierSplineInspector.OnInspectorGUI ( )  [inline]
```

5.4.1.3 OnSceneGUI()

```
void BezierSplineInspector.OnSceneGUI ( )  [inline], [private]
```

5.4.1.4 ShowDirections()

```
void BezierSplineInspector.ShowDirections ( )  [inline], [private]
```

5.4.1.5 ShowPoint()

```
Vector3 BezierSplineInspector.ShowPoint (
            int index )  [inline], [private]
```

5.4.2 Member Data Documentation

5.4.2.1 directionScale

```
const float BezierSplineInspector.directionScale = 0.5f  [private]
```

5.4.2.2 handleRotation

```
Quaternion BezierSplineInspector.handleRotation  [private]
```

5.4.2.3 handleSize

```
const float BezierSplineInspector.handleSize = 0.04f  [private]
```

5.4.2.4 handleTransform

```
Transform BezierSplineInspector.handleTransform  [private]
```

5.4.2.5 lineSteps

```
const int BezierSplineInspector.lineSteps = 10  [private]
```

5.4.2.6 modeColors

```
Color [] BezierSplineInspector.modeColors  [static], [private]
```

Initial value:

```
= {
      Color.white,
      Color.yellow,
      Color.cyan
   }
```

5.4.2.7 pickSize

```
const float BezierSplineInspector.pickSize = 0.06f  [private]
```

5.4.2.8 selectedIndex

```
int BezierSplineInspector.selectedIndex = -1  [private]
```

5.4.2.9 spline

```
BezierSpline BezierSplineInspector.spline  [private]
```

5.4.2.10 stepsPerCurve

```
const int BezierSplineInspector.stepsPerCurve = 10  [private]
```

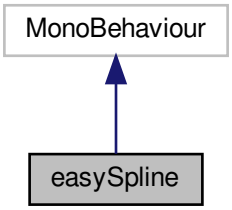
The documentation for this class was generated from the following file:

- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/BezierSplineInspector.cs

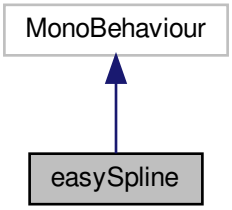
5.5 easySpline Class Reference

Interface to adapt the size of the Spline.

Inheritance diagram for easySpline:



Collaboration diagram for easySpline:



Public Attributes

- float x = 1

  Length in x
- float z = 1

  Length in z
- const float bordersFactorX = 0.9f

  Ratio of x-coordinate borders. Only the bordersFactorX-th will be used.
- const float bordersFactorZ = 0.9f

  Ratio of y-coordinate borders. Only the bordersFactorZ-th will be used.

Private Member Functions

- void Start ()

  Resize the Spline at the start of the simulation.

Private Attributes

- const float lengthSplineX = 5.770f

  X ratio used to resize the Spline at the requested size. Do not modify
- const float lengthSplineZ = 2.44f

  Z ratio used to resize the Spline at the requested size. Do not modify

5.5.1 Detailed Description

Interface to adapt the size of the Spline.

5.5.2 Member Function Documentation

5.5.2.1 Start()

```
void easySpline.Start ( )  [inline], [private]
```

Resize the Spline at the start of the simulation.

5.5.3 Member Data Documentation

5.5.3.1 bordersFactorX

```
const float easySpline.bordersFactorX = 0.9f
```

Ratio of x-coordinate borders. Only the bordersFactorX-th will be used.

5.5.3.2 bordersFactorZ

```
const float easySpline.bordersFactorZ = 0.9f
```

Ratio of y-coordinate borders. Only the bordersFactorZ-th will be used.

5.5.3.3 lengthSplineX

```
const float easySpline.lengthSplineX = 5.770f  [private]
```

X ratio used to resize the Spline at the requested size. Do not modify

5.5.3.4 lengthSplineZ

```
const float easySpline.lengthSplineZ = 2.44f  [private]
```

Z ratio used to resize the Spline at the requested size. Do not modify

5.5.3.5 x

```
float easySpline.x = 1
```

Length in x

5.5.3.6 z

```
float easySpline.z = 1
```

Length in z

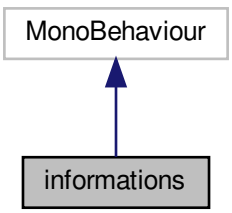
The documentation for this class was generated from the following file:

- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/easySpline.cs

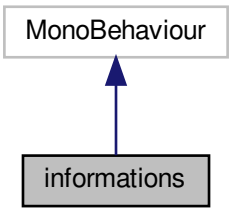
5.6 informations Class Reference

Class that displays some general informations on a Text component.

Inheritance diagram for informations:



Collaboration diagram for informations:



Public Attributes

- float samplingPeriod = 1

  The time needed for a refresh

Private Member Functions

- void Start ()

  Initialization function.
- void FixedUpdate ()

  Updates the Text.
- void updateText (float vb, float ab, float vc, float ac, float interD)

  Displays on the Text the text with parameters.

Private Attributes

- float timeStartSampling

  An intern variable to store the time elapsed since the last refresh.

5.6.1 Detailed Description

Class that displays some general informations on a Text component.

5.6.2 Member Function Documentation

5.6.2.1 FixedUpdate()

```
void informations.FixedUpdate ( )  [inline], [private]
```

Updates the Text.

5.6.2.2 Start()

```
void informations.Start ( )  [inline], [private]
```

Initialization function.

5.6.2.3 updateText()

```
void informations.updateText (
            float vb,
            float ab,
            float vc,
            float ac,
            float interD )  [inline], [private]
```

Displays on the Text the text with parameters.

Parameters

vb	The velocity of the bus.
ab	The acceleration of the bus.
vc	The velocity of the car.
ac	The acceleration of the car.
interD	The inter-distance between the two vehicles.

5.6.3 Member Data Documentation

5.6.3.1 samplingPeriod

```
float informations.samplingPeriod = 1
```

The time needed for a refresh

5.6.3.2 timeStartSampling

```
float informations.timeStartSampling  [private]
```

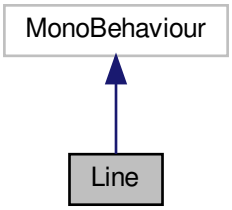
An intern variable to store the time elapsed since the last refresh.

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

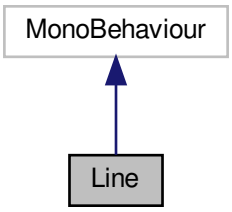
- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/UI/informations.cs

5.7 Line Class Reference

Inheritance diagram for Line:



Collaboration diagram for Line:



Public Attributes

- Vector3 p0

Private Attributes

- Vector3 p1

5.7.1 Member Data Documentation

5.7.1.1 p0

```
Vector3 Line.p0
```

5.7.1.2 p1

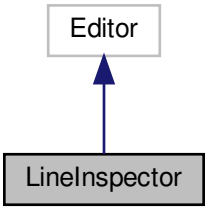
```
Vector3 Line.p1  [private]
```

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

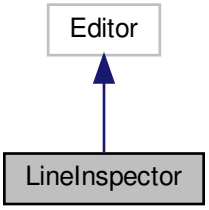
- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Line.cs

5.8 LineInspector Class Reference

Inheritance diagram for LineInspector:



Collaboration diagram for LineInspector:



Private Member Functions

- void OnSceneGUI ()

5.8.1 Member Function Documentation

5.8.1.1 OnSceneGUI()

```
void LineInspector.OnSceneGUI ( )  [inline], [private]
```

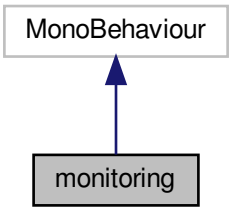
The documentation for this class was generated from the following file:

- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/LineInspector.cs

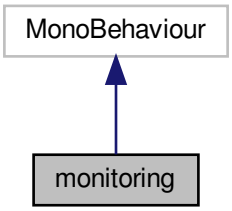
5.9 monitoring Class Reference

This class monitors, by retrieving differents informations in the scene.

Inheritance diagram for monitoring:



Collaboration diagram for monitoring:



Public Attributes

- float samplingPeriod = 1

  The time for every value update

Properties

- static float velocityBus `[get, private set]`

  The velocity of the bus obtained after the data has been filtered.
- static float velocityCar `[get, private set]`

  The velocity of the car obtained after the data has been filtered.
- static float accelerationBus `[get, private set]`

  The acceleration of the bus obtained after the data has been filtered.
- static float accelerationCar `[get, private set]`

  The acceleration of the car obtained after the data has been filtered.
- static float interDistance `[get, private set]`

  The inter-distance obtained after the data has been filtered.

Private Member Functions

- void Start ()

  Initialisation of the class.
- void FixedUpdate ()

  Function that updates every frame the data. And every 'samplingPeriod' it publishs the filtered data in public variables.
- float average (float[ ] arr, int indexSampling)

  Function that computes the average of the `indexSampling`-th elements of a float array.
- Vector3 average (Vector3[ ] arr, int indexSampling)

  Function that computes the average of the `indexSampling`-th elements of a `Vector3` array.
- void arrayShiftRight< T > (T[ ] arr)

  Function that shifts every element of a array to the right.

Private Attributes

- const int nbDataMax = 10000

  The max number of data informations that can be stored.
- float timeStartSampling

  Variable to store the elapsed time since the last data merge.
- int indexSampling

  The current number of data sample that has been gathered but not merged.
- Vector3 [ ] posBus

  The raw data of bus positon. Filled over time.
- Vector3 [ ] posCar

  The raw data of car positon. Filled over time.
- float [ ] velocityBusArr

  The raw data of bus velocity. Filled over time.
- float [ ] velocityCarArr

  The raw data of car velocity. Filled over time.
- float [ ] accelerationBusArr

  The raw data of bus acceleration. Filled over time.
- float [ ] accelerationCarArr

  The raw data of car acceleration. Filled over time.
- float [ ] interDistanceArr

  The raw data of the inter-distance. Filled over time.
- double [ ] arrayDeltaTime

  The raw data of the time elapsed between every sample. Filled over time.

5.9.1 Detailed Description

This class monitors, by retrieving differents informations in the scene.

5.9.2 Member Function Documentation

5.9.2.1 arrayShiftRight< T >()

```
void monitoring.arrayShiftRight< T > (
            T [] arr )  [inline], [private]
```

Function that shifts every element of a array to the right.

Parameters

arr	Source array of elements, type of template `T`

Initialize the `0-th` element with the default `T` value.

5.9.2.2 average() [1/2]

```
float monitoring.average (
            float [] arr,
            int indexSampling )  [inline], [private]
```

Function that computes the average of the `indexSampling`-th elements of a float array.

Parameters

arr	The float array source

Returns

The average value

5.9.2.3 average() [2/2]

```
Vector3 monitoring.average (
            Vector3 [] arr,
            int indexSampling )  [inline], [private]
```

Function that computes the average of the `indexSampling`-th elements of a `Vector3` array.

Parameters

arr	The Vector3 array source

Returns

The average value, stored in a `Vector3`

5.9.2.4 FixedUpdate()

```
void monitoring.FixedUpdate ( )  [inline], [private]
```

Function that updates every frame the data. And every 'samplingPeriod' it publishs the filtered data in public variables.

5.9.2.5 Start()

```
void monitoring.Start ( )  [inline], [private]
```

Initialisation of the class.

5.9.3 Member Data Documentation

5.9.3.1 accelerationBusArr

```
float [] monitoring.accelerationBusArr  [private]
```

The raw data of bus acceleration. Filled over time.

5.9.3.2 accelerationCarArr

```
float [] monitoring.accelerationCarArr  [private]
```

The raw data of car acceleration. Filled over time.

5.9.3.3 arrayDeltaTime

```
double [] monitoring.arrayDeltaTime  [private]
```

The raw data of the time elapsed between every sample. Filled over time.

5.9.3.4 indexSampling

```
int monitoring.indexSampling  [private]
```

The current number of data sample that has been gathered but not merged.

5.9.3.5 interDistanceArr

```
float [] monitoring.interDistanceArr  [private]
```

The raw data of the inter-distance. Filled over time.

5.9.3.6 nbDataMax

```
const int monitoring.nbDataMax = 10000  [private]
```

The max number of data informations that can be stored.

5.9.3.7 posBus

```
Vector3 [] monitoring.posBus  [private]
```

The raw data of bus positon. Filled over time.

5.9.3.8 posCar

```
Vector3 [] monitoring.posCar  [private]
```

The raw data of car positon. Filled over time.

5.9.3.9 samplingPeriod

```
float monitoring.samplingPeriod = 1
```

The time for every value update

5.9.3.10 timeStartSampling

```
float monitoring.timeStartSampling  [private]
```

Variable to store the elapsed time since the last data merge.

5.9.3.11 velocityBusArr

```
float [] monitoring.velocityBusArr  [private]
```

The raw data of bus velocity. Filled over time.

5.9.3.12 velocityCarArr

```
float [] monitoring.velocityCarArr  [private]
```

The raw data of car velocity. Filled over time.

5.9.4 Property Documentation

5.9.4.1 accelerationBus

```
float monitoring.accelerationBus  [static], [get], [private set]
```

The acceleration of the bus obtained after the data has been filtered.

5.9.4.2 accelerationCar

```
float monitoring.accelerationCar  [static], [get], [private set]
```

The acceleration of the car obtained after the data has been filtered.

5.9.4.3 interDistance

```
float monitoring.interDistance  [static], [get], [private set]
```

The inter-distance obtained after the data has been filtered.

5.9.4.4 velocityBus

```
float monitoring.velocityBus  [static], [get], [private set]
```

The velocity of the bus obtained after the data has been filtered.

5.9.4.5 velocityCar

```
float monitoring.velocityCar  [static], [get], [private set]
```

The velocity of the car obtained after the data has been filtered.

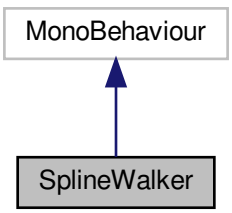
The documentation for this class was generated from the following file:

- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/monitoring.cs

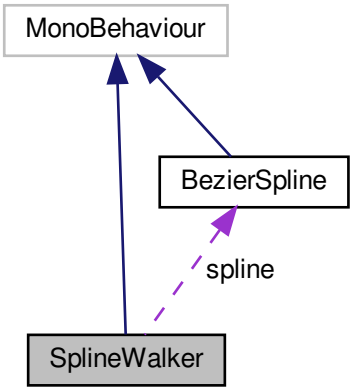
5.10 SplineWalker Class Reference

Class that handles the movements a Vehicle on a Spline.

Inheritance diagram for SplineWalker:



Collaboration diagram for SplineWalker:



Public Attributes

- BezierSpline spline

  The Spline to follow
- bool isFollowing = false

  Is the GameObject following another one.
- bool isDriving

  Is the GameObject using a realistic method to move.
- float velocity

  Speed of the GameObject when controls are not handled by the driving car controller.
- GameObject followsGameObject

  If isFollowing is enabled, this is the GameObject to follow.
- float distanceFollowing = 15f

  The wanted interdistance between the two GameObject. Only needed for the follower.

Properties

- float progress `[get, private set]`

  The progress of the GameObject over the Spline. Range from 0 to 1 in float.

Private Member Functions

- void Start ()

  Initialization of the class
- void FixedUpdate ()

  Updates the path every frame.
- float findNearestPointInSpline ()

  Find the nearest progress point from the leader GameObject in the spline.
- void lookForward (float lookingDistance)

  Force the GameObject to look forward the Spline.

Private Attributes

- CarController m_Car

  The realistic controller.
- const float sampling = 100

  Discretisation of intervals.

5.10.1 Detailed Description

Class that handles the movements a Vehicle on a Spline.

https://catlikecoding.com/unity/tutorials/curves-and-splines/

5.10.2 Member Function Documentation

5.10.2.1 findNearestPointInSpline()

```
float SplineWalker.findNearestPointInSpline ( )  [inline], [private]
```

Find the nearest progress point from the leader GameObject in the spline.

Returns

The value of progress.

5.10.2.2 FixedUpdate()

```
void SplineWalker.FixedUpdate ( )  [inline], [private]
```

Updates the path every frame.

5.10.2.3 lookForward()

```
void SplineWalker.lookForward (
            float lookingDistance )  [inline], [private]
```

Force the GameObject to look forward the Spline.

Parameters

lookingDistance	The distance the GameObject will look next on the spline. Can't be higher than the two extremities distance.

Returns

The value of progress.

5.10.2.4 Start()

```
void SplineWalker.Start ( )  [inline], [private]
```

Initialization of the class

5.10.3 Member Data Documentation

5.10.3.1 distanceFollowing

```
float SplineWalker.distanceFollowing = 15f
```

The wanted interdistance between the two GameObject. Only needed for the follower.

5.10.3.2 followsGameObject

```
GameObject SplineWalker.followsGameObject
```

If isFollowing is enabled, this is the GameObject to follow.

5.10.3.3 isDriving

```
bool SplineWalker.isDriving
```

Is the GameObject using a realistic method to move.

5.10.3.4 isFollowing

```
bool SplineWalker.isFollowing = false
```

Is the GameObject following another one.

5.10.3.5 m_Car

```
CarController SplineWalker.m_Car  [private]
```

The realistic controller.

5.10.3.6 sampling

```
const float SplineWalker.sampling = 100  [private]
```

Discretisation of intervals.

5.10.3.7 spline

```
BezierSpline SplineWalker.spline
```

The Spline to follow

5.10.3.8 velocity

```
float SplineWalker.velocity
```

Speed of the GameObject when controls are not handled by the driving car controller.

5.10.4 Property Documentation

5.10.4.1 progress

```
float SplineWalker.progress  [get], [private set]
```

The progress of the GameObject over the Spline. Range from 0 to 1 in float.

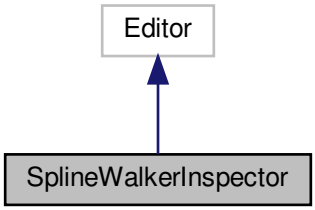
The documentation for this class was generated from the following file:

- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/SplineWalker.cs

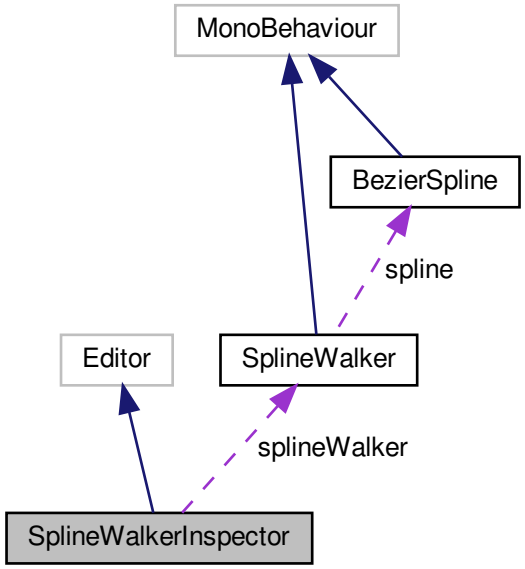
5.11 SplineWalkerInspector Class Reference

Class that format the SplineWalker settings to a more user-friendly one.

Inheritance diagram for SplineWalkerInspector:



Collaboration diagram for SplineWalkerInspector:



Public Member Functions

- override void OnInspectorGUI ()

  Updates the GUI

Private Attributes

- SplineWalker splineWalker

  The SplineWalker that will be modified with the GUI.

5.11.1 Detailed Description

Class that format the SplineWalker settings to a more user-friendly one.

5.11.2 Member Function Documentation

5.11.2.1 OnInspectorGUI()

```
override void SplineWalkerInspector.OnInspectorGUI ( )  [inline]
```

Updates the GUI

5.11.3 Member Data Documentation

5.11.3.1 splineWalker

```
SplineWalker SplineWalkerInspector.splineWalker  [private]
```

The SplineWalker that will be modified with the GUI.

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

- /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/SplineWalkerInspector.cs

Chapter 6

File Documentation

6.1 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/↩ Bezier/Bezier.cs File Reference

Classes

- class **Bezier**

6.2 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/↩ Bezier/BezierControlPointMode.cs File Reference

Enumerations

- enum BezierControlPointMode { BezierControlPointMode.Free, BezierControlPointMode.Aligned, Bezier↩ ControlPointMode.Mirrored }

6.2.1 Enumeration Type Documentation

6.2.1.1 BezierControlPointMode

```
enum BezierControlPointMode  [strong]
```

Enumerator

Free	
Aligned	
Mirrored	

6.3 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/BezierCurve.cs File Reference

Classes

- class BezierCurve

6.4 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/BezierSpline.cs File Reference

Classes

- class BezierSpline

6.5 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/easySpline.cs File Reference

Classes

- class easySpline

  Interface to adapt the size of the Spline.

6.6 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/BezierCurveInspector.cs File Reference

Classes

- class BezierCurveInspector

6.7 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/BezierSplineInspector.cs File Reference

Classes

- class BezierSplineInspector

6.8 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/LineInspector.cs File Reference

Classes

- class LineInspector

6.9 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Editor/SplineWalkerInspector.cs File Reference

Classes

- class SplineWalkerInspector

  Class that format the SplineWalker settings to a more user-friendly one.

6.10 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/Line.cs File Reference

Classes

- class Line

6.11 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/Bezier/SplineWalker.cs File Reference

Classes

- class SplineWalker

  Class that handles the movements a Vehicle on a Spline.

6.12 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/monitoring.cs File Reference

Classes

- class monitoring

  This class monitors, by retrieving differents informations in the scene.

6.13 /root/Documents/Unity_ST40/Suratram_mixedRealitySimulator/Assets/Scripts/UI/informations.cs File Reference

Classes

- class informations

  Class that displays some general informations on a Text component.

6.14 mainpage.doc File Reference

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