

core::scalar

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template <class T, class Allocator = allocator<T> > class scalar;
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Member types

member type	definition	notes
value_type	The first template parameter (T)	
allocator_type	The second template parameter (Allocator)	defaults to: allocator<T>
reference	value_type&	
const_reference	const value_type&	
pointer	value_type*	
const_pointer	const value_type*	
size_type	an unsigned integral type that can represent any non-negative value of difference_type	usually the same as size_t
difference_type	a signed integral type	usually the same as ptrdiff_t

Member functions

(constructor)	Construct scalar (public member function)
(destructor)	Scalar destructor (public member function)
operator=	Assign content (public member function)

Capacity:

empty	Test whether container is empty (public member function)
size	Return size (public member function)
max_size	Return maximum size (public member function)

Element access:

<code>operator[]</code>	Access element (public member function)
<code>at</code>	Access element (public member function)
<code>data</code>	Access data (public member function)

Modifiers:

<code>assign</code>	Assign a new scalar (public member function)
<code>create</code>	Create a scalar copying the data (public member function)
<code>fill</code>	Fill scalar with specified value (public member function)
<code>linear_fill</code>	Fill scalar with linear gradient values (public member function)
<code>generate</code>	Generate values for scalar with function (public member function)
<code>remap</code>	Map source data to a scalar (public member function)
<code>swap</code>	Swap content (public member function)
<code>clear</code>	Clear content (public member function)

Operations:

<code>operator+=</code>	Add a value or scalar (public member function)
<code>operator-=</code>	Subtract a value or scalar (public member function)
<code>operator*=</code>	Multiply a value or scalar (public member function)
<code>operator/=</code>	Divided by a value or scalar (public member function)
<code>operator&=</code>	And a value or scalar (public member function)
<code>operator^=</code>	Xor a value or scalar (public member function)
<code>operator =</code>	Or a value or scalar (public member function)

Observers:

<code>get_allocator</code>	Get allocator (public member function)
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Non-member function overloads:

<code>operator+</code>	Scalar addition (public member function)
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operator-	Scalar subtraction (public member function)
operator*	Scalar multiplication (public member function)
operator/	Scalar division (public member function)
operator&	Scalar and (public member function)
operator^	Scalar xor (public member function)
operator	Scalar or (public member function)
operator<	Scalar less than (public member function)
operator>	Scalar greater than (public member function)
operator<=	Scalar less than or equal to (public member function)
operator>=	Scalar greater than or equal to (public member function)
operator==	Scalar equal to (public member function)
operator!=	Scalar not equal to (public member function)