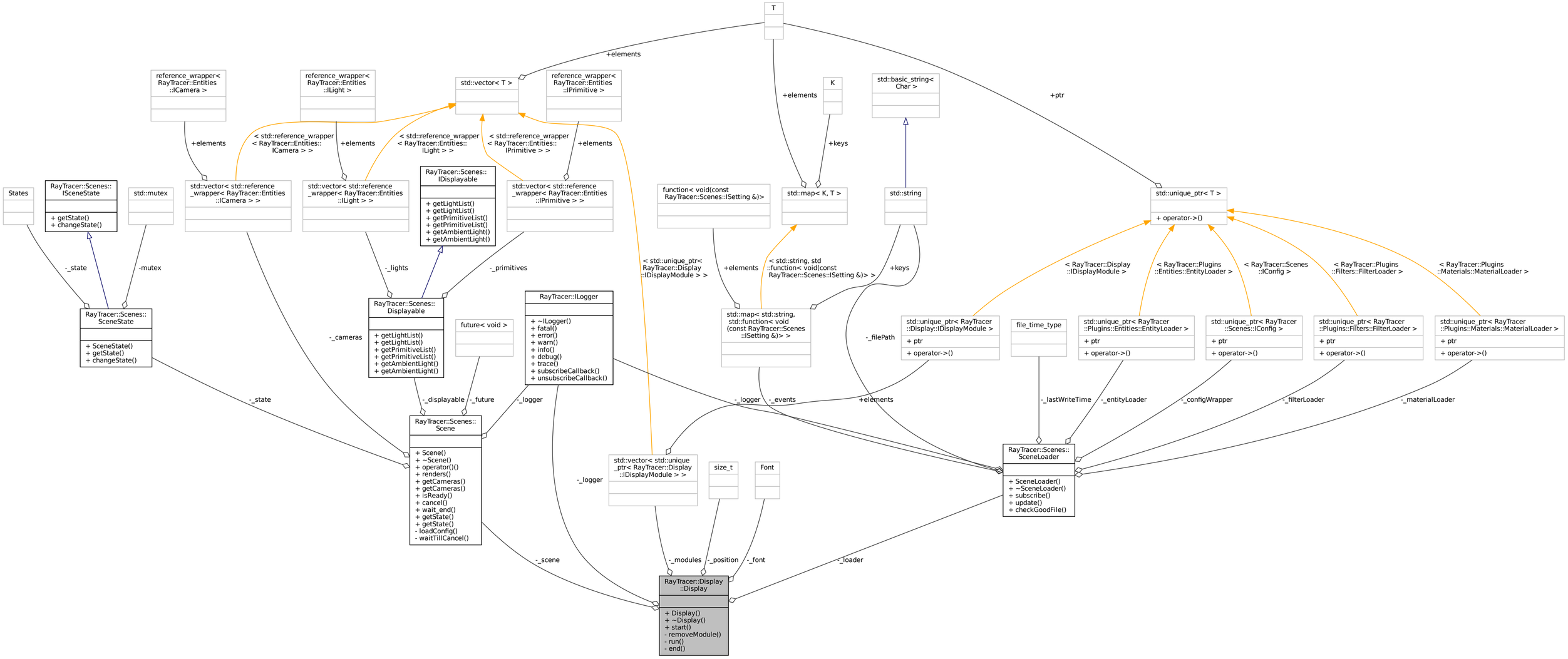
T
+elements
+ptr
std::vector< T >
reference_wrapper< RayTracer::Entities ::ICamera >
reference_wrapper< RayTracer::Entities ::ILight >
reference_wrapper< RayTracer::Entities ::IPrimitive >
K
std::basic_string< Char >
+keys
States
RayTracer::Scenes:: ISceneState
+ getState()
+ changeState()
std::mutex
std::vector< std::reference _wrapper< RayTracer::Entities ::ICamera > >
std::vector< std::reference _wrapper< RayTracer::Entities ::ILight > >
RayTracer::Scenes:: IDisplayable
+ getLightList()
+ getLightList()
+ getPrimitiveList()
+ getPrimitiveList()
+ getAmbientLight()
+ getAmbientLight()
std::vector< std::reference _wrapper< RayTracer::Entities ::IPrimitive > >
function< void(const RayTracer::Scenes::ISetting &)>
std::map< K, T >
std::string
std::unique_ptr< T >
+ operator->()
-_state
-mutex
-_lights
-_primitives
RayTracer::Scenes:: SceneState
+ SceneState()
+ getState()
+ changeState()
RayTracer::Scenes:: Displayable
+ getLightList()
+ getLightList()
+ getPrimitiveList()
+ getPrimitiveList()
+ getAmbientLight()
+ getAmbientLight()
-_cameras
future< void >
RayTracer::ILogger
+ ~ILogger()
+ fatal()
+ error()
+ warn()
+ info()
+ debug()
+ trace()
+ subscribeCallback()
+ unsubscribeCallback()
std::map< std::string, std::function< void (const RayTracer::Scenes ::ISetting &)> >
-_filePath
std::unique_ptr< RayTracer ::Display::IDisplayModule >
+ ptr
+ operator->()
file_time_type
std::unique_ptr< RayTracer ::Plugins::Entities::EntityLoader >
+ ptr
+ operator->()
std::unique_ptr< RayTracer ::Scenes::IConfig >
+ ptr
+ operator->()
std::unique_ptr< RayTracer ::Plugins::Filters::FilterLoader >
+ ptr
+ operator->()
std::unique_ptr< RayTracer ::Plugins::Materials::MaterialLoader >
+ ptr
+ operator->()
-_displayable
-_future
-_logger
-_events
-_lastWriteTime
-_entityLoader
-_configWrapper
-_filterLoader
-_materialLoader
RayTracer::Scenes:: Scene
+ Scene()
+ ~Scene()
+ operator()()
+ renders()
+ getCameras()
+ getCameras()
+ isReady()
+ cancel()
+ wait_end()
+ getState()
+ getState()
- loadConfig()
- waitTillCancel()
std::vector< std::unique _ptr< RayTracer::Display ::IDisplayModule > >
size_t
Font
RayTracer::Scenes:: SceneLoader
+ SceneLoader()
+ ~SceneLoader()
+ subscribe()
+ update()
+ checkGoodFile()
-_scene
-_modules
-_position
-_font
-_loader
RayTracer::Display ::Display
+ Display()
+ ~Display()
+ start()
- removeModule()
- run()
- end()