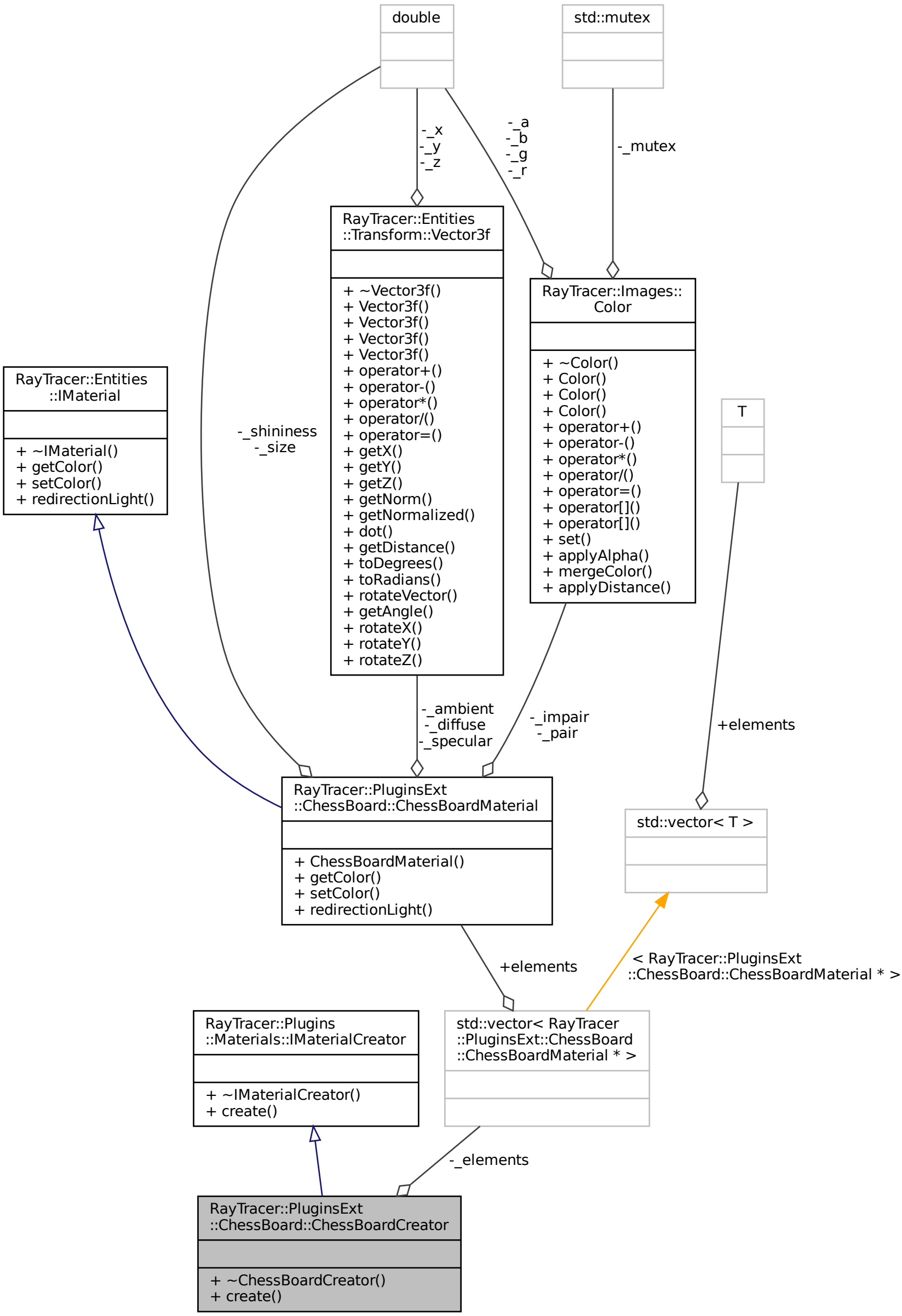
double
std::mutex
-_x
-_y
-_z
-_a
-_b
-_g
-_r
-_mutex
RayTracer::Entities
::Transform::Vector3f
+ ~Vector3f()
+ Vector3f()
+ Vector3f()
+ Vector3f()
+ Vector3f()
+ operator+()
+ operator-()
+ operator*()
+ operator/()
+ operator=()
+ getX()
+ getY()
+ getZ()
+ getNorm()
+ getNormalized()
+ dot()
+ getDistance()
+ toDegrees()
+ toRadians()
+ rotateVector()
+ getAngle()
+ rotateX()
+ rotateY()
+ rotateZ()
RayTracer::Images::
Color
+ ~Color()
+ Color()
+ Color()
+ Color()
+ operator+()
+ operator-()
+ operator*()
+ operator/()
+ operator=()
+ operator[]()
+ operator[]()
+ set()
+ applyAlpha()
+ mergeColor()
+ applyDistance()
RayTracer::Entities
::IMaterial
+ ~IMaterial()
+ getColor()
+ setColor()
+ redirectionLight()
-_shininess
-_size
T
-_ambient
-_diffuse
-_specular
-_impair
-_pair
+elements
RayTracer::PluginsExt
::ChessBoard::ChessBoardMaterial
+ ChessBoardMaterial()
+ getColor()
+ setColor()
+ redirectionLight()
std::vector< T >
+elements
< RayTracer::PluginsExt
::ChessBoard::ChessBoardMaterial * >
RayTracer::Plugins
::Materials::IMaterialCreator
+ ~IMaterialCreator()
+ create()
std::vector< RayTracer
::PluginsExt::ChessBoard
::ChessBoardMaterial * >
-_elements
RayTracer::PluginsExt
::ChessBoard::ChessBoardCreator
+ ~ChessBoardCreator()
+ create()