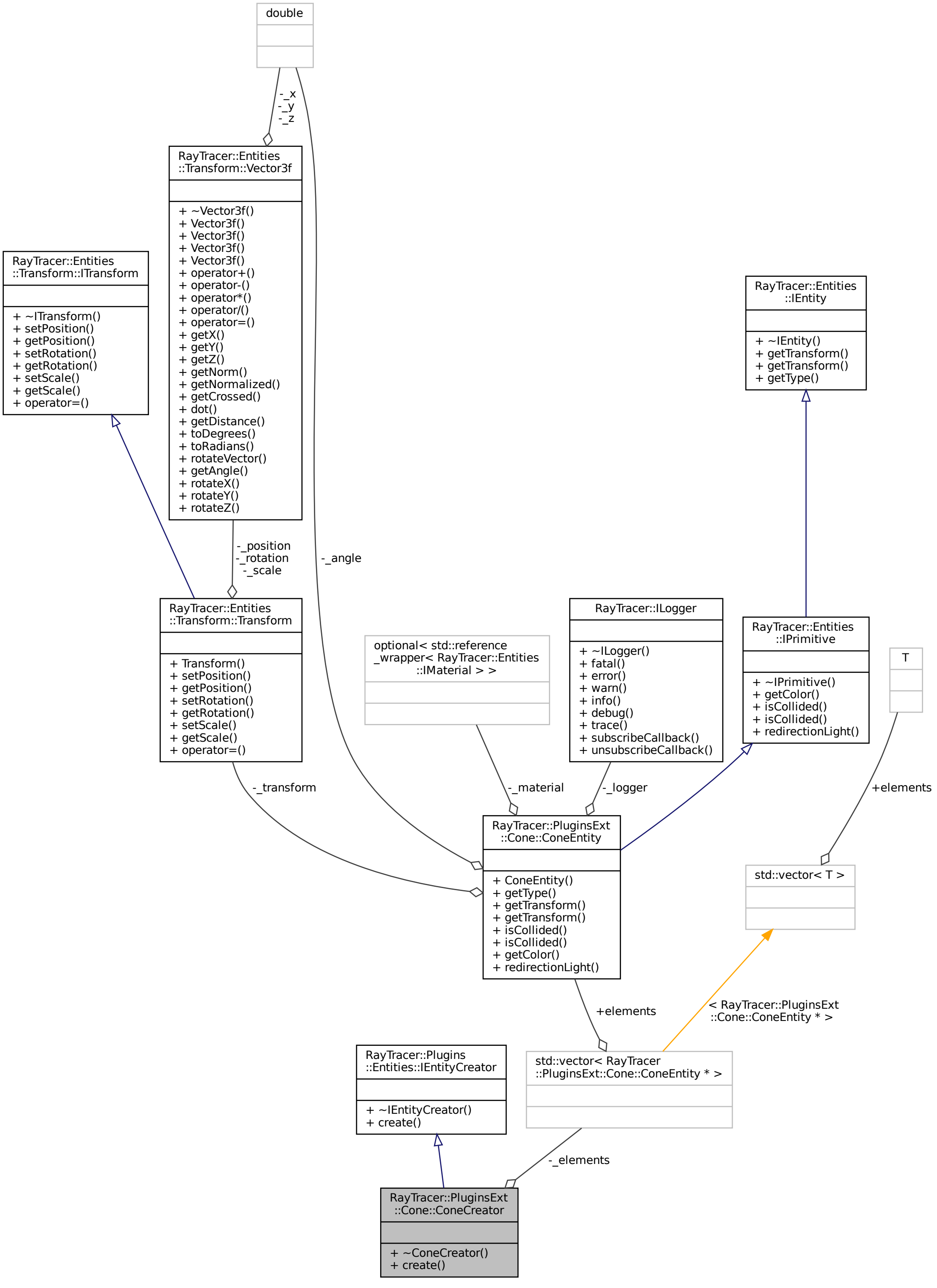
double
-_x
-_y
-_z
RayTracer::Entities
::Transform::Vector3f
+ ~Vector3f()
+ Vector3f()
+ Vector3f()
+ Vector3f()
+ Vector3f()
+ operator+()
+ operator-()
+ operator*()
+ operator/()
+ operator=()
+ getX()
+ getY()
+ getZ()
+ getNorm()
+ getNormalized()
+ getCrossed()
+ dot()
+ getDistance()
+ toDegrees()
+ toRadians()
+ rotateVector()
+ getAngle()
+ rotateX()
+ rotateY()
+ rotateZ()
RayTracer::Entities
::Transform::ITransform
+ ~ITransform()
+ setPosition()
+ getPosition()
+ setRotation()
+ getRotation()
+ setScale()
+ getScale()
+ operator=()
-_position
-_rotation
-_scale
-_angle
RayTracer::Entities
::Transform::Transform
+ Transform()
+ setPosition()
+ getPosition()
+ setRotation()
+ getRotation()
+ setScale()
+ getScale()
+ operator=()
RayTracer::Entities
::IEntity
+ ~IEntity()
+ getTransform()
+ getTransform()
+ getType()
RayTracer::Entities
::IPrimitive
+ ~IPrimitive()
+ getColor()
+ isCollided()
+ isCollided()
+ redirectionLight()
RayTracer::ILogger
+ ~ILogger()
+ fatal()
+ error()
+ warn()
+ info()
+ debug()
+ trace()
+ subscribeCallback()
+ unsubscribeCallback()
optional< std::reference
_wrapper< RayTracer::Entities
::IMaterial > >
T
-_transform
-_material
-_logger
+elements
RayTracer::PluginsExt
::Cone::ConeEntity
+ ConeEntity()
+ getType()
+ getTransform()
+ getTransform()
+ isCollided()
+ isCollided()
+ getColor()
+ redirectionLight()
std::vector< T >
+elements
< RayTracer::PluginsExt
::Cone::ConeEntity * >
RayTracer::Plugins
::Entities::IEntityCreator
+ ~IEntityCreator()
+ create()
std::vector< RayTracer
::PluginsExt::Cone::ConeEntity * >
-_elements
RayTracer::PluginsExt
::Cone::ConeCreator
+ ~ConeCreator()
+ create()