SoundfieldViewer::InfoProvider

+ InfoProvider()
+ ~InfoProvider()
+ getInfo()

SoundfieldViewer::FieldViewerBase

_info
_textures
z
texname
_fragmentShader
_vertexShader
currenttexture
alphablendfunction
alphablendmode
alphatest
and 10 more...
ntextures
- _oldnSlizes

+ FieldViewerBase()
+ ~FieldViewerBase()
+ key()
+ timer()
+ getInfo()
+ setIsVisible()
# draw_impl()
# newTexture()
# initProperties()
# addQuadslice()
# switchAlpha()
# blend()
# toggleUseRayTracer()
# drawBorder()
# initSSBO()
# fillSSBO()

SoundfieldViewer::Matlab FieldViewer

- lighton
- _left
- _up
- _shader
- _bInitalLoad
- _bCutMode
- _timeMs
- _waveLength
- _radiusScale
- _loadingbulksize
- _bufferpointer
- _matlabfilesCount

+ MatlabFieldViewer()
+ ~MatlabFieldViewer()
+ update()
+ key()
+ mouse()
+ specialkey()
+ timer()
# draw_impl()
# initProperties()
- readMatlabfileBySlice()
- updateTexture()
- initTask()

SoundfieldViewer::Matlab FieldViewerSimple

- abstand
- lighton
- _left
- _up
- _shader
- _bInitalLoad
- _bCutMode
- _timeMs
- _waveLength
- _boost
and 12 more...

+ MatlabFieldViewerSimple()
+ ~MatlabFieldViewerSimple()
+ update()
+ key()
+ mouse()
+ specialkey()
+ timer()
# draw_impl()
- readMatlabfile()
- readMatlabfileBySlice()
- updateTexture()
- initTask()

SoundfieldViewer::Shader SoundfieldViewerGreen

- _left
- _up
- _back
- _computeShader
- _radiusScale
- _bufferpointer
- _bufferspeed
- _sampleRate
- _speedOfSound
- _nonlinearSlicePower
- _cmdManager

+ ShaderSoundfieldViewerGreen()
+ ~ShaderSoundfieldViewerGreen()
+ update()
+ key()
+ mouse()
+ specialkey()
+ timer()
# draw_impl()
# initProperties()
- loadColorMap()
- loadSourcesFromCSV()