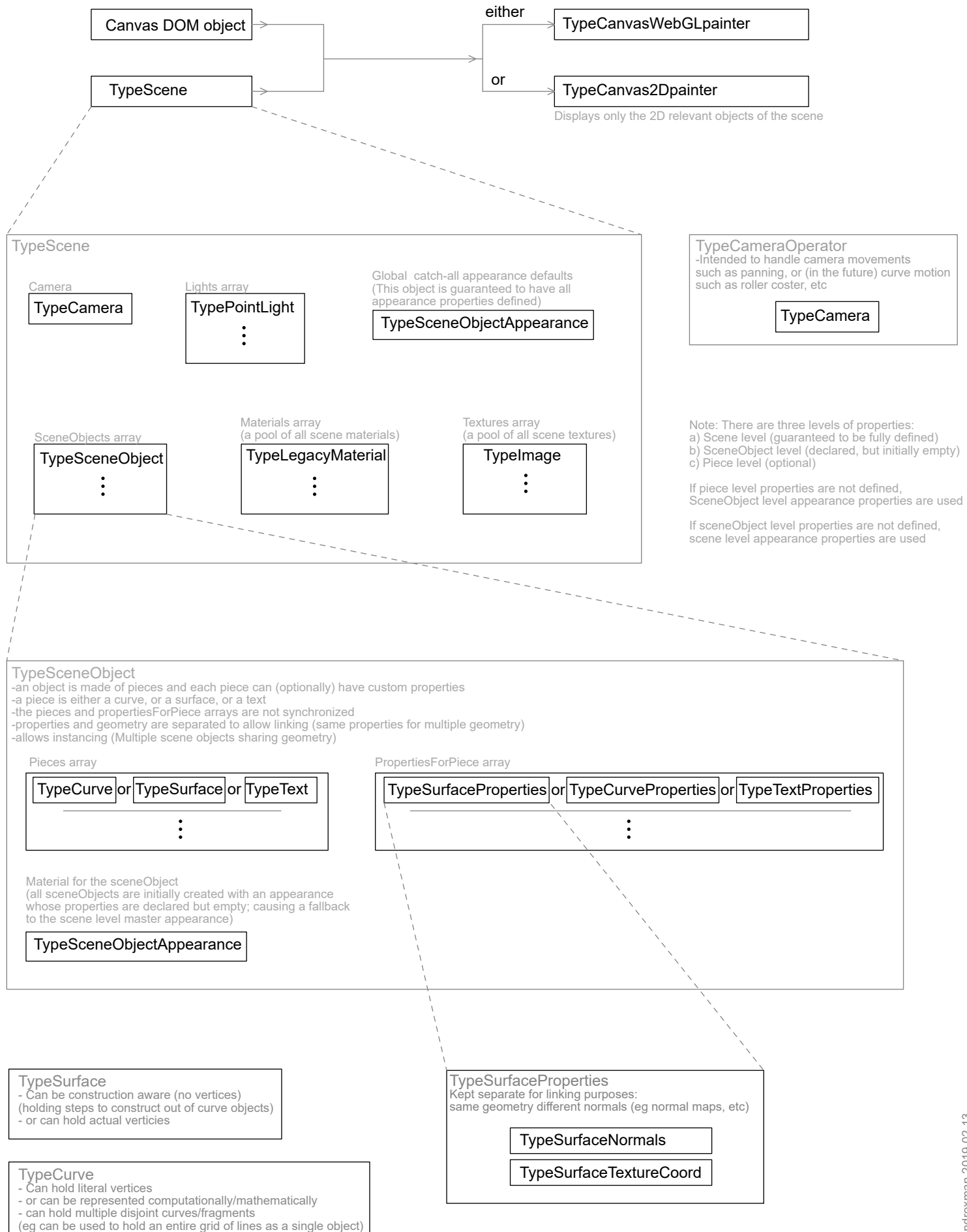


CONCEPTUAL OUTLINE OF THE FRAMEWORK



THIS FRAMEWORK (CURRENTLY) DEFINES THE FOLLOWING OBJECTS

BasicLib.js

GLOBAL FUNCTIONS

IsArray (thisThing)
IsString (thisThing)
GetCSScolor (ColorArr)
XOR (a,b)
ArrCompare(arr1,arr2)
Say (userSays,elementID)
ClipValue (x,max,min)
PaddedNumber (num,totalDigits,padding)
GetPathComponent (customPath)

OBJECT DEFINITIONS

TypeSlider (trvLength,T,asSpring)
TypeOscillator (periodOrAny,repeat,waveShift,startAtTime)
TypeColor (userX,userG,userB,userA,clipTo,scaleTo)
TypeKinematics(x,y,z)
TypeXYZw (X,Y,Z,W)
TypeBoundingBox ()
TypeCentroid ()
TypePlane (p1,p2,p3)
TypeTmatrix (incomingData)
TypeCamera()
TypeCameraOperator (camera)
TypeText(str)
TypeCurve()
TypeSurface()
TypeSurfaceNormals(targetSrf)
TypeSurfaceTextureCoord(targetSrf)
TypeLegacyMaterial(syncAlpha)
TypeSceneObjectAppearance (isMasterLevel)
TypeSurfaceProperties (targetSrf, normalsRef, textureUVsRef)
TypeCurveProperties (targetCrv,crvColor, crvThickness, crvDashPattern)
TypeTextProperties (targetTxt,fmt,sze,alU,alV,clr,outline,outlnProp)
TypePointLight()
TypeSceneObject(fromParent)
TypeScene()
TypeFile (sourceFilePath)
TypeImage (sourceFilePath)
TypeOBJFileLoader (sourceFilePath)

Algorithms.js

OBJECT DEFINITIONS

TypeNode (newData)
TypeEdge (n1,n2,w)
TypeLinkedList (sourceList,idx1,idx2,deleteFromSource)
TypeDelaunayTriangulation (sourceBoundary)
TypeHashGrid (subD, maxP, minP)
TypePriorityQueue (isMax, compareFunction)
TypeMazeGenerator (dim)
TypeRedBlackTree (compareFunction)

CanvasObjects.js

Note: Grey items in this list are stand-alone (do not interact with the framework)

GLOBAL FUNCTIONS

InitCanvas(CanvasHandleStr)

OBJECT DEFINITIONS

TypeProgressBar (fromPoint, toPoint, width, barColor, backColor, outThickness, outColor)
TypeCanvasText (thisText,txtSize,txtFont,atX,atY,txtColor,txtAlign,txtBase,useBack,backColor,padding)
TypeTextLabel (thisText,txtSize,txtFont,pos,txtColor,txtHorAlign,txtVerAlign,backColor,padding,isRounded)
TypeCanvasWebGLpainter (scene,canvasIdString,vertexShaderPath,fragmentShaderPath)
TypeCanvas2Dpainter (scene,canvasIdString,clearColor)