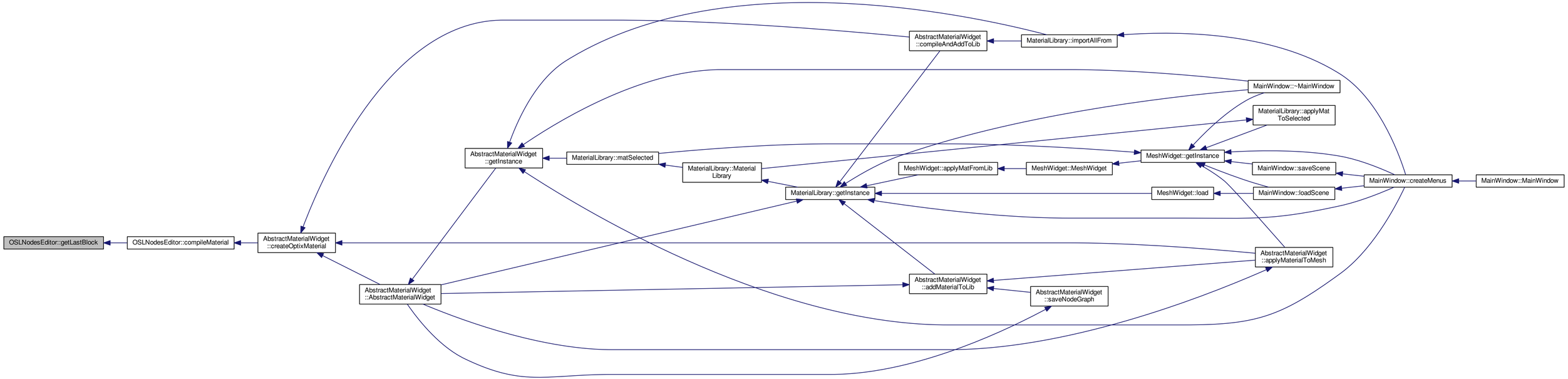
OSLNodesEditor::getLastBlock
OSLNodesEditor::compileMaterial
AbstractMaterialWidget ::createOptixMaterial
AbstractMaterialWidget ::AbstractMaterialWidget
AbstractMaterialWidget ::getInstance
MaterialLibrary::matSelected
MaterialLibrary::Material Library
AbstractMaterialWidget ::compileAndAddToLib
MaterialLibrary::importAllFrom
MaterialLibrary::getInstance
MeshWidget::applyMatFromLib
MeshWidget::MeshWidget
MeshWidget::getInstance
MeshWidget::load
MainWindow::~MainWindow
MaterialLibrary::applyMat ToSelected
MainWindow::saveScene
MainWindow::loadScene
MainWindow::createMenus
MainWindow::MainWindow
AbstractMaterialWidget ::applyMaterialToMesh
AbstractMaterialWidget ::addMaterialToLib
AbstractMaterialWidget ::saveNodeGraph