

3D Viewer

Generated by Doxygen 1.9.8

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Chapter 1

s21_3DViewer

This program for viewing 3D wireframe models (3D Viewer) in the C programming language. The models themselves must be loaded from .obj files and be viewable on screen with the ability to rotate, scale and translate. A wireframe model is a model of an object in 3D graphics, which is a set of vertices and edges that defines the shape of the displayed polyhedral object in three-dimensional space.

The program provides the ability to:

- Load a wireframe model from an obj file (vertices and surfaces list support only);
- Translate the model by a given distance in relation to the X, Y, Z axes;
- Rotate the model by a given angle relative to its X, Y, Z axes;
- Scale the model by a given value;

The program allows customizing the type of projection (parallel and central);

The program allows setting up the type (solid, dashed), color and thickness of the edges, display method (none, circle, square), color and size of the vertices;

The program allows choosing the background color;

Settings can be saved between program restarts.

The program allows saving the captured (rendered) images as bmp and jpeg files;

The program allows recording small screencasts by a special button - the current custom affine transformation of the loaded object into gif-animation.

The graphical user interface contains:

- A button to select the model file and a field to output its name;
- A visualisation area for the wireframe model;
- Buttons and input fields for translating the model;
- Buttons and input fields for rotating the model;
- Buttons and input fields for scaling the model;
- Information about the uploaded model - file name, number of vertices and edges;

Use standard set of Makefile targets: all, install, uninstall, clean, dvi, dist, tests, gcov.

Don't forget to specify your own qmake and installation path in Makefile.

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Data	A structure representing the data to be displayed	7
facets	A structure representing the edges of the model	8
matrix_struct	A structure representing the matrix	9

Chapter 3

File Index

3.1 File List

Here is a list of all documented files with brief descriptions:

src/parser/ parser.c	
File to process the file and get vertices and polygons	11
src/parser/ parser.h	
Header file for file processing	13
src/parser/ parser_aux.c	
Auxiliary file for file processing	22
src/transform/ transform.c	
Affine operations implementation file	27
src/transform/ transform.h	
Header file of affine operations	31

Chapter 4

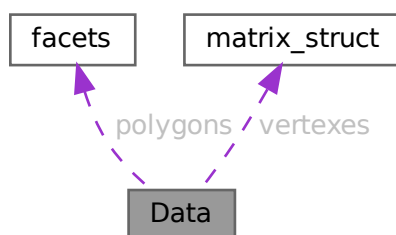
Class Documentation

4.1 Data Struct Reference

A structure representing the data to be displayed.

```
#include <parser.h>
```

Collaboration diagram for Data:



Public Attributes

- unsigned int [vertex_count](#)
- unsigned int [facets_count](#)
- [polygon_t](#) * [polygons](#)
- [matrix_t](#) [vertexes](#)
- double [scale](#) [6]
- int [gif_start](#)

4.1.1 Detailed Description

A structure representing the data to be displayed.

This structure contains information about the number of vertices and faces, an array of faces, a matrix of vertices, scaling and start flag for GIF animation.

4.1.2 Member Data Documentation

4.1.2.1 facets_count

```
unsigned int Data::facets_count
```

Number of faces.

4.1.2.2 gif_start

```
int Data::gif_start
```

Flag for the start of GIF animation.

4.1.2.3 polygons

```
polygon_t* Data::polygons
```

Array of faces.

4.1.2.4 scale

```
double Data::scale[6]
```

Scaling array.

4.1.2.5 vertex_count

```
unsigned int Data::vertex_count
```

Number of vertices.

4.1.2.6 vertexes

```
matrix_t Data::vertexes
```

Matrix of vertices.

The documentation for this struct was generated from the following file:

- [src/parser/parser.h](#)

4.2 facets Struct Reference

A structure representing the edges of the model.

```
#include <parser.h>
```

Public Attributes

- unsigned int [count_v](#)
- unsigned int * [pInds](#)

4.2.1 Detailed Description

A structure representing the edges of the model.

This structure contains information about the faces of the model, including the number of vertices and the indices of the vertices that form the face.

4.2.2 Member Data Documentation

4.2.2.1 count_v

```
unsigned int facets::count_v
```

Number of vertices forming a face.

4.2.2.2 pInds

```
unsigned int* facets::pInds
```

Array of indices of the vertices that form the face.

The documentation for this struct was generated from the following file:

- [src/parser/parser.h](#)

4.3 matrix_struct Struct Reference

A structure representing the matrix.

```
#include <parser.h>
```

Public Attributes

- double ** [matrix](#)
- int [rows](#)
- int [columns](#)

4.3.1 Detailed Description

A structure representing the matrix.

This structure contains a two-dimensional array of matrix elements, as well as the number of rows and columns of the matrix.

4.3.2 Member Data Documentation

4.3.2.1 columns

```
int matrix_struct::columns
```

Number of matrix columns.

4.3.2.2 matrix

```
double** matrix_struct::matrix
```

Two-dimensional array of matrix elements.

4.3.2.3 rows

```
int matrix_struct::rows
```

Number of matrix rows.

The documentation for this struct was generated from the following file:

- [src/parser/parser.h](#)

Chapter 5

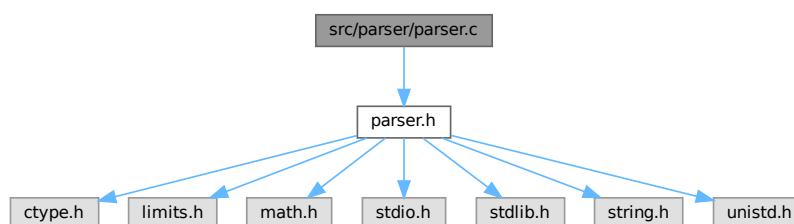
File Documentation

5.1 src/parser/parser.c File Reference

file to process the file and get vertices and polygons

```
#include "parser.h"
```

Include dependency graph for parser.c:



Functions

- int `memory_handling` (data *drawing_data)
Function for allocating memory for polygons.
- int `parser` (data *drawing_data, char *filename)
Parses data from a file and populates the data structure.

5.1.1 Detailed Description

file to process the file and get vertices and polygons

Author

mitchelk, nenamaxi and dannamer

Version

0.1

Date

2024-03-22

Copyright

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5.1.2 Function Documentation

5.1.2.1 `memory_handling()`

```
int memory_handling (
    data * drawing_data )
```

Function for allocating memory for polygons.

Parameters

<i>drawing_data</i>	A <code>data</code> type structure for storing information about vertices.
---------------------	--

Returns

Returns the error code(PARSER_OK or PARSER_FALSE).

5.1.2.2 `parser()`

```
int parser (
    data * drawing_data,
    char * filename )
```

Parses data from a file and populates the data structure.

This method parses data from the specified file and populates the appropriate data structure information about the vertices and faces of the model.

Parameters

<i>drawing_data</i>	Pointer to the data structure into which the parsing result will be written.
<i>filename</i>	The name of the file to parse.

Returns

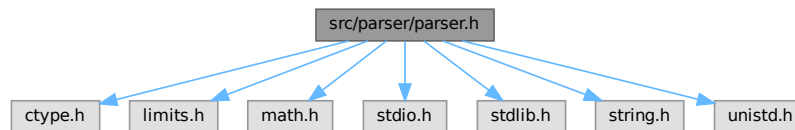
int Parsing error code (PARSER_OK if successful).

5.2 src/parser/parser.h File Reference

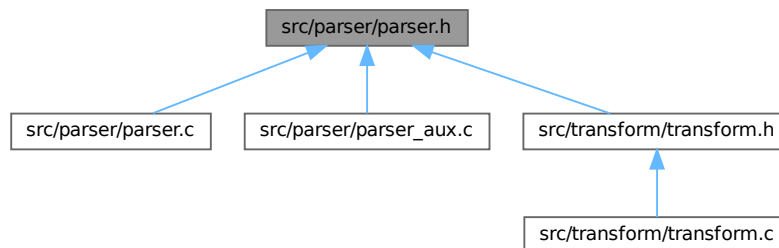
Header file for file processing.

```
#include <ctype.h>
#include <limits.h>
#include <math.h>
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include <unistd.h>
```

Include dependency graph for parser.h:



This graph shows which files directly or indirectly include this file:



Classes

- struct [facets](#)
A structure representing the edges of the model.
- struct [matrix_struct](#)
A structure representing the matrix.
- struct [Data](#)
A structure representing the data to be displayed.

Macros

- #define **ST_SIZE_COORDINATE** 3
Macro for coordinate size.
- #define **PARSER_OK** 0
Macro for parser error code.
- #define **PARSER_FALSE** 1
Macro for parser error code.

Typedefs

- typedef struct [facets](#) [polygon_t](#)
A structure representing the edges of the model.
- typedef struct [matrix_struct](#) [matrix_t](#)
A structure representing the matrix.
- typedef struct [Data](#) [data](#)
A structure representing the data to be displayed.

Enumerations

- enum [Rotation](#) {
 [XM](#) = 0 , [XP](#) = 1 , [YM](#) = 2 , [YP](#) = 3 ,
 [ZM](#) = 4 , [ZP](#) = 5 }
Enumeration structure for affine rotation operation.
- enum [INDEX_COORDINATE](#) { [X](#) = 0 , [Y](#) = 1 , [Z](#) = 2 }
Enumeration structure for coordinade.

Functions

- int [parser](#) ([data](#) *drawing_data, char *filename)
Parses data from a file and populates the data structure.
- int [memory_handling](#) ([data](#) *drawing_data)
Function for allocating memory for polygons.
- int [create_matrix](#) (int rows, int columns, [matrix_t](#) *result)
Creates a matrix of the given dimensions.
- void [remove_matrix](#) ([matrix_t](#) *A)
Frees the memory allocated for the matrix.
- void [check_mx_allocation](#) (double **mx, int *error)
*Checks if memory for matrix double *array was actually allocated.*
- void [check_row_allocation](#) ([matrix_t](#) *mx, int index, int *error)
Checks if memory for matrix double array was actually allocated.
- void [error_free](#) ([matrix_t](#) *mx, int index)
Frees the memory allocated for the matrix.
- int [check_symbol](#) (const char ch, const char compCh)
Checks whether the character ch is equal to the character compCh.
- int [is_vertex](#) (char *buffer)
if current string contains vertex information
- int [is_facet](#) (char *buffer)
if current string contains facet information
- void [free_data](#) ([data](#) *drawing_data)
Frees memory occupied by the model data structure.
- void [setNewScale](#) ([data](#) *drawing_data)
Sets a new model scale based on extreme values in the X, Y, and Z axes.
- void [setScaling](#) (const double minValue, const double maxValue, [data](#) *data_)
Sets the scale to display the model.

5.2.1 Detailed Description

Header file for file processing.

Author

mitchelk, nenamaxi and dannamer

Version

0.1

Date

2024-03-22

Copyright

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5.2.2 Typedef Documentation

5.2.2.1 data

```
typedef struct Data data
```

A structure representing the data to be displayed.

This structure contains information about the number of vertices and faces, an array of faces, a matrix of vertices, scaling and start flag for GIF animation.

5.2.2.2 matrix_t

```
typedef struct matrix_struct matrix_t
```

A structure representing the matrix.

This structure contains a two-dimensional array of matrix elements, as well as the number of rows and columns of the matrix.

5.2.2.3 polygon_t

```
typedef struct facets polygon_t
```

A structure representing the edges of the model.

This structure contains information about the faces of the model, including the number of vertices and the indices of the vertices that form the face.

5.2.3 Enumeration Type Documentation

5.2.3.1 Rotation

```
enum Rotation
```

Enumeration structure for affine rotation operation.

Enumerator

XM	Field indicating the direction to the left
XP	Field indicating the direction to the right
YM	Field indicating the direction to the down
YP	Field indicating the direction to the up
ZM	Near
ZP	Far

5.2.4 Function Documentation

5.2.4.1 check_mx_allocation()

```
void check_mx_allocation (
    double ** mx,
    int * error )
```

Checks if memory for matrix double *array was actually allocated.

Parameters

<i>mx</i>	a pointer to a array of double * variables
<i>error</i>	a pointer to an error variable

5.2.4.2 check_row_allocation()

```
void check_row_allocation (
    matrix_t * mx,
    int index,
    int * error )
```

Checks if memory for matrix double array was actually allocated.

Parameters

<i>mx</i>	a matrix_t pointer
<i>index</i>	a number of allocated array elements
<i>error</i>	a pointer to an error code

5.2.4.3 check_symbol()

```
int check_symbol (
    const char ch,
    const char compCh )
```

Checks whether the character ch is equal to the character compCh.

This function compares the character ch with the character compCh and returns 1 if they are equal, or 0 otherwise.

Parameters

<i>ch</i>	The character to check.
<i>compCh</i>	The character to compare <i>ch</i> with.

Returns

Returns 1 if the characters are equal, 0 otherwise.

5.2.4.4 create_matrix()

```
int create_matrix (
    int rows,
    int columns,
    matrix_t * result )
```

Creates a matrix of the given dimensions.

This method creates a matrix with the specified number of rows and columns and initializes all its elements to zero.

Parameters

<i>rows</i>	Number of rows in the matrix.
<i>columns</i>	The number of columns in the matrix.
<i>result</i>	Pointer to the data structure into which the result of creating the matrix will be written.

Returns

int Matrix creation error code (PARSER_OK if successful).

5.2.4.5 error_free()

```
void error_free (
    matrix_t * mx,
    int index )
```

Frees the memory allocated for the matrix.

This function frees memory allocated for a matrix of type `matrix_t`.

Parameters

<i>mx</i>	Pointer to a <code>matrix_t</code> structure containing the matrix.
<i>index</i>	Index indicating the number of rows of the matrix.

5.2.4.6 free_data()

```
void free_data (
    data * drawing_data )
```

Frees memory occupied by the model data structure.

This method frees the memory allocated for storing the vertices and faces of the model.

Parameters

<i>drawing_data</i>	Pointer to the model data structure.
---------------------	--------------------------------------

5.2.4.7 is_facet()

```
int is_facet (
    char * buffer )
```

if current string contains facet information

Parameters

<i>buffer</i>	
---------------	--

Returns

1 -yes, 2 - no

5.2.4.8 is_vertex()

```
int is_vertex (
    char * buffer )
```

if current string contains vertex information

Parameters

<i>buffer</i>	
---------------	--

Returns

1 -yes, 2 - no

5.2.4.9 memory_handling()

```
int memory_handling (
    data * drawing_data )
```

Function for allocating memory for polygons.

Parameters

<i>drawing_data</i>	A <code>data</code> type structure for storing information about vertices.
---------------------	--

Returns

Returns the error code(PARSER_OK or PARSER_FALSE).

5.2.4.10 parser()

```
int parser (
    data * drawing_data,
    char * filename )
```

Parses data from a file and populates the data structure.

This method parses data from the specified file and populates the appropriate data structure information about the vertices and faces of the model.

Parameters

<i>drawing_data</i>	Pointer to the data structure into which the parsing result will be written.
<i>filename</i>	The name of the file to parse.

Returns

int Parsing error code (PARSER_OK if successful).

5.2.4.11 remove_matrix()

```
void remove_matrix (
    matrix_t * A )
```

Frees the memory allocated for the matrix.

This method frees the memory allocated for storing the matrix.

Parameters

<i>A</i>	Pointer to the matrix data structure to be deleted.
----------	---

5.2.4.12 setNewScale()

```
void setNewScale (
    data * drawing_data )
```

Sets a new model scale based on extreme values in the X, Y, and Z axes.

This method sets new model scale values based on extreme values along the X, Y, and Z axes.

Parameters

<i>drawing_data</i>	Pointer to the model data structure.
---------------------	--------------------------------------

5.2.4.13 setScaling()

```
void setScaling (
    const double minValue,
    const double maxValue,
    data * data_ )
```

Sets the scale to display the model.

This method sets the scale to display the model according to minimum and maximum coordinate values.

Parameters

<i>minValue</i>	Minimum coordinate value.
<i>maxValue</i>	The maximum value of the coordinate.
<i>data_</i>	Pointer to the model data structure.

5.3 parser.h

[Go to the documentation of this file.](#)

```
00001
00012 #ifndef EXAMPLE_H
00013 #define EXAMPLE_H
00014
00015 #ifdef __cplusplus
00016 extern "C" {
00017 #endif
00018
00019 #include <ctype.h>
00020 #include <limits.h>
00021 #include <math.h>
00022 #include <stdio.h>
00023 #include <stdlib.h>
00024 #include <string.h>
00025 #include <unistd.h>
00026
00028 #define ST_SIZE_COORDINATE 3
00029
00031 #define PARSER_OK 0
00033 #define PARSER_FALSE 1
00034
00041 typedef struct facets {
00042     unsigned int count_v;
00043     unsigned int
00044         *pInds;
00045 } polygon_t;
00046
00053 typedef struct matrix_struct {
00054     double **matrix;
00055     int rows;
00056     int columns;
00057 } matrix_t;
00058
00066 typedef struct Data {
00067     unsigned int vertex_count;
00068     unsigned int facets_count;
00069     polygon_t *polygons;
00070     matrix_t vertexes;
00071     double scale[6];
00072     int gif_start;
```

```

00073 } data;
00074
00076 typedef enum {
00077     XM = 0,
00078     XP = 1,
00079     YM = 2,
00080     YP = 3,
00081     ZM = 4,
00082     ZP = 5
00083 } Rotation;
00084
00086 typedef enum { X = 0, Y = 1, Z = 2 } INDEX_COORDINATE;
00087
00088 int parser(data *drawing_data, char *filename);
00089
00090 // AUXILIARY
00091 int memory_handling(data *drawing_data);
00092 int create_matrix(int rows, int columns, matrix_t *result);
00093 void remove_matrix(matrix_t *A);
00094 void check_mx_allocation(double **mx, int *error);
00095 void check_row_allocation(matrix_t *mx, int index, int *error);
00096 void error_free(matrix_t *mx, int index);
00097 int check_symbol(const char ch, const char compCh);
00098 int is_vertex(char *buffer);
00099 int is_facet(char *buffer);
00100 void free_data(data *drawing_data);
00101 void setNewScale(data *drawing_data);
00102 void setScaling(const double minValue, const double maxValue, data *data_);
00103 #ifdef __cplusplus
00104 }
00105 #endif
00106
00107 #endif

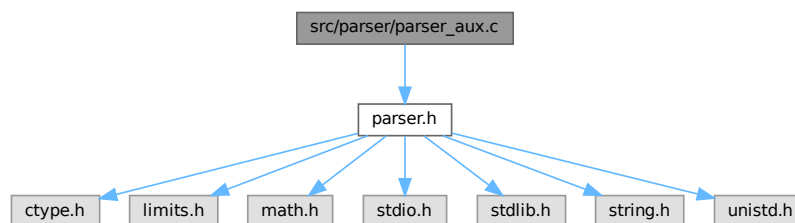
```

5.4 src/parser/parser_aux.c File Reference

Auxiliary file for file processing.

```
#include "parser.h"
```

Include dependency graph for parser_aux.c:



Functions

- int `create_matrix` (int rows, int columns, `matrix_t` *result)
Creates a matrix of the given dimensions.
- void `error_free` (`matrix_t` *mx, int index)
Frees the memory allocated for the matrix.
- void `remove_matrix` (`matrix_t` *A)
Frees the memory allocated for the matrix.
- void `check_mx_allocation` (double **mx, int *error)
*Checks if memory for matrix double *array was actually allocated.*

- void `check_row_allocation` (`matrix_t` *mx, int index, int *error)
Checks if memory for matrix double array was actually allocated.
- int `check_symbol` (const char ch, const char compCh)
Checks whether the character ch is equal to the character compCh.
- int `is_vertex` (char *buffer)
if current string contains vertex information
- int `is_facet` (char *buffer)
if current string contains facet information
- void `setScaling` (const double minValue, const double maxValue, `data` *data_)
Sets the scale to display the model.
- void `free_data` (`data` *drawing_data)
Frees memory occupied by the model data structure.
- void `setNewScale` (`data` *drawing_data)
Sets a new model scale based on extreme values in the X, Y, and Z axes.

5.4.1 Detailed Description

Auxiliary file for file processing.

Author

mitchelk, nenamaxi and dannamer

Version

0.1

Date

2024-03-22

Copyright

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5.4.2 Function Documentation

5.4.2.1 `check_mx_allocation()`

```
void check_mx_allocation (  
    double ** mx,  
    int * error )
```

Checks if memory for matrix double *array was actually allocated.

Parameters

<code>mx</code>	a pointer to a array of double * variables
<code>error</code>	a pointer to an error variable

5.4.2.2 check_row_allocation()

```
void check_row_allocation (
    matrix_t * mx,
    int index,
    int * error )
```

Checks if memory for matrix double array was actually allocated.

Parameters

<i>mx</i>	a matrix_t pointer
<i>index</i>	a number of allocated array elements
<i>error</i>	a pointer to an error code

5.4.2.3 check_symbol()

```
int check_symbol (
    const char ch,
    const char compCh )
```

Checks whether the character ch is equal to the character compCh.

This function compares the character ch with the character compCh and returns 1 if they are equal, or 0 otherwise.

Parameters

<i>ch</i>	The character to check.
<i>compCh</i>	The character to compare ch with.

Returns

Returns 1 if the characters are equal, 0 otherwise.

5.4.2.4 create_matrix()

```
int create_matrix (
    int rows,
    int columns,
    matrix_t * result )
```

Creates a matrix of the given dimensions.

This method creates a matrix with the specified number of rows and columns and initializes all its elements to zero.

Parameters

<i>rows</i>	Number of rows in the matrix.
<i>columns</i>	The number of columns in the matrix.
<i>result</i>	Pointer to the data structure into which the result of creating the matrix will be written.

Returns

int Matrix creation error code (PARSER_OK if successful).

5.4.2.5 error_free()

```
void error_free (
    matrix_t * mx,
    int index )
```

Frees the memory allocated for the matrix.

This function frees memory allocated for a matrix of type matrix_t.

Parameters

<i>mx</i>	Pointer to a matrix_t structure containing the matrix.
<i>index</i>	Index indicating the number of rows of the matrix.

5.4.2.6 free_data()

```
void free_data (
    data * drawing_data )
```

Frees memory occupied by the model data structure.

This method frees the memory allocated for storing the vertices and faces of the model.

Parameters

<i>drawing_data</i>	Pointer to the model data structure.
---------------------	--------------------------------------

5.4.2.7 is_facet()

```
int is_facet (
    char * buffer )
```

if current string contains facet information

Parameters

<i>buffer</i>	
---------------	--

Returns

1 -yes, 2 - no

5.4.2.8 is_vertex()

```
int is_vertex (
    char * buffer )
```

if current string contains vertex information

Parameters

<i>buffer</i>	
---------------	--

Returns

1 -yes, 2 - no

5.4.2.9 remove_matrix()

```
void remove_matrix (
    matrix_t * A )
```

Frees the memory allocated for the matrix.

This method frees the memory allocated for storing the matrix.

Parameters

<i>A</i>	Pointer to the matrix data structure to be deleted.
----------	---

5.4.2.10 setNewScale()

```
void setNewScale (
    data * drawing_data )
```

Sets a new model scale based on extreme values in the X, Y, and Z axes.

This method sets new model scale values based on extreme values along the X, Y, and Z axes.

Parameters

<i>drawing_data</i>	Pointer to the model data structure.
---------------------	--------------------------------------

5.4.2.11 setScaling()

```
void setScaling (
    const double minValue,
    const double maxValue,
    data * data_ )
```


Sets the scale to display the model.

This method sets the scale to display the model according to minimum and maximum coordinate values.

Parameters

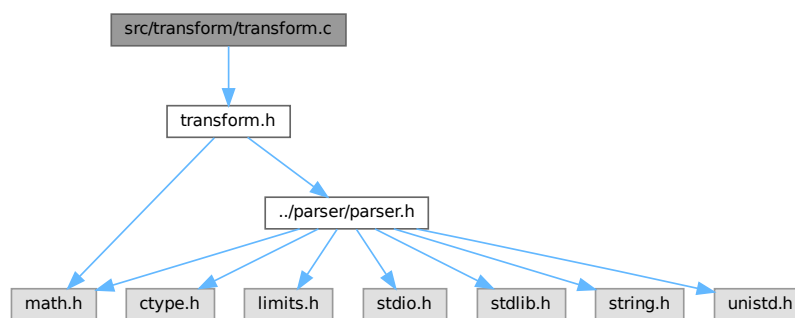
<i>minValue</i>	Minimum coordinate value.
<i>maxValue</i>	The maximum value of the coordinate.
<i>data_</i>	Pointer to the model data structure.

5.5 src/transform/transform.c File Reference

affine operations implementation file

```
#include "transform.h"
```

Include dependency graph for transform.c:



Functions

- void [rotation_by_ox](#) ([data](#) *drawing_data, const double valueCos, const double valueSin)
- void [rotation_by_oy](#) ([data](#) *drawing_data, const double valueCos, const double valueSin)
- void [rotation_by_oz](#) ([data](#) *drawing_data, const double valueCos, const double valueSin)
- int [getSign](#) (const [Rotation](#) rotation_)
 - Function to get sign.*
- int [affineRotationOperation](#) ([data](#) *data, const double angle, const [Rotation](#) rotation_)
 - Affine rotation operation.*
- int [affineMovingOperation](#) ([data](#) *data, const double step, const [Rotation](#) rotation_)
 - Affine moving operation.*
- void [scaling](#) ([data](#) *drawing_data, double factor)
 - Helper function for performing the scaling operation.*
- int [affineScalingOperation](#) ([data](#) *data, const double coefficient, const [Scaling](#) scaling_)
 - Affine scaling operation.*
- void [setFigureToCenter](#) ([data](#) *glData)
 - Sets the figure to the center.*

5.5.1 Detailed Description

affine operations implementation file

Author

mitchelk, nenamaxi and dannamer

Version

0.1

Date

2024-03-22

Copyright

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5.5.2 Function Documentation

5.5.2.1 affineMovingOperation()

```
int affineMovingOperation (
    data * data,
    const double step,
    const Rotation rotation_ )
```

Affine moving operation.

Parameters

<i>data</i>	A <code>date</code> type structure for storing information about vertices.
<i>step</i>	Step of moving.
<i>rotation</i> ↔ —	Argument of type "Rotation" to determine the direction.

Returns

Returns the result of the operation: `ERROR` or `OK`.

See also

[getSign](#)

5.5.2.2 affineRotationOperation()

```
int affineRotationOperation (
    data * data,
    const double angle,
    const Rotation rotation_ )
```

Affine rotation operation.

Parameters

<i>data</i>	A <code>data</code> type structure for storing information about vertices.
<i>angle</i>	Angle of rotation.
<i>rotation</i> ↔	Argument of type "Rotation" to determine the direction.
—	

Returns

Returns the result of the operation: `ERROR` or `OK`.

See also

[findCenterFigure](#)
[movingToPosition](#)
[getSign](#)
[rotation_by_ox](#)
[rotation_by_oy](#)
[rotation_by_oz](#)
[movingToPosition](#)

5.5.2.3 affineScalingOperation()

```
int affineScalingOperation (
    data * data,
    const double coefficient,
    const Scaling scaling_ )
```

Affine scaling operation.

Parameters

<i>data</i>	A <code>data</code> type structure for storing information about vertices.
<i>coefficient</i>	Scaling factor.
<i>scaling</i> ↔	Argument of type <code>Scaling</code> to define scaling(<code>INCREASE</code> or <code>DECREASE</code>).
—	

Returns

Returns the result of the operation: `ERROR` or `OK`.

See also

[scaling](#)

5.5.2.4 getSign()

```
int getSign (
    const Rotation rotation_ )
```

Function to get sign.

Parameters

<i>rotation</i> ↔	Argument of type <code>Rotation</code> to determine the sign depending on the direction.
—	

Returns

sign.

5.5.2.5 rotation_by_ox()

```
void rotation_by_ox (
    data * drawing_data,
    const double valueCos,
    const double valueSin )
```

Parameters

<i>drawing_data</i>	Helper function for performing affine rotation operation around the Z
<i>valueCos</i>	Cosine of rotation angle.
<i>valueSin</i>	Sine of rotation angle.

5.5.2.6 rotation_by_oy()

```
void rotation_by_oy (
    data * drawing_data,
    const double valueCos,
    const double valueSin )
```

Parameters

<i>drawing_data</i>	Helper function for performing affine rotation operation around the Z
<i>valueCos</i>	Cosine of rotation angle.
<i>valueSin</i>	Sine of rotation angle.

5.5.2.7 rotation_by_oz()

```
void rotation_by_oz (
    data * drawing_data,
    const double valueCos,
    const double valueSin )
```

Parameters

<i>drawing_data</i>	Helper function for performing affine rotation operation around the Z
<i>valueCos</i>	Cosine of rotation angle.
<i>valueSin</i>	Sine of rotation angle.

5.5.2.8 scaling()

```
void scaling (
    data * drawing_data,
    double factor )
```

Helper function for performing the scaling operation.

Parameters

<i>drawing_data</i>	A date type structure for storing information about vertices.
<i>factor</i>	Scaling factor.

5.5.2.9 setFigureToCenter()

```
void setFigureToCenter (
    data * glData )
```

Sets the figure to the center.

Parameters

<i>glData</i>	A date type structure for storing information about vertices.
---------------	---

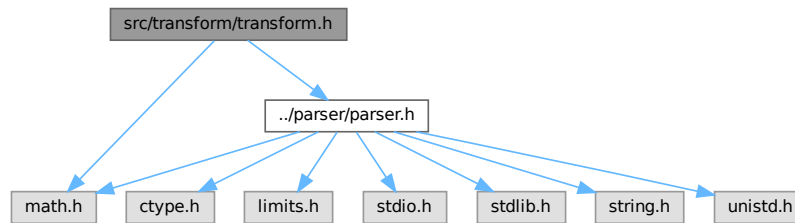
See also

[findCenterFigure](#)
[movingToPosition](#)
[setNewScale](#)

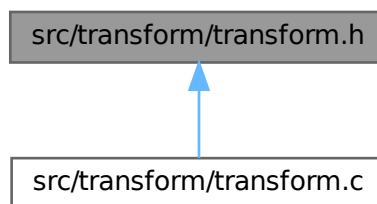
5.6 src/transform/transform.h File Reference

Header file of affine operations.

```
#include <math.h>
#include "../parser/parser.h"
Include dependency graph for transform.h:
```



This graph shows which files directly or indirectly include this file:



Macros

- `#define OK 1`
Operation status macro.
- `#define ERROR 0`
Operation status macro.
- `#define ERROR_DIV_ZERO -1`
Operation status macro.
- `#define ST_MIN_SCALING 0.1`
Macro for minimal scaling.
- `#define ST_AROUND_VALUE_ONE 0.99`
Macro for around value one.

Enumerations

- enum `Scaling` { `INCREASE` = 0 , `DECREASE` = 1 }
 - enum `MOVING_TO_POSITION` { `CENTER` , `ORIGINAL` }
- Enumeration structure for affine scaling operation.*
- Enumeration structure for operation moving.*

Functions

- void [scaling](#) ([data](#) *drawing_data, double factor)
Helper function for performing the scaling operation.
- void [rotation_by_ox](#) ([data](#) *drawing_data, const double valueCos, const double valueSin)
- void [rotation_by_oy](#) ([data](#) *drawing_data, const double valueCos, const double valueSin)
- void [rotation_by_oz](#) ([data](#) *drawing_data, const double valueCos, const double valueSin)
- int [getSign](#) (const [Rotation](#) rotation_)
Function to get sign.
- void [setFigureToCenter](#) ([data](#) *glData)
Sets the figure to the center.
- int [affineScalingOperation](#) ([data](#) *data, const double coefficient, const [Scaling](#) scaling)
Affine scaling operation.
- int [affineRotationOperation](#) ([data](#) *data, const double angle, const [Rotation](#) rotation_)
Affine rotation operation.
- int [affineMovingOperation](#) ([data](#) *data, const double step, const [Rotation](#) rotation_)
Affine moving operation.

5.6.1 Detailed Description

Header file of affine operations.

Author

mitchelk, nenamaxi and dannamer

Version

0.1

Date

2024-03-22

Copyright

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5.6.2 Enumeration Type Documentation

5.6.2.1 MOVING_TO_POSITION

enum [MOVING_TO_POSITION](#)

Enumeration structure for operation moving.

Enumerator

CENTER	Move to center
ORIGINAL	Move to start position

5.6.2.2 Scaling

enum [Scaling](#)

Enumeration structure for affine scaling operation.

Enumerator

INCREASE	Field indicating magnification
DECREASE	field indicating reduction

5.6.3 Function Documentation

5.6.3.1 affineMovingOperation()

```
int affineMovingOperation (
    data * data,
    const double step,
    const Rotation rotation_ )
```

Affine moving operation.

Parameters

<i>data</i>	A <code>date</code> type structure for storing information about vertices.
<i>step</i>	Step of moving.
<i>rotation</i> ↔	Argument of type "Rotation" to determine the direction.
—	

Returns

Returns the result of the operation: ERROR or OK.

See also

[getSign](#)

5.6.3.2 affineRotationOperation()

```
int affineRotationOperation (
    data * data,
    const double angle,
    const Rotation rotation_ )
```

Affine rotation operation.

Parameters

<i>data</i>	A <code>date</code> type structure for storing information about vertices.
<i>angle</i>	Angle of rotation.
<i>rotation</i> ↔	Argument of type "Rotation" to determine the direction.
—	

Returns

Returns the result of the operation: `ERROR` or `OK`.

See also

[findCenterFigure](#)
[movingToPosition](#)
[getSign](#)
[rotation_by_ox](#)
[rotation_by_oy](#)
[rotation_by_oz](#)
[movingToPosition](#)

5.6.3.3 `affineScalingOperation()`

```
int affineScalingOperation (
    data * data,
    const double coefficient,
    const Scaling scaling_ )
```

Affine scaling operation.

Parameters

<i>data</i>	A <code>date</code> type structure for storing information about vertices.
<i>coefficient</i>	Scaling factor.
<i>scaling</i> ↔	Argument of type <code>Scaling</code> to define scaling(<code>INCREASE</code> or <code>DECREASE</code>).
—	

Returns

Returns the result of the operation: `ERROR` or `OK`.

See also

[scaling](#)

5.6.3.4 getSign()

```
int getSign (
    const Rotation rotation_ )
```

Function to get sign.

Parameters

<i>rotation_</i>	Argument of type <code>Rotation</code> to determine the sign depending on the direction.
------------------	--

Returns

sign.

5.6.3.5 rotation_by_ox()

```
void rotation_by_ox (
    data * drawing_data,
    const double valueCos,
    const double valueSin )
```

Parameters

<i>drawing_data</i>	Helper function for performing affine rotation operation around the Z
<i>valueCos</i>	Cosine of rotation angle.
<i>valueSin</i>	Sine of rotation angle.

5.6.3.6 rotation_by_oy()

```
void rotation_by_oy (
    data * drawing_data,
    const double valueCos,
    const double valueSin )
```

Parameters

<i>drawing_data</i>	Helper function for performing affine rotation operation around the Z
<i>valueCos</i>	Cosine of rotation angle.
<i>valueSin</i>	Sine of rotation angle.

5.6.3.7 rotation_by_oz()

```
void rotation_by_oz (
    data * drawing_data,
```

```
const double valueCos,  
const double valueSin )
```

Parameters

<i>drawing_data</i>	Helper function for performing affine rotation operation around the Z
<i>valueCos</i>	Cosine of rotation angle.
<i>valueSin</i>	Sine of rotation angle.

5.6.3.8 scaling()

```
void scaling (
    data * drawing_data,
    double factor )
```

Helper function for performing the scaling operation.

Parameters

<i>drawing_data</i>	A <code>date</code> type structure for storing information about vertices.
<i>factor</i>	Scaling factor.

5.6.3.9 setFigureToCenter()

```
void setFigureToCenter (
    data * glData )
```

Sets the figure to the center.

Parameters

<i>glData</i>	A <code>date</code> type structure for storing information about vertices.
---------------	--

See also

[findCenterFigure](#)
[movingToPosition](#)
[setNewScale](#)

5.7 transform.h

[Go to the documentation of this file.](#)

```
00001
00012 #ifndef TRANSFORM_H
00013 #define TRANSFORM_H
00014
00015 #ifdef __cplusplus
00016 extern "C" {
00017 #endif
00018
00019 #include <math.h>
00020
00021 #include "../parser/parser.h"
```

```
00022
00024 #define OK 1
00026 #define ERROR 0
00028 #define ERROR_DIV_ZERO -1
00030 #define ST_MIN_SCALING 0.1
00032 #define ST_AROUND_VALUE_ONE 0.99
00033
00035 typedef enum {
00036     INCREASE = 0,
00037     DECREASE = 1
00038 } Scaling;
00039
00041 typedef enum {
00042     CENTER,
00043     ORIGINAL
00044 } MOVING_TO_POSITION;
00045
00046 void scaling(data *drawing_data, double factor);
00047 void rotation_by_ox(data *drawing_data, const double valueCos,
00048     const double valueSin);
00049 void rotation_by_oy(data *drawing_data, const double valueCos,
00050     const double valueSin);
00051 void rotation_by_oz(data *drawing_data, const double valueCos,
00052     const double valueSin);
00053 int getSign(const Rotation rotation_);
00054 void setFigureToCenter(data *glData);
00055
00056 int affineScalingOperation(data *data, const double coefficient,
00057     const Scaling scaling);
00058 int affineRotationOperation(data *data, const double angle,
00059     const Rotation rotation_);
00060 int affineMovingOperation(data *data, const double step,
00061     const Rotation rotation_);
00062
00063 #ifdef __cplusplus
00064 }
00065 #endif
00066
00067 #endif
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