raytracer

0.1.0

Chapter 1

Hierarchical Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Chapter 2

Class Index

2.1 Class List

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

Chapter 3

Class Documentation

3.1 rtr::ALight Class Reference

Inheritance diagram for rtr::ALight:

```
        ┌─────────────┐
        │ rtr::IPlugin │
        └─────────────┘
               ▲
        ┌─────────────┐
        │ rtr::ILight │
        └─────────────┘
               ▲
        ┌─────────────┐
        │ rtr::ALight │
        └─────────────┘
```
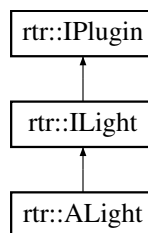
Public Member Functions

- void **setType** (const LightType &type) override
- void **setIntensity** (const float &intensity) override
- const LightType & **getType** () const override
- Vector & **getPosition** () override
- Vector & **getDirection** () override
- Color & **getColor** () override
- float & **getIntensity** () override

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

- App/include/RayTracer/Abstraction/ALight.hpp

3.2 rtr::AMaterial Class Reference

Inheritance diagram for rtr::AMaterial:

```
┌─────────────────┐
│   rtr::IPlugin  │
└─────────────────┘
         ▲
┌─────────────────┐
│  rtr::IMaterial │
└─────────────────┘
         ▲
┌─────────────────┐
│  rtr::AMaterial │
└─────────────────┘
         ▲
┌──────────────────────┐
│ rtr::CompositeMaterial│
└──────────────────────┘
```

Public Member Functions

- void **setType** (const MaterialType &type) override
- void **setReflectivity** (const float &reflectivity) override
- void **setTransparency** (const float &transparency) override
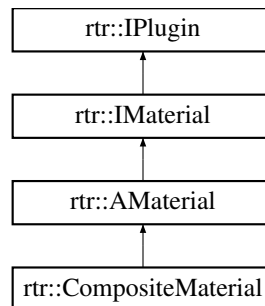- const MaterialType & **getType** () const override
- Color & **getColor** () override
- const float & **getReflectivity** () const override
- const float & **getTransparency** () const override

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

- App/include/RayTracer/Abstraction/AMaterial.hpp

3.3 rtr::ARenderer Class Reference

Inheritance diagram for rtr::ARenderer:

```
┌─────────────────┐
│   rtr::IPlugin  │
└─────────────────┘
         ▲
┌─────────────────┐
│  rtr::IRenderer │
└─────────────────┘
         ▲
┌─────────────────┐
│  rtr::ARenderer │
└─────────────────┘
```
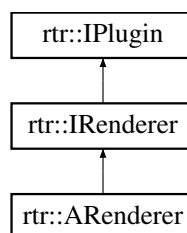
Public Member Functions

- void **setType** (const RendererType &rendererType) override
- void **setName** (const std::string &name) override
- const RendererType & **getType** () const override
- Resolution & **getResolution** () override
- Color & **getBackgroundColor** () override
- const std::string & **getName** () const override
- std::vector< std::vector< rtr::Color > > & **getPixels** () override
- void **setPixels** (const std::vector< std::vector< rtr::Color >> &pixels) override

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

- App/include/RayTracer/Abstraction/ARenderer.hpp

3.4 rtr::AShape Class Reference

Inheritance diagram for rtr::AShape:

```
┌─────────────┐
│ rtr::IPlugin │
└─────────────┘
       ▲
       │
┌─────────────┐
│ rtr::IShape  │
└─────────────┘
       ▲
       │
┌─────────────┐
│ rtr::AShape  │
└─────────────┘
```
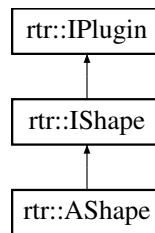
Public Member Functions

- void **setType** (const ShapeType &type) override
- void **setRadius** (const double &radius) override
- void **setHeight** (const double &height) override
- void **setMaterial** (std::unique_ptr< AMaterial > material) override
- const ShapeType & **getType** () const override
- AMaterial & **getMaterial** () override
- Vector & **getPosition** () override
- Vector & **getNormal** () override
- Vector & **getRotation** () override
- const double & **getRadius** () const override
- const double & **getHeight** () const override
- Vector **getDistance** (const Vector &point) override

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

- App/include/RayTracer/Abstraction/AShape.hpp

3.5 rtr::Camera Class Reference

Public Member Functions

- **Camera** (uint16_t fov, Vector origin, Vector direction)
- void **setFov** (const uint16_t &fov)
- void **setCameraScreen** (const Rectangle3D &cameraScreen)
- const uint16_t & **getFov** () const
- const Vector & **getOrigin** () const
- const Vector & **getDirection** () const
- const Rectangle3D & **getCameraScreen** () const
- std::pair< Vector, Vector > **ray** (double u, double v) const

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

- App/include/RayTracer/Scene/Camera.hpp

3.6 rtr::Color Class Reference

Public Member Functions

- **Color** (const uint8_t &r, const uint8_t &g, const uint8_t &b)
- **Color** (const color_t &color)
- void **setColor** (const uint8_t &r, const uint8_t &g, const uint8_t &b)
- void **setColor** (const color_t &color)
- color_t **getValue** () const
- Color **operator+** (const Color &other) const
- Color **operator∗** (const double &scalar) const
- Color **operator∗** (const Color &other) const
- Color **operator+=** (const Color &other)
- Color **operator∗=** (const double &scalar)

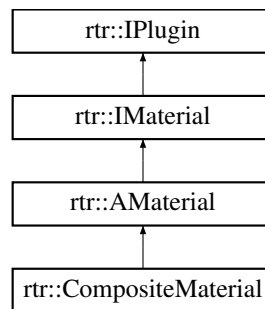### Static Public Member Functions

- static color_t **customColor** (const uint8_t &r, const uint8_t &g, const uint8_t &b)
- static constexpr color_t **getRed** ()
- static constexpr color_t **getGreen** ()
- static constexpr color_t **getBlue** ()
- static constexpr color_t **getWhite** ()
- static constexpr color_t **getBlack** ()
- static constexpr color_t **getYellow** ()
- static constexpr color_t **getMagenta** ()
- static constexpr color_t **getCyan** ()
- static constexpr color_t **getGray** ()
- static constexpr color_t **getOrange** ()
- static constexpr color_t **getBrown** ()
- static constexpr color_t **getLightBlue** ()
- static constexpr color_t **getLightGreen** ()
- static constexpr color_t **getLightPink** ()
- static constexpr color_t **getLightYellow** ()
- static constexpr color_t **getLightGray** ()
- static constexpr color_t **getDarkGray** ()
- static constexpr color_t **getDarkRed** ()
- static constexpr color_t **getDarkGreen** ()
- static constexpr color_t **getDarkBlue** ()
- static constexpr color_t **getDarkYellow** ()

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

- App/include/RayTracer/Utils/Color.hpp

3.7 rtr::CompositeMaterial Class Reference

Inheritance diagram for rtr::CompositeMaterial:

```
┌─────────────────┐
│   rtr::IPlugin  │
└─────────────────┘
         ↑
┌─────────────────┐
│  rtr::IMaterial │
└─────────────────┘
         ↑
┌─────────────────┐
│  rtr::AMaterial │
└─────────────────┘
         ↑
┌──────────────────────┐
│ rtr::CompositeMaterial│
└──────────────────────┘
```

Public Member Functions

- std::string **getPluginName** () const override
- void **addMaterial** (std::unique_ptr< AMaterial > material)
- void **applyMaterial** (Color ∗color) override

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

- App/include/RayTracer/Composite/Material.hpp

3.8 rtr::Core Class Reference

Classes

- class CoreException

Static Public Member Functions

- static void **runRayTracer** (Scene &scene)

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

- App/include/RayTracer/Core.hpp

3.9 rtr::Core::CoreException Class Reference

Inheritance diagram for rtr::Core::CoreException:

```
┌──────────────────────┐
│    std::exception    │
└──────────────────────┘
          ↑
┌──────────────────────────┐
│ rtr::Core::CoreException  │
└──────────────────────────┘
```
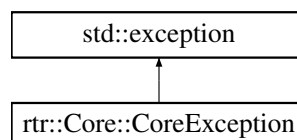
Public Member Functions

- **CoreException** (std::string msg)
- **CoreException** (const CoreException &)=delete
- CoreException & **operator=** (const CoreException &)=delete
- **CoreException** (const CoreException &&)=delete
- CoreException & **operator=** (const CoreException &&)=delete
- const char ∗ **what** () const noexcept override
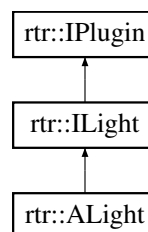
The documentation for this class was generated from the following file:

- App/include/RayTracer/Core.hpp

3.10 rtr::ILight Class Reference

Inheritance diagram for rtr::ILight:

Public Member Functions

- virtual void **setType** (const LightType &type)=0
- virtual void **setIntensity** (const float &intensity)=0
- virtual Color **LightColor** (const Vector &normal, const Vector &point, const Color &col, const std::vector< AShape ∗ > &shapes)=0
- virtual const LightType & **getType** () const =0
- virtual Vector & **getPosition** ()=0
- virtual Vector & **getDirection** ()=0
- virtual Color & **getColor** ()=0
- virtual float & **getIntensity** ()=0

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

- App/include/RayTracer/Abstraction/ILight.hpp

3.11 rtr::IMaterial Class Reference

Inheritance diagram for rtr::IMaterial:

```
          rtr::IPlugin
               ↑
         rtr::IMaterial
               ↑
         rtr::AMaterial
               ↑
      rtr::CompositeMaterial
```
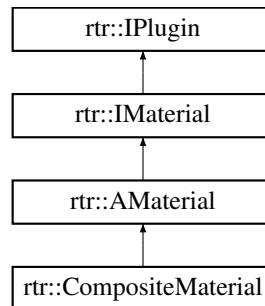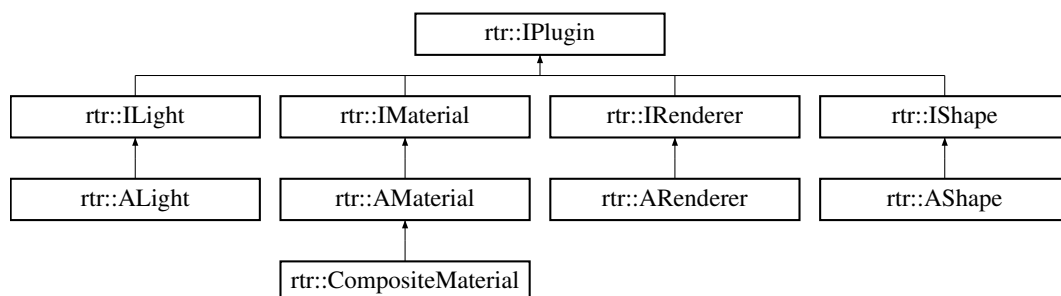
Public Member Functions

- virtual void **applyMaterial** (Color ∗color)=0
- virtual void **setType** (const MaterialType &type)=0
- virtual void **setReflectivity** (const float &reflectivity)=0
- virtual void **setTransparency** (const float &transparency)=0
- virtual const MaterialType & **getType** () const =0
- virtual Color & **getColor** ()=0
- virtual const float & **getReflectivity** () const =0
- virtual const float & **getTransparency** () const =0

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

- App/include/RayTracer/Abstraction/IMaterial.hpp

3.12 rtr::IPlugin Class Reference

Inheritance diagram for rtr::IPlugin:

```
                       rtr::IPlugin
                            ↑
   ┌───────────┬────────────┼────────────┬───────────┐
rtr::ILight  rtr::IMaterial  rtr::IRenderer  rtr::IShape
   ↑            ↑              ↑              ↑
rtr::ALight  rtr::AMaterial  rtr::ARenderer  rtr::AShape
                ↑
         rtr::CompositeMaterial
```
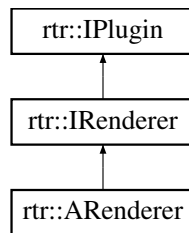
Public Member Functions

- virtual std::string **getPluginName** () const =0

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

- App/include/RayTracer/Abstraction/IPlugin.hpp

3.13 rtr::IRenderer Class Reference

Inheritance diagram for rtr::IRenderer:

```
┌─────────────┐
│ rtr::IPlugin │
└─────────────┘
        ▲
        │
┌─────────────┐
│ rtr::IRenderer │
└─────────────┘
        ▲
        │
┌─────────────┐
│ rtr::ARenderer │
└─────────────┘
```

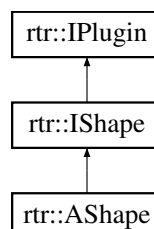### Public Member Functions

- virtual void **render** (const std::vector< AShape ∗ > &shapes, const std::vector< std::unique_ptr< ALight >> &light, const Camera &camera)=0
- virtual void **setType** (const RendererType &rendererType)=0
- virtual void **setName** (const std::string &name)=0
- virtual void **setPixels** (const std::vector< std::vector< rtr::Color >> &pixels)=0
- virtual const RendererType & **getType** () const =0
- virtual const std::string & **getName** () const =0
- virtual Resolution & **getResolution** ()=0
- virtual Color & **getBackgroundColor** ()=0
- virtual std::vector< std::vector< rtr::Color > > & **getPixels** ()=0

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

- App/include/RayTracer/Abstraction/IRenderer.hpp

3.14 rtr::IShape Class Reference

Inheritance diagram for rtr::IShape:

```
┌─────────────┐
│ rtr::IPlugin │
└─────────────┘
        ▲
        │
┌─────────────┐
│ rtr::IShape │
└─────────────┘
        ▲
        │
┌─────────────┐
│ rtr::AShape │
└─────────────┘
```

Public Member Functions

- virtual void **setType** (const ShapeType &type)=0
- virtual void **setMaterial** (std::unique_ptr< AMaterial > material)=0
- virtual void **setRadius** (const double &radius)=0
- virtual void **setHeight** (const double &height)=0
- virtual const ShapeType & **getType** () const =0
- virtual AMaterial & **getMaterial** ()=0
- virtual Vector & **getPosition** ()=0
- virtual Vector & **getNormal** ()=0
- virtual Vector & **getRotation** ()=0
- virtual const double & **getRadius** () const =0
- virtual const double & **getHeight** () const =0
- virtual bool **hits** (std::pair< Vector, Vector > ray, RayHit &hit)=0
- virtual Vector **getDistance** (const Vector &point)=0

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

- App/include/RayTracer/Abstraction/IShape.hpp

3.15 rtr::LightFactory Class Reference

Static Public Member Functions

- static std::unique_ptr< ALight > **createLight** (const Color &color, const float &intensity)
- static std::unique_ptr< ALight > **createLight** (const LightType &type, const Color &color, const float &intensity, const Vector &vector)

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

- App/include/RayTracer/Factory/Light.hpp

3.16 rtr::MaterialFactory Class Reference

Static Public Member Functions

- static std::unique_ptr< AMaterial > **createMaterial** (const MaterialType &type, const float &floatValue)

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

- App/include/RayTracer/Factory/Material.hpp

3.17 rtr::Parser Class Reference

Classes

- class ParserException

Static Public Member Functions

- static int **parseArgs** (const std::string &filePath)
- static std::unique_ptr< rtr::Scene > **parseFile** (const std::string &filePath)
- static void **parseRenderer** (const libconfig::Setting &renderer, Scene &scene)
- static void **parseCamera** (const libconfig::Setting &camera, Scene &scene)
- static ShapeType **parseShapeType** (const std::string &type)
- static void **parseShapes** (const libconfig::Setting &shapesSetting, Scene &scene)
- static std::unique_ptr< AMaterial > **parseMaterial** (const libconfig::Setting &materialSetting)
- static LightType **parseLightType** (const std::string &type)
- static void **parseLights** (const libconfig::Setting &lightsSetting, Scene &scene)
- template<typename T , typename ConversionFunc >
  static T **getVector** (const libconfig::Setting &setting, ConversionFunc convert)
- template<typename T >
  static T **convertInt** (const libconfig::Setting &setting)

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

- App/include/RayTracer/Parser.hpp

3.18 rtr::Parser::ParserException Class Reference

Inheritance diagram for rtr::Parser::ParserException:
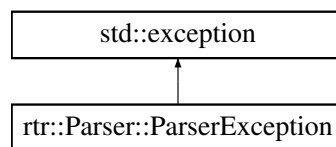
Public Member Functions

- **ParserException** (std::string msg)
- **ParserException** (const ParserException &)=delete
- ParserException & **operator=** (const ParserException &)=delete
- **ParserException** (const ParserException &&)=delete
- ParserException & **operator=** (const ParserException &&)=delete
- const char ∗ **what** () const noexcept override

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

- App/include/RayTracer/Parser.hpp

3.19 rtr::PluginLoader Class Reference

Public Types

- using **PluginCreator** = std::unique_ptr< IPlugin >(∗)()

Public Member Functions

- template< typename T >
  std::unique_ptr< T > **getPlugin** (const std::string &pluginName)

Static Public Member Functions

- static PluginLoader & **getInstance** ()

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

- App/include/RayTracer/Loader/Plugin.hpp

3.20 rtr::RayHit Class Reference

Public Member Functions

- const ray_hit_t & **getRayHit** () const noexcept
- void **setRayHit** (const ray_hit_t &ray_hit) noexcept
- void **setRayHit** (const Vector &point, const Vector &normal, double distance) noexcept
- void **setPoint** (const Vector &point) noexcept
- void **setNormal** (const Vector &normal) noexcept
- void **setDistance** (const double &distance) noexcept

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

- App/include/RayTracer/Utils/RayHit.hpp

3.21 rtr::Rectangle3D Class Reference

Public Member Functions

- **Rectangle3D** (const Vector &origin, const Vector &bottom_side, const Vector &left_side)
- Vector **pointAt** (double u, double v) const

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

- App/include/RayTracer/Utils/Rectangle3D.hpp

3.22 rtr::RendererFactory Class Reference

Static Public Member Functions

- static std::unique_ptr< ARenderer > **createRenderer** (const RendererType &type, const std::string &name, const Resolution &resolution, const Color &backgroundColor)

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

- App/include/RayTracer/Factory/Renderer.hpp

## 3.23 rtr::Resolution Class Reference

Public Member Functions

- **Resolution** (const uint16_t &width, const uint16_t &height)
- **Resolution** (const resolution_t &resolution)
- void **setWidth** (const uint16_t &width)
- void **setHeight** (const uint16_t &height)
- void **setResolution** (const uint16_t &width, const uint16_t &height)
- void **setResolution** (const resolution_t &resolution)
- uint16_t **getWidth** () const
- uint16_t **getHeight** () const
- resolution_t **getValue** () const

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

- App/include/RayTracer/Utils/Resolution.hpp

3.24 rtr::RunTimeException Class Reference

Inheritance diagram for rtr::RunTimeException:
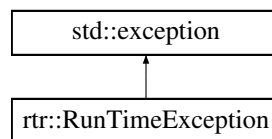
Public Member Functions

- **RunTimeException** (std::string msg)
- **RunTimeException** (const RunTimeException &)=delete
- RunTimeException & **operator=** (const RunTimeException &)=delete
- **RunTimeException** (const RunTimeException &&)=delete
- RunTimeException & **operator=** (const RunTimeException &&)=delete
- const char ∗ **what** () const noexcept override

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

- App/include/RayTracer/Exception/RunTime.hpp

3.25 rtr::Scene Class Reference

Public Member Functions

- void **setCamera** (const Camera &camera)
- void **setRenderer** (std::unique_ptr< ARenderer > renderer)
- void **addShape** (std::unique_ptr< AShape > shape)
- void **addLight** (std::unique_ptr< ALight > light)
- Camera & **getCamera** ()
- const std::unique_ptr< ARenderer > & **getRenderer** () const
- const std::vector< std::unique_ptr< AShape > > & **getShapes** () const
- const std::vector< std::unique_ptr< ALight > > & **getLights** () const

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

- App/include/RayTracer/Scene/Scene.hpp

3.26 rtr::ShapeFactory Class Reference

Static Public Member Functions

- static std::unique_ptr< AShape > **createShape** (const Vector &position, const Vector &normal)
- static std::unique_ptr< AShape > **createShape** (const Vector &position, const double &radius)
- static std::unique_ptr< AShape > **createShape** (const ShapeType &type, const Vector &position, const Vector &rotation, const double &radius, const double &height)

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

- App/include/RayTracer/Factory/Shape.hpp

3.27 rtr::Vector Class Reference

Public Member Functions

- **Vector** (const double &x, const double &y, const double &z)
- **Vector** (const vector_t &position)
- void **setX** (const double &x)
- void **setY** (const double &y)
- void **setZ** (const double &z)
- void **setVector** (const double &x, const double &y, const double &z)
- void **setVector** (const vector_t &position)
- double **getX** () const
- double **getY** () const
- double **getZ** () const
- vector_t **getValue** () const
- Vector **operator+** (const Vector &other) const
- Vector **operator+** (const double &scalar) const
- Vector **operator-** (const Vector &other) const

- Vector **operator**∗ (const Vector &other) const
- Vector **operator**∗ (const double &scalar) const
- Vector **operator**/ (const double &scalar) const
- double **length** () const
- double **dot** (const Vector &other) const
- Vector **cross** (const Vector &other) const
- Vector **normalize** () const

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

- App/include/RayTracer/Utils/Vector.hpp

Index