

# T	scope	table								
1	global	#	var name	Alias	Type	Description	#T attrs	#T fns	#T objs	#T
		1	h	House	abstract class	House (main class)	3	3	1	7
		2	m	move	abstract class	It manages position & rotation of c	9	13	4	26
		3	drgNrsz	Drag & Resize	abstract class	It handles vertices & position	3	6	13	21
		4	t	three	abstract class	Decoder of Three Instances	3	4	2	9
		5	K	Cookie	abstract class	It manages cookies	2	13	3	18
		6	o	(ops)(options)	abstract class	It brings 10 options to modify scene	17	10	26	53
		7	v	vectrix	abstract class	Decoder of strings that holds Meshes	1	4	3	8
		8	T	THREE	constructor	it's used to instance meshes	0	16	0	16
		9	JSZip	JavaScript Zip	constructor	It creates zip files on the fly	0	2	1	3
		10	\$	jQuery identifier	function	it adds events to any object of DOM	0	1	0	1
		11	xhr	XMLHttpRequest	function	Handles upcoming needed files	0	1	0	1
		12	cv	(#cv)(canvas)	HTML object	Scene's been rendered inside this	5	0	0	5
		13	s	(Scene)(t.s)	object instance	Scene Instance of THREE	0	0	4	4
		14	c	Camera	object instance	Camera instance of THREE	4	0	2	6
		15	r	Renderer	object instance	WebGLRenderer instance of THREE	1	2	1	4
2	local	#	parent var	Features						
		1	h	#	name	Alias	Type	Description		
				1	H	house	int	w.innerHeight		
				2	W	Width	int	w.innerWidth		
				3	R	Render	function	requestAnimationFrame 60FPS		
				4	cp	camera position	function	camera.position.set(x,y,z)		
				5	pf	parseFloat	function	it returns parseFloat(number)		
				6	w	Window	HTML object	it's used to get height   width		
				7	i	iteration	int	(increase)(iterate)used inside for		
		2	m	#	name	Alias	Type	Description		
				1	rKey	(r inside keyboard) (rotating key)	boolean	approval to (explore)(navigate)		
				2	i	move speed increment	float	(+)(-) key (alters)(manages) this		
				3	Π	Math.PI	float	180° radio 3.141592653589793311600		
				4	π	Math.PI/2	float	90° radio 1.57079632679489655800		
				5	a	array	function	define positions array		
				6	act	(activate)(deactivate)	function	toggle activation		
				7	k	keyCode	function	return e.keyCode-30		
				8	p	position	function	while key is down do position.set(x,y,z)		
				9	r	rotate	function	rotate while user's out of scope		
				10	rq	requestAnimationFrame	function	it invokes function 60 times in 1 second		
				11	rt	rotate	function	it calls r function		
				12	trgt	target	function	it creates+appends trgt to body		
				13	xy	c.position.x+c.position.y	function	it sets position in z   x of global c		
				14	y	position.y	function	it alters position in y of global c using rq		
				15	z	front	function	it sets front using rq   p   xy		
				16	P	rotation.y	function	it alters position in y of global c using rq		
				17	ρ	front array	function	it set front array called while keydown		
				18	d	document	HTML object	it's used to append tags to body + head		
				19	w	window	HTML object	it's used to get H   W   X & set events		
				20	W	Width	int	w.innerWidth		
				21	X	point in x	int	mouse position in X		
				22	cn	counter	int	(increase)(decrease) c.y in π		
				23	WASD	WASD keys	object	arrow-keys set		
				24	c	(camera rotation)(Euler)	object	Euler that camera uses for rotating		
				25	sty	style	string	style containing cursor classes		
				26	x	null	undefined	it stores prior X		
		3	drgNrsz	#	name	Alias	Type	Description		
				1	app	approval	Boolean	it tell whether user can drag or not		
				2	act	(activate)(deactivate)	function	it toggles (drag)(resize) activation		

			3	cursor	cursor tag	function	it creates the cursor-class style
			4	follow	go after	function	it sets cover behind current o
			5	intrsct	intersect	function	it sets up emissive.green using m
			6	rc	ray caster	function	it uses pj and return a result
			7	xy	x   y	function	it helps to identify where to intersect
			8	d	document	HTML object	it's used to add (mouse)(key) events
			9	w	window	HTML object	it's used to get inner(Width)(Height)
			10	V3	vector 3	object	its needed to set 3dPoint used by xy
			11	drg	drag	object	it contains crs-attr   init-fn   rv-int
			12	rC	ray caster	object	projector needed to intersect objects
			13	rst	result	object	rst defined as a result of rc
			14	rsz	resize	object	object which manages object-resize
			15	cover	(Mesh)(Wall)	object instance	it's big wall that prevents drg-errors
			16	m	material	object instance	it's extracted from updated o
			17	new	current object	object instance	when rc returns another object than o
			18	o	old object	object instance	it's (created)(updated by new)
			19	pj	projector	object instance	it projects current objects by position
			20	crs	cursor	string	current cursor type
			21	style	drg-class style	string	style used to change cursor
4	t	#	name	Alias	Type	Description	
		1	ad	add	function	it defines shape to a customized instanced mesh and adds that to s	
		2	pF	modified pf	function	it multiplies pf to 10 raised mpf	
		3	pf	parseFloat	function	it returns number inside string	
		4	pr	(parse)(decode)	function	it decodes position and rotation	
		5	i	increment	int	it's used to scan vector sent to ad	
		6	mpf	total zeros	int	by default it's 2	
		7	s	Scene	object	object that's used to add shape	
		8	shape	final (mesh)(object)	object	Object composed by geometry and material, its position is set up.	
		9	bs	base	string	by default it's 'img/'	
5	K	#	name	Alias	Type	Description	
		1	ck	cookie	function	it returns current d.cookie	
		2	dlk	delete cookie	function	it deletes certain cookie	
		3	fx	toFixed	function	by default it returns pf with 4 digits	
		4	gtk	get cookie	function	it returns value of cookie-name provided	
		5	gtks	get cookies	function	it returns vector full of all cookie-value's	
		6	ks	cookies	function	it returns vector full of all key-value	
		7	lsks	list of cookies	function	it returns vector full of all cookie-name's	
		8	pf	parseFloat	function	it returns parseFloat(n)	
		9	sp	set position	function	it set position & rotation of camera	
		10	stk	set cookie	function	it create or modifies specific cookie	
		11	stks	set cookies	function	it set bunch of cookies in key:value style	
		12	vfk	verify cookie	function	it returns true if cookie-name exists	
		13	vfks	verify cookies	function	it returns true if all cookie-name's exist	
		14	d	document	HTML object	it's used to store cookies	
		15	w	window	HTML object	it used to add events to save cookies	
		16	CK	cookie	object	it contains cookies-set that'll be store	
		17	xp	expires	string	it's been used to preserve those cookies	
		18	u	undefined	undefined	it's used in stks to ask if something is u	
6	o	#	name	Alias	Type	Description	
		1	usrAgnt	user agent	(object)(array)	it helps to get fullscreen cross-browser	
		2	of	object folder	(object)(vector)	actual texture folder	
		3	ops	options	(object)(vector)	it contains 10 functions used on click	
		4	pc	pick colour	(object)(vector)	it picks colour as vector (as backup)	
		5	Δ	difference	(object)(vector)	set of (text)(digit) position in x axis	
		6	H	Height	float	it's 1% of w.innerHeight	
		7	W	Width	float	it's 1% of w.innerWidth	
		8	gh	geometry height	float	it's 10% of H	
		9	gw	geometry width	float	it's 10% of W	

		10	10p	10%	float	10% based on w.innerHeight		
		11	pnlH	panel height	float	it's total width-10%; H-gh*2		
		12	pnlW	panel width	float	it's total height-10%; W-gw*2		
		13	R	render	function	it renders changes made in s, c		
		14	Y	options territory	function	it returns true if y is 10%(top)(bottom)		
		15	ad	add + move c	function	it adds mesh with tx + move c back		
		16	add	add mesh	function	it adds mesh + (thumbnail)(text) to s		
		17	cc	※ ✨ intensity	function	it (increases)(decreases) light intensity		
		18	init	initiate	function	it creates s, c, r and rest of meshes		
		19	mv	move	function	it uses left & right's id to move		
		20	rb	read blob	function	if source of picture comes from hard disk I'll safety read it as blob		
		21	rc	use ray caster	function	it returns result of intersection		
		22	slide	slide roll	function	it moves thumbnails to (←)(→)		
		23	d	document	HTML object	it's used to access to (head)(body)		
		24	i	input	HTML object	it's used to give to user an opportunity to add a mesh with (his)(her) own tx		
		25	w	window	HTML object	It's been used to get H  W  usrAgt...		
		26	x	x position	int	it's current mouse position in x axis		
		27	y	y position	int	it's current mouse position in y axis		
		28	tdp	text default parameter	object	it's really needed & it has no changes		
		29	mc	material color	object	it picks colour as vector (as backup)		
		30	o	mesh object	object	it's object of rst		
		31	rst	result	object	it's a returned value after intersection		
		32	rC	Raycaster	object instance	it's scope of objects around c		
		33	right	right mesh	object instance	mesh that slides roll to →		
		34	st	settings	object instance	it contains panel, left, right		
		35	tn	thumbnail	object instance	it contains cached + incoming texts		
		36	tns	thumbnails	object instance	it's thumbnail's parent		
		37	txt	TextGeometry	object instance	it displays numbers quantity		
		38	V3	vector 3	object instance	its needed to set 3dPoint used by xy		
		39	c	Camera	object instance	it's used to see s		
		40	g	PlaneGeometry	object instance	it's used as default geometry (i.e. size)		
		41	left	left mesh	object instance	mesh that slides roll to ←		
		42	m	BasicMaterial	object instance	it's used as default material		
		43	pj	projector	object instance	it projects current objects by position		
		44	r	renderer	object instance	it's WebGLRenderer use to render s, c		
		45	s	Scene	object instance	it's used to make up scenario		
		46	ex	exit	string	pfx + 'Cancel' + f		
		47	f	fullScreen	string	'FullScreen'		
		48	is	Is?	string	pfx + 'Is' + f		
		49	pfx	prefix	string	Browser's prefix (e.g. webkit, moz)		
		50	rq	request	string	pfx + 'Request' + f		
		51	sty	style	string	style used for option canvas		
		52	tx	texture	string	URL of picture		
		53	φ	(foto)(picture)	string	URL of picture from window's Blob		
		7	v	#	name	Alias	Type	Description
				1	pC	toFixed	function	it returns pf with 5 digits
				2	pF	modified pf	function	it multiplies pf to 10 raised mpf
				3	pf	parseFloat	function	it returns parseFloat(n)
				4	v	vectrix	function	it returns vector full of Vector2
				5	mpf	total of zeros	string	by default it's 2
				6	rgx	regular expression	vector	(keyword)(wildcards) to decode
				7	abx	(a  b)(0 1) value	vector	replace those keywords with these
				8	psx	(i)(n)(x) position	vector	it's a delimiter between (a  b) (0  1)
8	T	#	name	Alias	Type	Description		
		1	Camera	Camera	constructor	it sees Scene		
		2	ImageLoader	picture	constructor	it's material texture		
		3	Mesh	object	constructor	it's composed by geometry  material		
		4	MeshBasicMaterial	material	constructor	it's a type of mesh material		

			5	MeshLambertMaterial	material	constructor	it's a type of mesh material
			7	PlaneGeometry	geometry	constructor	it's type of mesh geometry
			8	Projector	projector	constructor	it projects current objects by position
			9	RayCaster	ray caster	constructor	it's scope of objects around Camera
			10	RepeatWrapping	wrap #	constructor	every how texture should be repeated
			11	Scene	scene	constructor	it's object which contains every mesh
			12	ShapeGeometry	multi mesh	constructor	it's like a box which has 4 or more meshes
			13	TextGeometry	text	constructor	it's number made with vertices
			14	Vector2	x   y	constructor	it's geometry vertice
			15	Vector3	x   y   z	constructor	it's a relationship between mouse in x & width   mouse in y & height   .5 for z
			16	WebGLRenderer	renderer	constructor	it's renderer of Scene   Camera changes
9	JSZip	#	name	Alias	Type	Description	
		1	files	unzipped files	(object)(vector)	it contains files to be zipped	
		2	add	add	function	it adds files to zip	
		3	generate	generate	function	it'll eventually generate zip file	
10	\$	#	name	Alias	Type	Description	
		1	on	on	function	it receives an array as parameter like: {click: function(){alert(5)}}	
11	xhr	actually it's a function which receives two parameters fileName, callback					
12	cv	#	name	Alias	Type	Description	
		1	height	height	int	it's pixel precision	
		2	width	width	int	it's pixel precision	
		3	className	className	string	It's got typical prefix '.'	
		4	id	identification	string	it's got typical prefix '#'	
		5	tagName	tagName	string	it's in upper case	
13	s	#	name	Alias	Type	Description	
		1	__lights	ambient lights set	(object)(array)	it contains light that puts scene on	
		2	rotation	Euler	(object)(array)	it's (3d) (x  y  z) rotation	
		3	position	Vector3	(object)(array)	it's (3d) (x  y  z) position	
		4	children	nested objects	(object)(vector)	it's a container of all nested objects	
14	c	#	name	Alias	Type	Description	
		1	position	Euler	(object)(array)	it's (3d) (x  y  z) rotation	
		2	rotation	Vector3	(object)(array)	it's (3d) (x  y  z) position	
		3	aspect	aspect ration	float	it's relationship between h.H   h.W	
		4	near	near distance	float   int	closest distance to any object	
		5	far	far distance	int   float	farthest distance to any object	
		6	fov	field of view	int   float	watching (scope)(area)	
15	r	#	name	Alias	Type	Description	
		1	context	context	(object)(array)	actually it's WebGLRenderer	
		2	autoClear	autoClear	Boolean	it's used at the moment of rendering	
		3	render	render changes	function	it renders scene   camera changes to its (domElement) (canvas)	
		4	setSize	setSize	function	it's parameters are h.H   h.W	