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| #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 | ρ | xy | | 16 | Ρ | 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| usrAgnt… | | 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 | | |