INDEX OF MISCELLANEOUS IDENTIFIERS

Finally, this index covers functions, module-local variables, preprocessor definitions, and other miscellaneous identifiers used in the system.

AbsCosTheta(), 426 AbsDot(), 61 active Transform Bits, 1054ALL_TRANSFORMS_BITS, 1054 alloca(), 1009 AllocAligned(), 1013 Assert(), 1005 AtomicAdd(), 1038 AtomicCompareAndSwap(), 1037 AverageSpectrumSamples(), 268 BalanceHeuristic(),693 BRDFRemap(), 465 BSDF ALL, 428 BSDF_ALL_REFLECTION, 428 BSDF ALL TRANSMISSION, 428 BSDF ALL TYPES, 428 BSDF ALLOC(), 482 BSDF_DIFFUSE, 428 BSDF GLOSSY, 428 BSDF_REFLECTION, 428 BSDF SPECULAR, 428 BSDF TRANSMISSION, 428 BSSRDF, 598 Ceil2Int(), 1002 CIE lambda, 271 CIE X, 271 CIE Y, 271 CIE Z, 271 Clamp(), 1000 ComputeLightSamplingCDF(), 709

ConcentricSampleDisk(), 667 CoordinateSystem(),63 CosineHemispherePdf(),670 CosineSampleHemisphere(), 669 CosPhi(), 427 CosTheta(), 426 CreateSphereShape(), 1073 Cross(), 62 currentApiState, 1052 curTransform, 1054 Degrees(), 1001 Distance(), 65 DistanceSquared(), 65 divfact(),940 Dot(),60 END TRANSFORM BITS, 1054 EnqueueTasks(), 1041 EPhoton(),832 Error(), 1005 EstimateDirect(),749 Faceforward(), 66 FBm(), 561 Fdr(), 905 FILTER_TABLE_SIZE, 407 FindPoissonPointDistribution(), 896 Float2Int(), 1002 Floor2Int(), 1002 FOR ACTIVE TRANSFORMS(), 1055 FrCond(), 435 FrDiel(), 435

FreeAligned(), 1013 Gaussian(), 398 GeneratePath(),843 GeneratePermutation(), 366 GetVolumeScatteringProperties(), Grad(), 557 graphicsState, 1060 HGPdf(), 731 I(),856 ImageWrap, 530 INFINITY, 1002 Info(), 1005 InterpolateSpectrumSamples(), 281 INV FOURPI, 1002 INV PI, 1002 INV TWOPI, 1002 Inverse(), 1021 IsPowerOf2(), 1001 K(), 939 kernel(), 830 1ambda(), 968 Lanczos(), 533 LargeStep(),840 LatinHypercube(), 356 LDPixelSample(), 375 LDPixelSampleFloatsNeeded(), 374 LDShuffleScrambled1D(), 377 LDShuffleScrambled2D(), 377 legendrep(), 936

Lown() 1000	nhutShana() 1065	SUCanvalvaPhana() 060
Lerp(), 1000	pbrtShape(), 1065	SHConvolvePhong(), 969
Log2(), 1001	pbrtSurfaceIntegrator(), 1058	SHEvaluate(), 936
Log2Int(), 1001	pbrtTexture(), 1063	SHIndex(), 935
LookAt(), 84	pbrtTransform(), 1055	SHMatrixVectorMultiply(), 981
LPhoton(), 831	pbrtTransformBegin(), 1061	SHProjectCube(), 946
M_PI, 1002	pbrtTransformEnd(), 1061	SHProjectIncidentDirectRadiance(),
main(), 20	pbrtTransformTimes(), 1057	949
MakeLight(), 1073	pbrtTranslate(), 1055	SHProjectIncidentIndirect
MakeShape(), 1066	pbrtVolumeIntegrator(), 1058	Radiance(), 950
MAX_TRANSFORMS, 1054	pbrtWorldBegin(), 1059	SHReduceRinging(), 951
Mod(), 1001	pbrtWorldEnd(), 1071	SHRotate(), 953
mutate(),841	PermutedRadicalInverse(), 366	SHRotateXMinus(), 956
namedCoordinateSystems, 1055	Perspective(), 311	SHRotateXPlus(), 956
nCIESamples, 271	PhaseHG(), 585	SHRotateZ(), 955
NEXT(), 153	PhaseIsotropic(), 584	SHTerms(), 935
Noise(), 555	PhaseMieHazy(), 585	Shuffle(), 354
NOISE_PERM_SIZE, 557	PhaseMieMurky(),585	sinCosIndexed(),940
NoisePerm, 557	PhaseRayleigh(),585	SinPhi(),427
NoiseWeight(),558	PhaseSchlick(),586	SinTheta(),426
nRGB2SpectSamples, 276	PowerHeuristic(),693	SinTheta2(),426
nSpectralSamples, 266	PREV(), 153	Slerp(),96
NumSystemCores(), 1041	primes, 368	SmallStep(),842
octreeChildBound(),1026	prims0, 240	SmoothStep(), 563
Orthographic(),307	prims1, 240	Sobol2(), 372
ParseFile(),21	pushedActiveTransformBits, 1060	SolveLinearSystem2x2(), 1020
PBRT_L1_CACHE_LINE_SIZE, 1012	pushedGraphicsStates, 1060	SortSpectrumSamples(),267
PBRT_VERSION, 1000	pushedTransforms, 1060	SPECTRUM_ILLUMINANT, 277
pbrtAccelerator(), 1058	Quadratic(),118	SPECTRUM_REFLECTANCE, 277
pbrtActiveTransformAll(),1057	Radians(), 1001	SpectrumSamplesSorted(), 267
<pre>pbrtActiveTransformEndTime(), 1057</pre>	RadicalInverse(),362	SpecularReflect(),46
<pre>pbrtActiveTransformStartTime(),</pre>	RdIntegral(),912	SpecularTransmit(),47
1057	RdToAlphap(), 912	SphericalDirection(), 292
pbrtAreaLightSource(), 1065	ReadFloatFile(), 1006	SphericalPhi(),292
pbrtAttributeBegin(), 1060	ReadImage(), 1004	SphericalTheta(),292
pbrtAttributeEnd(),1060	RejectionSampleDisk(),652	SQRT_SAMPLE_TABLE_SIZE, 380
pbrtCamera(),1058	renderOptions, 1056	START_TRANSFORM_BITS, 1054
pbrtCleanup(), 1052	RGBToXYZ(), 274	STATE_OPTIONS_BLOCK, 1052
pbrtConcatTransform(), 1055	RNG, 1003	STATE_UNINITIALIZED, 1052
pbrtCoordinateSystem(), 1055	Rotate(),83	STATE_WORLD_BLOCK, 1052
pbrtCoordSysTransform(), 1056	RotateX(),81	StratifiedSample1D(),352
pbrtFilm(), 1058	RotateY(),82	StratifiedSample2D(),352
pbrtIdentity(), 1054	RotateZ(),82	SubsurfaceFromDiffuse(),913
pbrtInit(), 1051	Round2Int(), 1002	TasksCleanup(), 1041
pbrtLightSource(), 1065	RoundUpPow2(), 1002	TasksInit(), 1041
pbrtLookAt(), 1055	SameHemisphere(),695	TEXTURE_BLACK, 530
pbrtMakeNamedMaterial(),1064	Sample02(), 372	TEXTURE_CLAMP, 530
pbrtMaterial(), 1064	SAMPLE_TABLE_SIZE, 380	TEXTURE_REPEAT, 530
pbrtNamedMaterial(),1064	sampledLambdaEnd, 266	toZYZ(), 953
pbrtObjectBegin(),1069	sampledLambdaStart,266	transformCache, 1066
pbrtObjectEnd(),1069	SampleHG(), 731	Translate(),79
pbrtObjectInstance(), 1070	Scale(), 80	Transpose(), 1021
pbrtPixelFilter(), 1057	Severe(), 1005	Turbulence(), 564
pbrtRenderer(), 1058	SHComputeBSDFMatrix(), 978	UniformConePdf(),713
pbrtRotate(), 1055	SHComputeDiffuseTransfer(), 973	UniformHemispherePdf(),664
pbrtSampler(), 1058	SHComputeTransferMatrix(),976	UniformSampleAllLights(),745
pbrtScale(), 1055	SHConvolveCosTheta(), 968	UniformSampleCone(),713
•	• • • • • • • • • • • • • • • • • • • •	

UniformSampleDisk(),666 UniformSampleHemisphere(),664 UniformSampleOneLight(),746 UniformSampleSphere(),664 UniformSampleTriangle(),671 UniformSpherePdf(),664 Union(),72 VanDerCorput(),372 VERIFY_INITIALIZED,1053 VERIFY_OPTIONS(),1053 VERIFY_WORLD(),1053 WaitForAllTasks(), 1041 WARN_IF_ANIMATED_TRANSFORM(), 1063 Warning(), 1005 WriteImage(), 1004 XYZToRGB(), 273