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Draft for Information Only

Content

Manim Function

Tree Structure of Manim Function

Source and Reference

Manim Function

A function is the fundamental operations for specific MObject used in Manim.

Tree Structure of Manim Function

Function Structure last updated
16Jan2020 based on version
19Dec2019 .

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Knowledge

- function
 - manimlib.mobject.mobject_update_utils.py
 - def assert_is_mobject_method(method)
 - def always(method, *args, **kwargs)
 - def f_always(method, *arg_generators, **kwargs)
 - def updater(mob)
 - def always_redraw(func)
 - def always_shift(mobject, direction=RIGHT, rate=0.1)
 - def always_rotate(mobject, rate=20 * DEGREES, **kwargs)
 - def turn_animation_into_updater(animation, cycle=False, **kwargs)
 - def update(m, dt)
 - def cycle_animation(animation, **kwargs)
 - manimlib.mobject.three_d_shading_utils.py
 - def get_3d_vmob_gradient_start_and_end_points(vmob)
 - def get_3d_vmob_start_corner_index(vmob)
 - def get_3d_vmob_end_corner_index(vmob)
 - def get_3d_vmob_start_corner(vmob)
 - def get_3d_vmob_end_corner(vmob)
 - def get_3d_vmob_unit_normal(vmob, point_index)
 - def get_3d_vmob_start_corner_unit_normal(vmob)
 - def get_3d_vmob_end_corner_unit_normal(vmob)
 - manimlib.mobject.three_d_utils.py
 - def get_3d_vmob_gradient_start_and_end_points(vmob)
 - def get_3d_vmob_start_corner_index(vmob)
 - def get_3d_vmob_end_corner_index(vmob)
 - def get_3d_vmob_start_corner(vmob)
 - def get_3d_vmob_end_corner(vmob)
 - def get_3d_vmob_unit_normal(vmob, point_index)

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- `def get_3d_vmob_start_corner_unit_normal(vmob)`
- `def get_3d_vmob_end_corner_unit_normal(vmob)`

Source and Reference

<https://github.com/3b1b/manim> version 19Dec2019

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- [Windows 8.1 Knowledge Base Networking Network Shell Netsh http](#) (last updated On 3/26/2021)
- [Windows 8.1 Knowledge Base Networking Network Shell Netsh](#) (last updated On 3/25/2021)
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