

CF_CG-Lib

1.0

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Chapter 1

CF_CG-Lib

This library is intended to be used in 'Chaos und Fraktale' and 'Computer Geometry', lessons from 'Hochschule Darmstadt'. If you want to use it in a different way, you may do so under the terms of the MIT license.

The best way to find ALL functions is by going to 'namespaces [cf](#)' (Note: register 'classes' doesn't show 'namespace global' functions)

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3rd party licenses:

- GLM: MIT
- OpenCV: 3-clause BSD License
- InFLint: LGPL
- FreeGlut: X-Consortium

Note: OpenCV utilizes 3rd party libraries like libpng, these licenses are NOT covered in this segment

Chapter 2

Namespace Index

2.1 Namespace List

Here is a list of all namespaces with brief descriptions:

cf	11
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Chapter 3

Hierarchical Index

3.1 Class Hierarchy

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

cf::Circle	17
cf::CirclePartition	18
cf::Color	20
cf::Console	25
cf::Direction	26
cf::Interval	28
cf::IteratedFunctionSystem	30
cf::LindenmayerSystem	31
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cf::Orbit	35
cf::Point	36
cf::Rect	39
cf::Vec3< POINTVECTOR >	40
cf::Window2D	48
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cf::WindowRasterized	76
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cf::Window3D	62

Chapter 4

Class Index

4.1 Class List

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

cf::Circle	The Circle struct Simple parameter wrapper struct	17
cf::CirclePartition	The CirclePartition struct Simple parameter wrapper struct	18
cf::Color	The Color struct offers a class for rgb access	20
cf::Console	The Console struct offers utility functions for 'console'	25
cf::Direction	The Direction struct for getting absolute directions from a current direction and a relative direction	26
cf::Interval	The Interval struct provides functionality to translate values from one interval into another	28
cf::IteratedFunctionSystem	The IteratedFunctionSystem class lazy people (like myself) may use the IFS typedef	30
cf::LindenmayerSystem	The LindenmayerSystem class lazy people (like myself) may use the IFS typedef	31
cf::Line	The Line struct Simple parameter wrapper struct	33
cf::Orbit	The Orbit class lazy people (like myself) may use the ORB typedef	35
cf::Point	The Point struct is a simple class for position access on 2D images (imilar to cv::Point, but uses floats instead of integer)	36
cf::Rect	The Rect struct Simple parameter wrapper struct	39
cf::Vec3< POINTVECTOR >	The Vec3 struct General class for vector operations	40
cf::Window2D	The Window2D struct offers advanced features used by WindowRasterized/WindowVectorized	48
cf::Window3D	The Window3D struct is the default class for accessing 3D content, creating more than 1 instance results in undefined behavior	62
cf::WindowCoordinateSystem	The WindowCoordinateSystem struct Default class for images and raster operations	70
cf::WindowRasterized	The WindowRasterized struct Default struct for vectorized operations within a custom interval	76
cf::WindowVectorized	The WindowVectorized struct Default class for images and raster operations	78

Chapter 5

File Index

5.1 File List

Here is a list of all files with brief descriptions:

include/computerGeometry.hpp	83
include/IFS.h	84
include/LSystem.h	84
include/ORB.h	85
include/utils.h	85
include/window2D.h	87
include/window3D.h	88
include/windowCoordinateSystem.hpp	88
include/windowRasterized.hpp	88
include/windowVectorized.hpp	89

Chapter 6

Namespace Documentation

6.1 cf Namespace Reference

Classes

- struct [Circle](#)
The [Circle](#) struct Simple parameter wrapper struct.
- struct [CirclePartition](#)
The [CirclePartition](#) struct Simple parameter wrapper struct.
- struct [Color](#)
The [Color](#) struct offers a class for rgb access.
- struct [Console](#)
The [Console](#) struct offers utility functions for 'console'.
- struct [Direction](#)
The [Direction](#) struct for getting absolute directions from a current direction and a relative direction.
- struct [Interval](#)
The [Interval](#) struct provides functionality to translate values from one interval into another.
- struct [IteratedFunctionSystem](#)
The [IteratedFunctionSystem](#) class lazy people (like myself) may use the IFS typedef.
- struct [LindenmayerSystem](#)
The [LindenmayerSystem](#) class lazy people (like myself) may use the IFS typedef.
- struct [Line](#)
The [Line](#) struct Simple parameter wrapper struct.
- struct [Orbit](#)
The [Orbit](#) class lazy people (like myself) may use the ORB typedef.
- struct [Point](#)
The [Point](#) struct is a simple class for position access on 2D images (similar to cv::Point, but uses floats instead of integer)
- struct [Rect](#)
The [Rect](#) struct Simple parameter wrapper struct.
- struct [Vec3](#)
The [Vec3](#) struct General class for vector operations.
- class [Window2D](#)
The [Window2D](#) struct offers advanced features used by WindowRasterized/WindowVectorized.
- struct [Window3D](#)

The [Window3D](#) struct is the default class for accessing 3D content, creating more than 1 instance results in undefined behavior.

- struct [WindowCoordinateSystem](#)

The [WindowCoordinateSystem](#) struct Default class for images and raster operations.

- struct [WindowRasterized](#)

The [WindowRasterized](#) struct Default struct for vectorized operations within a custom interval.

- struct [WindowVectorized](#)

The [WindowVectorized](#) struct Default class for images and raster operations.

Typedefs

- typedef [Vec3](#)< true > [PointVector](#)

[PointVector](#) Specialization of general [Vec3](#).

- typedef [Vec3](#)< false > [DirectionVector](#)

[DirectionVector](#) Specialization of general [Vec3](#), where component 'w' may not be written to.

- typedef [IteratedFunctionSystem](#) IFS
- typedef [LindenmayerSystem](#) LSystem
- typedef [Orbit](#) ORB

Functions

- void [_removeWindowsSpecificCarriageReturn](#) (std::string &str)

[_removeWindowsSpecificCarriageReturn](#) Removes 'carriage return' characters in strings ('carriage return' may be read from unix system by providing windows files)

- std::vector< [Color](#) > [readPaletteFromFile](#) (const std::string &filePath)

[readPaletteFromFile](#)

- std::string [readAntString](#) (const std::string &filePath)

[readAntString](#)

- template<typename _VectorType = glm::vec3>
std::vector< _VectorType > [readDATFile](#) (const std::string &filePath)

[readDATFile](#) Reads a *.dat file

- float [radian2degree](#) (float radianValue)

[radian2degree](#) Converts a radian value to a degree value

- float [degree2radian](#) (float degreeValue)

[degree2radian](#) Converts a degree value to a radian value

6.1.1 Typedef Documentation

6.1.1.1 DirectionVector

```
typedef Vec3<false> cf::DirectionVector
```

[DirectionVector](#) Specialization of general [Vec3](#), where component 'w' may not be written to.

6.1.1.2 IFS

```
typedef IteratedFunctionSystem cf::IFS
```

6.1.1.3 LSystem

```
typedef LindenmayerSystem cf::LSystem
```

6.1.1.4 ORB

```
typedef Orbit cf::ORB
```

6.1.1.5 PointVector

```
typedef Vec3<true > cf::PointVector
```

PointVector Specialiaztion of general [Vec3](#).

6.1.2 Function Documentation

6.1.2.1 _removeWindowsSpecificCarriageReturn()

```
void cf::_removeWindowsSpecificCarriageReturn (
    std::string & str )
```

`_removeWindowsSpecificCarriageReturn` Removes 'carriage return' characters in strings ('carriage return' may be read from unix system by providing windows files)

Parameters

<i>str</i>	string containing 'carriage return', which will be removed
------------	--

6.1.2.2 degree2radian()

```
float cf::degree2radian (
    float degreeValue )
```

`degree2radian` Converts a degree value to a radian value

Parameters

<i>degreeValue</i>	Degree value to be converted
--------------------	------------------------------

Returns

Converted radian value

6.1.2.3 radian2degree()

```
float cf::radian2degree (
    float radianValue )
```

radian2degree Converts a radian value to a degree value

Parameters

<i>radianValue</i>	Radian value to be converted
--------------------	------------------------------

Returns

Converted degree value

6.1.2.4 readAntString()

```
std::string cf::readAntString (
    const std::string & filePath )
```

readAntString

Parameters

<i>filePath</i>	Read *.ant file from path
-----------------	---------------------------

Returns

6.1.2.5 readDATFile()

```
template<typename _VectorType = glm::vec3>
std::vector<_VectorType> cf::readDATFile (
    const std::string & filePath )
```

readDATFile Reads a *.dat file

Parameters

<i>filePath</i>	Read *.dat file from path
-----------------	---------------------------

Returns

6.1.2.6 readPaletteFromFile()

```
std::vector<Color> cf::readPaletteFromFile (
    const std::string & filePath )
```

readPaletteFromFile

Parameters

<i>filePath</i>	Read *.pal file from path
-----------------	---------------------------

Returns

Chapter 7

Class Documentation

7.1 cf::Circle Struct Reference

The [Circle](#) struct Simple parameter wrapper struct.

```
#include <window2D.h>
```

Public Member Functions

- [Circle](#) (const [cf::Point](#) &Center, int Radius, int LineWidth, const [cf::Color](#) &Color)

Public Attributes

- [cf::Point](#) center
- int [radius](#)
- int [lineWidth](#)
- [cf::Color](#) color

7.1.1 Detailed Description

The [Circle](#) struct Simple parameter wrapper struct.

7.1.2 Constructor & Destructor Documentation

7.1.2.1 Circle()

```
cf::Circle::Circle (  
    const cf::Point & Center,  
    int Radius,  
    int LineWidth,  
    const cf::Color & Color ) [inline]
```

7.1.3 Member Data Documentation

7.1.3.1 center

```
cf::Point cf::Circle::center
```

7.1.3.2 color

```
cf::Color cf::Circle::color
```

7.1.3.3 lineWidth

```
int cf::Circle::lineWidth
```

7.1.3.4 radius

```
int cf::Circle::radius
```

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

- include/[window2D.h](#)

7.2 cf::CirclePartition Struct Reference

The [CirclePartition](#) struct Simple parameter wrapper struct.

```
#include <window2D.h>
```

Public Member Functions

- [CirclePartition](#) ([cf::Point](#) Center, int Radius, float StartAngle, float EndAngle, int LineWidth, const [cf::Color](#) &Color)

Public Attributes

- [cf::Point](#) center
- int [radius](#)
- float [startAngle](#)
- float [endAngle](#)
- int [lineWidth](#)
- [cf::Color](#) color

7.2.1 Detailed Description

The [CirclePartition](#) struct Simple parameter wrapper struct.

7.2.2 Constructor & Destructor Documentation

7.2.2.1 CirclePartition()

```
cf::CirclePartition::CirclePartition (
    cf::Point Center,
    int Radius,
    float StartAngle,
    float EndAngle,
    int LineWidth,
    const cf::Color & Color ) [inline]
```

7.2.3 Member Data Documentation

7.2.3.1 center

```
cf::Point cf::CirclePartition::center
```

7.2.3.2 color

```
cf::Color cf::CirclePartition::color
```

7.2.3.3 endAngle

```
float cf::CirclePartition::endAngle
```

7.2.3.4 lineWidth

```
int cf::CirclePartition::lineWidth
```

7.2.3.5 radius

```
int cf::CirclePartition::radius
```

7.2.3.6 startAngle

```
float cf::CirclePartition::startAngle
```

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

- [include/window2D.h](#)

7.3 cf::Color Struct Reference

The `Color` struct offers a class for rgb access.

```
#include <utils.h>
```

Public Member Functions

- `Color` (uint8_t red=0, uint8_t green=0, uint8_t blue=0)
- `Color operator*` (float value) const
- `Color operator/` (float value) const
- `Color & operator*=` (float value)
- `Color & operator/=` (float value)
- `Color operator+` (const `Color` &c) const
- `Color operator-` (const `Color` &c) const
- `Color & operator+=` (const `Color` &c)
- `Color & operator-=` (const `Color` &c)
- bool `operator==` (const `Color` &c) const
- bool `operator!=` (const `Color` &c) const
- bool `operator<` (const `Color` &c) const
- bool `operator>` (const `Color` &c) const
- bool `operator<=` (const `Color` &c) const
- bool `operator>=` (const `Color` &c) const
- `Color invert` () const

invert Invert a color, for example `cf::Color::BLACK` will be changed to `cf::Color::WHITE`

Static Public Member Functions

- static `cf::Color RandomColor` ()

RandomColor Produces a color with random red, green and blue channel.

Public Attributes

- uint8_t `b`
- uint8_t `g`
- uint8_t `r`

Static Public Attributes

- static const `Color MAGENTA`
- static const `Color YELLOW`
- static const `Color ORANGE`
- static const `Color WHITE`
- static const `Color BLACK`
- static const `Color GREEN`
- static const `Color GREY`
- static const `Color BLUE`
- static const `Color CYAN`
- static const `Color PINK`
- static const `Color RED`

Friends

- [cf::Color operator*](#) (float value, const [cf::Color](#) &c)
- [cf::Color operator/](#) (float value, const [cf::Color](#) &c)
- [std::ostream & operator<<](#) (std::ostream &os, const [Color](#) &c)

7.3.1 Detailed Description

The [Color](#) struct offers a class for rgb access.

7.3.2 Constructor & Destructor Documentation

7.3.2.1 Color()

```
cf::Color::Color (
    uint8_t red = 0,
    uint8_t green = 0,
    uint8_t blue = 0 ) [inline]
```

7.3.3 Member Function Documentation

7.3.3.1 invert()

```
Color cf::Color::invert ( ) const
```

invert Invert a color, for example [cf::Color::BLACK](#) will be changed to [cf::Color::WHITE](#)

Returns

Inverted [cf::Color](#)

7.3.3.2 operator!=(())

```
bool cf::Color::operator!= (
    const Color & c ) const
```

7.3.3.3 operator*()

```
Color cf::Color::operator* (
    float value ) const
```

7.3.3.4 operator*=(())

```
Color& cf::Color::operator*= (
    float value )
```

7.3.3.5 operator+()

```
Color cf::Color::operator+ (
    const Color & c ) const
```

7.3.3.6 operator+=()

```
Color& cf::Color::operator+= (
    const Color & c )
```

7.3.3.7 operator-()

```
Color cf::Color::operator- (
    const Color & c ) const
```

7.3.3.8 operator-=()

```
Color& cf::Color::operator-= (
    const Color & c )
```

7.3.3.9 operator/()

```
Color cf::Color::operator/ (
    float value ) const
```

7.3.3.10 operator/=()

```
Color& cf::Color::operator/= (
    float value )
```

7.3.3.11 operator<()

```
bool cf::Color::operator< (
    const Color & c ) const
```

7.3.3.12 operator<=()

```
bool cf::Color::operator<= (
    const Color & c ) const
```

7.3.3.13 operator==(())

```
bool cf::Color::operator== (
    const Color & c ) const
```

7.3.3.14 operator>()

```
bool cf::Color::operator> (
    const Color & c ) const
```

7.3.3.15 operator>=()

```
bool cf::Color::operator>= (
    const Color & c ) const
```

7.3.3.16 RandomColor()

```
static cf::Color cf::Color::RandomColor ( ) [static]
```

RandomColor Produces a color with random red, green and blue channel.

Returns

Random [cf::Color](#)

7.3.4 Friends And Related Function Documentation

7.3.4.1 operator*

```
cf::Color operator* (
    float value,
    const cf::Color & c ) [friend]
```

7.3.4.2 operator/

```
cf::Color operator/ (
    float value,
    const cf::Color & c ) [friend]
```

7.3.4.3 operator<<

```
std::ostream& operator<< (
    std::ostream & os,
    const Color & c ) [friend]
```

7.3.5 Member Data Documentation

7.3.5.1 b

```
uint8_t cf::Color::b
```

7.3.5.2 BLACK

```
const Color cf::Color::BLACK [static]
```

7.3.5.3 BLUE

```
const Color cf::Color::BLUE [static]
```

7.3.5.4 CYAN

```
const Color cf::Color::CYAN [static]
```

7.3.5.5 g

```
uint8_t cf::Color::g
```

7.3.5.6 GREEN

```
const Color cf::Color::GREEN [static]
```

7.3.5.7 GREY

```
const Color cf::Color::GREY [static]
```

7.3.5.8 MAGENTA

```
const Color cf::Color::MAGENTA [static]
```

7.3.5.9 ORANGE

```
const Color cf::Color::ORANGE [static]
```

7.3.5.10 PINK

```
const Color cf::Color::PINK [static]
```

7.3.5.11 r

```
uint8_t cf::Color::r
```


7.3.5.12 RED

```
const Color cf::Color::RED [static]
```

7.3.5.13 WHITE

```
const Color cf::Color::WHITE [static]
```

7.3.5.14 YELLOW

```
const Color cf::Color::YELLOW [static]
```

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

- include/[utils.h](#)

7.4 cf::Console Struct Reference

The [Console](#) struct offers utility functions for 'console'.

```
#include <utils.h>
```

Static Public Member Functions

- static std::string [readString](#) ()
readString Read a line into a std::string (includes spaces)
- static float [readFloat](#) ()
readFloat Reads a floatingpoint value
- static int [readInt](#) ()
readInt Reads a integer value
- static void [waitKey](#) ()
waitKey Wait until key input (on windows also sets the console window active)
- static void [clearConsole](#) ()
clearConsole Clears the console

7.4.1 Detailed Description

The [Console](#) struct offers utility functions for 'console'.

7.4.2 Member Function Documentation

7.4.2.1 clearConsole()

```
static void cf::Console::clearConsole ( ) [static]
```

[clearConsole](#) Clears the console

7.4.2.2 readFloat()

```
static float cf::Console::readFloat ( ) [static]
```

readFloat Reads a floatingpoint value

Returns

Read value

7.4.2.3 readInt()

```
static int cf::Console::readInt ( ) [static]
```

readInt Reads a integer value

Returns

Read value

7.4.2.4 readString()

```
static std::string cf::Console::readString ( ) [static]
```

readString Read a line into a std::string (includes spaces)

Returns

Read line

7.4.2.5 waitKey()

```
static void cf::Console::waitKey ( ) [static]
```

waitKey Wait until key input (on windows also sets the console window active)

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

- [include/utils.h](#)

7.5 cf::Direction Struct Reference

The [Direction](#) struct for getting absolute directions from a current direction and a relative direction.

```
#include <utils.h>
```

Public Types

- enum [AbsoluteDirection](#) {
[AbsoluteDirection::NORTH](#), [AbsoluteDirection::EAST](#), [AbsoluteDirection::SOUTH](#), [AbsoluteDirection::WEST](#),
[AbsoluteDirection::NUM_ABS_DIRS](#) }
- enum [RelativeDirection](#) { [RelativeDirection::LEFT](#), [RelativeDirection::FORWARD](#), [RelativeDirection::RIGHT](#),
[RelativeDirection::NUM_REL_DIRS](#) }

Static Public Member Functions

- static [AbsoluteDirection](#) getNextDirection ([AbsoluteDirection](#) currentDirection, [RelativeDirection](#) relativeMovement)
getNextDirection receive absolute direction by providing a relative direction
- static std::string toString ([AbsoluteDirection](#) absDir)
- static std::string toString ([RelativeDirection](#) relDir)

7.5.1 Detailed Description

The [Direction](#) struct for getting absolute directions from a current direction and a relative direction.

7.5.2 Member Enumeration Documentation

7.5.2.1 AbsoluteDirection

```
enum cf::Direction::AbsoluteDirection [strong]
```

Enumerator

NORTH	
EAST	
SOUTH	
WEST	
NUM_ABS_DIRS	

7.5.2.2 RelativeDirection

```
enum cf::Direction::RelativeDirection [strong]
```

Enumerator

LEFT	
FORWARD	
RIGHT	
NUM_REL_DIRS	

7.5.3 Member Function Documentation

7.5.3.1 getNextiDirection()

```
static AbsoluteDirection cf::Direction::getNextiDirection (
    AbsoluteDirection currentDirection,
    RelativeDirection relativeMovement ) [static]
```

getNextiDirection receive absolute direction by providing a relative directon

Parameters

<i>currentDirection</i>	current absolute direction
<i>relativeMovement</i>	relative movement

Returns

7.5.3.2 toString() [1/2]

```
static std::string cf::Direction::toString (
    AbsoluteDirection absDir ) [static]
```

7.5.3.3 toString() [2/2]

```
static std::string cf::Direction::toString (
    RelativeDirection relDir ) [static]
```

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

- include/[utils.h](#)

7.6 cf::Interval Struct Reference

The [Interval](#) struct provides functionality to translate values from one interval into another.

```
#include <utils.h>
```

Public Member Functions

- [Interval](#) (float *_min*=0, float *_max*=0)
- float [translateIntervalPostion](#) (const [Interval](#) &newInterval, float originalPosition) const

Static Public Member Functions

- static float [translateIntervalPostion](#) (const [Interval](#) &originalInterval, const [Interval](#) &newInterval, float originalPosition)

Public Attributes

- float [min](#)
- float [max](#)

Friends

- std::ostream & [operator<<](#) (std::ostream &os, const [Interval](#) &interval)

7.6.1 Detailed Description

The [Interval](#) struct provides functionality to translate values from one interval into another.

7.6.2 Constructor & Destructor Documentation

7.6.2.1 Interval()

```
cf::Interval::Interval (
    float _min = 0,
    float _max = 0 ) [inline]
```

7.6.3 Member Function Documentation

7.6.3.1 translateIntervalPostion() [1/2]

```
float cf::Interval::translateIntervalPostion (
    const Interval & newInterval,
    float originalPosition ) const
```

7.6.3.2 translateIntervalPostion() [2/2]

```
static float cf::Interval::translateIntervalPostion (
    const Interval & originalInterval,
    const Interval & newInterval,
    float originalPosition ) [static]
```

7.6.4 Friends And Related Function Documentation

7.6.4.1 operator<<

```
std::ostream& operator<< (
    std::ostream & os,
    const Interval & interval ) [friend]
```

7.6.5 Member Data Documentation

7.6.5.1 max

```
float cf::Interval::max
```

7.6.5.2 min

```
float cf::Interval::min
```

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

- [include/utils.h](#)

7.7 cf::IteratedFunctionSystem Struct Reference

The [IteratedFunctionSystem](#) class lazy people (like myself) may use the IFS typedef.

```
#include <IFS.h>
```

Public Member Functions

- void [read](#) (const std::string &filePath)
*read a *.ifs file from path*
- std::size_t [getNumTransformations](#) () const
- const glm::mat3x3 & [getTransformation](#) (std::size_t pos) const
- const [Interval](#) & [getRangeX](#) () const
- const [Interval](#) & [getRangeY](#) () const
- const std::string & [getName](#) () const
- const std::vector< glm::mat3x3 > & [getAllTransformation](#) () const

7.7.1 Detailed Description

The [IteratedFunctionSystem](#) class lazy people (like myself) may use the IFS typedef.

7.7.2 Member Function Documentation

7.7.2.1 getAllTransformation()

```
const std::vector<glm::mat3x3>& cf::IteratedFunctionSystem::getAllTransformation ( ) const
```

7.7.2.2 getName()

```
const std::string& cf::IteratedFunctionSystem::getName ( ) const
```

7.7.2.3 getNumTransformations()

```
std::size_t cf::IteratedFunctionSystem::getNumTransformations ( ) const
```

7.7.2.4 getRangeX()

```
const Interval& cf::IteratedFunctionSystem::getRangeX ( ) const
```

7.7.2.5 getRangeY()

```
const Interval& cf::IteratedFunctionSystem::getRangeY ( ) const
```

7.7.2.6 getTransformation()

```
const glm::mat3x3& cf::IteratedFunctionSystem::getTransformation (
    std::size_t pos ) const
```

7.7.2.7 read()

```
void cf::IteratedFunctionSystem::read (
    const std::string & fiilePath )
```

read a *.ifs file from path

Parameters

<i>fiilePath</i>	Path to a *.ifs file
------------------	----------------------

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

- [include/IFS.h](#)

7.8 cf::LindenmayerSystem Struct Reference

The [LindenmayerSystem](#) class lazy people (like myself) may use the IFS tyepdef.

```
#include <LSystem.h>
```

Public Member Functions

- void [read](#) (const std::string &filePath)
 *read a *.lin file from path*
- const std::string & [getName](#) () const

- char [getAxiom](#) () const
- const std::string * [getProduction](#) (char symbol) const
- std::size_t [getNumProductions](#) () const
- bool [clearWindowEachTime](#) () const
- const [Interval](#) & [getRangeX](#) () const
- const [Interval](#) & [getRangeY](#) () const
- float [getScale](#) () const
- float [getStartAngle](#) () const
- float [getAdjustmentAngel](#) () const
- const std::vector< std::pair< const char, const std::string > > & [getAllProductions](#) () const

7.8.1 Detailed Description

The [LindenmayerSystem](#) class lazy people (like myself) may use the IFS tyepdef.

7.8.2 Member Function Documentation

7.8.2.1 [clearWindowEachTime\(\)](#)

```
bool cf::LindenmayerSystem::clearWindowEachTime ( ) const
```

7.8.2.2 [getAdjustmentAngel\(\)](#)

```
float cf::LindenmayerSystem::getAdjustmentAngel ( ) const
```

7.8.2.3 [getAllProductions\(\)](#)

```
const std::vector<std::pair<const char, const std::string> >& cf::LindenmayerSystem::getAll↵
Productions ( ) const
```

7.8.2.4 [getAxiom\(\)](#)

```
char cf::LindenmayerSystem::getAxiom ( ) const
```

7.8.2.5 [getName\(\)](#)

```
const std::string& cf::LindenmayerSystem::getName ( ) const
```

7.8.2.6 [getNumProductions\(\)](#)

```
std::size_t cf::LindenmayerSystem::getNumProductions ( ) const
```


7.8.2.7 getProduction()

```
const std::string* cf::LindenmayerSystem::getProduction (
    char symbol ) const
```

7.8.2.8 getRangeX()

```
const Interval& cf::LindenmayerSystem::getRangeX ( ) const
```

7.8.2.9 getRangeY()

```
const Interval& cf::LindenmayerSystem::getRangeY ( ) const
```

7.8.2.10 getScale()

```
float cf::LindenmayerSystem::getScale ( ) const
```

7.8.2.11 getStartAngle()

```
float cf::LindenmayerSystem::getStartAngle ( ) const
```

7.8.2.12 read()

```
void cf::LindenmayerSystem::read (
    const std::string & filePath )
```

read a *.lin file from path

Parameters

<i>filePath</i>	Path to a *.lin file
-----------------	----------------------

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

- [include/LSystem.h](#)

7.9 cf::Line Struct Reference

The [Line](#) struct Simple parameter wrapper struct.

```
#include <window2D.h>
```

Public Member Functions

- [Line](#) ([cf::Point](#) Point1, [cf::Point](#) Point2, int LineWidth, const [cf::Color](#) &Color, [cf::Window2D::LineType](#) LineType=[cf::Window2D::LineType::DEFAULT](#))

Public Attributes

- [cf::Point](#) point1
- [cf::Point](#) point2
- int lineWidth
- [cf::Color](#) color
- [cf::Window2D::LineType](#) lineType

7.9.1 Detailed Description

The [Line](#) struct Simple parameter wrapper struct.

7.9.2 Constructor & Destructor Documentation

7.9.2.1 Line()

```
cf::Line::Line (  
    cf::Point Point1,  
    cf::Point Point2,  
    int LineWidth,  
    const cf::Color & Color,  
    cf::Window2D::LineType LineType = cf::Window2D::LineType::DEFAULT ) [inline]
```

7.9.3 Member Data Documentation

7.9.3.1 color

```
cf::Color cf::Line::color
```

7.9.3.2 lineType

```
cf::Window2D::LineType cf::Line::lineType
```

7.9.3.3 lineWidth

```
int cf::Line::lineWidth
```

7.9.3.4 point1

```
cf::Point cf::Line::point1
```

7.9.3.5 point2

```
cf::Point cf::Line::point2
```

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

- include/window2D.h

7.10 cf::Orbit Struct Reference

The [Orbit](#) class lazy people (like myself) may use the ORB typedef.

```
#include <ORB.h>
```

Public Member Functions

- void [read](#) (const std::string &filePath)
*read a *.orb file from path*
- const [Interval](#) & [getRangeX](#) () const
- const [Interval](#) & [getRangeY](#) () const
- const std::string & [getName](#) () const
- const std::vector< glm::vec3 > & [getAllStartingPoints](#) () const
- const std::vector< float > & [getAllFactors](#) () const
- std::size_t [getNumFactors](#) () const
- std::size_t [getNumStartingPoints](#) () const

7.10.1 Detailed Description

The [Orbit](#) class lazy people (like myself) may use the ORB typedef.

7.10.2 Member Function Documentation

7.10.2.1 getAllFactors()

```
const std::vector<float>& cf::Orbit::getAllFactors ( ) const
```

7.10.2.2 getAllStartingPoints()

```
const std::vector<glm::vec3>& cf::Orbit::getAllStartingPoints ( ) const
```

7.10.2.3 getName()

```
const std::string& cf::Orbit::getName ( ) const
```

7.10.2.4 getNumFactors()

```
std::size_t cf::Orbit::getNumFactors ( ) const
```

7.10.2.5 getNumStartingPoints()

```
std::size_t cf::Orbit::getNumStartingPoints ( ) const
```

7.10.2.6 getRangeX()

```
const Interval& cf::Orbit::getRangeX ( ) const
```

7.10.2.7 getRangeY()

```
const Interval& cf::Orbit::getRangeY ( ) const
```

7.10.2.8 read()

```
void cf::Orbit::read (
    const std::string & filePath )
```

read a *.orb file from path

Parameters

<i>filePath</i>	Path to a *.orb file
-----------------	----------------------

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

- include/[ORB.h](#)

7.11 cf::Point Struct Reference

The [Point](#) struct is a simple class for position access on 2D images (imilar to cv::Point, but uses floats instead of integer)

```
#include <window2D.h>
```

Public Member Functions

- [Point](#) (float val_x=0.f, float val_y=0.f)
- bool [operator==](#) (const [Point](#) &p) const
- bool [operator!=](#) (const [Point](#) &p) const
- [Point](#) [operator+](#) (const [Point](#) &p) const

- [Point](#) & [operator+=](#) (const [Point](#) &p)
- [Point](#) [operator-](#) (const [Point](#) &p) const
- [Point](#) & [operator-=](#) (const [Point](#) &p)
- [Point](#) [operator*](#) (float factor) const
- [Point](#) & [operator*=](#) (float factor)
- [Point](#) [operator/](#) (float rhs) const
- [Point](#) & [operator/=](#) (float rhs)
- [operator cv::Point](#) () const

Public Attributes

- float [x](#)
- float [y](#)

Friends

- [Point](#) [operator*](#) (float lhs, const [Point](#) &p)
- [Point](#) [operator/](#) (float lhs, const [Point](#) &p)

7.11.1 Detailed Description

The [Point](#) struct is a simple class for position access on 2D images (imilar to cv::Point, but uses floats instead of integer)

7.11.2 Constructor & Destructor Documentation

7.11.2.1 Point()

```
cf::Point::Point (
    float val_x = 0.f,
    float val_y = 0.f ) [inline]
```

7.11.3 Member Function Documentation

7.11.3.1 operator cv::Point()

```
cf::Point::operator cv::Point ( ) const
```

7.11.3.2 operator!=(())

```
bool cf::Point::operator!= (
    const Point & p ) const
```

7.11.3.3 operator*()

```
Point cf::Point::operator* (
    float factor ) const
```

7.11.3.4 operator*=()

```
Point& cf::Point::operator*= (
    float factor )
```

7.11.3.5 operator+()

```
Point cf::Point::operator+ (
    const Point & p ) const
```

7.11.3.6 operator+=()

```
Point& cf::Point::operator+= (
    const Point & p )
```

7.11.3.7 operator-()

```
Point cf::Point::operator- (
    const Point & p ) const
```

7.11.3.8 operator-=()

```
Point& cf::Point::operator-= (
    const Point & p )
```

7.11.3.9 operator/()

```
Point cf::Point::operator/ (
    float rhs ) const
```

7.11.3.10 operator/=()

```
Point& cf::Point::operator/= (
    float rhs )
```

7.11.3.11 operator==()

```
bool cf::Point::operator== (
    const Point & p ) const
```

7.11.4 Friends And Related Function Documentation

7.11.4.1 operator*

```
Point operator* (
    float lhs,
    const Point & p ) [friend]
```

7.11.4.2 operator/

```
Point operator/ (
    float lhs,
    const Point & p ) [friend]
```

7.11.5 Member Data Documentation

7.11.5.1 x

```
float cf::Point::x
```

7.11.5.2 y

```
float cf::Point::y
```

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

- include/window2D.h

7.12 cf::Rect Struct Reference

The [Rect](#) struct Simple parameter wrapper struct.

```
#include <window2D.h>
```

Public Member Functions

- [Rect](#) ([cf::Point](#) Point1, [cf::Point](#) Point2, int LineWidth, const [cf::Color](#) &Color)

Public Attributes

- [cf::Point](#) point1
- [cf::Point](#) point2
- int lineWidth
- [cf::Color](#) color

7.12.1 Detailed Description

The [Rect](#) struct Simple parameter wrapper struct.

7.12.2 Constructor & Destructor Documentation

7.12.2.1 Rect()

```
cf::Rect::Rect (
    cf::Point Point1,
    cf::Point Point2,
    int LineWidth,
    const cf::Color & Color ) [inline]
```

7.12.3 Member Data Documentation

7.12.3.1 color

```
cf::Color cf::Rect::color
```

7.12.3.2 lineWidth

```
int cf::Rect::lineWidth
```

7.12.3.3 point1

```
cf::Point cf::Rect::point1
```

7.12.3.4 point2

```
cf::Point cf::Rect::point2
```

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

- [include/window2D.h](#)

7.13 cf::Vec3< POINTVECTOR > Struct Template Reference

The [Vec3](#) struct General class for vector operations.

```
#include <computerGeometry.hpp>
```


Public Member Functions

- [Vec3](#) (float x=0.f, float y=0.f)
- [Vec3](#) (float x, float y, float w)
- [Vec3](#) (const [cf::Point](#) &p)
- template<bool RHS>
[Vec3](#)< RHS|POINTVECTOR > [operator+](#) (const [Vec3](#)< RHS > &rhs) const
- template<bool RHS>
[Vec3](#)< POINTVECTOR > & [operator+=](#) (const [Vec3](#)< RHS > &rhs)
- template<bool RHS>
[Vec3](#)< RHS|POINTVECTOR > [operator-](#) (const [Vec3](#)< RHS > &rhs) const
- template<bool RHS>
[Vec3](#)< POINTVECTOR > & [operator-=](#) (const [Vec3](#)< RHS > &rhs)
- [cf::Vec3](#)< POINTVECTOR > [operator*](#) (float rhs) const
operator Multiplies each component of the vector with a factor*
- [cf::Vec3](#)< POINTVECTOR > & [operator*=](#) (float rhs)
- template<bool RHS>
[Vec3](#)< RHS|POINTVECTOR > [operator%](#) (const [Vec3](#)< RHS > &rhs) const
operator% Performs the cross product between two vectors
- template<bool RHS>
[Vec3](#)< POINTVECTOR > & [operator%=>](#) (const [Vec3](#)< RHS > &rhs)
- void [normalize](#) ()
normalize Normalizes the PointVector (division by the 'w' component), compile error on DirectionVecotrs
- bool [isPointVector](#) () const
isPointVector Checks wether a Vector is a PointVector or DirectionVector
- template<bool RHS>
float [operator*](#) (const [Vec3](#)< RHS > &rhs) const
operator Performs the dot product between two vectors*
- float [getX](#) () const
getX Read access to component 'x'
- float [getY](#) () const
getY Read access to component 'y'
- float [getW](#) () const
getW Read access to component 'w'
- void [setX](#) (float value)
setX Write to component 'x'
- void [setY](#) (float value)
setY Write to component 'y'
- void [setW](#) (float value)
setW Write to component 'w', compile error on DirectionVectors
- float [operator\[\]](#) (int idx) const
operator[] Access to each component of the Vector, Note: read access is granted to all components (including index 2)
- float & [operator\[\]](#) (int idx)
operator[] Access to each component of the Vector, Note: no write access for index 2 on DirectionVectors
- [operator glm::vec3](#) () const
- [operator const glm::vec3 &](#) () const
- [operator cf::Point](#) () const
operator cf::Point Conversion operator to cf::Point, compile error on DirectionVectors
- [cf::PointVector](#) & [operator=](#) (const [cf::Point](#) &p)
- [cf::Vec3](#)< POINTVECTOR > & [operator=](#) (const glm::vec3 &rhs)
- [operator cf::Vec3< false >](#) () const
operator cf::DirectionVector Conversion operator from PointVector to DirectionVector, exception if 'w' is not 0

Friends

- struct [Vec3<POINTVECTOR >](#)
- [cf::Vec3< POINTVECTOR >](#) [operator*](#) (float lhs, const [cf::Vec3< POINTVECTOR >](#) &vec)
- template<bool b>
std::ostream & [operator<<](#) (std::ostream &, const [Vec3< b >](#) &)

7.13.1 Detailed Description

```
template<bool POINTVECTOR>
struct cf::Vec3< POINTVECTOR >
```

The [Vec3](#) struct General class for vector operations.

it provides:

- conversions from/to [cf::Point](#) and glm::vec3
- Cross product ('operator') and dot product ('operator*') with other vectors
- Support for DirectionVectors and PointVectors (see typedef 'PointVector' and 'DirectionVector')

7.13.2 Constructor & Destructor Documentation

7.13.2.1 [Vec3\(\)](#) [1/3]

```
template<bool POINTVECTOR>
cf::Vec3< POINTVECTOR >::Vec3 (
    float x = 0.f,
    float y = 0.f ) [inline]
```

7.13.2.2 [Vec3\(\)](#) [2/3]

```
template<bool POINTVECTOR>
cf::Vec3< POINTVECTOR >::Vec3 (
    float x,
    float y,
    float w ) [inline]
```

7.13.2.3 [Vec3\(\)](#) [3/3]

```
template<bool POINTVECTOR>
cf::Vec3< POINTVECTOR >::Vec3 (
    const cf::Point & p ) [inline]
```

7.13.3 Member Function Documentation

7.13.3.1 getW()

```
template<bool POINTVECTOR>
float cf::Vec3< POINTVECTOR >::getW ( ) const [inline]
```

getW Read access to component 'w'

Returns

7.13.3.2 getX()

```
template<bool POINTVECTOR>
float cf::Vec3< POINTVECTOR >::getX ( ) const [inline]
```

getX Read access to component 'x'

Returns

7.13.3.3 getY()

```
template<bool POINTVECTOR>
float cf::Vec3< POINTVECTOR >::getY ( ) const [inline]
```

getY Read access to component 'y'

Returns

7.13.3.4 isPointVector()

```
template<bool POINTVECTOR>
bool cf::Vec3< POINTVECTOR >::isPointVector ( ) const [inline]
```

isPointVector Checks wether a Vector is a PointVector or DirectionVector

Returns

7.13.3.5 normalize()

```
template<bool POINTVECTOR>
void cf::Vec3< POINTVECTOR >::normalize ( ) [inline]
```

normalize Normalizes the PointVector (division by the 'w' component), compile error on DirectionVecotrs

7.13.3.6 operator cf::Point()

```
template<bool POINTVECTOR>
cf::Vec3< POINTVECTOR >::operator cf::Point ( ) const [inline]
```

operator cf::Point Conversion operator to cf::Point, compile error on DirectionVectors

7.13.3.7 operator cf::Vec3< false >()

```
template<bool POINTVECTOR>
cf::Vec3< POINTVECTOR >::operator cf::Vec3< false > ( ) const [inline]
```

operator cf::DirectionVector Conversion operator from PointVector to DirectionVector, exception if 'w' is not 0

7.13.3.8 operator const glm::vec3 &()

```
template<bool POINTVECTOR>
cf::Vec3< POINTVECTOR >::operator const glm::vec3 & ( ) const [inline]
```

7.13.3.9 operator glm::vec3()

```
template<bool POINTVECTOR>
cf::Vec3< POINTVECTOR >::operator glm::vec3 ( ) const [inline]
```

7.13.3.10 operator%()

```
template<bool POINTVECTOR>
template<bool RHS>
Vec3<RHS | POINTVECTOR> cf::Vec3< POINTVECTOR >::operator% (
    const Vec3< RHS > & rhs ) const [inline]
```

operator% Performs the cross product between two vectors

Parameters

<i>rhs</i>	Second operand for cross product
------------	----------------------------------

Returns

7.13.3.11 operator%=()

```
template<bool POINTVECTOR>
template<bool RHS>
Vec3<POINTVECTOR>& cf::Vec3< POINTVECTOR >::operator%= (
    const Vec3< RHS > & rhs ) [inline]
```

7.13.3.12 operator*() [1/2]

```
template<bool POINTVECTOR>
cf::Vec3<POINTVECTOR> cf::Vec3< POINTVECTOR >::operator* (
    float rhs ) const [inline]
```

operator* Multiplies each component of the vector with a factor

Parameters

<i>rhs</i>	Factor for the multiplication
------------	-------------------------------

Returns

Multiplied vector

7.13.3.13 operator*() [2/2]

```
template<bool POINTVECTOR>
template<bool RHS>
float cf::Vec3< POINTVECTOR >::operator* (
    const Vec3< RHS > & rhs ) const [inline]
```

operator* Performs the dot product between two vectors

Parameters

<i>rhs</i>	Second operand for dot product
------------	--------------------------------

Returns

7.13.3.14 operator*=()

```
template<bool POINTVECTOR>
cf::Vec3<POINTVECTOR>& cf::Vec3< POINTVECTOR >::operator*= (
    float rhs ) [inline]
```

7.13.3.15 operator+()

```
template<bool POINTVECTOR>
template<bool RHS>
Vec3<RHS | POINTVECTOR> cf::Vec3< POINTVECTOR >::operator+ (
    const Vec3< RHS > & rhs ) const [inline]
```

7.13.3.16 operator+=()

```
template<bool POINTVECTOR>
template<bool RHS>
Vec3<POINTVECTOR>& cf::Vec3< POINTVECTOR >::operator+= (
    const Vec3< RHS > & rhs ) [inline]
```

7.13.3.17 operator-()

```
template<bool POINTVECTOR>
template<bool RHS>
Vec3<RHS | POINTVECTOR> cf::Vec3< POINTVECTOR >::operator- (
    const Vec3< RHS > & rhs ) const [inline]
```

7.13.3.18 operator-=()

```
template<bool POINTVECTOR>
template<bool RHS>
Vec3<POINTVECTOR>& cf::Vec3< POINTVECTOR >::operator-= (
    const Vec3< RHS > & rhs ) [inline]
```

7.13.3.19 operator=() [1/2]

```
template<bool POINTVECTOR>
cf::PointVector& cf::Vec3< POINTVECTOR >::operator= (
    const cf::Point & p ) [inline]
```

7.13.3.20 operator=() [2/2]

```
template<bool POINTVECTOR>
cf::Vec3<POINTVECTOR>& cf::Vec3< POINTVECTOR >::operator= (
    const glm::vec3 & rhs ) [inline]
```

7.13.3.21 operator[]() [1/2]

```
template<bool POINTVECTOR>
float cf::Vec3< POINTVECTOR >::operator[] (
    int idx ) const [inline]
```

operator[] Access to each component of the Vector, Note: read access is granted to all components (including index 2)

Parameters

<i>idx</i>	Access index
------------	--------------

Returns

7.13.3.22 operator[]() [2/2]

```
template<bool POINTVECTOR>
float& cf::Vec3< POINTVECTOR >::operator[] (
    int idx ) [inline]
```

operator[] Access to each component of the Vector, Note: no write access for index 2 on DirectionVectors

Parameters

<i>idx</i>	Access index, idx = 0 -> x, idx = 1 -> y, idx = 2 -> w
------------	--

Returns

7.13.3.23 setW()

```
template<bool POINTVECTOR>
void cf::Vec3< POINTVECTOR >::setW (
    float value ) [inline]
```

setW Write to component 'w', compile error on DirectionVectors

Parameters

<i>value</i>	
--------------	--

7.13.3.24 setX()

```
template<bool POINTVECTOR>
void cf::Vec3< POINTVECTOR >::setX (
    float value ) [inline]
```

setX Write to component 'x'

Parameters

<i>value</i>	
--------------	--

7.13.3.25 setY()

```
template<bool POINTVECTOR>
void cf::Vec3< POINTVECTOR >::setY (
    float value ) [inline]
```

setY Write to component 'y'

Parameters

<i>value</i>	
--------------	--

7.13.4 Friends And Related Function Documentation

7.13.4.1 operator*

```
template<bool POINTVECTOR>
cf::Vec3<POINTVECTOR> operator* (
    float lhs,
    const cf::Vec3< POINTVECTOR > & vec ) [friend]
```

7.13.4.2 operator<<)

```
template<bool POINTVECTOR>
template<bool b>
std::ostream& operator<<() (
    std::ostream & ,
    const Vec3< b > & ) [friend]
```

7.13.4.3 Vec3<"!POINTVECTOR >

```
template<bool POINTVECTOR>
friend struct Vec3<!POINTVECTOR > [friend]
```

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

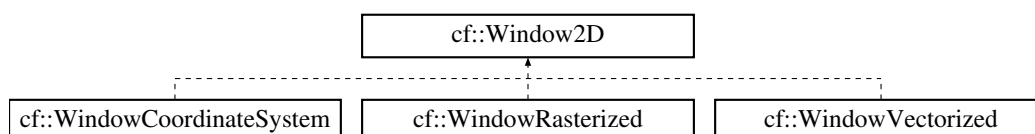
- include/[computerGeometry.hpp](#)

7.14 cf::Window2D Class Reference

The [Window2D](#) struct offers advanced features used by WindowRasterized/WindowVectorized.

```
#include <window2D.h>
```

Inheritance diagram for cf::Window2D:



Public Types

- enum `LineType` {
`LineType::DEFAULT` = 0, `LineType::DOT_0` = `Window2D::DOT_VALUE` | 1, `LineType::DOT_1`, `LineType::DOT_2`,
`LineType::DASH_0` = `Window2D::DASH_VALUE` | 1, `LineType::DASH_1`, `LineType::DASH_2`, `LineType::DOT_DASH_0` = `Window2D::DOT_VALUE` | `Window2D::DASH_VALUE` | 1,
`LineType::DOT_DASH_1`, `LineType::DOT_DASH_2` }

The LineType enum Special line type used by one function of 'drawLine'.

Public Member Functions

- `Window2D` (int width=800, int height=600, const char *windowName="Chaos and Fractals", const `cf::Color` &startColor={0, 0, 0})
- `Window2D` (const char *filePath)
- virtual `~Window2D` ()
- void `show` () const
show Show image, on first call it may require additional time to display content correctly (in those cases use waitKey(1000))
- void `clear` (const `cf::Color` &color=`cf::Color::WHITE`)
- unsigned char `waitKey` (int delay=0) const
waitKey Block access until key input on window
- void `waitMouseInput` (float &x, float &y)
waitMouseInput Blocks until mouse input has been given
- void `setWindowDisplayScale` (float scale)
setWindowDisplayScale Scales the image before displaying
- float `getWindowDisplayScale` () const
- void `setInvertYAxis` (bool invert)
setInvertYAxis Invert y values on all 'cf::Point' functions
- bool `getInvertYAxis` () const
- void `setColor` (float x, float y, const `Color` &color)
- `Color` `getColor` (float x, float y) const
- void `drawCircle` (`cf::Point` center, int radius, int lineWidth, const `cf::Color` &color)
drawCircle Draws a circle around the center
- void `drawRectangle` (`cf::Point` point1, `cf::Point` point2, int lineWidth, const `cf::Color` &color)
drawRectangle Draws a rectangle from two diagonal points
- void `drawLine` (`cf::Point` point1, `cf::Point` point2, int lineWidth, const `cf::Color` &color)
drawLine Draws a line from point1 to point2
- void `drawSpecializedLine` (`cf::Point` point1, `cf::Point` point2, `LineType` lineType, const `cf::Color` &color)
drawSpecializedLine Draws specialized line of width 1 (dotted and/or dashed lines)
- void `setNewInterval` (const `cf::Interval` &intervalX, const `cf::Interval` &intervalY)
setNewInterval Set new interval
- void `resetInterval` ()
resetInterval Set default interval (interval x: [0, image width - 1], interval y: [0, image height - 1])
- void `saveImage` (const char *filePath) const
saveImage Saves current image to harddrive
- void `resize` (int pixelWidth, int pixelHeight)
resize Resize underlying image
- void `flippHorizontal` ()
flippHorizontal Flipp image horizontally
- void `flippVertical` ()
flippHorizontal Flipp image vertically

- const [cf::Interval](#) & [getIntervalX](#) () const
getIntervalX Const access to interval in x direction
- const [cf::Interval](#) & [getIntervalY](#) () const
getIntervalY Const access to interval in y direction
- int [getWidth](#) () const
getWidth Access to underlying image width
- int [getHeight](#) () const
getHeight Access to underlying image height
- cv::Mat & [getImage](#) ()
getImage Direct access to the underlying image
- void [drawAxis](#) (const [cf::Color](#) &color=[cf::Color::BLACK](#), float stepSize_x=1.f, float stepSize_y=1.f, float interceptLength=3.f)
drawAxis This function draws x and y axis based on [Interval](#)
- void [drawCirclePart](#) ([cf::Point](#) center, int radius, float startAngle, float endAngle, int lineWidth, const [cf::Color](#) &color)
drawCirclePart Draws a part of a circle
- void [floodFill](#) ([cf::Point](#) startingPoint, const [cf::Color](#) &color)
floodFill Fills an area
- void [drawLine](#) (const [cf::Line](#) &line)
drawLine Draws a line from line class
- void [drawRectangle](#) (const [cf::Rect](#) &rect)
drawRectangle Draws a rect from rect class
- void [drawCircle](#) (const [cf::Circle](#) &circle)
drawCircle Draws a circle from circle class
- void [drawCirclePart](#) (const [cf::CirclePartition](#) &circlePartition)
drawCirclePart Draws a circlePartition from circlePartition class
- [Window2D](#) & [operator=](#) (const [Window2D](#) &rhs)
operator= Copy assignment operator

Protected Member Functions

- void [_correctYValue](#) (float &y) const
- void [_convertFromNewInterval](#) (float &x, float &y) const
- void [_convertToNewInterval](#) (float &x, float &y) const
- void [_window2foreground](#) () const

Protected Attributes

- cv::Mat [m_Image](#)
- bool [m_InvertYAxis](#)
- const char * [m_WindowName](#)
- float [m_WindowScale](#)
- [cf::Interval](#) [m_IntervalX](#)
- [cf::Interval](#) [m_IntervalY](#)
- float [m_MouseCallBackStorage](#) [2]
- bool [m_IntervalChanged](#) = false
- bool [m_FristShowCall](#) = true

7.14.1 Detailed Description

The [Window2D](#) struct offers advanced features used by WindowRasterized/WindowVertorized.

7.14.2 Member Enumeration Documentation

7.14.2.1 LineType

```
enum cf::Window2D::LineType [strong]
```

The LineType enum Special line type used by one function of 'drawLine'.

Enumerator

DEFAULT	
DOT_0	
DOT_1	
DOT_2	
DASH_0	
DASH_1	
DASH_2	
DOT_DASH↔ _0	
DOT_DASH↔ _1	
DOT_DASH↔ _2	

7.14.3 Constructor & Destructor Documentation

7.14.3.1 Window2D() [1/2]

```
cf::Window2D::Window2D (
    int width = 800,
    int height = 600,
    const char * windowName = "Chaos and Fractals",
    const cf::Color & startColor = {0, 0, 0} )
```

7.14.3.2 Window2D() [2/2]

```
cf::Window2D::Window2D (
    const char * filePath )
```

7.14.3.3 ~Window2D()

```
virtual cf::Window2D::~~Window2D ( ) [virtual]
```

7.14.4 Member Function Documentation

7.14.4.1 `_convertFromNewInterval()`

```
void cf::Window2D::_convertFromNewInterval (
    float & x,
    float & y ) const [protected]
```

7.14.4.2 `_convertToNewInterval()`

```
void cf::Window2D::_convertToNewInterval (
    float & x,
    float & y ) const [protected]
```

7.14.4.3 `_correctYValue()`

```
void cf::Window2D::_correctYValue (
    float & y ) const [protected]
```

7.14.4.4 `_window2foreground()`

```
void cf::Window2D::_window2foreground ( ) const [protected]
```

7.14.4.5 `clear()`

```
void cf::Window2D::clear (
    const cf::Color & color = cf::Color::WHITE )
```

7.14.4.6 `drawAxis()`

```
void cf::Window2D::drawAxis (
    const cf::Color & color = cf::Color::BLACK,
    float stepSize_x = 1.f,
    float stepSize_y = 1.f,
    float interceptLength = 3.f )
```

`drawAxis` This function draws x and y axis based on [Interval](#)

Parameters

<i>color</i>	Axis color, default is white
<i>stepSize</i> _↔ <i>_x</i>	Dynamially set step size (x-axis), negative numbers indicate 10 steps for interval x
<i>stepSize</i> _↔ <i>_y</i>	Dynamially set step size (y-axis), negative numbers indicate 10 steps for interval y

7.14.4.7 drawCircle() [1/2]

```
void cf::Window2D::drawCircle (
    cf::Point center,
    int radius,
    int lineWidth,
    const cf::Color & color )
```

drawCircle Draws a circle around the center

Parameters

<i>point</i>	Point within interval_x and interval_y
<i>radius</i>	Circle radius in pixel (not effected by intervals)
<i>lineWidth</i>	Pixelwidth of line (not effected by intervals)
<i>color</i>	Circle color

7.14.4.8 drawCircle() [2/2]

```
void cf::Window2D::drawCircle (
    const cf::Circle & circle )
```

drawCircle Draws a circle from circle class

Parameters

<i>circle</i>	
---------------	--

7.14.4.9 drawCirclePart() [1/2]

```
void cf::Window2D::drawCirclePart (
    cf::Point center,
    int radius,
    float startAngle,
    float endAngle,
    int lineWidth,
    const cf::Color & color )
```

drawCirclePart Draws a part of a circle

Parameters

<i>center</i>	Center point of the circle
<i>radius</i>	Radius of the circle
<i>startAngle</i>	Start position (in degrees)
<i>endAngle</i>	End position (in degrees)
<i>color</i>	Color of the drawn line

7.14.4.10 drawCirclePart() [2/2]

```
void cf::Window2D::drawCirclePart (
    const cf::CirclePartition & circlePartition )
```

drawCirclePart Draws a circlePartition from circlePartition class

Parameters

<i>circlePartition</i>	
------------------------	--

7.14.4.11 drawLine() [1/2]

```
void cf::Window2D::drawLine (
    cf::Point point1,
    cf::Point point2,
    int lineWidth,
    const cf::Color & color )
```

drawLine Draws a line from point1 to point2

Parameters

<i>point1</i>	Point within interval_x and interval_y
<i>point2</i>	Point within interval_x and interval_y
<i>lineWidth</i>	Line width in pixel size
<i>color</i>	Line color

7.14.4.12 drawLine() [2/2]

```
void cf::Window2D::drawLine (
    const cf::Line & line )
```

drawLine Draws a line from line class

Parameters

<i>line</i>	
-------------	--

7.14.4.13 drawRectangle() [1/2]

```
void cf::Window2D::drawRectangle (
    cf::Point point1,
    cf::Point point2,
    int lineWidth,
    const cf::Color & color )
```

drawRectangle Draws a rectangle from two diagonal points

Parameters

<i>point1</i>	Point within interval_x and interval_y, has to be the diagonal point to point2
<i>point2</i>	Point within interval_x and interval_y, has to be the diagonal point to point1
<i>lineWidth</i>	LineWidth pixelwidth of line (not effected by intervals)
<i>color</i>	Rectangle color

7.14.4.14 drawRectangle() [2/2]

```
void cf::Window2D::drawRectangle (
    const cf::Rect & rect )
```

drawRectangle Draws a rect from rect class

Parameters

<i>rect</i>	
-------------	--

7.14.4.15 drawSpecializedLine()

```
void cf::Window2D::drawSpecializedLine (
    cf::Point point1,
    cf::Point point2,
    LineType lineType,
    const cf::Color & color )
```

drawSpecializedLine Draws specialized line of width 1 (dotted and/or dashed lines)

Parameters

<i>point1</i>	Point within interval_x and interval_y
<i>point2</i>	Point within interval_x and interval_y
<i>lineType</i>	Type of line to be drawn
<i>color</i>	Line color

7.14.4.16 flippHorizontal()

```
void cf::Window2D::flippHorizontal ( )
```

flippHorizontal Flipp image horizontally

7.14.4.17 flippVertical()

```
void cf::Window2D::flippVertical ( )
```

flippHorizontal Flipp image vertically

7.14.4.18 floodFill()

```
void cf::Window2D::floodFill (
    cf::Point startingPoint,
    const cf::Color & color )
```

floodFill Fills an area

Parameters

<i>startingPoint</i>	First point to be colored
<i>color</i>	Fill color

7.14.4.19 getColor()

```
Color cf::Window2D::getColor (
    float x,
    float y ) const
```

7.14.4.20 getHeight()

```
int cf::Window2D::getHeight ( ) const
```

getHeight Access to underlying image height

Returns

Height

7.14.4.21 getImage()

```
cv::Mat& cf::Window2D::getImage ( )
```

getImage Direct access to the underlying image

Returns

Image handle

7.14.4.22 getIntervalX()

```
const cf::Interval& cf::Window2D::getIntervalX ( ) const
```

getIntervalX Const access to interval in x direction

Returns

7.14.4.23 getIntervalY()

```
const cf::Interval& cf::Window2D::getIntervalY ( ) const
```

getIntervalY Const access to interval in y direction

Returns**7.14.4.24 getInvertYAxis()**

```
bool cf::Window2D::getInvertYAxis ( ) const
```

7.14.4.25 getWidth()

```
int cf::Window2D::getWidth ( ) const
```

getWidth Access to underlying image width

Returns

Width

7.14.4.26 getWindowDisplayScale()

```
float cf::Window2D::getWindowDisplayScale ( ) const
```

7.14.4.27 operator=()

```
Window2D& cf::Window2D::operator= (
    const Window2D & rhs )
```

operator= Copy assignment operator

Parameters

<i>rhs</i>	Element to be copied
------------	----------------------

Returns**7.14.4.28 resetInterval()**

```
void cf::Window2D::resetInterval ( )
```

resetInterval Set default interval (interval x: [0, image width - 1], interval y: [0, image height - 1])

7.14.4.29 resize()

```
void cf::Window2D::resize (
    int pixelWidth,
    int pixelHeight )
```

resize Resize underlying image

Parameters

<i>pixelWidth</i>	New width
<i>pixelHeight</i>	New height

7.14.4.30 saveImage()

```
void cf::Window2D::saveImage (
    const char * filePath ) const
```

saveImage Saves current image to harddrive

Parameters

<i>filePath</i>	File path and name, format will be determined based on file ending (*.png, *.jpeg, ...)
-----------------	---

7.14.4.31 setColor()

```
void cf::Window2D::setColor (
    float x,
    float y,
    const Color & color )
```

7.14.4.32 setInvertYAxis()

```
void cf::Window2D::setInvertYAxis (
    bool invert )
```

setInvertYAxis Invert y values on all 'cf::Point' functions

Parameters

<i>invert</i>	
---------------	--

7.14.4.33 setNewInterval()

```
void cf::Window2D::setNewInterval (
    const cf::Interval & intervalX,
    const cf::Interval & intervalY )
```

setNewInterval Set new interval

Parameters

<i>intervalX</i>	Interval in x direction
<i>intervalY</i>	Interval in y direction

7.14.4.34 setWindowDisplayScale()

```
void cf::Window2D::setWindowDisplayScale (
    float scale )
```

setWindowDisplayScale Scales the image before displaying

Parameters

<i>scale</i>	Window scale size
--------------	-------------------

7.14.4.35 show()

```
void cf::Window2D::show ( ) const
```

show Show image, on first call it may require additional time to display content correctly (in those cases use wait↵Key(1000))

7.14.4.36 waitKey()

```
unsigned char cf::Window2D::waitKey (
    int delay = 0 ) const
```

waitKey Block access until key input on window

Parameters

<i>delay</i>	Value > 0 -> wait till key input on window or 'delay'ms else wait till user input
--------------	---

Returns

7.14.4.37 waitMouseInput()

```
void cf::Window2D::waitMouseInput (
    float & x,
    float & y )
```

waitMouseInput Blocks until mouse input has been given

Parameters

<i>x</i>	X-Window position
<i>y</i>	Y-Window position

7.14.5 Member Data Documentation

7.14.5.1 m_FristShowCall

```
bool cf::Window2D::m_FristShowCall = true [mutable], [protected]
```

7.14.5.2 m_Image

```
cv::Mat cf::Window2D::m_Image [protected]
```

7.14.5.3 m_IntervalChanged

```
bool cf::Window2D::m_IntervalChanged = false [protected]
```

7.14.5.4 m_IntervalX

```
cf::Interval cf::Window2D::m_IntervalX [protected]
```

7.14.5.5 m_IntervalY

```
cf::Interval cf::Window2D::m_IntervalY [protected]
```

7.14.5.6 m_InvertYAxis

```
bool cf::Window2D::m_InvertYAxis [protected]
```

7.14.5.7 m_MouseCallBackStorage

```
float cf::Window2D::m_MouseCallBackStorage[2] [protected]
```

7.14.5.8 m_WindowName

```
const char* cf::Window2D::m_WindowName [protected]
```

7.14.5.9 m_WindowScale

```
float cf::Window2D::m_WindowScale [protected]
```

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

- include/[window2D.h](#)

7.15 cf::Window3D Struct Reference

The [Window3D](#) struct is the default class for accessing 3D content, creating more than 1 instance results in undefined behavior.

```
#include <window3D.h>
```

Public Types

- enum [CameraType](#) {
[CameraType::NONE](#), [CameraType::ROTATION](#), [CameraType::FREE_MOVEMENT](#), [CameraType::STATIC_X_AXIS](#),
[CameraType::STATIC_Y_AXIS](#), [CameraType::STATIC_Z_AXIS](#) }

The CameraType enum providing access to camera types, default: '[CameraType::ROTATION](#)'.

Public Member Functions

- [Window3D](#) (int *argc, char **argv, int width=800, int height=600, const char *title="chaos and fractals")
- virtual [~Window3D](#) ()
- void [clear](#) (const [Color](#) &color=[Color::WHITE](#))
- virtual void [draw](#) ()=0
draw Draw function, this has to be implemented
- virtual void [handleKeyboardInput](#) (unsigned char key, int x, int y)
handleKeyboardInput Access key input by simple override this function
- int [startDrawing](#) ()
startDrawing Start drawing, this function only returns afer 'ESC'-key press
- int [getWindowWidth](#) () const
- int [getWindowHeight](#) () const
- void [setCamera](#) ([CameraType](#) type, glm::vec3 lookAt=glm::vec3(0, 0, 0), float distance=10.f)
setCamera Set or change current camera type
- void [drawAxis](#) (float length=10.f) const
drawAxis Draw x-,y- and z-axis
- void [forceDisplay](#) () const
forceDisplay Displays all content, it may be used for displaying the current process of the draw function
- void [drawCylinder](#) (const glm::vec3 &drawingDirection, const glm::vec3 &position, float diameter=1.f, const [Color](#) &color=[Color::WHITE](#)) const

drawCylinder Draws a solid cylinder

- void [drawCylinder](#) (const glm::vec4 &drawingDirection, const glm::vec3 &position, float diameter=1.f, const [Color](#) &color=[Color::WHITE](#)) const

Type adjusted version of [Window3D::drawCylinder](#).

- void [drawCylinder](#) (const glm::vec3 &drawingDirection, const glm::vec4 &position, float diameter=1.f, const [Color](#) &color=[Color::WHITE](#)) const

Type adjusted version of [Window3D::drawCylinder](#).

- void [drawCylinder](#) (const glm::vec4 &drawingDirection, const glm::vec4 &position, float diameter=1.f, const [Color](#) &color=[Color::WHITE](#)) const

Type adjusted version of [Window3D::drawCylinder](#).

- void [drawSphere](#) (const glm::vec3 &position, float diameter=1.f, const [Color](#) &color=[Color::WHITE](#)) const

drawSphere Draws a solid Sphere

- void [drawCube](#) (const glm::vec3 &position, float size=1.f, const [Color](#) &color=[Color::WHITE](#)) const

drawCube Draws a solid Cube

- void [setMaxFPS](#) (float maxFPS=0.f)

setMaxFPS Set maximum frames per second

- void [enableLighting](#) ()

enableLighting Enable lightning (Default: lightning is enabled)

- void [disableLighting](#) ()

disableLighting Disable lightning (Default: lightning is enabled)

Static Public Member Functions

- static void [printWindowUsage](#) ()

printWindowUsage Print camera usage to console

Protected Member Functions

- void [_AdjustCamera](#) ()

Protected Attributes

- float [m_DistAdjustment](#) = 1.f
- float [m_AngleAdjustment](#) = 1.f
- float [m_CameraAdjustment](#) = 1.f
- glm::vec3 [m_LookAt](#) = glm::vec3(0.f, 0.f, 0.f)
- float [m_LookAtDistance](#) = 10.f
- float [m_RotationAngle_Y](#) = 0.f
- float [m_RotationAngle_X](#) = 0.f
- [CameraType](#) [m_CameraType](#) = [Window3D::CameraType::ROTATION](#)
- glm::vec3 [m_FreeCamera_position](#) = glm::vec3(0.f, 0.f, 0.f)
- *[CameraType::FREE_MOVEMENT](#) specific member variables.*
- glm::vec3 [m_FreeCamera_UpVector](#) = glm::vec3(0.f, 1.f, 0.f)
- glm::vec3 [m_FreeCamera_LookDirection](#) = glm::vec3(0.f, 0.f, 1.f)

Friends

- void [_KeyboardCallbackFunction](#) (unsigned char key, int x, int y)
- void [_DrawingFunction](#) ()

7.15.1 Detailed Description

The [Window3D](#) struct is the default class for accessing 3D content, creating more than 1 instance results in undefined behavior.

7.15.2 Member Enumeration Documentation

7.15.2.1 CameraType

```
enum cf::Window3D::CameraType [strong]
```

The CameraType enum providing access to camera types, default: '[CameraType::ROTATION](#)'.

Enumerator

NONE	
ROTATION	
FREE_MOVEMENT	
STATIC_X_AXIS	
STATIC_Y_AXIS	
STATIC_Z_AXIS	

7.15.3 Constructor & Destructor Documentation

7.15.3.1 Window3D()

```
cf::Window3D::Window3D (
    int * argc,
    char ** argv,
    int width = 800,
    int height = 600,
    const char * title = "chaos and fractals" )
```

7.15.3.2 ~Window3D()

```
virtual cf::Window3D::~~Window3D ( ) [virtual]
```

7.15.4 Member Function Documentation

7.15.4.1 _AdjustCamera()

```
void cf::Window3D::_AdjustCamera ( ) [protected]
```

7.15.4.2 clear()

```
void cf::Window3D::clear (
    const Color & color = Color::WHITE )
```


7.15.4.3 disableLighting()

```
void cf::Window3D::disableLighting ( ) [inline]
```

disableLighting Disable lightning (Default: lightning is enabled)

7.15.4.4 draw()

```
virtual void cf::Window3D::draw ( ) [pure virtual]
```

draw Draw function, this has to be implemented

7.15.4.5 drawAxis()

```
void cf::Window3D::drawAxis (
    float length = 10.f ) const
```

drawAxis Draw x-,y- and z-axis

Parameters

<i>length</i>	Axis length
---------------	-------------

7.15.4.6 drawCube()

```
void cf::Window3D::drawCube (
    const glm::vec3 & position,
    float size = 1.f,
    const Color & color = Color::WHITE ) const
```

drawCube Draws a solid Cube

Parameters

<i>position</i>	Midpoint position
<i>size</i>	Cube size
<i>color</i>	Cube color

7.15.4.7 drawCylinder() [1/4]

```
void cf::Window3D::drawCylinder (
    const glm::vec3 & drawingDirection,
    const glm::vec3 & position,
    float diameter = 1.f,
    const Color & color = Color::WHITE ) const
```

drawCylinder Draws a solid cylinder

Parameters

<i>drawingDirection</i>	Cylinder direction
<i>position</i>	Start position
<i>diameter</i>	Cylinder diamenter
<i>color</i>	Cylinder color

7.15.4.8 drawCylinder() [2/4]

```
void cf::Window3D::drawCylinder (
    const glm::vec4 & drawingDirection,
    const glm::vec3 & position,
    float diameter = 1.f,
    const Color & color = Color::WHITE ) const
```

Type adjusted version of [Window3D::drawCylinder](#).

7.15.4.9 drawCylinder() [3/4]

```
void cf::Window3D::drawCylinder (
    const glm::vec3 & drawingDirection,
    const glm::vec4 & position,
    float diameter = 1.f,
    const Color & color = Color::WHITE ) const
```

Type adjusted version of [Window3D::drawCylinder](#).

7.15.4.10 drawCylinder() [4/4]

```
void cf::Window3D::drawCylinder (
    const glm::vec4 & drawingDirection,
    const glm::vec4 & position,
    float diameter = 1.f,
    const Color & color = Color::WHITE ) const
```

Type adjusted version of [Window3D::drawCylinder](#).

7.15.4.11 drawSphere()

```
void cf::Window3D::drawSphere (
    const glm::vec3 & position,
    float diameter = 1.f,
    const Color & color = Color::WHITE ) const
```

drawSphere Draws a solid Sphere

Parameters

<i>position</i>	Midpoint position
<i>diameter</i>	Sphere diamenter
<i>color</i>	Sphere color

7.15.4.12 enableLighting()

```
void cf::Window3D::enableLighting ( ) [inline]
```

enableLighting Enable lightning (Default: lightning is enabled)

7.15.4.13 forceDisplay()

```
void cf::Window3D::forceDisplay ( ) const
```

forceDisplay Displays all content, it may be used for displaying the current process of the draw function

7.15.4.14 getWindowHeight()

```
int cf::Window3D::getWindowHeight ( ) const
```

7.15.4.15 getWindowWidth()

```
int cf::Window3D::getWindowWidth ( ) const
```

7.15.4.16 handleKeyboardInput()

```
virtual void cf::Window3D::handleKeyboardInput (
    unsigned char key,
    int x,
    int y ) [virtual]
```

handleKeyboardInput Access key input by simple override this function

Parameters

<i>key</i>	Key pressed
<i>x</i>	Mouse-x-position of the key press event
<i>y</i>	Mouse-y-position of the key press event

7.15.4.17 printWindowUsage()

```
static void cf::Window3D::printWindowUsage ( ) [static]
```

printWindowUsage Print camera usage to console

7.15.4.18 setCamera()

```
void cf::Window3D::setCamera (
    CameraType type,
```

```
glm::vec3 lookAt = glm::vec3(0, 0, 0),
float distance = 10.f )
```

setCamera Set or change current camera type

Parameters

<i>type</i>	Camera type
<i>lookAt</i>	
<i>distance</i>	

7.15.4.19 setMaxFPS()

```
void cf::Window3D::setMaxFPS (
    float maxFPS = 0.f )
```

setMaxFPS Set maximum frames per second

Parameters

<i>maxFPS</i>	values > 0 indicates capped fps, value of 0 indicates "only draw after key-input", 0 is default
---------------	---

7.15.4.20 startDrawing()

```
int cf::Window3D::startDrawing ( )
```

startDrawing Start drawing, this function only returns afer 'ESC'-key press

fistClearColor Fist clear color (clear in 'draw' function might be ignored the first time)

Returns

7.15.5 Friends And Related Function Documentation

7.15.5.1 _DrawingFunction

```
void _DrawingFunction ( ) [friend]
```

7.15.5.2 _KeyboardCallbackFunction

```
void _KeyboardCallbackFunction (
    unsigned char key,
    int x,
    int y ) [friend]
```

7.15.6 Member Data Documentation

7.15.6.1 m_AngleAdjustment

`float cf::Window3D::m_AngleAdjustment = 1.f [protected]`

7.15.6.2 m_CameraAdjustment

`float cf::Window3D::m_CameraAdjustment = 1.f [protected]`

7.15.6.3 m_CameraType

`CameraType cf::Window3D::m_CameraType = Window3D::CameraType::ROTATION [protected]`

7.15.6.4 m_DistAdjustment

`float cf::Window3D::m_DistAdjustment = 1.f [protected]`

7.15.6.5 m_FreeCamera_LookDirection

`glm::vec3 cf::Window3D::m_FreeCamera_LookDirection = glm::vec3(0.f, 0.f, 1.f) [protected]`

7.15.6.6 m_FreeCamera_position

`glm::vec3 cf::Window3D::m_FreeCamera_position = glm::vec3(0.f, 0.f, 0.f) [protected]`

[CameraType::FREE_MOVEMENT](#) specific member variables.

7.15.6.7 m_FreeCamera_UpVector

`glm::vec3 cf::Window3D::m_FreeCamera_UpVector = glm::vec3(0.f, 1.f, 0.f) [protected]`

7.15.6.8 m_LookAt

`glm::vec3 cf::Window3D::m_LookAt = glm::vec3(0.f, 0.f, 0.f) [protected]`

7.15.6.9 m_LookAtDistance

`float cf::Window3D::m_LookAtDistance = 10.f [protected]`

7.15.6.10 m_RotationAngle_X

```
float cf::Window3D::m_RotationAngle_X = 0.f [protected]
```

7.15.6.11 m_RotationAngle_Y

```
float cf::Window3D::m_RotationAngle_Y = 0.f [protected]
```

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

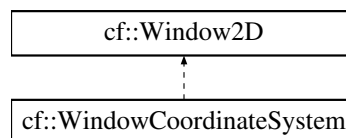
- include/[window3D.h](#)

7.16 cf::WindowCoordinateSystem Struct Reference

The [WindowCoordinateSystem](#) struct Default class for images and raster operations.

```
#include <windowCoordinateSystem.hpp>
```

Inheritance diagram for cf::WindowCoordinateSystem:



Public Types

- enum [LineType](#)
The LineType enum Special line type used by one function of 'drawLine'.

Public Member Functions

- [WindowCoordinateSystem](#) (int width, const [cf::Interval](#) &range_x, const [cf::Interval](#) &range_y, const char *windowName="Computer Geometry", const [cf::Color](#) &startColor=[cf::Color::WHITE](#))
WindowCoordinateSystem Constructor.
- virtual [~WindowCoordinateSystem](#) ()=default
- void [setInterval](#) (const [cf::Interval](#) &range_x, const [cf::Interval](#) &range_y, int width)
setInterval Set new interval
- void [drawPoint](#) (const [cf::Point](#) &pos, const [cf::Color](#) &color=[cf::Color::BLACK](#))
drawPoint Draws a cross-shaped point
- void [drawLine](#) (const [cf::Point](#) &p1, const [cf::Point](#) &p2, const [cf::Color](#) &color=[cf::Color::BLACK](#), [cf::Window2D::LineType](#) type=[cf::Window2D::LineType::DEFAULT](#), int lineWidth=1)
drawLine Draw a simple line of width 1
- void [drawLinearEquation](#) (const [cf::Point](#) &pointVector, const glm::vec3 &drawingDirection, const [cf::Color](#) &color=[cf::Color::BLACK](#), [cf::Window2D::LineType](#) type=[cf::Window2D::LineType::DEFAULT](#), int lineWidth=1)
drawLinearEquation Draws a line from a point on line and direction vector

- void [drawLinearEquation](#) (float a, float b, float c, const [cf::Color](#) &color=[cf::Color::BLACK](#), [cf::Window2D::LineType](#) type=[cf::Window2D::LineType::DEFAULT](#), int lineWidth=1)
drawLinearEquation Draw a line from a linear equation: $ax + by + c = 0$
- void [drawLinearEquation](#) (const [glm::vec3](#) &vec, const [cf::Color](#) &color=[cf::Color::BLACK](#), [cf::Window2D::LineType](#) type=[cf::Window2D::LineType::DEFAULT](#), int lineWidth=1)
drawLinearEquation Draw line from linear equation: $ax + by + c = 0$, where a b and c are part of coefficient vector
- void [drawLinearEquation](#) (float slope, float yIntercept, const [cf::Color](#) &color=[cf::Color::BLACK](#), [cf::Window2D::LineType](#) type=[cf::Window2D::LineType::DEFAULT](#), int lineWidth=1)
drawLinearEquation Draw line from standard format $y = m \cdot x + t$
- void [drawCircle](#) (const [cf::Point](#) ¢er, float radius, const [cf::Color](#) &color=[cf::Color::BLACK](#), int lineWidth=1)
drawCircle Draws a circle with interval radius
- float [convert_pixelLength_to_intervalLength](#) (float pixelLength) const
convert_pixelLength_to_intervalLength Converts length from pixel to interval
- float [convert_intervalLength_to_pixelLength](#) (float intervalLength) const
convert_intervalLength_to_pixelLength Converts length from interval to pixel
- void [drawCirclePart](#) (const [cf::Point](#) ¢er, float radius, float startAngle, float endAngle, const [cf::Color](#) &color=[cf::Color::BLACK](#), int lineWidth=1)
drawCirclePart Draw a partition of a circle

Additional Inherited Members

7.16.1 Detailed Description

The [WindowCoordinateSystem](#) struct Default class for images and raster operations.

7.16.2 Member Enumeration Documentation

7.16.2.1 LineType

```
enum cf::Window2D::LineType [strong]
```

The LineType enum Special line type used by one function of 'drawLine'.

7.16.3 Constructor & Destructor Documentation

7.16.3.1 WindowCoordinateSystem()

```
cf::WindowCoordinateSystem::WindowCoordinateSystem (
    int width,
    const cf::Interval & range_x,
    const cf::Interval & range_y,
    const char * windowName = "Computer Geometry",
    const cf::Color & startColor = cf::Color::WHITE ) [inline]
```

[WindowCoordinateSystem](#) Constructor.

Parameters

<i>range</i> ↔ _x	Interval in x direction
<i>range</i> ↔ _y	Interval in y direction
<i>width</i>	Image width in pixel (hight will be determind automatically)

7.16.3.2 ~WindowCoordinateSystem()

```
virtual cf::WindowCoordinateSystem::~~WindowCoordinateSystem ( ) [virtual], [default]
```

7.16.4 Member Function Documentation

7.16.4.1 convert_intervalLength_to_pixelLength()

```
float cf::WindowCoordinateSystem::convert_intervalLength_to_pixelLength (
    float intervalLength ) const [inline]
```

convert_intervalLength_to_pixelLength Converts length from interval to pixel

Parameters

<i>intervalLength</i>	
-----------------------	--

Returns

7.16.4.2 convert_pixelLength_to_intervalLength()

```
float cf::WindowCoordinateSystem::convert_pixelLength_to_intervalLength (
    float pixelLength ) const [inline]
```

convert_pixelLength_to_intervalLength Converts length from pixel to interval

Parameters

<i>pixelLength</i>	
--------------------	--

Returns

7.16.4.3 drawCircle()

```
void cf::WindowCoordinateSystem::drawCircle (
    const cf::Point & center,
    float radius,
    const cf::Color & color = cf::Color::BLACK,
    int lineWidth = 1 ) [inline]
```

drawCircle Draws a circle with interval radius

Parameters

<i>center</i>	Circle center
<i>radius</i>	Circle radius
<i>color</i>	Circle color
<i>lineWidth</i>	Width of the line, Note: only available on default line type

7.16.4.4 drawCirclePart()

```
void cf::WindowCoordinateSystem::drawCirclePart (
    const cf::Point & center,
    float radius,
    float startAngle,
    float endAngle,
    const cf::Color & color = cf::Color::BLACK,
    int lineWidth = 1 ) [inline]
```

drawCirclePart Draw a partition of a circle

Parameters

<i>center</i>	Circle center
<i>radius</i>	Circle radius (in intervall length)
<i>startAngle</i>	Starting angle for circle (0° -> positive x direction, 90° -> positive y direction)
<i>endAngle</i>	End angle for circle (0° -> positive x-axis, 90° -> positive y-axis)
<i>color</i>	Circle color
<i>lineWidth</i>	Line width of the circle

7.16.4.5 drawLine()

```
void cf::WindowCoordinateSystem::drawLine (
    const cf::Point & p1,
    const cf::Point & p2,
    const cf::Color & color = cf::Color::BLACK,
    cf::Window2D::LineType type = cf::Window2D::LineType::DEFAULT,
    int lineWidth = 1 ) [inline]
```

drawLine Draw a simple line of width 1

Parameters

<i>p1</i>	First point
<i>p2</i>	Second point
<i>color</i>	Line color
<i>type</i>	Line type
<i>lineWidth</i>	Width of the line, Note: only available on default line type

7.16.4.6 `drawLinearEquation()` [1/4]

```
void cf::WindowCoordinateSystem::drawLinearEquation (
    const cf::Point & pointVector,
    const glm::vec3 & drawingDirection,
    const cf::Color & color = cf::Color::BLACK,
    cf::Window2D::LineType type = cf::Window2D::LineType::DEFAULT,
    int lineWidth = 1 ) [inline]
```

`drawLinearEquation` Draws a line from a point on line and direction vector

Parameters

<i>pointVector</i>	Point on the line
<i>drawingDirection</i>	Line direction
<i>color</i>	Line color
<i>type</i>	Change line type to dot/dash/dot-dash
<i>lineWidth</i>	Width of the line, Note: only available on default line type

7.16.4.7 `drawLinearEquation()` [2/4]

```
void cf::WindowCoordinateSystem::drawLinearEquation (
    float a,
    float b,
    float c,
    const cf::Color & color = cf::Color::BLACK,
    cf::Window2D::LineType type = cf::Window2D::LineType::DEFAULT,
    int lineWidth = 1 ) [inline]
```

`drawLinearEquation` Draw a line from a linear equation: $ax + by + c = 0$

Parameters

<i>a</i>	Coefficient of x
<i>b</i>	Coefficient of y
<i>c</i>	Constant
<i>color</i>	Line color
<i>type</i>	Change line type to dot/dash/dot-dash
<i>lineWidth</i>	Width of the line, Note: only available on default line type

7.16.4.8 drawLinearEquation() [3/4]

```
void cf::WindowCoordinateSystem::drawLinearEquation (
    const glm::vec3 & vec,
    const cf::Color & color = cf::Color::BLACK,
    cf::Window2D::LineType type = cf::Window2D::LineType::DEFAULT,
    int lineWidth = 1 ) [inline]
```

drawLinearEquation Draw line from linear equation: $ax + by + c = 0$, where a b and c are part of coefficient vector

Parameters

<i>vec</i>	Vector of coefficients a b and see
<i>color</i>	Line color
<i>type</i>	Change line type to dot/dash/dot-dash
<i>lineWidth</i>	Width of the line, Note: only available on default line type

7.16.4.9 drawLinearEquation() [4/4]

```
void cf::WindowCoordinateSystem::drawLinearEquation (
    float slope,
    float yIntercept,
    const cf::Color & color = cf::Color::BLACK,
    cf::Window2D::LineType type = cf::Window2D::LineType::DEFAULT,
    int lineWidth = 1 ) [inline]
```

drawLinearEquation Draw line from standard format $y = m \cdot x + t$

Parameters

<i>slope</i>	Slope m of equation $y = m \cdot x + t$
<i>yIntercept</i>	y-Intercept t of equation $y = m \cdot x + t$
<i>color</i>	Line color
<i>type</i>	Change line type to dot/dash/dot-dash
<i>lineWidth</i>	Width of the line, Note: only available on default line type

7.16.4.10 drawPoint()

```
void cf::WindowCoordinateSystem::drawPoint (
    const cf::Point & pos,
    const cf::Color & color = cf::Color::BLACK ) [inline]
```

drawPoint Draws a cross-shaped point

Parameters

<i>pos</i>	Cross position
<i>color</i>	Cross color

7.16.4.11 setInterval()

```
void cf::WindowCoordinateSystem::setInterval (
    const cf::Interval & range_x,
    const cf::Interval & range_y,
    int width ) [inline]
```

setInterval Set new interval

Parameters

<i>range</i> ↔ _x	Interval in x direction
<i>range</i> ↔ _y	Interval in y direction
<i>width</i>	Image width in pixel (hight will be determind automatically)

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

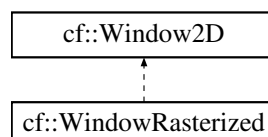
- include/[windowCoordinateSystem.hpp](#)

7.17 cf::WindowRasterized Struct Reference

The [WindowRasterized](#) struct Default struct for vectorized operations within a custom interval.

```
#include <windowRasterized.hpp>
```

Inheritance diagram for cf::WindowRasterized:



Public Types

- enum [LineType](#)

The LineType enum Special line type used by one function of 'drawLine'.

Public Member Functions

- [WindowRasterized](#) (int width=800, int height=600, const char *windowName="Chaos and Fractals", const cf::Color &startColor={0, 0, 0})
WindowRasterized Constructor.
- [WindowRasterized](#) (const char *filePath)
WindowRasterized Load image from file path.
- virtual [~WindowRasterized](#) ()=default

Additional Inherited Members

7.17.1 Detailed Description

The [WindowRasterized](#) struct Default struct for vectorized operations within a custom interval.

7.17.2 Member Enumeration Documentation

7.17.2.1 LineType

```
enum cf::Window2D::LineType [strong]
```

The LineType enum Special line type used by one function of 'drawLine'.

7.17.3 Constructor & Destructor Documentation

7.17.3.1 WindowRasterized() [1/2]

```
cf::WindowRasterized::WindowRasterized (
    int width = 800,
    int height = 600,
    const char * windowName = "Chaos and Fractals",
    const cf::Color & startColor = {0, 0, 0} ) [inline]
```

[WindowRasterized](#) Constructor.

Parameters

<i>width</i>	Pixel width of the image
<i>height</i>	Pixel height of the image
<i>windowName</i>	Name of the window
<i>startColor</i>	Background color

7.17.3.2 WindowRasterized() [2/2]

```
cf::WindowRasterized::WindowRasterized (
    const char * filePath ) [inline]
```

[WindowRasterized](#) Load image from file path.

Parameters

<i>filePath</i>	Path to file
-----------------	--------------

7.17.3.3 ~WindowRasterized()

```
virtual cf::WindowRasterized::~~WindowRasterized ( ) [virtual], [default]
```

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

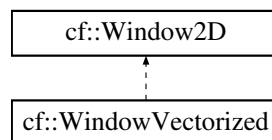
- include/windowRasterized.hpp

7.18 cf::WindowVectorized Struct Reference

The [WindowVectorized](#) struct Default class for images and raster operations.

```
#include <windowVectorized.hpp>
```

Inheritance diagram for cf::WindowVectorized:



Public Types

- enum [LineType](#)
The LineType enum Special line type used by one function of 'drawLine'.

Public Member Functions

- [WindowVectorized](#) (int width, const [cf::Interval](#) &range_x, const [cf::Interval](#) &range_y, const char *windowName="Chaos and Fractals", const [cf::Color](#) &startColor=[cf::Color::BLACK](#))
WindowVectorized Constructor.
- [WindowVectorized](#) (const char *filePath, int width, const [cf::Interval](#) &range_x, const [cf::Interval](#) &range_y)
WindowVectorized Image reading constructor.
- virtual [~WindowVectorized](#) ()=default
- void [setInterval](#) (const [cf::Interval](#) &range_x, const [cf::Interval](#) &range_y, int width)
setInterval Set new interval
- [cf::Point](#) [transformPoint_fromInterval_toImage](#) ([cf::Point](#) point)
transformPoint_fromInterval_toImage Transform point from interval position to pixel position
- [cf::Point](#) [transformPoint_fromImage_toInterval](#) ([cf::Point](#) point)
transformPoint_fromImage_toInterval Transform point from pixel position to interval position
- float [convert_pixelLength_to_intervalLength](#) (float pixelLength) const
convert_pixelLength_to_intervalLength Converts length from pixel to interval
- float [convert_intervalLength_to_pixelLength](#) (float intervalLength) const
convert_intervalLength_to_pixelLength Converts length from interval to pixel
- [cf::Color](#) [getColor_imageSpace](#) (int x, int y) const
getColor_imageSpace Get color from image x/y position
- void [setColor_imageSpace](#) (int x, int y, const [cf::Color](#) &color)
setColor_imageSpace Set color from image x/y position

Additional Inherited Members

7.18.1 Detailed Description

The [WindowVectorized](#) struct Default class for images and raster operations.

7.18.2 Member Enumeration Documentation

7.18.2.1 LineType

```
enum cf::Window2D::LineType [strong]
```

The LineType enum Special line type used by one function of 'drawLine'.

7.18.3 Constructor & Destructor Documentation

7.18.3.1 WindowVectorized() [1/2]

```
cf::WindowVectorized::WindowVectorized (
    int width,
    const cf::Interval & range_x,
    const cf::Interval & range_y,
    const char * windowName = "Chaos and Fractals",
    const cf::Color & startColor = cf::Color::BLACK ) [inline]
```

[WindowVectorized](#) Constructor.

Parameters

<i>width</i>	Image width in pixel (hight will be determind automatically)
<i>range</i> _↔ <i>_x</i>	Interval in x direction
<i>range</i> _↔ <i>_y</i>	Interval in y direction

7.18.3.2 WindowVectorized() [2/2]

```
cf::WindowVectorized::WindowVectorized (
    const char * filePath,
    int width,
    const cf::Interval & range_x,
    const cf::Interval & range_y ) [inline]
```

[WindowVectorized](#) Image reading constructoor.

Parameters

<i>filePath</i>	Path to image file
-----------------	--------------------

Parameters

<i>width</i>	Image width, Note: height will be calculated based on ranges and width
<i>range</i> ↔ _x	Interval in x direction
<i>range</i> ↔ _y	Interval in y direction

7.18.3.3 ~WindowVectorized()

```
virtual cf::WindowVectorized::~~WindowVectorized ( ) [virtual], [default]
```

7.18.4 Member Function Documentation

7.18.4.1 convert_intervalLength_to_pixelLength()

```
float cf::WindowVectorized::convert_intervalLength_to_pixelLength (
    float intervalLength ) const [inline]
```

convert_intervalLength_to_pixelLength Converts length from interval to pixel

Parameters

<i>intervalLength</i>	Length to be converted to pixel length
-----------------------	--

Returns

7.18.4.2 convert_pixelLength_to_intervalLength()

```
float cf::WindowVectorized::convert_pixelLength_to_intervalLength (
    float pixelLength ) const [inline]
```

convert_pixelLength_to_intervalLength Converts length from pixel to interval

Parameters

<i>pixelLength</i>	Length to be converted to the interval length
--------------------	---

Returns

7.18.4.3 getColor_imageSpace()

```
cf::Color cf::WindowVectorized::getColor_imageSpace (
    int x,
    int y ) const [inline]
```

getColor_imageSpace Get color from image x/y position

Parameters

<i>x</i>	X position
<i>y</i>	Y position

Returns

7.18.4.4 setColor_imageSpace()

```
void cf::WindowVectorized::setColor_imageSpace (
    int x,
    int y,
    const cf::Color & color ) [inline]
```

setColor_imageSpace Set color from image x/y position

Parameters

<i>x</i>	X position
<i>y</i>	Y position
<i>color</i>	Color to be set

7.18.4.5 setInterval()

```
void cf::WindowVectorized::setInterval (
    const cf::Interval & range_x,
    const cf::Interval & range_y,
    int width ) [inline]
```

setInterval Set new interval

Parameters

<i>range_x</i>	Interval in x direction
<i>range_y</i>	Interval in y direction
<i>width</i>	Image width in pixel (hight will be determind automatically)

7.18.4.6 transformPoint_fromImage_toInterval()

```
cf::Point cf::WindowVectorized::transformPoint_fromImage_toInterval (
    cf::Point point ) [inline]
```

transformPoint_fromImage_toInterval Transform point from pixel position to interval position

Parameters

<i>point</i>	Point to be transformed
--------------	-------------------------

Returns

Transformed point

7.18.4.7 transformPoint_fromInterval_tolmage()

```
cf::Point cf::WindowVectorized::transformPoint_fromInterval_toImage (
    cf::Point point ) [inline]
```

transformPoint_fromInterval_tolmage Transform point from interval position to pixel position

Parameters

<i>point</i>	Point to be transformed
--------------	-------------------------

Returns

Transformed point

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

- include/[windowVectorized.hpp](#)

Chapter 8

File Documentation

8.1 include/computerGeometry.hpp File Reference

```
#include "windowCoordinateSystem.hpp"
#include "utils.h"
#include <sstream>
#include <fstream>
#include <string>
```

Classes

- struct [cf::Vec3< POINTVECTOR >](#)
The [Vec3](#) struct General class for vector operations.
- struct [cf::Vec3< POINTVECTOR >](#)
The [Vec3](#) struct General class for vector operations.

Namespaces

- [cf](#)

Typedefs

- typedef Vec3< true > [cf::PointVector](#)
PointVector Specialiaztion of general [Vec3](#).
- typedef Vec3< false > [cf::DirectionVector](#)
DirectionVector Specialiaztion of general [Vec3](#), where component 'w' may not be written to.

Functions

- template<bool b>
std::ostream & [operator<<](#) (std::ostream &os, const [cf::Vec3< b >](#) &rhs)
operator<< Simple shift operator for output

8.1.1 Function Documentation

8.1.1.1 `operator<<()`

```
template<bool b>
std::ostream & operator<< (
    std::ostream & os,
    const cf::Vec3< b > & rhs )
```

`operator<<` Simple shift operator for output

Parameters

<code>os</code>	Outputstream, e.g. <code>std::cout</code>
<code>rhs</code>	cf::PointVector or cf::DirectionVector

Returns

8.2 `include/IFS.h` File Reference

```
#include "utils.h"
```

Classes

- struct [cf::IteratedFunctionSystem](#)

The [IteratedFunctionSystem](#) class lazy people (like myself) may use the IFS typedef.

Namespaces

- [cf](#)

Typedefs

- typedef IteratedFunctionSystem [cf::IFS](#)

8.3 `include/LSystem.h` File Reference

```
#include <string>
#include <vector>
#include <memory>
#include <glm/glm.hpp>
#include "utils.h"
```

Classes

- struct [cf::LindenmayerSystem](#)

The [LindenmayerSystem](#) class lazy people (like myself) may use the IFS typedef.

Namespaces

- [cf](#)

Typedefs

- typedef LindenmayerSystem [cf::LSystem](#)

8.4 include/ORB.h File Reference

```
#include "utils.h"
```

Classes

- struct [cf::Orbit](#)

The [Orbit](#) class lazy people (like myself) may use the ORB typedef.

Namespaces

- [cf](#)

Typedefs

- typedef Orbit [cf::ORB](#)

8.5 include/utils.h File Reference

```
#include <string>
#include <vector>
#include <fstream>
#include <sstream>
#include <iostream>
#include <inttypes.h>
#include <glm/glm.hpp>
#include <glm/gtx/transform.hpp>
#include <glm/gtx/vector_angle.hpp>
#include <glm/gtx/rotate_vector.hpp>
```

Classes

- struct [cf::Direction](#)
The *Direction* struct for getting absolute directions from a current direction and a relative direction.
- struct [cf::Interval](#)
The *Interval* struct provides functionality to translate values from one interval into another.
- struct [cf::Color](#)
The *Color* struct offers a class for rgb access.
- struct [cf::Console](#)
The *Console* struct offers utility functions for 'console'.

Namespaces

- [cf](#)

Functions

- `std::ostream & operator<< (std::ostream &of, const glm::vec2 &vec)`
- `std::ostream & operator<< (std::ostream &of, const glm::vec3 &vec)`
- `std::ostream & operator<< (std::ostream &of, const glm::vec4 &vec)`
- `std::ostream & operator<< (std::ostream &of, const glm::mat3x3 &mat)`
- `std::ostream & operator<< (std::ostream &of, const glm::mat4x4 &mat)`
- `void cf::_removeWindowsSpecificCarriageReturn (std::string &str)`
_removeWindowsSpecificCarriageReturn Removes 'carriage return' characters in strings ('carriage return' may be read from unix system by providing windows files)
- `std::vector< Color > cf::readPaletteFromFile (const std::string &filePath)`
readPaletteFromFile
- `std::string cf::readAntString (const std::string &filePath)`
readAntString
- `template<typename _VectorType = glm::vec3>
std::vector< _VectorType > cf::readDATFile (const std::string &filePath)`
*readDATFile Reads a *.dat file*
- `float cf::radian2degree (float radianValue)`
radian2degree Converts a radian value to a degree value
- `float cf::degree2radian (float degreeValue)`
degree2radian Converts a degree value to a radian value

8.5.1 Function Documentation

8.5.1.1 `operator<<()` [1/5]

```
std::ostream& operator<< (
    std::ostream & of,
    const glm::vec2 & vec )
```

8.5.1.2 `operator<<()` [2/5]

```
std::ostream& operator<< (
    std::ostream & of,
    const glm::vec3 & vec )
```

8.5.1.3 `operator<<()` [3/5]

```
std::ostream& operator<< (
    std::ostream & of,
    const glm::vec4 & vec )
```

8.5.1.4 `operator<<()` [4/5]

```
std::ostream& operator<< (
    std::ostream & of,
    const glm::mat3x3 & mat )
```

8.5.1.5 `operator<<()` [5/5]

```
std::ostream& operator<< (
    std::ostream & of,
    const glm::mat4x4 & mat )
```

8.6 include/window2D.h File Reference

```
#include <opencv2/opencv.hpp>
#include "utils.h"
```

Classes

- class [cf::Window2D](#)
The [Window2D](#) struct offers advanced features used by [WindowRasterized](#)/[WindowVectorized](#).
- struct [cf::Point](#)
The [Point](#) struct is a simple class for position access on 2D images (similar to [cv::Point](#), but uses floats instead of integer)
- struct [cf::Line](#)
The [Line](#) struct Simple parameter wrapper struct.
- struct [cf::Rect](#)
The [Rect](#) struct Simple parameter wrapper struct.
- struct [cf::Circle](#)
The [Circle](#) struct Simple parameter wrapper struct.
- struct [cf::CirclePartition](#)
The [CirclePartition](#) struct Simple parameter wrapper struct.

Namespaces

- [cf](#)

8.7 include/window3D.h File Reference

```
#include <GL/freeglut.h>
#include <functional>
#include <vector>
#include <string>
#include "utils.h"
```

Classes

- struct [cf::Window3D](#)

The [Window3D](#) struct is the default class for accessing 3D content, creating more than 1 instance results in undefined behavior.

Namespaces

- [cf](#)

8.8 include/windowCoordinateSystem.hpp File Reference

```
#include "window2D.h"
```

Classes

- struct [cf::WindowCoordinateSystem](#)

The [WindowCoordinateSystem](#) struct Default class for images and raster operations.

Namespaces

- [cf](#)

8.9 include/windowRasterized.hpp File Reference

```
#include "window2D.h"
```

Classes

- struct [cf::WindowRasterized](#)

The [WindowRasterized](#) struct Default struct for vectorized operations within a custom interval.

Namespaces

- [cf](#)

8.10 include/windowVectorized.hpp File Reference

```
#include "window2D.h"
```

Classes

- struct [cf::WindowVectorized](#)
The [WindowVectorized](#) struct Default class for images and raster operations.

Namespaces

- [cf](#)

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