1.5

POINTOOLS *Vortex*

API User Guide and Reference

Pointools Vortex API Documentation

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# The Vortex Engine

## Introduction

The Pointools Vortex point cloud engine is the core component driving the Pointools product range. The engine has been developed and continuously refined over 5 years and has been used with data from practically every scanner available during this period. Pointools products are used in a wide range of industries including petro-chemical, security, forensics, defense, architecture, heritage, archeology, engineering, mining, marine, transport, planning and various governmental institutions.

## Background

Pointools develop a range of products designed as easy to use solutions for working with scan data. Our debut product was Pointools View which enabled users to large volumes of visualize scan data, take measurements and produce ortho imagery.

Development of Pointools View started in late 2002. At this time medium range scanning solutions were limited to the Cyrax 2500 scanner which produced scans that where each 1million data points. Typical scan projects where composed of 10 or 20 scans or 50-100 scans at the top end. Our engine was designed accordingly and was able to manage the quantity of data that was typical of most scanning projects. View 1.0 excelled in the speed with which point clouds could be visualized and in this respect was unmatched at the time.

By late 2003 it was clear that a different approach was required as scan projects represented by files that were larger than a machine’s available RAM where no longer uncommon. The engine was redesigned to manage these datasets efficiently and offer the highest performance of any platform for point cloud visualization on standard hardware.

This is the design on which Vortex is based today and it differs from the original approach. The 2004 engine introduced view based streaming as the method of loading data from disk enabling the viewer to start visualizing the scan data immediately. This is coupled with careful memory management to ensure optimal performance.

Since this time graphics technology has evolved and the bottlenecks have shifted, CPUs have become more commonly multi-core and RAM is inexpensive with most machines being equipped with at least 3Gb. The Vortex engine has adapted to these changes to ensure that whilst it retains the architecture of the 2004 engine it still delivers optimal performance on today’s consumer grade and professional grade hardware.

## Functionality

The Vortex engine comprises of the point cloud database, the display engine and various plug-in importers and exporters for scan data exchange.

The functionality of the engine can be summarized as:

* Import and Export of scan data formats

The following formats are currently supported: Leica ptx, pts, ptz (ptg support soon); Riegl 3dd, rsp; Topcon cl3, Faro fls, fws; Optech ixf; In addition Z+F zfc should be available soon. Data from other scanners can be imported via a flexible generic ascii importer and the ability to create the POD format is provide enabling addition of additional formats by users of the engine.

* Point cloud organization in optimized file structure (pod file)

The structure of Vortex pod files optimizes point data fetch by visible region and enables compression without loss of accuracy.

* File and scene management

File management includes opening files, closing files and temporarily unloading / reloading files.

Scene management includes view based loading of point cloud files and careful management of memory resources to deliver optimal performance.

* Point cloud rendering to OpenGL context

Optimised rendering to OpenGL contexts. User rendering to non-GL contexts is also possible using the querying interface.

* Point querying

Point data can be extracted from the engine using the query functions.

* Point Editing

Point data can be selected, moved or copied between layers and hidden for segmentation or removal of unwanted artifacts

* Point Editing

Additional channels of data can be added to point clouds at run-time and displayed as colour or point position offsets

## Features

The Vortex engine has been subject to 5 years of development, improvement and redesign. Today a number of features differentiate the engine’s features and performance industry wide:

* indexED FOR HIGH PERFORMANCE

Data is organized and indexed optimally for fast retrieval and display. Data is compressed but without meaningful loss of accuracy ( in relation to capture accuracy) when importing data into the Vortex database format and no loss of density. Large multi-Gb collection of scan files can be imported from scanner formats and indexed into the Pointools pod format in a short time.

* Support for massive point cloud datasets

Multi-billion point datasets can be loaded into the Vortex engine. All of Vortex’s functionality is tested with huge datasets to ensure end-users of the engine experience the fluidity and speed of workflow that is associated with Pointools products.

* Display Engine and Shader flexibility

The Vortex engine includes a display component for rendering to OpenGL with a range of shading possibilities are supported by the display engine including rgb, intensity, height, edge and lighting. Shading methods can also be blended and configured via options.

The display engine prioritizes the data within the user’s view or tool based area of interest. Scene management responds accordingly to ensure these areas are given load priority to deliver as smooth a visualization experience as possible.

It is also possible to build alternative display pipelines not based on OpenGL, in this case Vortex provides a fast query interface and software shading system that exactly replicates the OpenGL shader based system.

* Fast area selection

Areas of the point cloud can be quickly selected using rectangle, fence, plane or 3d brush tools. The selection algorithm is extremely fast even on multi-billion point datatsets. If multiple cores are available on the CPU these are all utilized efficiently. Points can be moved or copied into one of six layers.

* Fast point query and extraction

Point queries can be run quickly against large point cloud datasets and the points extracted to a client buffer. Queries can be configured to return the full query result, a representational sample or split the results into multiple buffers allowing for parallel processing.

* Ray Intersection For Point Snapping

Ray intersections with the point cloud or nearest point computation can be performed via the API. This provides an easy way to implement point snapping for CAD applications.

# 

# The Vortex API

## Background

The Pointools Vortex API provides the point cloud loading, display and extraction capabilities in Pointools products, including Pointools 4 Rhino and Model for AutoCAD. The API has a clean and easy to integrate interface provided by a single header and binary dll file.

## API Design Philosophy

An understanding of the API’s design philosophy will be useful in understanding the API usage. A number of key objectives have determined the design:

* Full object lifetime management

Client code does not have to allocate or manage any objects to use the API. All objects are managed by the engine and referenced via a handle. This frees the client code from all memory management tasks directly related to the use of the API.

* Compatible with Most Compilers

The API is binary compatible almost any win32 C++/C compiler since functions are imported at run-time and the calling convention is specified.

* Ability to expose only parts of the interface

Applications requiring only part of the interface need only import those functions

* Ability to easily bind to different languages

The interface is straight C and can be bound to other languages, or wrapped by C++ into an object model suiting the application

* updatable without breaking changes to the interface

The engine can be extended, improved and updated by Pointools in most cases without breaking the interface requiring no re-compile for client code.

* Minimal setup for client code

Client code implementation can be minimal and quick to implement. A straight C interface means that clients of the API may also choose to better adapt the API to their architecture by means of a C++ wrapper.

* Binary dependencies on standard libraries only

No additional third party libraries are required; the only requirements are basic system libraries and OpenGL

## The Vortex API - Getting Started

The Pointools Vortex API is contained in a single dll file containing scene management and display engine functionality. Note that at this time scan format import and export is not implemented in the API, these functions are available in the PTFormatsIO API. Please contact Pointools support for further information if you require this functionality.

Library Loading and initialisation

Source code to perform the loading of the library and import of functions with error checking is provided with the library. Inclusion and use of these files (pointoolsAPI\_import.h/cpp) is the recommended method for importing the library into an application.

After the API is loaded, the following code will initialize it:   
  
ptInitialize( clientLicenseCode );

You will need to obtain the client license code from Pointools otherwise this will fail. This code is usually provided in the vortexEvalCode.c file distributed with the evaluation pack.

POD File Loading

POD files (**PO**int **D**atabase) are the proprietary optimized file type directly loaded by the Vortex Engine. The format is compact and structured for rapid partial loading. The Vortex engine pages the POD file according to the current view requirements using a local cache to minimize IO reads. When querying for points or rendering a large point cloud the engine may also supplement the cache by loading point channels in the current thread.

A POD file consists of:

1. File version and basic structure
2. Extended Meta data
3. Point cloud structure
4. Point data channels

A single POD file contains a point cloud *scene* which contains one or more *point clouds* composed of at least a *geometry* channel and optionally *intensity, rgb* and *normal* data channels. The Vortex engine can load multiple POD files in a single session.

*Vortex Engine run-time data model*



*Run-time data model in the Vortex Engine*

Note that the Vortex engine always loads POD files read only enabling multiple engine sessions to access the same file.

The following code segment opens a windows file browser and allows the user to select one or more pods file to load. A handle is returned if the load is successful. This will only be the first handle in the case of multiple files.   
  
In the listing below the lists the handles for the files that have been loaded to std::cout.

PThandle ptscene = ptBrowseAndOpenPOD();

if (ptscene != PT\_NULL)

{

int newNumScenes = ptNumScenes();

PThandle \*handles = new PThandle[newNumScenes];

ptGetSceneHandles( handles );

for ( int sc=numScenes; sc<newNumScenes; sc++ )

{

std::cout << “Pod file: “ << handles[sc] << std::endl;

}

delete [] handles;

}

Alternatively using ptOpenPOD(PTstr\*filename) will load the file directly without displaying a file browser.

Viewport management  
Pointools API will keep track of shading and other settings per viewport. In order to do this you must notify the API when the active viewport changes. You can use the ptSetViewportByName(PTstr\*name) method to do this by providing a unique name for the viewport. Note that names like ‘top’. ‘perspective’ ect will not work well since there maybe more than one viewport with a name like this. Also note that there is no need to ‘Add’ the viewport, although the command does exist in the API.

Shader Settings

These are very easy to change and include RGB / intensity, lighting, plane shading etc. Here are a few examples: Also see the ‘simple’ example project for more detail.

ptEnable( PT\_LIGHTING ); // Enables lighting. Use ptDisable to disable settings.

// changes the intensity ramp to the currently selected index in a combo box.

ptShaderOptioni( PT\_INTENSITY\_SHADER\_RAMP, m\_cboIntensityRamp.GetCurSel() );

// set up material properties for lighting

ptShaderOptionf( PT\_MATERIAL\_AMBIENT, 0.3f );

ptShaderOptionf( PT\_MATERIAL\_DIFFUSE, 0.7f );

ptShaderOptionf( PT\_MATERIAL\_SPECULAR, 0.1f );

ptShaderOptionf( PT\_MATERIAL\_GLOSSINESS, 0.1f );

Note that these settings operate per viewport. To copy settings from the active viewport to the others use ptCopyShaderSettingsToAll();

Drawing

Using the API draw functions will in most cases result in the simplest implementation and best performance when rendering points to the viewport. This is possible only when drawing into current OpenGL context (support for DirectX to follow) that you are using in your application. To do this simply use the ptDrawGL(bool dynamic)function. Note that creating an OpenGL context and ensuring that it is active is not handled by the API, you must do this yourself.

When using OpenGL the API will not setup a camera modelview or projection matrices, this must be performed by the host application. Once set the entire view setup can be read by Vortex using ptReadViewFromGL. This must be done before calling ptDraw.

The dynamic flag indicates that Vortex API should try to draw the scene quickly to maintain frame-rate. This may mean that the view is decimated and can be used to provide fast drawing whilst the user is navigating the scene. When the user has finished navigation (usually when the mouse button is up) a full draw settings dynamic to false should be performed.

You can also use ptDrawSceneGL(PThandle scene) to draw a particular scene (ie file).

The drawing mode can be over-ridden be using ptOverrideDrawMode with PT\_DRAW\_MODE\_INTERACTIVE, PT\_DRAW\_MODE\_STATIC and PT\_DRAW\_MODE\_DEFAULT (to reset). This is useful when a peripheral part of the client code needs to influence the draw mode.

For none OpenGL drawing the point querying interface can be used with settings specifically designed for retrieval of point buffers for drawing. This requires that a valid view comprising of projection, eye space transform and viewport size have been setup via the ptSetView… functions. Thereafter ptCreateFrustumPointsQuery should be used to setup a query that returns points within the viewing frustum. To control the volume of points that are returned ptSetQueryDensity can be used with PT\_QUERY\_DENSITY\_LIMIT to limit the overall number of points to a specific amount or PT\_QUERY\_DENSITY\_VIEW to return an optimal number of points for the current view.

See the ‘tuning’ example for an implementation of a simple renderer that uses this method.

units

To ensure correct scaling you should set the host units using ptSetHostUnits according to the units used in your application to one of the following:

PT\_METERS

PT\_CENTIMETERS

PT\_MILLIMETERS

PT\_FEET   
PT\_FEET\_US\_SURVEY

PT\_INCHES

The default units are meters. Note that POD files are unitless by default.

Selection Regions

The Vortex API allows the selection of areas of the point cloud and subsequent hiding or retrieval of points. Selection can be in one of three of the following modes:

PT\_EDIT\_MODE\_SELECT – Points are selected in the selection region

PT\_EDIT\_MODE\_UNSELECT – Points are deselected in the selection region

PT\_EDIT\_MODE\_UNHIDE – Points are unhidden in the selection region

The mode is set by using ptSetSelectPointsMode with one of the constants above.

Selection of points can be performed in screen space (often by the user) or in 3D project space. The following functions perform selection in screen space:

**ptSelectPointsByRect** Selects points using a screen rectangle. This method is highly optimized and in most cases can be used to give instantaneous feedback to the user.

**ptSelectPointsByFence** Selects points using a screen fence (polygon). This method is more flexible than the use of a rectangle but does not offer the same performance.

In 3D project space the following functions can be used to select points:

**ptSelectPointsByBox** Selects points using an axis aligned bounding box. This method is extremely quick and can be used to implement a user real-time 3d brush selector.

**ptSelectPointsBySphere** Selects points using a sphere. This method is also extremely quick and can be used to implement a user real-time 3d brush selector.

The point selection can be inverted and cleared by the use of ptInvertSelection and ptUnselectAll. Selected points can be hidden with ptHideSelected.

It is possible to store the current selection and visible state for later retrieval both within session memory and on disk. Please see the API reference for details on how to do this.

New to version 1.3 of the API is the ability to move or copy points between layers. These can be used to provide CAD layer like functionality or for point catergorisation or segmentation. Layers can be shown / hidden as well as locked.

Currently 6 layers are provided, the maximum number of layers is provided by PT\_MAX\_LAYERS. This number will be increased in future versions of the API.

Querying

Points and their attributes can be extracted from the Vortex API using the querying part of the API interface. A query object is first created using one of a number of methods that return a handle to the object. For example to the ptCreateBoudingBoxQuery can be used to create a query for points within an axis aligned bounding box. Once the query is created, client code should allocate a buffer for at least the point geometry, this can be either an array of floats or doubles. In addition buffers for intensity, rgb and normals may also be allocated if required.

Points can then be extracted using the ptGetQueryPoints functions which return the number of points extracted. Depending on the size of the buffer and the number of points in the query you may need to call this function a number of times until it returns zero. Each iteration will fill the buffer until all the query points have been extracted. This is most conveniently performed in a while loop with the number of points returned as a condition.

Note that the ptGetQueryPoints function takes a number of pointers to intensity, rgb and other buffers. These are optional and it is safe to pass null pointers for attributes you do not need other than point geometry which cannot be a null pointer.

Queries take minimal resources until they are actually executed. This is because a query is also only evaluated when it is executed using ptGetQueryPoints. As a result, a SelectedPoints query would return points that are selected when the query is *executed* not those selected when the query was created.

Once a query has returned all its points it will not return more points until ptResetQuery is called with the query handle.

User Channels

Point clouds have a geometry channel (x,y,z) and often RGB and intensity channels also. Additional run-time channels can be added to store arbitrary numeric per point data. These are called User Channels and are not stored directly in the POD file format unlike RGB and intensity. There are a number of applications where this is extremely useful. For example holding temporary values whilst processing points in an algorithm, a user channel removes the burden of tracking point references in client code and can also be stored out-of-core enabling efficient use of memory.

User Channels can also be used to display results of an algorithm by telling Vortex to interpret values as a colour ramp position or RGB value.

A User Channel can be to persist between sessions by using the ptSaveUserChannels and ptLoadUserChannels file functions. When loaded the channels are automatically mapped to the correct point clouds if these are loaded in Vortex.

To create a user channel use the ptCreateUserChannel function and store the returned handle to the channel for onward reference. User channel values are read and written by creating queries and retrieving values using one of the ptGetDetailedQueryPoints functions in which additional parameters for User Channel access can be specified. These values are returned to a local buffer you provide, this buffer can be both read from and written to. Changes made to the values in the buffer can be written back to the User Channel by calling ptSubmitPointChannelUpdate.

For a demonstration of User Channel usage see the ‘moving-points’ example project.

# Vortex API Examples

The Pointools Vortex API is distributed with a number of example projects in the ‘examples’ folder. These are contained in a single Visual Studio 2005 solution file, *examples.sln* which is set up to build out-of-the-box without any changes or specification of additional folders.

Most of the examples use GLUI, a simple OpenGL / glut based UI library to set up the user interface and as much of the peripheral application framework code as possible has been placed in *src/appframework.cpp* to keep the example code clear. The GLUI is used under a LGPL license requiring any modifications to the source code of the library to be made available under the same license terms. To obtain the modified source if required, please contact [vortex@pointools.com](mailto:vortex@pointools.com)

simple

The simple project demonstrates basic use of the API including file loading, shading options and basic view settings for the OpenGL renderer

editing

The editing project demonstrates the point selection, point hiding and layers capability of the engine. A number of editing tools are implemented, including screen space selections such as rectangle and polygon and 3d brush selectors.

The available point 6 layers are shown in 6 rows of buttons below the editing tools:

The ***V*** button is used to control visibility

The ***L*** button is used to lock a layer, preventing editing operations from affecting this layer

The ***Layer*** button is used to make a layer current. The current layer is also made visible.

Once points are selected, switching the current layer and using the ***Copy*** or ***Move*** buttons will copy or move points into the current layer.

The example also demonstrates a simple query based renderer, which although still using OpenGL, queries the engine for points and renders these in the example code.

Make BMP

The *makebmp* project demonstrates the use of bitmap viewport contexts to create and save a bitmap of the current view

snapping

The *snapping* project demonstrates the use of the ray intersection and nearest point functions to implement accurate point snapping.

move pnts

The *movepnts* project demonstrates the use of User Channels to add per point values on the whole of or part of a point cloud. Using the OpenGL renderer the channel is rendered as an offset to the point position resulting in a distortion of the point cloud. Though there is little direct application of distorting a point cloud in this way, the example is intended to illustrate use of User Channels and persistence of User Channels between sessions. Note that persistence will not work correctly on POD files generated from Pointools products before May 2009.

tuning

The *tuning* example demonstrates some of the available engine tuning parameters and implements a simple query based renderer. The example takes the query renderer further than the *editing* example with a number of settings available that change the behavior of the query renderer.

metadata

The *metadata* example demonstrates the reading of metadata from a POD file and displays the header information in a grid

# Vortex API command reference

## Initialization

Initialize

dEFINITION

PTbool **ptInitialize**( const PTstr appName )

Description

Initialises the Vortex engine. This must be the called before any other Vortex API function.

Parameters  
 *clientName* A string uniquely identifying the client application.

This is a string that is provided by Pointools

Return Value  
 PT\_TRUE if initialisation is successful.

IsInitialized

dEFINITION

PTbool **ptIsInitialized**

Description

Checks if the Vortex engine has been initialized by a previous successful call to ptInitialise.

Return Value  
 PT\_TRUE if initialisation was successful.

SetWorkingFolder

dEFINITION

PTbool **ptSetWorkingFolder**( const PTstr folder )

Description

Sets the working folder for the engine resources. These include image files used for shading ramps and the vertex shader files. This folder is typically where the engine is installed

Parameters  
 *folder* A file path to the working folder

Return Value  
PT\_TRUE if the working folder is valid. However, this is not an indication that the resources were found at this location

GetWorkingFolder

dEFINITION

PTstr **ptGetWorkingFolder**

Description

Gets the working folder previously set with ptSetWorkingFolder

Return Value  
The working folder path as a string

## Files

OpenPOD

dEFINITION

PThandle **ptOpenPOD**( const PTstr filepath )

Description

Opens a POD file and reads the structure into the Vortex engine. A single POD file represents a point cloud scene that is comprised of one or more point clouds.

Parameters  
 *filepath* The file path to the POD file

Return Value  
A valid handle is returned if the operation was successful. A valid handle is a handle with a non-zero value.   
This is a session handle that used to reference the scene file held in the engine.

IsOpen

dEFINITION

PThandle **ptIsOpen**( const PTstr filepath )

Description

Checks if a file is opened by the engine

Parameters  
 *filepath* The file path to the POD file

Return Value  
The file’s corresponding scene handle if the file is open, otherwise a null handle.

BrowseAndOpenPOD

dEFINITION

PThandle **ptBrowseAndOpenPOD**

Description

A helper function that opens a win32 file chooser dialog box and allows the user to pick files to open

Return Value  
The handle to the first scene file opened. The scene management functions can be used to determine if more than one file was opened.

## Scene Management

NumScenes

dEFINITION

PTint **ptNumScenes**

Description

Returns the number of scene files currently managed by the Vortex engine

Return Value  
The number of scene files currently managed

GetSceneHandles

dEFINITION

PTint **ptGetSceneHandles**( PThandle\* handles )

Description

Get an array of scene handles for all the scenes currently managed by the engine

Parameters  
 *handles* An array of PThandles. To prevent buffer overrun it is important to first check the number   
 of scenes to ensure the buffer is sufficiently large enough

Return Value  
The number of scene handles returned

SceneInfo

dEFINITION

PTbool **ptSceneInfo**( PThandle scene, PTstr name, PTint &clouds,

PTuint &num\_points, PTuint &specification, PTbool &loaded, PTbool &visible )

Description

Gets information about a scene

Parameters  
*scene* The scene’s handle

*name* String buffer to return the name of the scene. This should be at least 64 characters in size.

*clouds* Int (by ref) to return the number of clouds in the scene.

*num\_points* Unsigned int (by ref) to return the number of points in the scene.

*loaded Boolean* (by ref) to return a scene’s loaded state

*visibility Boolean* (by ref) to return a scene’s visibility state

*specification* Returns details about the point cloud data as a bit mask of the following values

PT\_HAS\_INTENSITY One or more of the point clouds have an intensity channel

PT\_HAS\_RGB One or more of the point clouds have a colour RGB channel

PT\_HAS\_NORMAL One or more of the point clouds have a normal RGB channel

Return Value  
PT\_TRUE if successful. Passing an invalid scene handle will return PT\_FALSE

SceneFile

dEFINITION

const PTstr **ptSceneFile**( PThandle scene )

Description

Gets the file path to a scene’s POD file

Parameters  
*scene* The scene’s handle

Return Value  
A const C string with a path to the scene’s POD file. A null pointer is returned if the scene handle is invalid.

CloudInfo

dEFINITION

PTbool **ptCloudInfo**( PThandle cloud, PTstr name, PTuint &num\_points,

PTuint &specification, PTbool &visible )

Description

Gets information about a cloud within a scene.

Parameters  
*cloud* The cloud’s handle. To form a valid cloud handle from the scene handle and cloud index   
 use the ptGetCloudHandleByIndex function

*name* String buffer to return the name of the cloud. This should be at least 64 characters in size.

*num\_points* Unsigned int (by ref) to return the number of points in the cloud.

*visibility Boolean* (by ref) to return a cloud’s visibility state

*specification* Returns details about the point cloud data as a bit mask of the following values

PT\_HAS\_INTENSITY The point cloud has an intensity channel

PT\_HAS\_RGB The point cloud has a colour RGB channel

PT\_HAS\_NORMAL The point cloud has a normal RGB channel

Return Value  
PT\_TRUE if successful. Passing an invalid cloud handle will return PT\_FALSE

UnloadScene

dEFINITION

PTbool **ptUnloadScene**( PThandle scene )

Description

Unloads the scene’s point data from the engine. Note that this retains a reference to the scene and does not remove the scene from the engine.

Parameters  
*scene* The scene’s handle.

Return Value  
PT\_TRUE if successful. Passing an invalid scene handle will return PT\_FALSE

ReloadScene

dEFINITION

PTbool **ptReloadScene**( PThandle scene )

Description

Reloads the scene’s point data which was previously unloaded.

Parameters  
*scene* The scene’s handle.

Return Value  
PT\_TRUE if successful. Passing an invalid scene handle will return PT\_FALSE

RemoveScene

dEFINITION

PTvoid **ptRemoveScene**( PThandle scene )

Description

Removes the scene from the engine and closes the associated POD file

Parameters  
*scene* The scene’s handle.

RemoveAll

dEFINITION

PTvoid **ptRemoveAll**

Description

Removes all scenes from the engine and closes all POD files

GetLowerBound

dEFINITION

PTbool **ptGetLowerBound**( PTdouble \*lower )

Description

Gets the lower coordinate bound of all point cloud data currently managed by the engine

Parameters  
*lower* An array of 3 doubles to receive the point representing the lower bound

Return Value  
PT\_TRUE if successful. PT\_FALSE is returned if no data is managed by the engine.

GetUpperBound

dEFINITION

PTbool **ptGetUpperBound**( PTdouble \*lower )

Description

Gets the upper coordinate bound of all point cloud data currently managed by the engine

Parameters  
*lower* An array of 3 doubles to receive the point representing the upper bound

Return Value  
PT\_TRUE if successful. PT\_FALSE is returned if no data is managed by the engine.

## Meta Data

ReadPODMeta

dEFINITION

PThandle **ptReadPODMeta(** const PTstr filepath **)**

Description

Reads the meta data from a POD file without loading the point cloud data or adding the POD scene to the Vortex engine.

Parameters  
*filepath* The path to the POD file as a string

Return Value  
A handle to the meta data is returned which can be used in meta data query functions. A zero handle indicates failure.

GetMetaDataHandle

dEFINITION

PThandle **ptGetMetaDataHandle(** PThandle sceneHandle **)**

Description

Returns meta data handle for a POD file already loaded into the Vortex engine. The handle’s lifetime is independent of the scene’s (POD file’s) lifetime so that closing the file does not invalidate the meta data handle.

Parameters  
*sceneHandle* A handle to the POD file scene already loaded in the Vortex engine

Return Value  
A handle to the meta data is returned which can be used in meta data query functions

GetMetaData

dEFINITION

PTbool **ptGetMetaData(** PThandle metadataHandle, PTstr name,

PTint &num\_clouds, PTuint64 &num\_points,

PTdouble \*lower3, PTdouble \*upper3 **)**

Description

Returns basic meta data from a POD file using its meta data handle created previously with one of the above functions. Valid basic meta data is returned for any POD file supported by the Vortex engine.

Parameters  
*metadataHandle* A handle to the meta data created using ptReadPODMeta or

ptGetMetaDataHandle

*name* A character buffer to receive the name of the Scene. The buffer must be at least 128 characters in size.

*num\_clouds* Receives the number of point clouds in the Scene file

*num\_points* Receives the total num of points in the Scene file, note the use of 64bit unsigned integer since the number of points can exceed the capacity of a 32bit integer.

*lower3* A pointer to an array of 3 doubles to receive the lower bounding box extent of the point cloud Scene

*upper3* A pointer to an array of 3 doubles to receive the lower bounding box extent of the point cloud Scene

Return Value  
The function returns TRUE on success, failure may be caused by an invalid *metadataHandle* value

GetMetaTag

dEFINITION

PThandle **ptGetMetaTag(** PThandle metadataHandle, const PTstr tagName,

PTstr value **)**

Description

Returns a specific meta data tag from the Scene. Note that the meta tag may not be available in the Scene.

Parameters  
*metadataHandle* A handle to the meta data created using ptReadPODMeta or

ptGetMetaDataHandle

*tagName* The name of the tag formatted as “section.tagname”. The following values are accepted :

"Instrument.ScannerManufacturer" The Manufacturer of the sensor used to capture the data

"Instrument.ScannerModel" The name of the scanner Model

"Instrument.ScannerSerial" The serial number of the scanner

"Instrument.CameraModel" The camera model used to capture RGB

"Instrument.CameraSerial" The camera serial number

"Instrument.CameraLens" The camera lens

"Survey.Company" The company that captured the data

"Survey.Operator" The operator name

"Survey.ProjectName" The project name

"Survey.ProjectCode" The project code, does not have to conform to

particular convention

"Survey.DateOfCapture" The date of capture, must be specified as

YYYY-MM-DD, for example 2009-06-29

"Survey.Site" Text describing the site or object captured

"Survey.SiteLong" Site's Longitude. This does not affect data positioning and is for information only

“Survey.SiteLat" Sites Latitude. This does not affect data positioning and is for information only

"Survey.CoordinateSystem" Coordinate system descriptor. This does not affect data positioning and is for information only

"Survey.ZipCode" or “Survey.Postcode” Zip or Postal code of site

"Description.Description" Description of the scans contents

"Description.Keywords" Keywords describing data, multiple keywords are separated by semicolons

"Description.Category" Category, one of:

"Aerial Lidar"

"Terrestrial Phase Based"

"Terrestrial Time of Flight"

"Mobile mapping"

"Bathymetric"

"Photogrammetric"

"Synthesized"

"Audit.ScanPaths" Original file paths of source input files. To retrieve multiple file paths the function can be called multiple times each time returning one of the file paths until an empty string is returned.

"Audit.OriginalNumScans" Number of original scans, note this may differ from number of original files

"Audit.CreatorApp" The application that created the POD file

"Audit.Generation" The generation of the file, where each modification and resave of the file increments the generation number.

“Audit.DateCreated” The date the file was originally created, this may differ to the system date created value of the file.

*value* A string buffer to accept the value of the tag. The buffer should be at least MAX\_META\_STR\_LEN characters long to prevent buffer overrun

Return Value  
The function returns PT\_TRUE on success, failure may be caused by an invalid *metadataHandle* or tagName value. If the metatag is empty *value* will be a zero length string but the function will still return PT\_TRUE.

FreeMetaData

dEFINITION

PTbool **ptGetMetaData(** PThandle metadataHandle **)**

Description

Frees memory used by the Vortex engine to hold meta data associated with this handle.

Parameters  
*metadataHandle* A handle to the meta data created using ptReadPODMeta or

ptGetMetaDataHandle

NumUserMetaSections

dEFINITION

PTint **ptNumUserMetaSections(** PThandle metadataHandle **)**

Description

Returns the number of user meta data sections

Parameters  
*metadataHandle* A handle to the meta data created using ptReadPODMeta or

ptGetMetaDataHandle

Return Value

The number of user meta data sections

NumUserMetaTagsInSection

dEFINITION

PTint **ptNumUserMetaTagsInSection(** PThandle metadataHandle, PTint

sectionIndex **)**

Description

Returns the number of user meta data tags in a section.

Parameters  
*metadataHandle* A handle to the meta data created using ptReadPODMeta or

ptGetMetaDataHandle

*sectionIndex* The zero based index of the section of meta data tags

Return Value

The number of user meta data tags in a section

UserMetaSectionName

dEFINITION

const PTstr **ptUserMetaSectionName(** PThandle metadataHandle, PTint

sectionIndex **)**

Description

Returns the number of user meta data tags in a section.

Parameters  
*metadataHandle* A handle to the meta data created using ptReadPODMeta or

ptGetMetaDataHandle

*sectionIndex* The zero based index of the section of meta data tags

Return Value

The name of the user meta data section as a pointer to a string held within the Vortex engine.

The string should be copied as its lifetime cannot be guaranteed.

GetUserMetaTagByIndex

dEFINITION

PTbool **ptGetUserMetaTagByIndex(** PThandle metadataHandle,

PTint section\_index, PTint tag\_index, PTstr name, PTstr value )

Description

Gets a user meta data tag name and value pair by the section and tag index.

Parameters  
*metadataHandle* A handle to the meta data created using ptReadPODMeta or

ptGetMetaDataHandle

*sectionIndex* The zero based index of the section of meta data tags

*tagIndex* The zero based index of the user meta tag within the section

*name* A string buffer to receive the name of the tag. The buffer should be at least 64 chars in size.

*value* A string buffer to receive the value of the tag. The buffer should be at least MAX\_META\_STR\_LEN chars in size.

Return Value

The function returns PT\_TRUE on success.

GetUserMetaTagByName

dEFINITION

PTbool **ptGetUserMetaTagByName(** PThandle metadataHandle,

PTstr sectionDotName, PTstr value )

Description

Gets a user meta data tag name and value pair by the section and tag index.

Parameters  
*metadataHandle* A handle to the meta data created using ptReadPODMeta or

ptGetMetaDataHandle

*sectionDotName* The case-sensitive name of the meta tag formatted as “section.name”

*value* A string buffer to receive the value of the tag. The buffer should be at least MAX\_META\_STR\_LEN chars in size.

Return Value

The function returns PT\_TRUE on success.

## Coordinate Handling

SetAutoBaseMethod

dEFINITION

PTvoid **ptSetAutoBaseMethod**( PTenum type )

Description

This function sets the APIs internal method used to reposition (rebase) geometry to minimize coordinate sizes. This is important when hardware acceleration is being used for rendering (ie OpenGL or Direct3D) in order to avoid loss of precision in the display pipeline.

Parameters  
 *type*  The method used to auto re-base (reposition) geometry, the following values can be used

PT\_AUTO\_BASE\_DISABLED Auto base is disabled

PT\_AUTO\_BASE\_CENTRE Geometry is centered at the origin

PT\_AUTO\_BASE\_REDUCE Geometry is repositioned to reduce the coordinate size if needed. This is done using a power of 10 round number.

For multiple point cloud files it may be important to ensure that the geometry is only repositioned once. For example in a CAD application where CAD geometry may already reference the first point cloud loaded. To ensure geometry is only re-positioned once add the PT\_AUTO\_BASE\_FIRST\_ONLY value with the Or ( | ) operator.

GetAutoBaseMethod

dEFINITION

PTenum **ptSetAutoBaseMethod**

Description

Gets the method current set for geometry rebasing.

Return Value  
A PTenum representing the method in use. Valid values are listed in the *SetAutoBase* method documentation.

SetCoordinateBase

dEFINITION

PTvoid **ptSetCoordinateBase**( const PTdouble \*coordinateBase )

Description

Explicitly set the coordinate base (origin) of all geometry held in the engine.

Parameters  
 *coordinateBase* The coordinate representing the new base of the geometry as an array of 3 doubles.

GetCoordinateBase

dEFINITION

PTvoid **ptSetCoordinateBase** ( PTdouble \*coordinateBase)

Description

Retrieve the current coordinate base. This could the coordinate set by the SetCoorindateBase function or automatically by the API.

Parameters  
*coordinateBase* Array of 3 doubles to receive the coordinate.

## Shading

Enable

dEFINITION

PTvoid **ptEnable**( PTenum shader\_option )

Description

Enables a display option in the active viewport

Parameters

*Option* The display option to be enabled. Valid values are:

PT\_RGB\_SHADER RGB colour is displayed

PT\_INTENSITY\_SHADER Intensity is displayed

PT\_BLENDING\_SHADER RGB and Intensity are blended

PT\_PLANE\_SHADER Shade by distance from a plane

PT\_LIGHTING Point lighting

PT\_ADAPTIVE\_POINT\_SIZE Point size is adapted to reduction in dynamic rendering

PT\_FRONT\_BIASMore detail is rendered near front during dynamic rendering

Disable

dEFINITION

PTvoid **ptDisable**( PTenum shader\_option )

Description

Disables a display option in the active viewport

Parameters

*Option* The display option to be disabled. Valid values are the same as Enable

IsEnabled

dEFINITION

PTbool **ptIsEnabled** ( PTenum shader\_option )

Description

Checks if a display option is enabled in the active viewport

Parameters

*Option* The display option to be checked. Valid values are the same as Enable

PointSize

dEFINITION

PTbool **ptPointSize**( PTfloat size )

Description

Sets the point display size for the active viewport

Parameters

*size* The pixel size of each point. Valid values are between 1 and 10

Return Value  
PT\_TRUE if successful. PT\_FALSE is returned if the size is invalid

ShaderOption

dEFINITION

PTbool **ptShaderOptionf**( PTenum option, PTfloat value )

PTbool **ptShaderOptionfv**( PTenum option, PTfloat \*value )

PTbool **ptShaderOptioni**( PTenum option, PTint value )

Description

Sets a shader option for the active viewport.

Parameters

*option* The shader option that is being set.

The following are valid options for ptShaderOptionf :

PT\_PLANE\_SHADER\_DISTANCE The distance over which the plane shader operates.

PT\_PLANE\_SHADER\_OFFSET The offset to the start of the plane shader

PT\_MATERIAL\_AMBIENT The strength of the point material’s ambient quality (lighting). Valid values are between 0 and 1

PT\_MATERIAL\_DIFFUSE The strength of the point material’s diffuse quality (lighting)

Valid values are between 0 and 1

PT\_MATERIAL\_SPECULAR The strength of the point material’s specular quality (lighting)

Valid values are between 0 and 1

PT\_MATERIAL\_GLOSSINESS The glossiness of the point material’s (lighting). Valid values are

between 0 and 1 with lower values resulting in a Matte surface

and higher values a shiny surface

PT\_INTENSITY\_SHADER\_CONTRAST The contrast setting for the intensity shader. Valid values are between 0 and 360

PT\_INTENSITY\_SHADER\_BRIGHTNESS The brightness setting for the intensity shader. Valid

values are between 0 and 360

The following are valid options for ptShaderOptionfv :

PT\_PLANE\_SHADER\_VECTOR The normal of the plane used in the plane shader. This is an array of 3 floats and should be a unitized vector.

The following are valid options for ptShaderOptioni :

PT\_INTENSITY\_SHADER\_RAMP The index of the intensity colour ramp that is used to shade intensity values

PT\_PLANE\_SHADER\_RAMP The index of the plane shader ramp that is used to shade points by distance from a plane

PT\_PLANE\_SHADER\_EDGE The behavior at the edge of the planar shading range (distance)

*value* The shader option’s new value.

Values for PT\_PLANE\_SHADER\_EDGE can be one of the following:

PT\_EDGE\_REPEAT The shading is repeated (modulated)

PT\_EDGE\_CLAMP The colour at the edge is clamped

PT\_EDGE\_BLACK Anything outsied the range is black

PT\_EDGE\_MIRROR The shade at the edge is mirrored

GetShaderOption

dEFINITION

PTvoid **ptGetShaderOptionf**( PTenum option, PTfloat \*value )

PTvoid **ptGetShaderOptionfv**( PTenum option, PTfloat \*value )

PTvoid **ptGetShaderOptioni**( PTenum option, PTint \*value )

Description

Gets a shader option for the active viewport

Parameters

*option* The shader option whose value is being retrieved. Valid values are the same as for the option parameter of ptShaderOption

*value* A pointer to a buffer to take the option value

Return Value  
PT\_TRUE if successful. PT\_FALSE is returned if an invalid option is used

ResetShaderOptions

dEFINITION

PTvoid **ptResetShaderOptions**

Description

Resets shading options in the active viewport to their default values

NumRamps

dEFINITION

PTint **ptNumRamps**

Description

Gets the overall number of shading ramps loaded by the engine.

Return Value  
The number of shading ramps

RampInfo

dEFINITION

const PTstr **ptRampInfo**( PTint ramp, PTenum \*type )

Description

Gets information about a particular shading ramp referenced by its index

Parameters

*ramp* Gets The index of the ramp where *ramp* is less that the number of ramps

*type* A pointer to a PTenum to receive the ramp type information.

The type will be a value that is a combination of the following values:

PT\_INTENSITY\_RAMP\_TYPE A ramp used to shade intensity

PT\_PLANE\_RAMP\_TYPE A ramp used by the planar distance shader

Note that the constants above may be or’ed together for ramps that are intended for both purposes.

Return Value  
The name of the ramp as a string

## View Parameters

ReadViewFromGL

dEFINITION

PTbool **ptReadViewFromGL**

Description

Reads the entire view setup (projection, eye transform and viewport size) from the current OpenGL context

Return value

Boolean value indicating success. Returns GL\_FALSE if no OpenGL context is current in this thread

SetViewProjectionOrtho

dEFINITION

PTvoid **ptSetViewProjectionOrtho**( PTdouble 1, PTdouble r, PTdouble b,   
PTdouble t, PTdouble n, PTdouble f )

Description

Sets the view projection to an parallel view identical to glOrtho

Parameters

*l* ,r Specifies the coordinate for the left and right clipping planes

*t, b* Specifies the coordinate for the top and bottom clipping planes

*n,f* Specifies the coordinate for the near and far clipping planes

SetViewProjectionOrtho

dEFINITION

PTvoid **ptSetViewProjectionOrtho**( PTdouble 1, PTdouble r, PTdouble b,   
PTdouble t, PTdouble n, PTdouble f )

Description

Sets the view projection to an parallel view identical to glOrtho

Parameters

*l* ,r Specifies the coordinate for the left and right clipping planes

*t, b* Specifies the coordinate for the top and bottom clipping planes

*n,f* Specifies the coordinate for the near and far clipping planes

SetViewProjectionFrustum

dEFINITION

PTvoid **ptSetProjectionFrustum**( PTdouble 1, PTdouble r, PTdouble b,   
PTdouble t, PTdouble n, PTdouble f )

Description

Sets the view projection to an perspective frustum

Parameters

*l* ,r Specifies the coordinate for the left and right clipping planes

*t, b* Specifies the coordinate for the top and bottom clipping planes

*n,f* Specifies the coordinate for the near and far clipping planes

SetViewProjectionPerspective

dEFINITION

PTvoid **ptSetProjectionFrustum**( PTenum type, PTdouble fov, PTdouble aspect, PTdouble n, PTdouble f )

Description

Sets the view projection to an perspective view

Parameters

*type* Specifies the method used to calculate the projection matrix. One of the following values can be used:

PT\_PROJ\_PERSPECTIVE\_GL Use the same method as OpenGL

PT\_PROJ\_PERSPECTIVE\_DX Use the same method as Direct3D

PT\_PROJ\_PERSPECTIVE\_BLINN Use the Blinn method

*fov* Specifies the field-of-view in degrees

*aspect* Specifies the aspect ratio that determines the field of view in the x direction. The aspect ratio is the ratio of x (width) to y (height) and can most often be computed using the viewport dimensions.

*n* The distance from the viewer to the near clipping plane

*f* The distance from the viewer to the far clipping plane

SetViewProjectionMatrix

dEFINITION

PTvoid **ptSetProjectionMatrix**( const PTdouble \*matrix, bool row\_major )

Description

Sets the view projection matrix by directly providing an array of values.

Parameters

*matrix* An array of the 16 double values of the 4 x 4 projection matrix

*row\_major* If true interpret the matrix values as being row ordered (like Direct3D) otherwise values are interpreted as column ordered (like OpenGL).

GetViewProjectionMatrix

dEFINITION

PTvoid **ptGetViewProjectionMatrix**( const PTdouble \*matrix )

Description

Gets the view’s eye space transformation matrix by into an array of values. The matrix values are returned in column major order

Parameters

*matrix* An array of the 16 doubles to receive the values of the 4 x 4 projection matrix

SetViewEyeLookAt

dEFINITION

PTvoid **ptSetViewEyeLookAt**(const PTdouble \*eye, const PTdouble \*target, const PTdouble \*up );

Description

Sets the eye transformation (modelview in OpenGL) derived from an eye point, a view target and an up vector. The matrix maps the target point to the negative z axis and the eye to the origin, so that when a typical projection matrix is sued the target maps to the centre of the viewport. The matrix produced is identical to gluLookAt.

Parameters

*eye* Specifies the location of the viewer as an array of 3 doubles

*target* Specifies the point being looked at as an array of 3 doubles

*up* Specifies the up vector as an array of three doubles

SetViewEyeMatrix

dEFINITION

PTvoid **ptSetViewEyeMatrix**( const PTdouble \*matrix, bool row\_major )

Description

Sets the view’s eye space transformation matrix by directly providing an array of values.

Parameters

*matrix* An array of the 16 double values of the 4 x 4 projection matrix

*row\_major* If true interpret the matrix values as being row ordered (like Direct3D) otherwise values are interpreted as column ordered (like OpenGL).

GetViewEyeMatrix

dEFINITION

PTvoid **ptGetViewEyeMatrix** ( const PTdouble \*matrix )

Description

Gets the view’s eye space transformation matrix by into an array of values. The matrix values are returned in column major order

Parameters

*matrix* An array of the 16 doubles to receive the values of the 4 x 4 projection matrix

SetViewportSize

dEFINITION

PTvoid **ptSetViewportSize**( PTint left, PTint bottom, PTuint width, PTuint height )

Description

Sets the size and position of the viewport used to map normalized device coordinates to the window coordinates

Parameters

*left, bottom* Specify the left and bottom coordinates of the viewport, these values can be negative.

*Width, height* Specify the size of the viewport in pixels

## Editing

SetSelectPointsMode

dEFINITION

PTvoid **ptSetSelectPointsMode**( PTenum select\_mode )

Description

Sets the mode for subsequent selection operations

Parameters

*select\_mode* The selection mode for subsequent operations. This can be one of the following:

PT\_EDIT\_MODE\_SELECT Points are selected in the selection region

PT\_EDIT\_MODE\_UNSELECT Points are deselected in the selection region

PT\_EDIT\_MODE\_UNHIDE Points are unhidden in the selection region

GetSelectPointsMode

dEFINITION

PTenum **ptGetSelectPointsMode**

Description

Gets the mode for subsequent selection operations

Return Value

The current selection mode as one of following values:

PT\_EDIT\_MODE\_SELECT Points are selected in the selection region

PT\_EDIT\_MODE\_UNSELECT Points are deselected in the selection region

PT\_EDIT\_MODE\_UNHIDE Points are unhidden in the selection region

SelectPointsByRect

dEFINITION

PTvoid **ptGetSelectPointsByRect**( PTint x\_edge, PTint y\_edge,   
PTint width, PTint height )

Description

Selects points with a screen space rectangle. Note that in Vortex screen space Y coordinates increase upwards ( OpenGL convention ). Use ptFlipMouseYCoords if a win32 / MFC mouse position is being used.

Parameters

*x\_edge* The left edge of the rectangle

*y\_edge* The bottom edge of the rectangle

*width* The width of the rectangle

*height* The height of the rectangle

SelectPointsByFence

dEFINITION

PTvoid **ptGetSelectPointsByFence**(PTint num\_vertices, const PTint \*vertices)

Description

Selects points with a screen space polygonal fence. Note that in Vortex screen space Y coordinates increase upwards ( OpenGL convention ). Use ptFlipMouseYCoords if a win32 / MFC mouse position is being used.

Parameters

*num\_vertices* The number of vertices in the polygon

*vertices* An array of vertices in screen space as X, Y integer pairs

InvertSelection

dEFINITION

PTvoid **ptInvertSelection**

Description

Inverts the selection of points so that points that were previously selected are deselected and vise-versa

UnselectAll

dEFINITION

PTvoid **ptUnselectAll**

Description

Unselects all points

HideSelected

dEFINITION

PTvoid **ptHideSelected**

Description

Hides selected points from view

UnhideAll

dEFINITION

PTvoid **ptUnhideAll**

Description

Shows all points resetting previous hide commands

InvertVisibility

dEFINITION

PTvoid **ptUnhideAll**

Description

Inverts the visibility of points so that points that were previously visible are hidden and vise-versa

RefreshEdit

dEFINITION

PTvoid **ptRefreshEdit**

Description

Re-applies editing operations in the current edit stack ie all operations since the last clear command. This may be necessary if subsequent to selection more points have been loaded into memory.

ClearEdit

dEFINITION

PTvoid **ptClearEdit**

Description

Clears the editing stack, this has the affect of deselecting and unhiding all points and returning the editing system to its startup state

StoreEdit

dEFINITION

PTvoid **ptStoreEdit**( const PTstr name )

Description

Stores the current edit stack for application later

Parameters

*name* A string to identify the stored edit stack

RestoreEdit

dEFINITION

PTbool **ptRestoreEdit**( const PTstr name )

Description

Restores the current edit stack for identified by its name

Parameters

*name* A string that identifies the previously stored edit stack

Return Value

PT\_TRUE if successful. PT\_FALSE is returned if the edit stack referred to cannot be found

RestoreEditByIndex

dEFINITION

PTbool **ptRestoreEditByIndex**( PTint index )

Description

Restores the current edit stack for identified by its index

Parameters

*index* A index that identifies the previously stored edit stack

Return Value

PT\_TRUE if successful. PT\_FALSE is returned if the edit stack referred to cannot be found

DeleteEdit

dEFINITION

PTbool **ptDeleteEdit**( const PTstr name )

Description

Deletes the current edit stack for identified by its name

Parameters

*name* A string that identifies the previously stored edit stack

Return Value

PT\_TRUE if successful. PT\_FALSE is returned if the edit stack referred to cannot be found

DeleteEditByIndex

dEFINITION

PTbool **ptDeleteEditByIndex**( PTint index )

Description

Deletes the current edit stack for identified by its index

Parameters

*index* A index that identifies the previously stored edit stack

Return Value

PT\_TRUE if successful. PT\_FALSE is returned if the edit stack referred to cannot be found

DeleteAllEdits

dEFINITION

PTvoid **ptDeleteAllEdits**

Description

Deletes all edit stacks stored in the Vortex engine

NumEdits

dEFINITION

PTint **ptNumEdits**

Description

Gets the number of edit stacks stored in the Vortex engine

Return Value

The number of edit stacks stored in the Vortex engine

EditName

dEFINITION

const PTstr **ptEditName**( PTint index )

Description

Gets the name of the edit stack referenced by its index

Parameters

*index* The indexed position of the edit stack. This will be >0 and <ptNumEdits

Return Value

The name of the edit stack as a C string

GetEditData

dEFINITION

PTint **ptGetEditData** ( PTint index, PTubyte \*data )

Description

Provides a binary chunk of data that represents the entire edit stack. This can be used for persistence between sessions of the client application.

Parameters

*index* The indexed position of the edit stack. This will be >0 and < ptNumEdits

*data* A pointer to a buffer to receive the binary. The size of this buffer should be at least the number of bytes indicated by ptGetEditDataSize

Return Value

The number of bytes written to data

GetEditDataSize

dEFINITION

PTint **ptGetEditDataSize** ( PTint index )

Description

Calculates the number of bytes required to store the binary chunk of data that represents the entire edit stack.

Parameters

*index* The indexed position of the edit stack. This will be >0 and <ptNumEdits

Return Value

The number of bytes required to store the edit stack

CreateEditFromData

dEFINITION

PTvoid **ptCreateEditFromData** ( const PTubyte \*data )

Description

Creates an edit stack from a binary chunk previously written by ptGetEditdata. This is most often used to restore the named edit stacks between sessions. Usually this data is being read from a project file.

Parameters

*data* The binary data representing the stored edit stack

## Layers

SetCurrentLayer

dEFINITION

PTbool **ptSetCurrentLayer**( PTuint layer )

Description  
Sets the current layer. The current layer is the target layer for Copy or Move operations. The current layer is always visible and cannot be locked.

Parameters  
*layer* Layer index from 0 to PT\_MAX\_LAYERS

return Value  
Boolean indicating success. PT\_FALSE is returned if the layer is locked or out of bounds

GetCurrentLayer

dEFINITION

PTuint **ptGetCurrentLayer**

Description  
Retrieves the current projection matrix used by Vortex for visibility determination

return Value  
The current layer index

LockLayer

dEFINITION

PTbool **ptLockLayer**( PTuint layer, PTbool lock )

Description  
Locks or unlocks a layer. Locking a layer prevents point selection in that layer. Layer locking is independent of layer visibility and a locked layer maybe shown or hidden.

Parameters  
*layer* Layer to lock or unlock as an index from 0 to PT\_MAX\_LAYERS

*lock* Boolean indicating desired lock status

return Value  
Boolean indicating success. PT\_FALSE is returned if the layer is current or out of bounds

IsLayerLocked

dEFINITION

PTbool **ptIsLayerLocked**( PTuint layer )

Description  
Retrieves the locked status of a layer

Parameters  
*layer* Layer to be queried as an index from 0 to PT\_MAX\_LAYERS

return Value  
Boolean indicating locked status of layer.

ShowLayer

dEFINITION

PTbool **ptShowLayer**( PTuint layer, PTbool show )

Description  
Sets the visible property of a layer causing the layer to be shown or hidden

Parameters  
*layer* Layer to show or hide as an index from 0 to PT\_MAX\_LAYERS

*show* Boolean indicating desired visibility status

return Value  
Boolean indicating success. Attempting to hide the current layer returns PT\_FALSE

IsLayerShown

dEFINITION

PTbool **ptIsLayerShown**( PTuint layer )

Description  
Retrieves the visible status of a layer

Parameters  
*layer* Layer to be queried as an index from 0 to PT\_MAX\_LAYERS

return Value  
Boolean indicating success. There is no OpenGL context current if PT\_FALSE is returned

DoesLayerHavePoints

dEFINITION

PTbool **ptDoesLayerHavePoints**( PTuint layer )

Description  
Returns the points occupancy status of a layer. This can be used to provide a visual cues to the empty / occupied status of a layer. Note that the method returns a pre-computed state and therefore does not incur significant processing overhead

Parameters  
*layer* Layer to be queried as an index from 0 to PT\_MAX\_LAYERS

return Value  
Boolean indicating occupancy status ie. PT\_TRUE is returned if there are points in the layer and PT\_FALSE if there are not.

ClearPointsFromLayer

dEFINITION

PTvoid **ptClearPointsFromLayer**( PTuint layer )

Description  
Removes points from the specified layer

Parameters  
*layer* The layer to remove points from as an index from 0 to PT\_MAX\_LAYERS

ResetLayers

dEFINITION

PTvoid **ptResetLayers**

Description  
Clears all layers and places all points into layer 0 ie sets the layer status to the startup state

CopySelToCurrentLayer

dEFINITION

PTbool **ptCopySelToCurrentLayer**( PTbool deselect )

Description  
Copies selected points to the current layer. Points can exist in more than one layer. There is no duplication in this case so that selecting a point in one layer causes it to be selected in all layers.

Parameters  
*deselect* Deselect the points after the copy. Usually this is the desired behavior

return Value  
Boolean indicating success.

MoveSelToCurrentLayer

dEFINITION

PTbool **ptMoveSelToCurrentLayer**( PTbool deselect )

Description  
Moves selected points out of all active (ie unlocked) layers to the current layer.

Parameters  
*deselect* Deselect the points after the copy. Usually this is the desired behavior

return Value  
Boolean indicating success.

## Drawing

OverrideDrawMode

dEFINITION

PTvoid **ptOverrideDrawMode**( PTenum mode )

Description

Overrides the draw mode forcing drawing into either dynamic or static mode. This is useful when a tool requires a particular draw mode but it is not possible to check this at draw time.

Parameters

*mode* A constant representing the draw mode. The following values are can be used:

PT\_DRAW\_MODE\_STATIC Draw in static mode. In this mode a full view is rendered, for large volumes of data this may take up to 2 or 3 seconds.

PT\_DRAW\_MODE\_DYNAMIC Draw in dynamic mode. The drawing is optimized and attempts to return without the time frame determined by the frame rate.

PT\_DRAW\_MODE\_DEFAULT Resets the draw mode to the default mode, it is important to do this after the override is no longer required

DrawGL

dEFINITION

PTvoid **ptDrawGL**

Description

Draws all visible objects to the active OpenGL context. This will use the active context’s modelview and projection matrices. It does not affect the pre-call GL state with the exception of initializing resources on the first call in a new context. The view setup is extracted from OpenGL and used to determine visible areas and prioritize point data loading.

Support for OpenGL 1.4 or later is required to use all the features of the display engine. In most cases where sufficient support is not available the display will gracefully drop unsupported features.

Client code that requires non-GL drawing should still set up an OpenGL context for the purpose of setting up a viewing frustum and viewport that Vortex can use. This could be done with an off-screen context so that the client application is not affected. Drawing could then be performed via a visible points query with the query density set to viewing frustum. See the query section of the API documentation.

The call is not asynchronous and returns after drawing has completed.

DrawSceneGL

dEFINITION

PTvoid **ptDrawSceneGL**( PThandle scene, PTbool dynamic )

Description

Draws a point cloud scene into the active OpenGL context. See DrawGL for more information on OpenGL state and requirements.

Parameters

*mode* A constant representing the draw mode. The following values are can be used:

PT\_DRAW\_MODE\_STATIC Draw in static mode. In this mode a full view is rendered, for large volumes of data this may take up to 2 or 3 seconds.

PT\_DRAW\_MODE\_DYNAMIC Draw in dynamic mode. The drawing is optimized and attempts to return without the time frame determined by the frame rate.

## Engine Tuning

DynamicFrameRate

dEFINITION

PTvoid **ptDynamicFrameRate**( PTfloat fps )

Description

Sets the frame rate in frames per second that is maintained during dynamic draw mode. Dynamic draw mode is usually active during user navigation operations where less points are drawn to ensure smooth navigation.

Lowering the frame rate helps to retain detail whilst navigating but may cause the navigation to become jerky. Increasing the frame rate results in a smooth navigation but may reduce the view density.

Parameters

*fps* The frame rate in frames per second. Valid values are from 1 to 30, the default value is 15

GetDynamicFrameRate

dEFINITION

PTfloat **ptGetDynamicFrameRate**

Description

Gets the current display frame rate

Return Value

The frame rate in frames per second

StaticOptimizer

dEFINITION

PTvoid **ptStaticOptimizer**( PTfloat opt )

Description

Sets the static optimizer strength. This is the optimizer that optimizes the static drawing. Lowering this value is sometimes necessary if the optimizer is too aggressive and causes some areas to become faint in density.

Parameters

*opt* The optimizer strength. Valid values are from 0 to 1, default 0.5

GetStaticOptimizer

dEFINITION

PTfloat **ptGetStaticOptimizer**

Description

Gets the current static optimizer value

Return Value

The optimizer strength expressed as a float between 0 and 1.

GlobalDensity

dEFINITION

PTvoid **ptGlobalDensity**( PTfloat density )

Description

Sets the global display density. This is used to fade the display of point clouds and can help to compare solid or line geometry against the point cloud which would otherwise be hidden by the dense point cloud.

Parameters

*density* The density value. Valid values are from 0 to 1, default 1.0

GetGlobalDensity

dEFINITION

PTfloat **ptGetGlobalDensity**

Description

Gets the current global density value

Return Value

The density expressed as a float between 0 and 1.

## Point Search

FindNearestPoint

dEFINITION

PTfloat **ptFindNearestPoint**( PThandle scene, const PTdouble \*search\_pnt,   
PTdouble \*nearest )

Description

Finds the nearest point to the search point in the point cloud scene. This can be used to implement point snapping in a CAD system where an approximate 3d point can be resolved from the cursor by unprojecting the screen point given a depth value.

Parameters

*scene* A handle to the scene to search

*search\_pnt* The search point as a tuple of doubles (x,y,z)

*nearest* A pointer to a tuple of doubles to receive the nearest cloud point

return Value

The distance between the search point and nearest cloud point. A negative distance indicates that no point was found.

IntersectRay

dEFINITION

PTbool **ptIntersectRay**(PThandle scene, const PTdouble \*origin,

const PTdouble \*direction, PTdouble \*intersection)

Description

Finds the nearest point to the start of the ray that lays on the ray within a the intersection radius (see ptSetIntersectionRadius). This can be used to implement point snapping in a CAD system where the camera position and cursor can be used to compute the ray parameters. Performance in this case would be acceptable, even on large datasets. However intensive use for applications such as ray tracing may not be practical.

Parameters

*scene* A handle to the scene to search

*origin* The ray origin as a tuple of doubles (x,y,z)

*direction* The pointer to a tuple of doubles to receive the nearest cloud point

*intersection* The nearest intersection point candidate

return Value

PT\_TRUE if an intersection was found.

## Point Query

CreateSelPointsQuery

dEFINITION  
PThandle **ptCreateSelPointsQuery**

Description

Creates a query for selected visible points only. This can be used in conjunction with rectangle, fence and other selection tools to develop downstream tools based on a select and operate paradigm with, for example for meshing, primitive fitting and feature extraction.

return Value

A handle to the query. This handle is valid until the query is deleted. The query can be used multiple times.

SetQueryDensity

dEFINITION  
PTvoid **ptSetQueryDensity**( PThandle query, PTenum densityType,   
 PTfloat densityValue )

Description  
Sets the detail level for the query allowing quick processing of a view or density based subset of points.

Parameters  
*query* Handle of the query to update

*densityType* The level of detail required. This can be one of the following:

PT\_QUERY\_DENSITY\_FULL The query returns every point including points that in held in out-of-core storage useful for algorithms that need to process every point. This is the default behavior, however setting a densityValue less than 1 returns a subset of points, ie a percentage of 100 x the density value.

PT\_QUERY\_DENSITY\_VIEW A view based optimal point set.

This is can be used for displaying points or providing a preview of a tool’s result.

PT\_QUERY\_DENSITY\_LIMIT The query returns a subset of points that best represent the entire point set. The number of points to be returned is specified by the *densityValue*.

*densityValue* A coefficient that modulates the density type. This is applied per region and can be used to evenly reduce the density of points retrieved. Used with PT\_QUERY\_DENSITY\_VIEW the *densityValue* can be used to select a level-of-detail for fast dynamic display.

In the case ofPT\_QUERY\_DENSITY\_LIMIT, the density value specifies the maximum number of points to be returned.

SetQueryRGBMode

dEFINITION  
PTvoid **ptSetQueryRGBMode**( PThandle query, PTenum mode )

Description  
Sets the RGB colour retrieval mode. This has no affect if a colour buffer is not provided in the following *ptGetPoints* function.

Parameters  
*query* Handle of the query to update

*Mode*  The RGB colour retrieval mode, this can be one of the following:

PT\_QUERY\_RGB\_MODE\_ACTUAL The query returns the actual scan RGB values. This is unaffected by the enabled state of point intensity or the plane shader

PT\_QUERY\_RGB\_MODE\_SHADER The query returns rgb values that composite the current shading options. This might include intensity, scan rgb and the planar shader. This means that client code can simply use these RGB values to display the points without considering what shading options are to be applied. Note that this excludes any lighting consideration.

CreateVisPointsQuery

dEFINITION  
PThandle **ptCreateVisPointsQuery**

Description

Creates a query for visible points only. This is all points that have not been hidden by an edit operation or by hiding a point cloud or scene. Note that this may also includes points that are outside the viewing frustum, ie not visible on screen.

return Value

A handle to the query. This handle is valid until the query is deleted. The query can be used multiple times and is evaluated on execution.

CreateBoundingBoxQuery

dEFINITION  
PThandle **ptCreateBoundingBoxQuery**( PTdouble minx, PTdouble miny,   
 PTdouble minz, PTdouble maxx,   
 PTdouble maxy, PTdouble maxz )

Parameters  
*minx* Minimum extent of bounding box in X

*miny* Minimum extent of bounding box in Y

*minz* Minimum extent of bounding box in Z

*maxx* Maximum extent of bounding box in X

*maxy* Maximum extent of bounding box in Y

*maxz* Maximum extent of bounding box in Z

Description

Creates a query for points within an axis aligned bounding box.

return Value  
A handle to the query. This handle is valid until the query is deleted. The query can be used multiple times and is evaluated on execution.

CreateBoundingSphereQuery

dEFINITION  
PThandle **ptCreateBoundingSphereQuery** ( PTdouble \*cen, PTdouble radius )

Parameters  
*cen* Centre point of the sphere as an array of 3 double values

*radius* Radius of sphere

Description

Creates a query for points within a sphere.

return Value  
A handle to the query. This handle is valid until the query is deleted. The query can be used multiple times and is evaluated on execution.

CreateFrustumPointsQuery

dEFINITION  
PThandle **ptCreateFrustumPointsQuery**

Description

Creates a query for points within the current viewports view frustum. In order to ensure the frustum has been setup the viewport must either use OpenGL (these settings are read from OpenGL) or provide the projection, eye space transform and viewport dimensions via the View parameter functions.

return Value  
A handle to the query. This handle is valid until the query is deleted. The query can be used multiple times and is evaluated on execution.

GetQueryPoints

dEFINITION  
PTuint **ptGetQueryPointsd** ( PThandle query, PTuint bufferSize,   
 PTdouble \*geomBuffer, PTubyte \*rgbBuffer,  
 PTshort \*intensityBuffer,   
 PTubyte \*selectionBuffer )

PTuint **ptGetQueryPointsf** ( PThandle query, PTuint bufferSize,   
 PTfloat \*geomBuffer, PTubyte \*rgbBuffer,  
 PTshort \*intensityBuff,   
 PTubyte \*selectionBuff )

Description

Retrieves query point geometry and optionally rgb, intensity and selection channels into one or more buffers. If the buffers are filled by the retrieval the function returns. To get the remaining points the function should be called until it returns 0 points.

Parameters  
*query* The query’s handle. This is obtained from one of the query creation functions

*bufferSize* The size of the buffer to retrieve points as the number of points, not array elements

*geomBuffer* A pointer to the buffer to retrieve point geometry.

This should be an array of floats (or doubles) that has at least 3 x the number of point   
 elements

*rgbBuffer* A pointer to the buffer to retrieve point geometry.

This should be an array of PTubyte that has at least 3 x the number of point elements. See   
 *SetQueryRGBMode* for how the RGB retrieval can be configured. A null pointer can be

passed for this parameter if point RGB is not required.

*intensityBuff* A pointer to the buffer to retrieve point intensity values as an array of 16 bit signed shorts.

A null pointer can be passed for this parameter if selection state is not required.

*selectionBuff* A pointer to the buffer to retrieve point selection / hidden state values as an array of

PTubyte. A null pointer can be passed for this parameter if selection state is not required.

return Value  
The number of points written to the buffers by this iteration.

GetDetailedQueryPoints

dEFINITION  
PTuint **ptGetDetailedQueryPointsd** ( PThandle query, PTuint bufferSize,

PTdouble \*geomBuffer, PTubyte \*rgbBuffer, PTshort \*intensityBuffer,   
PTubyte \* selectionBuffer,   
PTuint numPointChannels,   
const PThandle \*pointChanelsReq,   
PTvoid \*\*pointChannels)

PTuint **ptGetDetailedQueryPointsf** ( PThandle query, PTuint bufferSize,

PTfloat \*geomBuffer, PTubyte \*rgbBuffer, PTshort \*intensityBuffer,   
PTubyte \* selectionBuffer,   
PTuint numPointChannels,   
const PThandle \*pointChanelsReq,   
PTvoid \*\*pointChannels)

Description

These are detailed versions of GetQueryPoints allowing access to User Channels.

Parameters  
*See GetQueryPoints above for shared parameters*

*numPointChannels* The number of user point channels to be returned

*pointChannelsReq* A pointer to an array of point channel handles specifying which channels should be returned in the query.

*pointChannels* A pointer to an array of point channel buffers to receive the point channels. These are specified as pointers to void and it is important that the buffers are at least the size of user channels bytes-per-point x the *bufferSize* to avoid buffer overrun.

return Value  
The number of points written to the buffers by this iteration.

ResetQuery

dEFINITION  
PTbool **ptResetQuery**( PThandle query )

Parameters  
*query* The query’s handle. This is obtained from one of the query creation functions

Description

Resets the query to its creation state.

return Value  
Boolean indicating success. If the query cannot be found PT\_FALSE is returned.

SetQueryScope

dEFINITION  
PTvoid **ptSetQueryScope** ( PThandle query, PTuint cloudOrSceneHandle )

Description

By default a query will return points from every point cloud currently held by the Vortex engine. This function can be used to limit the scope of a query to a specific point cloud or point cloud scene (file).

Parameters

*Query*  A handle to the query whose scope is to be set

*cloudOrSceneHandle* A handle to either a point cloud or a point cloud scene to which the queries scope is being limited to

## View Setup

ReadViewFromGL

dEFINITION  
PTbool **ptReadViewFromGL**

Description

Reads the current view setup from the current OpenGL context. This is used in visibility computation and optimization of view based queries and rendering. If this method is used there is no need to use any further view setup functions found in this section.

return Value

Boolean indicating success. There is no OpenGL context current if PT\_FALSE is returned

SetViewProjectionOrtho

dEFINITION  
PTvoid **ptSetViewProjectionOrtho** ( PTdouble l, PTdouble r, PTdouble b, PTdouble t, PTdouble n, PTdouble f )

Description  
Sets up an ortho (parallel) view projection based on the frustum plane positions. This is used in visibility computation and optimization of view based queries and rendering.

Parameters  
*l* Frustums left plane position

*r* Frustums right plane position

*t* Frustums top plane position

*b* Frustums bottom plane position

*n* Frustums near plane position

*f* Frustums far plane position

SetViewProjectionFrustum

dEFINITION  
PTvoid **ptSetViewProjectionFrustum** ( PTdouble l, PTdouble r, PTdouble b, PTdouble t, PTdouble n, PTdouble f )

Description  
Sets up a perspective (parallel) view frustum. This is used in visibility computation and optimization of view based queries and rendering.

Parameters  
*l* Frustums left plane position

*r* Frustums right plane position

*t* Frustums top plane position

*b* Frustums bottom plane position

*n* Frustums near plane position

*f* Frustums far plane position

SetViewProjectionMatrix

dEFINITION  
PTvoid **ptSetViewProjectionMatrix**( const PTdouble \*matrix,

bool row\_major )

Description  
Sets up a view projection using a 4x4 projection matrix. This is used in visibility computation and optimization of view based queries and rendering.

Parameters  
*matrix* An array of the 16 double values of the matrix

row\_major Boolean indicating the ordering of the matrix values

SetViewProjectionPerspective

dEFINITION  
PTvoid **ptSetViewProjectionMatrix**(PTenum type, PTdouble fov, PTdouble   
aspect, PTdouble n, PTdouble f)

Description  
Sets up a perspective view projection. This is used in visibility computation and optimization of view based queries and rendering.

Parameters  
*type* The model used to compute the projection matrix. Any of the following values can be used:

PT\_PROJ\_PERSPECTIVE\_GL The projection matrix is calculated to produce a matrix identical to OpenGL’s gluPerspective

PT\_PROJ\_PERSPECTIVE\_DX The projection matrix is calculated to produce a matrix identical to a DirectX perspective matrix

PT\_PROJ\_PERSPECTIVE\_BLINN The projection matrix is calculated to using the Blinn

fov The field of view in degrees

*aspect* The aspect ratio of the projection. This should normally be the viewport width / height

*n* The frustum’s near plane position

*f* The frustum’s far plane position

SetViewEyeLookAt

dEFINITION  
PTvoid **ptSetViewEyeLookAt** ( const PTdouble \*eye, const PTdouble \*target,

const PT double \*up )

Description  
Sets up an eye transformation based on an eye position and target position. The result will be identical to OpenGL’s gluLookAt matrix

Parameters  
*eye* The eye location specified as an array of 3 double values ie x,y,z

*target* The location of the target of the view. Thie point will be mapped to the centre of the viewport. The target is specified as an array of 3 doubles.

*up* The up vector specified as an array of 3 doubles. This is usually the Z or Y axis.

SetViewEyeMatrix

dEFINITION  
PTvoid **ptSetViewEyeMatrix**( const PTdouble \*matrix, PTbool row\_major)

Description  
Sets up an eye transformation directly by specifying a transformation matrix. Care should be taken to when using matrices that the row\_major parameter is correctly specified.

Parameters  
*matrix* An array of the 16 double values of the matrix

*row\_major* Boolean indicating the ordering of the matrix values

SetViewportSize

dEFINITION  
PTvoid **ptSetViewportSize**(PTint left, PTint bottom, PTuint width, PTuint height )

Description  
Specifies the viewport size and position that the viewing frustum is mapped to. It is important to specify this correctly in order for the visibility computation to be correctly performed.

Parameters  
*left* The viewport left position in pixels

*right* The viewport left position in pixels

*width* The viewport’s width in pixels

*height*  The viewport’s height in pixels

SetViewEyeMatrix

dEFINITION  
PTvoid **ptViewEyeMatrix**(PTint left, PTint bottom, PTuint width, PTuint height )

Description  
Specifies the viewport size and position that the viewing frustum is mapped to. It is important to specify this correctly in order for the visibility computation to be correctly performed.

Parameters  
*left* The viewport left position in pixels

*right* The viewport left position in pixels

*width* The viewport’s width in pixels

*height*  The viewport’s height in pixels

SetViewportSize

dEFINITION  
PTvoid **ptSetViewportSize**(PTint left, PTint bottom, PTuint width, PTuint height )

Description  
Specifies the viewport size and position that the viewing frustum is mapped to. It is important to specify this correctly in order for the visibility computation to be correctly performed.

Parameters  
*left* The viewport left position in pixels

*right* The viewport left position in pixels

*width* The viewport’s width in pixels

*height*  The viewport’s height in pixels

SetViewportSize

dEFINITION  
PTvoid **ptSetViewportSize**(PTint left, PTint bottom, PTuint width, PTuint height )

Description  
Specifies the viewport size and position that the viewing frustum is mapped to. It is important to specify this correctly in order for the visibility computation to be correctly performed.

Parameters  
*left* The viewport left position in pixels

*right* The viewport left position in pixels

*width* The viewport’s width in pixels

*height*  The viewport’s height in pixels

GetViewEyeMatrix

dEFINITION  
PTvoid **ptGetViewEyeMatrix**( PTdouble \*matrix )

Description  
Retrieves the current eye transformation matrix used by Vortex for visibility determination

Parameters  
*matrix* Buffer of 16 double values to receive the matrix values in column order

GetViewProjectionMatrix

dEFINITION  
PTvoid **ptGetViewProjectionMatrix**( PTdouble \*matrix )

Description  
Retrieves the current projection matrix used by Vortex for visibility determination

Parameters  
*matrix* Buffer of 16 double values to receive the matrix values in column order

## User Channels

CreatePointChannel

dEFINITION

PThandle **ptCreatePointChannel**( PTstr name, PTenum typesize, PTuint multiple, void \*defaultValue, PTuint flags)

Description

Creates a user points channel enabling storage of arbitrary per point numerical data.

Parameters  
*name*  A unique name for the user channel.

*typesize* The size of the per point value data type being stored in bytes.

*multiple* The number of values per point

*defaultValue* The default value specified as a void pointer to a buffer containing the values. If there are multiple values per point the buffer must contain all these values and be of size *typesize* x *multiple*.

*flags* Additional creation options. A bitmask of the following options can be used:

PT\_CHANNEL\_OUT\_OF\_CORE The user channel data is stored out-of-core. This will reduce memory overhead significantly at the cost of access performance.

Return Value  
A handle to the user channel.

DeletePointChannel

dEFINITION

PTbool **ptDeletePointChannel**( PThandle channel )

Description

Frees resources associated with the user channel. After calling this function the channel handle will no longer be valid.

Return Value  
A Boolean value indicating success. Returns PT\_FALSE if the channel handle is invalid.

SubmitPointChannelUpdate

dEFINITION

PTbool **ptSubmitPointChannelUpdate**( PThandle query, PThandle channel )

Description

Frees resources associated with the user channel. After calling this function the channel handle will no longer be valid.

Return Value  
A Boolean value indicating success. Returns PT\_FALSE if the channel handle is invalid or the query handle is invalid or did not return user channel values to be updated ie ptGetQueryPoints was used instead of ptGetDetailedQueryPoints

DrawPointChannelAs

dEFINITION

PTbool **ptDrawPointChannelAs**( PThandle channel, PTenum method, PTfloat param1, PTfloat param2 )

Description

Instructs the Vortex renderer to interpret the user channel values using a particular method for the purpose of drawing. In most cases only a single interpretation method can be active at one time enabling the rendering of a single User Channel only.

Parameters  
*channel* A handle to the channel to draw

*method* The method used to interpret the channel for drawing purposes. Any of the following values may be used:

PT\_CHANNEL\_AS\_OFFSET User channel values are interpreted as x,y,z offsets to the original point positions. The user channel must have a multiple of 3 values per point, ie one for each of the x,y and z components although the type of value can vary.  
  
*param1* specifies a scale value that is applied to the offset.  
  
*param2* is unused.

PT\_CHANNEL\_AS\_RAMP User channel values are interpreted as indices into a colour ramp. Index values range from 0 to 1. Values beyond this range will be modulated to fall in range.

*param1* specifies the colour ramp to be used  
  
*param2* specifies a scaling factor to be applied the user channel values

PT\_CHANNEL\_AS\_ZSHIFT\* Use channel values are interpreted as an offset to the original point’s Z value.   
  
*param1* specifies a scale value that is applied to the offset.  
  
*param2* is unused.

PT\_CHANNEL\_AS\_RGB\* Use channel values are interpreted as R, G, B values. The user channel must have a multiple of 3 values per point, ie one for each of the x,y and z components although the type of value can vary.  
  
*param1* specifies a blend value that is used to blend the RGB values to the original RGB values. Valid values are between 0 (no channel rgb) to 1 (full channel rgb).

*param2* is unused.

*param1* First parameter, see above for usage

*param2* Second parameter, see above for usage

Return Value  
A Boolean value indicating success. Returns PT\_FALSE if the channel handle is invalid or the channel specification does not match the interpretation method. For example PT\_CHANNEL\_AS\_OFFSET requires a multiple of 3 values per point, a channel with 1 value per point cannot be used for this purpose.

NOTES  
Methods mark with an \* have not been implemented as of release 1.4.0

WriteChannelsFile

dEFINITION

PTbool **ptWriteChannelsFile**( const PTstr filename, PTint numChannels, PThandle \*channels )

Description

Writes a file that stores the specified channels for later retrieval. The channels file references the point clouds by the cloud GUID values, this enables order-independent loading of the channel file and POD file into the Vortex engine.

Parameters  
*filename* The full path to the file to write. Any extension can be used

*numChannels* The number of channels to be written to the file. This will be the number of elements in the following *channels* array

*channels* An array of channel handles specifying the channels to output to the file

Return Value  
A Boolean value indicating success. Returns PT\_FALSE if the channel handle is invalid or the write failed due to access rights.

ReadChannelsFile

dEFINITION

PTbool **ptReadChannelsFile**( const PTstr filename )

Description

Reads a channel file containing one or more point channels. The channels reference the point clouds by the cloud GUID values, this enables order-independent loading of the channel file and POD file into the Vortex engine.

Parameters  
*filename* The full path to the file to write. Any extension can be used

Return Value  
A Boolean value indicating success. Returns PT\_FALSE if the file cannot be accessed or is not a valid channel file

SetChannelOOCFolder

dEFINITION

PTbool **ptChannelOOCFolder**( const PTstr filepath )

Description

Sets the folder for temporary Out of Core files. This is by default the operating system’s temporary folder.

Parameters  
*filename* The full path to the folder to be used.

Return Value  
A Boolean value indicating success. Returns PT\_FALSE if the file cannot be created at this location

DeleteAllChannels

dEFINITION

PTvoid **ptDeleteAllChannels**

Description

Deletes all the channels in the Vortex engine

# Vortex API interface

The Pointools Vortex API header file contains definitions of functions and extern declarations. As such, it is as not as easily read as a header file containing function declarations that most programmers are more familiar with. For this reason such an interface is provided here for reference purposes only.

/\* typedefs \*/

typedef unsigned int PTenum;

typedef bool PTbool;

typedef int PTint;

typedef unsigned int PTuint;

typedef float PTfloat;

typedef double PTdouble;

typedef short PTshort;

typedef unsigned short PTushort;

typedef char PTbyte;

typedef unsigned char PTubyte;

typedef unsigned \_\_int64 PTuint64;

typedef \_\_int64 PTint64;

#define PTstr wchar\_t\*

typedef void PTvoid;

typedef PTuint PThandle;

typedef unsigned char PTubyte;

/\* Shader Enables \*/

#define PT\_RGB\_SHADER 0x01

#define PT\_INTENSITY\_SHADER 0x02

#define PT\_BLENDING\_SHADER 0x03

#define PT\_PLANE\_SHADER 0x04

#define PT\_LIGHTING 0x05

#define PT\_CLIPPING 0x06

/\* Display Enables \*/

#define PT\_ADAPTIVE\_POINT\_SIZE 0X100

#define PT\_FRONT\_BIAS 0X101

#define PT\_DELAYED\_CHANNEL\_LOAD 0X102

/\* Shader Settings \*/

#define PT\_PLANE\_SHADER\_DISTANCE 0x11

#define PT\_PLANE\_SHADER\_VECTOR 0x12

#define PT\_PLANE\_SHADER\_OFFSET 0x13

#define PT\_INTENSITY\_SHADER\_CONTRAST 0x14

#define PT\_INTENSITY\_SHADER\_BRIGHTNESS 0x15

#define PT\_RGB\_SHADER\_CONTRAST 0x16

#define PT\_RGB\_SHADER\_BRIGHTNESS 0x17

#define PT\_LIGHT\_VECTOR 0x18

#define PT\_LIGHT\_ANGLE 0x19

#define PT\_LIGHT\_COLOUR 0x1a

#define PT\_LIGHT\_AMBIENT\_COLOUR 0x1b

#define PT\_LIGHT\_DIFFUSE\_COLOUR 0x1c

#define PT\_LIGHT\_SPECULAR\_COLOUR 0x1d

#define PT\_LIGHT\_STRENGTH 0x1f

#define PT\_LIGHT\_AMBIENT\_STRENGTH 0x20

#define PT\_LIGHT\_DIFFUSE\_STRENGTH 0x21

#define PT\_LIGHT\_SPECULAR\_STRENGTH 0x22

#define PT\_INTENSITY\_SHADER\_RAMP 0x23

#define PT\_PLANE\_SHADER\_RAMP 0x24

#define PT\_MATERIAL\_AMBIENT 0X25

#define PT\_MATERIAL\_DIFFUSE 0x26

#define PT\_MATERIAL\_SPECULAR 0x27

#define PT\_MATERIAL\_GLOSSINESS 0x28

#define PT\_PLANE\_SHADER\_EDGE 0x29

#define PT\_EDGE\_REPEAT 0x00

#define PT\_EDGE\_CLAMP 0x01

#define PT\_EDGE\_BLACK 0x02

#define PT\_EDGE\_MIRROR 0x03

/\* units \*/

#define PT\_METERS 0x100

#define PT\_DECIMETERS 0x101

#define PT\_CENTIMETERS 0x102

#define PT\_MILLIMETERS 0x103

#define PT\_FEET 0x104

#define PT\_FEET\_US 0x106

#define PT\_INCHES 0x105

/\* draw modes \*/

#define PT\_DRAW\_MODE\_STATIC 0x01

#define PT\_DRAW\_MODE\_INTERACTIVE 0x02

#define PT\_DRAW\_MODE\_DEFAULT 0x00

#define PT\_DRAW\_MODE\_COMPATIBILITY 0x04

/\* selection modes \*/

#define PT\_SELECT 0x01

#define PT\_DESELECT 0x02

#define PT\_SELECT\_TOGGLE 0x03

/\* constants \*/

#define PT\_MAX\_VIEWPORTS 32

#define PT\_TRUE true

#define PT\_FALSE false

#define PT\_NULL 0

#define PT\_ERROR 0

/\* coordinate base \*/

#define PT\_AUTO\_BASE\_DISABLED 0x0

#define PT\_AUTO\_BASE\_CENTER 0x01

#define PT\_AUTO\_BASE\_REDUCE 0x02

#define PT\_AUTO\_BASE\_FIRST\_ONLY 0x04

/\* ramps \*/

#define PT\_INTENSITY\_RAMP\_TYPE 0x01

#define PT\_PLANE\_RAMP\_TYPE 0x02

/\* point attributes \*/

#define PT\_HAS\_INTENSITY 0x01

#define PT\_HAS\_RGB 0x02

#define PT\_HAS\_NORMAL 0x04

#define PT\_HAS\_FILTER 0x08

#define PT\_HAS\_ANALYTICAL 0x10

/\* editing \*/

#define PT\_EDIT\_MODE\_SELECT 0X01

#define PT\_EDIT\_MODE\_UNSELECT 0X02

#define PT\_EDIT\_MODE\_UNHIDE 0X03

/\* query \*/

#define PT\_QUERY\_DENSITY\_FULL 0x01

#define PT\_QUERY\_DENSITY\_VIEW 0X02

#define PT\_QUERY\_DENSITY\_LIMIT 0X03

#define PT\_QUERY\_DENSITY\_UNIFORM 0x07

#define PT\_QUERY\_RGB\_MODE\_ACTUAL 0x04

#define PT\_QUERY\_RGB\_MODE\_SHADER 0x05

#define PT\_QUERY\_RGB\_MODE\_SHADER\_NO\_SELECT 0x06

/\* imaging \*/

#define PT\_IMAGE\_TYPE\_COLOUR 0x01

#define PT\_IMAGE\_TYPE\_NORMAL 0x02

#define PT\_IMAGE\_TYPE\_DEPTH 0x03

#define PT\_IMAGE\_TYPE\_BUMP 0X04

/\* tuning \*/

#define PT\_LOADING\_BIAS\_SCREEN 0x01

#define PT\_LOADING\_BIAS\_NEAR 0x02

#define PT\_LOADING\_BIAS\_FAR 0x03

#define PT\_LOADING\_BIAS\_POINT 0x04

/\* eye perspective type \*/

#define PT\_PROJ\_PERSPECTIVE\_GL 0x01

#define PT\_PROJ\_PERSPECTIVE\_DX 0x02

#define PT\_PROJ\_PERSPECTIVE\_BLINN 0x03

/\* channel constants \*/

/\* draw as \*/

#define PT\_CHANNEL\_AS\_OFFSET 0x01

#define PT\_CHANNEL\_AS\_RAMP 0x02

#define PT\_CHANNEL\_AS\_ZSHIFT 0x03

#define PT\_CHANNEL\_AS\_RGB 0x04

/\* options \*/

#define PT\_CHANNEL\_OUT\_OF\_CORE 0X01

#define PTAPI \_\_stdcall

/\* Pointools Vortex API v1.3.6 \*/   
/\* intitialization \*/

PTbool PTAPI ptInitialize( const PTubyte \*license );

PTbool PTAPI ptIsInitialized();

PTvoid PTAPI ptSetWorkingFolder( const PTstr folder );

const PTstr PTAPI ptGetWorkingFolder( void );

const PTstr PTAPI ptGetVersionString( void );

PTvoid PTAPI ptGetVersionNum( PTubyte \*version );

PTvoid PTAPI ptRelease( void );

/\* handle management \*/

PThandle PTAPI ptGetCloudHandleByIndex( PThandle scene, PTuint cloud\_index );

PTuint PTAPI ptGetNumCloudsInScene( PThandle scene );

/\* importing scene data \*/

PThandle PTAPI ptOpenPOD( const PTstr filepath );

PThandle PTAPI ptIsOpen( const PTstr filepath );

PThandle PTAPI ptBrowseAndOpenPOD( void );

/\* management \*/

PTint PTAPI ptNumScenes( void );

PTint PTAPI ptGetSceneHandles( PThandle \*handles );

PTbool PTAPI ptSceneInfo( PThandle scene, PTstr name, PTint &clouds, PTuint &num\_points, PTuint &specification, PTbool &loaded, PTbool &visible );

const PTstr PTAPI ptSceneFile( PThandle scene );

PTbool PTAPI ptCloudInfo( PThandle cloud, PTstr name, PTuint &num\_points, PTuint &specification, PTbool &visible );

PTbool PTAPI ptSceneBounds( PThandle scene, PTfloat \*lower, PTfloat \*upper );

PTbool PTAPI ptCloudBounds( PThandle cloud, PTfloat \*lower, PTfloat \*upper );

PTvoid PTAPI ptShowScene( PThandle scene, PTbool visible );

PTvoid PTAPI ptShowCloud( PThandle cloud, PTbool visible );

PTbool PTAPI ptIsSceneVisible( PThandle scene );

PTbool PTAPI ptIsCloudVisible( PThandle cloud );

PTbool PTAPI ptReadPODMeta( const PTstr filepath, PTstr name, PTint &num\_clouds, PTuint64 num\_points, PTuint scene\_spec, PTdouble \*lower\_bound, PTdouble \*upper\_bound );

PTbool PTAPI ptUnloadScene( PThandle scene );

PTbool PTAPI ptReloadScene( PThandle scene );

PTvoid PTAPI ptRemoveScene( PThandle scene );

PTvoid PTAPI ptRemoveAll();

/\* scene duplication \*/

PThandle PTAPI ptCreateSceneInstance( PThandle scene );

/\* transformation \*/

PTbool PTAPI ptSetCloudTransform( PThandle cloud, const PTdouble \*transform4x4, bool row\_order );

PTbool PTAPI ptSetSceneTransform( PThandle scene, const PTdouble \*transform4x4, bool row\_order );

PTvoid PTAPI ptGetCloudTransform( PThandle cloud, PTdouble \*transform4x3, bool row\_order );

PTvoid PTAPI ptGetSceneTransform( PThandle scene, PTdouble \*transform4x3, bool row\_order );

/\* persistence of viewport setup \*/

PTuint PTAPI ptGetPerViewportDataSize();

PTuint PTAPI ptGetPerViewportData( PTubyte \*data );

PTvoid PTAPI ptSetPerViewportData( const PTubyte \*data );

/\* points \*/

PTuint PTAPI ptGetCloudProxyPoints( PThandle scene, PTint num\_points, PTfloat \*pnts, PTubyte \*col );

PTuint PTAPI ptGetSceneProxyPoints( PThandle cloud, PTint num\_points, PTfloat \*pnts, PTubyte \*col );

/\* error handling \*/

PTint PTAPI ptGetLastError( PTstr msg );

/\* view parameters - these operate in current viewport \*/

PTbool PTAPI ptReadViewFromGL( void );

PTvoid PTAPI ptSetViewProjectionOrtho( PTdouble l, PTdouble r, PTdouble b, PTdouble t, PTdouble n, PTdouble f );

PTvoid PTAPI ptSetViewProjectionFrustum( PTdouble l, PTdouble r, PTdouble b, PTdouble t, PTdouble n, PTdouble f );

PTvoid PTAPI ptSetViewProjectionMatrix( const PTdouble \*matrix, bool row\_major );

PTvoid PTAPI ptSetViewProjectionPerspective( PTenum type, PTdouble fov, PTdouble aspect, PTdouble n, PTdouble f);

PTvoid PTAPI ptSetViewEyeLookAt( const PTdouble \*eye, const PTdouble \*target, const PTdouble \*up );

PTvoid PTAPI ptSetViewEyeMatrix( const PTdouble \*matrix, bool row\_major );

PTvoid PTAPI ptSetViewportSize( PTint left, PTint bottom, PTuint width, PTuint height );

PTvoid PTAPI ptGetViewEyeMatrix( PTdouble \*matrix );

PTvoid PTAPI ptGetViewProjectionMatrix( PTdouble \*matrix );

/\* draw \*/

PTvoid PTAPI ptOverrideDrawMode( PTenum mode );

PTvoid PTAPI ptDrawGL( void );

PTvoid PTAPI ptDrawSceneGL( PThandle scene, PTbool dynamic );

PTuint PTAPI ptKbLoadedSinceLastDraw();

/\* units \*/

PTvoid PTAPI ptSetHostUnits( PTenum units );

PTenum PTAPI ptGetHostUnits( void );

/\* Coordinate Truncation \*/

PTvoid PTAPI ptSetAutoBaseMethod( PTenum type );

PTenum PTAPI ptGetAutoBaseMethod( void );

PTvoid PTAPI ptGetCoordinateBase( PTdouble \*coordinateBase );

PTvoid PTAPI ptSetCoordinateBase( PTdouble \*coordinateBase );

/\* viewports \*/

PTint PTAPI ptAddViewport( PTint index, const PTstr name );

PTvoid PTAPI ptRemoveViewport( PTint index );

PTvoid PTAPI ptSetViewport( PTint index );

PTint PTAPI ptSetViewportByName( const PTstr name );

PTvoid PTAPI ptCaptureViewportInfo( void );

PTvoid PTAPI ptStoreView( void );

PTint PTAPI ptCurrentViewport( void );

PTvoid PTAPI ptEnableViewport( PTint index );

PTvoid PTAPI ptDisableViewport( PTint index );

PTbool PTAPI ptIsViewportEnabled( PTint index );

PTbool PTAPI ptIsCurrentViewportEnabled( void );

/\* offscreen viewport \*/

PTvoid\* PTAPI ptCreateBitmapViewport(int w, int h, const PTstr name);

PTvoid PTAPI ptDestroyBitmapViewport(const PTstr name);

/\* bounds of data \*/

PTbool PTAPI ptGetLowerBound( PTdouble \*lower );

PTbool PTAPI ptGetUpperBound( PTdouble \*upper );

/\* shader options \*/

PTvoid PTAPI ptEnable( PTenum option );

PTvoid PTAPI ptDisable( PTenum option );

PTbool PTAPI ptIsEnabled( PTenum option );

PTvoid PTAPI ptPointSize( PTfloat size );

PTvoid PTAPI ptShaderOptionf( PTenum shader\_option, PTfloat value );

PTvoid PTAPI ptShaderOptionfv( PTenum shader\_option, PTfloat \*value );

PTvoid PTAPI ptShaderOptioni( PTenum shader\_option, PTint value );

PTbool PTAPI ptGetShaderOptionf( PTenum shader\_option, PTfloat \*value );

PTbool PTAPI ptGetShaderOptionfv( PTenum shader\_option, PTfloat \*values );

PTbool PTAPI ptGetShaderOptioni( PTenum shader\_option, PTint \*value );

PTvoid PTAPI ptResetShaderOptions( void );

PTvoid PTAPI ptCopyShaderSettings( PTuint dest\_viewport );

PTvoid PTAPI ptCopyShaderSettingsToAll( void );

PTint PTAPI ptNumRamps( void );

const PTstr PTAPI ptRampInfo( PTint ramp, PTenum \*type );

/\* lighting \*/

PTvoid PTAPI ptLightOptionf( PTenum Light\_option, PTfloat value );

PTvoid PTAPI ptLightOptionfv( PTenum Light\_option, PTfloat \*value );

PTvoid PTAPI ptLightOptioni( PTenum Light\_option, PTint value );

PTbool PTAPI ptGetLightOptionf( PTenum Light\_option, PTfloat \*value );

PTbool PTAPI ptGetLightOptioni( PTenum Light\_option, PTint \*value );

PTvoid PTAPI ptCopyLightSettings( PTuint dest\_viewport );

PTvoid PTAPI ptCopyLightSettingsToAll();

PTvoid PTAPI ptResetLightOptions();

/\* clipping options \*/

PTvoid PTAPI ptClipBox( const PTfloat \*lower, const PTfloat \*upper );

PTvoid PTAPI ptClipBoxSide( PTenum side, PTfloat position );

PTvoid PTAPI ptGetClipBox( PTfloat \*lower, PTfloat \*upper );

PTvoid PTAPI ptClipBoxToBounds();

PTvoid PTAPI ptSetClipMatrix( const PTdouble \*matrix, bool transpose );

PTvoid PTAPI ptOrientClipBox( const PTfloat \*pt\_a, const PTfloat \*pt\_b );

/\* editing options \*/

PTvoid PTAPI ptSetSelectPointsMode( PTenum select\_mode );

PTenum PTAPI ptGetSelectPointsMode( void );

PTvoid PTAPI ptSelectPointsByRect( PTint x\_edge, PTint y\_edge, PTint x2\_edge, PTint y2\_edge, PTint height );

PTvoid PTAPI ptSelectPointsByFence( PTint num\_points, const PTint \*points );

PTvoid PTAPI ptSelectPointsByCube( const PTfloat \*centre, PTfloat radius );

PTvoid PTAPI ptSelectPointsByPlane( const PTfloat \*origin, const PTfloat \*normal, PTfloat thickness );

PTvoid PTAPI ptSelectPointsByBox( const PTfloat \*lower, const PTfloat \*upper );

PTvoid PTAPI ptSelectPointsBySphere( const PTfloat \*centre, PTfloat radius );

PTvoid PTAPI ptInvertSelection( void );

PTvoid PTAPI ptInvertVisibility( void );

PTvoid PTAPI ptHideSelected( void );

PTvoid PTAPI ptUnhideAll( void );

PTvoid PTAPI ptUnselectAll( void );

PTvoid PTAPI ptRefreshEdit( void );

PTvoid PTAPI ptClearEdit( void );

PTvoid PTAPI ptStoreEdit( const PTstr name );

PTbool PTAPI ptRestoreEdit( const PTstr name );

PTbool PTAPI ptRestoreEditByIndex( PTint index );

PTbool PTAPI ptDeleteEdit( const PTstr name );

PTbool PTAPI ptDeleteEditByIndex( PTint index );

PTvoid PTAPI ptDeleteAllEdits( void );

PTint PTAPI ptNumEdits( void );

const PTstr PTAPI ptEditName( PTint index );

PTint PTAPI ptGetEditData( PTint index, PTubyte \*data );

PTint PTAPI ptGetEditDataSize( PTint index );

PTvoid PTAPI ptCreateEditFromData( const PTubyte \*data );

/\* point layers \*/

PTbool PTAPI ptSetCurrentLayer( PTuint layer );

PTuint PTAPI ptGetCurrentLayer();

PTbool PTAPI ptLockLayer( PTuint layer, PTbool lock );

PTbool PTAPI ptIsLayerLocked( PTuint layer );

PTbool PTAPI ptShowLayer( PTuint layer, PTbool show );

PTbool PTAPI ptIsLayerShown( PTuint layer );

PTbool PTAPI ptDoesLayerHavePoints( PTuint layer );

PTvoid PTAPI ptClearPointsFromLayer( PTuint layer );

PTvoid PTAPI ptResetLayers();

PTbool PTAPI ptCopySelToCurrentLayer( PTbool deselect );

PTbool PTAPI ptMoveSelToCurrentLayer( PTbool deselect );

/\* optimisation and rendering options\*/

PTvoid PTAPI ptDynamicFrameRate( PTfloat fps );

PTfloat PTAPI ptGetDynamicFrameRate();

PTvoid PTAPI ptStaticOptimizer( PTfloat opt );

PTfloat PTAPI ptGetStaticOptimizer();

PTvoid PTAPI ptGlobalDensity( PTfloat opt );

PTfloat PTAPI ptGetGlobalDensity( void );

/\* Query \*/

PTvoid PTAPI ptSetIntersectionRadius(PTfloat radius);

PTfloat PTAPI ptGetIntersectionRadius( void );

PTint PTAPI ptFindNearestScreenPoint( PThandle scene, PTint screenx, PTint screeny, PTdouble \*pnt );

PTint PTAPI ptFindNearestScreenPointWDepth( PThandle scene, PTint screenx, PTint screeny, PTfloat \* dpArray4x4, PTdouble \*pnt );

PTfloat PTAPI ptFindNearestPoint( PThandle scene, const PTdouble \*pnt, PTdouble \*nearest );

PTbool PTAPI ptIntersectRay( PThandle scene, const PTdouble \*origin, const PTdouble \*direction, PTdouble \*intersection );

PTbool PTAPI ptIntersectRayPntIndex( PThandle scene, const PTdouble \*origin, const PTdouble \*direction, PThandle \*cloud, PThandle \*pntPartA, PThandle \*pntPartB );

PTbool PTAPI ptPointData( PThandle cloud, PThandle pointIndex, PTdouble \*position, PTshort \*intensity, PTubyte \*rgb, PTfloat \*normal );

PTuint PTAPI ptPointAttributes( PThandle cloud, PThandle pntPartA, PThandle pntPartB );

PTbool PTAPI ptGetPointAttribute( PThandle cloud, PThandle pntPartA, PThandle pntPartB, PTuint attribute, void\* data );

/\* query \*/

PThandle PTAPI ptCreateSelPointsQuery();

PThandle PTAPI ptCreateVisPointsQuery();

PThandle PTAPI ptCreateFrustumPointsQuery();

PThandle PTAPI ptCreatePlaneQuery( PTdouble planeX, PTdouble planeY, PTdouble planeZ, PTdouble planeK, PTdouble thickness );

PThandle PTAPI ptCreatePolygonQuery( PTint numVertices, PTdouble \*vertices, PTdouble thickness );

PThandle PTAPI ptCreateBoundingBoxQuery( PTdouble minx, PTdouble miny, PTdouble minz, PTdouble maxx, PTdouble maxy, PTdouble maxz );

PThandle PTAPI ptCreateBoundingSphereQuery( PTdouble \*cen, PTdouble radius );

PTbool PTAPI ptDeleteQuery( PThandle query );

PTbool PTAPI ptResetQuery( PThandle query );

PTvoid PTAPI ptSetQueryRGBMode( PThandle query, PTenum mode );

PTvoid PTAPI ptSetQueryDensity( PThandle query, PTenum densityType, PTfloat densityValue );

PTvoid PTAPI ptSetQueryScope( PThandle query, PThandle sceneOrCloudHandle );

PTuint PTAPI ptGetQueryPointsd( PThandle query, PTuint bufferSize, PTdouble \*geomBuffer, PTubyte \*rgbBuffer, PTshort \*intensityBuffer, PTubyte \*selectionBuffer );

PTuint PTAPI ptGetDetailedQueryPointsd( PThandle query, PTuint bufferSize, PTdouble \*geomBuffer, PTubyte \*rgbBuffer, PTshort \*intensityBuffer, PTfloat \*normalBuffer, PTubyte \*filter, PTuint numPointChannels, const PThandle \*pointChannelsReq, PTvoid \*\*pointChannels );

PTuint PTAPI ptGetQueryPointsf( PThandle query, PTuint bufferSize, PTfloat \*geomBuffer, PTubyte \*rgbBuffer,PTshort \*intensityBuffer, PTubyte selectionBuffer);

PTuint PTAPI ptGetDetailedQueryPointsf( PThandle query, PTuint bufferSize, PTfloat \*geomBuffer, PTubyte \*rgbBuffer, PTshort \*intensityBuffer, PTfloat \*normalBuffer, PTubyte \*filter, PTuint numPointChannels, const PThandle \*pointChannelsReq, PTvoid \*\*pointChannels );

/\* interaction \*/

PTvoid PTAPI ptFlipMouseYCoords( void );

PTvoid PTAPI ptDontFlipMouseYCoords( void );

/\* tuning and memory management \*/

PTvoid PTAPI ptSetCacheSizeMb( PTuint mb );

PTuint PTAPI ptGetCacheSizeMb();

PTvoid PTAPI ptAutoCacheSize();

PTvoid PTAPI ptSetLoadingPriorityBias( PTenum bias );

PTenum PTAPI ptGetLoadingPriorityBias();

PTbool PTAPI ptSetTuningParameterfv( PTenum param, const PTfloat \*values );

PTbool PTAPI ptGetTuningParameterfv( PTenum param, PTfloat \*values );

/\* User data channel \*/

PThandle PTAPI ptCreatePointChannel( PTstr name, PTenum typesize, PTuint multiple, void\* default\_value, PTuint flags );

PTbool PTAPI ptDeletePointChannel( PThandle channel );

PTbool PTAPI ptSubmitPointChannelUpdate( PThandle query, PThandle channel );

PTbool PTAPI ptDrawPointChannelAs( PThandle channel, PTenum method, PTfloat param1, PTfloat param2 );

PTbool PTAPI ptWriteChannelsFile( const PTstr filename, PTint numChannels, PThandle \*channels );

PTint PTAPI ptReadChannelsFile( const PTstr filename );

PTbool PTAPI ptSetChannelOOCFolder( const PTstr foldername );

PTvoid PTAPI ptDeleteAllChannels( void );

#endif