

## Namespace BasicHologram

Scenario	BasicHologramMain	SensorVisualizationScenario
m_deviceResources m_stationaryReferenceFrame	std::shared_ptr<Scenario> m_scenario std::shared_ptr<SpatialInputHandler> m_spatialInputHandler std::shared_ptr<DX::DeviceResources> m_deviceResources StepTimer m_timer HolographicSpace m_holographicSpace SpatialLocator m_spatialLocator SpatialStationaryFrameOfReference m_stationaryReferenceFrame SpatialLocatorAttachedFrameOfReference m_attachedReferenceFrame bool m_fUseWorldSpace bool m_fFirstUpdate event_token m_cameraAddedToken event_token m_cameraRemovedToken event_token m_locatabilityChangedToken event_token m_gamepadAddedEventToken event_token m_gamepadRemovedEventToken event_token m_holographicDisplaysAvailableChangedEventToken struct GamepadWithButtonState std::vector<GamepadWithButtonState> m_gamepads bool m_pointerPressed bool m_keyPressed int m_inputCount bool m_canGetHolographicDisplayForCamera bool m_canGetDefaultHolographicDisplay bool m_canCommitDirect3D11DepthBuffer	IResearchModeSensorDevice *m_pSensorDevice IResearchModeSensorDeviceConsent* m_pSensorDeviceConsent std::vector<ResearchModeSensorDescriptor> m_sensorDescriptors IResearchModeSensor *m_pRFCameraSensor = nullptr IResearchModeSensor *m_pLTSensor = nullptr IResearchModeSensor *m_pAIHATSensor = nullptr IResearchModeSensor *m_pAccelSensor = nullptr IResearchModeSensor *m_pGyroSensor = nullptr IResearchModeSensor *m_pMagSensor = nullptr std::shared_ptr<XAxisModel> m_xaxisOriginRenderer std::shared_ptr<YAxisModel> m_yaxisOriginRenderer std::shared_ptr<ZAxisModel> m_zaxisOriginRenderer std::vector<std::shared_ptr<ModelRenderers>> m_modelRenderers std::shared_ptr<AccelRenderer> m_AccelRenderer std::shared_ptr<GyroRenderer> m_GyroRenderer std::shared_ptr<MagRenderer> m_MagRenderer std::shared_ptr<SlateCameraRenderer> m_LFCameraRenderer std::shared_ptr<SlateCameraRenderer> m_LTCameraRenderer
Scenario() ~Scenario() InitializeSensors() InitializeModelRendering() PositionHologram() PositionHologramNoSmoothing() UpdateModels() GetPosition() RenderModels() UpdateState() SetStationaryFrameOfReference() OnDeviceLost() OnDeviceRestored()	BasicHologramMain() ~BasicHologramMain() SetHolographicSpace() Update() Render() SaveAppState() LoadAppState() OnPointerPressed() OnKeyPressed() OnDeviceLost() OnDeviceRestored() SetWorldSpace() OnCameraAdded() OnCameraRemoved() OnLocatabilityChanged() OnGamepadAdded() OnGamepadRemoved() OnHolographicDisplaysAvailableChanged() UnregisterHolographicEventHandlers()	SensorVisualizationScenario() ~SensorVisualizationScenario() InitializeSensors() InitializeModelRendering() UpdateModels() PositionHologram() PositionHologramNoSmoothing() GetPosition() RenderModels() OnDeviceLost() OnDeviceRestored() CamAccessOnComplete() ImuAccessOnComplete()