

Namespace BasicHologram

Scenario
m_deviceResources m_stationaryReferenceFrame
Scenario() ~Scenario() InitializeSensors() InitializeModelRendering() PositionHologram() PositionHologramNoSmoothing() UpdateModels() GetPosition() RenderModels() UpdateState() SetStationaryFrameOfReference() OnDeviceLost() OnDeviceRestored()

BasicHologramMain
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
BasicHologramMain() ~BasicHologramMain() SetHolographicSpace() Update() Render() SaveAppState() LoadAppState() OnPointerPressed() OnKeyPressed() OnDeviceLost() OnDeviceRestored() SetWorldSpace() OnCameraAdded() OnCameraRemoved() OnLocatabilityChanged() OnGamepadAdded() OnGamepadRemoved() OnHolographicDisplaysAvailableChanged() UnregisterHolographicEventHandlers()