

fpsCamera sphericalPosition position pitch yaw forward right aspect near constructor() setYaw(v) getYaw() setPitch(v) getPitch() setPosition(x,y,z) setFov(v) getFov() setTarget(v) updateViewMatrix() moveForward(v) moveRight(v) arcVertically(v) arcHorizontally(v)

reset()

FpsCameraControls dragFactor zoomFactor middleDragging lastX lastY currentX currentY camera registerZone leftClicked **leftDragging** pickedObject moveLeft moveRight moveForward moveBackward constructor(camera,registerZone) zoom(v) dragStart(v) dragMove(v) dragEnd(v) actPos(v) keyDownHandler(v) keyupHandler(v) move()

screenToWorld(v)

intersectTriangle(out,pt,dir,tri)

FrameBuffer width height framebuffer constructor(g,[w,h],dbe,f,w) unbind()

Geometry vertexBuffers indexBuffers constructor(g,gD)

Material program affectedByLight textured properties constructor(p,aBL,t,p)

constructor(g,vSS,fSS) setUniformValue(g,p)

Program

program

uniforms

attributes

use()

getActiveUniforms(g,p)

createProgram(g,vSS,fSS)

createShader(g,t,sC)

SceneLight position color spot_direction spot_cutoff model default_spot_direction linear attenuation quadratic attenuation constructor(p,c,sD,sC,m)

setPosition(p)

setColor(c)

SceneObject material textures indexBuffer vertexArray drawMode geometryData modelMatrix modelViewMatrix normalMatrix position rotation rotQuat constructor(gl,g,t,gD,wf) setPosition(x,y,z) translateX(x)translateY(y) translateZ(z) getPosX() getPosY() getPosZ() setRotation(x,y,z)rotateX(x)rotateY(y rotateZ(z)updateModelMatrix() setId(v)

Uniform name type location setValue constructor(g,n,t,l)

set value(v)

getValueSetter(g,t,l)

VertexArray vertexArray constructor(g,p,vB,iB) bind() unbind() pointAttributesToBufefrsAndEnable(a,vB)