SmartPolygonOptimizer
API Reference

Version 1.22

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3D Incorporated

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SmartPolygonOptimizer™ API

version 1.22

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1. Preface

This reference manual describes interfaces of SmartPolygonOptimizerAPI.

2. Interface

The SmartPolygonOptimizer API consists of a SPOObject class and a SPOPiece struct.

SPOPiece is a struct which stores an indexed triangle set in two dynamically allocated arrays; one array for the vertex data, and one for the index.

SPOObject is a class which stores the SPOPiece objects that together form one object model, and can be directly used by SmartCollision. SPOObject has methods which diagnose various specific features or properties of the triangle set given to it, and can modify the triangle data to fix flaws such as holes, or to optimize for some specific parameter, without changing the model's essential shape.

2.1 Definition of SPOPieces

The definition of SCObject is as follows.

```
struct SPOPiece{
        SPOdouble*vertices;
        SPOint vertexSize;
        SPOint*triangles;
        SPOint triangleSize;
};
```

Figure 2-1 shows the format of indexed triangle set. Indices of vertices start at 0.

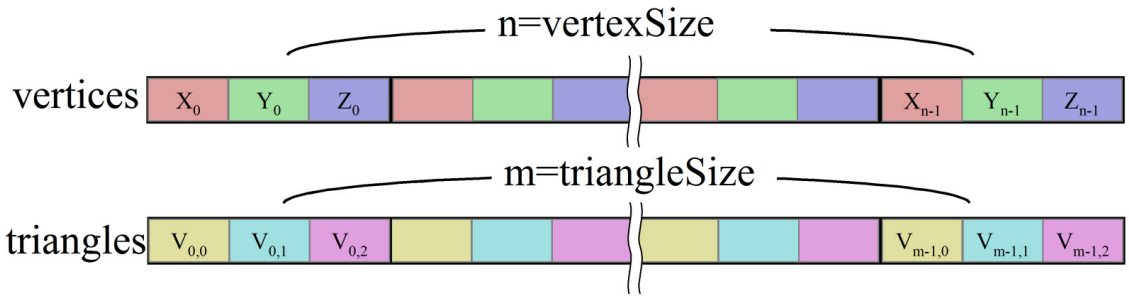

Figure 2-1: Indexed triangle set

2.2 The methods of SPOObject

The methods of SPOObject are as follows.

2.2.1 SPOObject ()

【Syntax】

SPOObject (void);

【Description】

The constructor of SPOObject.

【Arguments】

〈INPUT〉

〈OUTPUT〉

【Return】

2.2.2 ～SPOObject ()

【Syntax】

～SPOObject (void);

【Description】

The distructor of SPOObject.

【Arguments】

【Return】

2.2.3 AddTriangles()

【Syntax】

int AddTriangles(const SPOfloat*vertices, SPOint vertexNum, const SPOint triangles, SPOint triangleNum);

int AddTriangles (const SPOdouble*vertices, SPOint vertexNum, const SPOint triangles, SPOint triangleNum);

【Description】

Adds triangles to the object. Triangles to be added at one time are treated as one piece.

It is possible to call AddTriangles at multiple times.

【Arguments】

〈INPUT〉	
vertices	The array of vertices. The array has the 3*vertexNum elements.
vertexNum	The number of vertices.
triangles	The array of index of vertices of triangles. Index starts from 0. The array has the 3*triangleNum elements.
triangleNum	The number of triangles.
〈OUTPUT〉	

【Return】

SPO_NO_ERROR: There has been no error.

SC_ERROR_FAILED: Failed to execution.

SC_ERROR_INVALID_DATA: The data specified is invalid.

2.2.4 ChangeTriangulationPattern()

【Syntax】

int RemoveConvexPieces(SPOenum type ,SPOdouble tolerance,SPOint iteration=1);

difference

【Description】

Change triangulation pattern.

【Arguments】

〈INPUT〉

type	Type of triangulation pattern ■ SPO_TRIANGULATION_TYPE_REDUCE_EDGE_LENGTH: triangulation such that total edge lengths are reduced. ■ SPO_TRIANGULATION_TYPE_REDUCE_AREA_DIFFERENCE: triangulation such that area differences are reduced ■ SPO_TRIANGULATION_TYPE_REDUCE_WIDTH_DIFFERENCE: triangulation such that width differences of triangles are reduced
tolerance	The angle between normals of adjacent triangles. If the angle is less equal than tolerance, triangles are treated as being on same plane. The angle is given in degrees.
Iteration	Iteration of process.

〈OUTPUT〉

【Return】

SPO_NO_ERROR: There has been no error.

SPO_ERROR_FAILED: Failed to execution.

2.2.5 ConnectVertices()

【Syntax】

SPOint ConnectVertices(SPOdouble tolerance,SPObool removeVerticesFlag=true);

【Description】

This method connects vertices of which the difference between each coordinate is under a given tolerance. This method also removes degenerated triangles.

【Arguments】

〈INPUT〉

tolerance	The number of vertices.
removeVerticesFlag	If this is true, the connected vertices are removed from the vertex list.

〈OUTPUT〉

【Return】

SPO_NO_ERROR: There has been no error.

SPO_ERROR_FAILED: Failed to execution.

2.2.6 DecomposeIntoSingleBoundaryPieces ()

【Syntax】

SPOint DecomposeIntoSingleBoundaryPieces(SPOdouble tolerance);

【Description】

Decomposes each SPOPiece in SPOObject into single boundary pieces. All triangles in single boundary piece are connected each other.

【Arguments】

〈INPUT〉

Object	SPOObject to be modified

〈OUTPUT〉

【Return】

SPO_NO_ERROR: There has been no error.

SPO_ERROR_FAILED: Failed to execution.

2.2.7 GetEdgeCount()

【Syntax】

SPOint GetEdgeCount(SPOenum type,SPOdouble tolerance);

SPOint GetEdgeCount(SPOenum type SPOint index,,SPOdouble tolerance);

【Description】

Gets the count of specified type of edge in SPOObject/ SPOPiece.

【Arguments】

〈INPUT〉

index	Index of piece.
type	Type of edge to be counted. ■ SPO_EDGE_ TYPE_BRANCHED: branched edges. ■ SPO_EDGE_ TYPE_DUPLICATE: duplicate edges. ■ SPO_EDGE_TYPE_UNLINKED: unlinked edges. ■ SPO_EDGE_TYPE_FOLDING: folding edges.
tolerance	The angle between adjacent triangles. The angle is given in degrees.

〈OUTPUT〉

【Return】

the count of specified type of edges

2.2.8 GetPieceCount()

【Syntax】

SPOint GetPieceCount(void);

【Description】

Gets the count of pieces in SPOObject.

【Arguments】

〈INPUT〉

〈OUTPUT〉

【Return】

The count of pieces in SPOObject.

2.2.9 GetPiece ()

【Syntax】

const SPOPiece*GetPiece (SPOint index);

【Description】

Gets the pointer of SPOPiece.

【Arguments】

〈INPUT〉

index	Index of piece to get

〈OUTPUT〉

【Return】

The point of SPOPiece

2.2.10 IsClosed()

【Syntax】

SPObool IsClosed(void);

SPObool IsClosed(int index);

【Description】

Checks whether the object/piece is closed or not.

【Arguments】

〈INPUT〉

index Index of piece.

〈OUTPUT〉

【Return】

true: If the object is closed.

false: If the object is not closed.

2.2.11 IsConvex()

【Syntax】

SPObool IsConvex(SPOdouble tolerance=0);

SPObool IsConvex(int index, SPOdouble tolerance=0);

【Description】

Checks whether the object/piece is convex or not.

【Arguments】

〈INPUT〉

index	Index of piece.
tolerance	The angle between normals of adjacent triangles. If the angle is less equal than tolerance, triangles are treated as being on same plane. The angle is given in degrees.

〈OUTPUT〉

【Return】

true: If the object is convex.

false: If the object is not convex.

2.2.12 IsSingleBoundary ()

【Syntax】

SPObool IsSingleBoundary(void);

SPObool IsSingleBoundary(SPOint index);

【Description】

Checks whether the object/pieces consists of single boundary pieces or not.

【Arguments】

〈INPUT〉

index Index of piece.

〈OUTPUT〉

【Return】

true: If the object consists of single piece.

false: If the object does not consists of single piece.

2.2.13 MergePieces()

【Syntax】

int MergePieces(void);

【Description】

Merge pieces of SPOObject.

【Arguments】

〈INPUT〉

〈OUTPUT〉

【Return】

SPO_NO_ERROR: There has been no error.

SPO_ERROR_FAILED: Failed to execution.

2.2.14 RemoveClosedPieces()

【Syntax】

int RemoveClosedPieces(void);

【Description】

Removes closed pieces.

【Arguments】

〈INPUT〉

〈OUTPUT〉

【Return】

SPO_NO_ERROR: There has been no error.

SPO_ERROR_FAILED: Failed to execution.

2.2.15 RemoveConvexPieces()

【Syntax】

int RemoveConvexPieces(SPOdouble tolerance);

【Description】

Removes convex pieces.

【Arguments】

〈INPUT〉

tolerance	The angle between normals of adjacent triangles. If the angle is less equal than tolerance, triangles are treated as being on same plane. The angle is given in degrees.

〈OUTPUT〉

【Return】

SPO_NO_ERROR: There has been no error.

SPO_ERROR_FAILED: Failed to execution.

2.2.16 RemoveNonconvexPieces()

【Syntax】

int RemoveConvexPieces(SPOdouble tolerance);

【Description】

Removes non-convex pieces.

【Arguments】

〈INPUT〉

tolerance	The angle between normals of adjacent triangles. If the angle is less equal than tolerance, triangles are treated as being on same plane. The angle is given in degrees.

〈OUTPUT〉

【Return】

SPO_NO_ERROR: There has been no error.

SPO_ERROR_FAILED: Failed to execution.

2.2.17 RemoveRedundantVertices()

【Syntax】

int RemoveRedundantVertices (SPOdouble tolerance, SPOint iteration=1,SPObool moveVerticesFlag=true);

【Description】

Remove redundant vertices.

【Arguments】

〈INPUT〉

tolerance	The angle between normals of adjacent triangles. If the angle is less equal than tolerance, triangles are treated as being on same plane. The angle is given in degrees.
iteration	Iteration of process
removeVerticesFlag	If this is true, the redundant vertices are removed from the vertex list. If not, the redundant vertices remain in the vertex list.

〈OUTPUT〉

【Return】

SPO_NO_ERROR: There has been no error.

SPO_ERROR_FAILED: Failed to execution.

2.2.18 RemoveSmallVolumePieces()

【Syntax】

int RemoveSmallVolumePieces(SPOdouble tolerance);

【Description】

Removes small volume pieces, if it is closed.

【Arguments】

〈INPUT〉

tolerance	The tolerance of volume. If the volume of closed piece is less equal than tolerance, it is removed.

〈OUTPUT〉

【Return】

SPO_NO_ERROR: There has been no error.

SPO_ERROR_FAILED: Failed to execution.

2.2.19 RemoveThinTriangles()

【Syntax】

int RemoveThinTriangles(SPOdouble tolerance, SPOint iteration=1, SPObool moveVerticesFlag=false);

【Description】

Remove redundant vertices.

【Arguments】

〈INPUT〉

tolerance	Tolerance of width of triangle.
iteration	Iteration of process
moveVerticesFlag	If this is true, vertieces move on the edges.

〈OUTPUT〉

【Return】

SPO_NO_ERROR: There has been no error.

SPO_ERROR_FAILED: Failed to execution.

2.2.20 RemoveUnclosedPieces()

【Syntax】

int RemoveClosedPieces(void);

【Description】

Removes unclosed pieces.

【Arguments】

〈INPUT〉

object SPOObject to be modified

〈OUTPUT〉

【Return】

SPO_NO_ERROR: There has been no error.

SPO_ERROR_FAILED: Failed to execution.

2.2.21 SplitEdges()

【Syntax】

int SplitEdges(SPOdouble tolerance, SPOint iteration=1, SPObool moveVerticesFlag =false);

【Description】

Splits edges, if there are verteice between the edges.

【Arguments】

〈INPUT〉

tolerance	Tolerance of distance from edge to the vertex. If the distance is less than the tolerance, the vertex is considered as between the edge.
iteration	Iteration of process
moveVerticesFlag	If this is true, vertieces move on the edges.

〈OUTPUT〉

【Return】

SPO_NO_ERROR: There has been no error.

SPO_ERROR_FAILED: Failed to execution.