Controller
- _mainView: MainView*
- _funcView: OpenGLView*
- _interView: OpenGLView*
- _model: Model*
- _showFunc: bool
«constructor»
+ Controller(mainView: MainView*,
funcView, interView: OpenGLView*,
model: Model*)
- modelRender(): void
- modelInit(): void
- modelClear(): void
- modelFuncPoint(pos, col: QVector3D): void
- modelInterPoint(pos, col: QVector3D): void
- modelMessage(msg: QString): void
- modelError(msg: QString): void
- modelPartChanged(partX, partY: QVector<double>): void
- viewInputSet(input: QString): void
- viewInputSet(Qvector<QVector<double> >): void
- viewPartSet(var: char, min, max: double, count: int, QString: type): void
- viewPartSet(var: char, points: QVector<double>): void
- viewDimensionChanged(enabled: bool): void
- viewClosed(): void
- viewAdvance(): void