Reference Manual

Generated by Doxygen 1.5.9

Contents

Chapter 1

Class Index

1.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

Chapter 2

Class Index

2.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 3

Class Documentation

3.1   ExampleApplication Class Reference

Inherited by **PVApplication**.

The documentation for this class was generated from the following file:

- BallApp.h

3.2 ExampleFrameListener Class Reference

Inherited by **PVFrameListener**.

The documentation for this class was generated from the following file:

- BallApp.h

3.3   KeyListener Class Reference

Inherited by **PVFrameListener**.

The documentation for this class was generated from the following file:

- BallApp.h

3.4 PVApplication Class Reference

Inherits **ExampleApplication**.

Collaboration diagram for PVApplication:

Public Member Functions

- **PVApplication** ()
- ∼**PVApplication** ()
- void **clearAllBalls** ()
- void **createBalls** ()

Public Attributes

- int **m_numberOfBalls**

Protected Member Functions

- void **createCamera** (void)
- void **createViewports** (void)
- void **createScene** (void)
- void **createFrameListener** (void)

Protected Attributes

- std::map< std::string, **PVNode** ∗ > **m_objectMap**
- std::vector< **PVNode** ∗ > **m_balls**

3.4.1 Constructor & Destructor Documentation

3.4.1.1 PVApplication::PVApplication ()

Constructor.

3.4.1.2 PVApplication::∼PVApplication ()

Destructor.

3.4.2 Member Function Documentation

3.4.2.1 void PVApplication::clearAllBalls ()

funtkion for deleting all balls in the scene.

3.4.2.2 void PVApplication::createBalls ()

creates a vector with balls.

3.4.2.3 void PVApplication::createCamera (void) `[protected]`

Set camera settings.

3.4.2.4 void PVApplication::createViewports (void) `[protected]`

Set viewport settings.

3.4.2.5 void PVApplication::createScene (void) `[protected]`

Create scene.

3.4.2.6 void PVApplication::createFrameListener (void) `[protected]`

Create Framelistener.

3.4.3 Member Data Documentation

3.4.3.1 int PVApplication::m_numberOfBalls

max number of balls.

3.4.3.2 std::map<std::string, PVNode∗> PVApplication::m_objectMap `[protected]`

map with scene objects.

3.4.3.3 std::vector<PVNode∗> PVApplication::m_balls `[protected]`

vector with balls.

The documentation for this class was generated from the following files:

- BallApp.h
- BallApp.cpp
- main.cpp