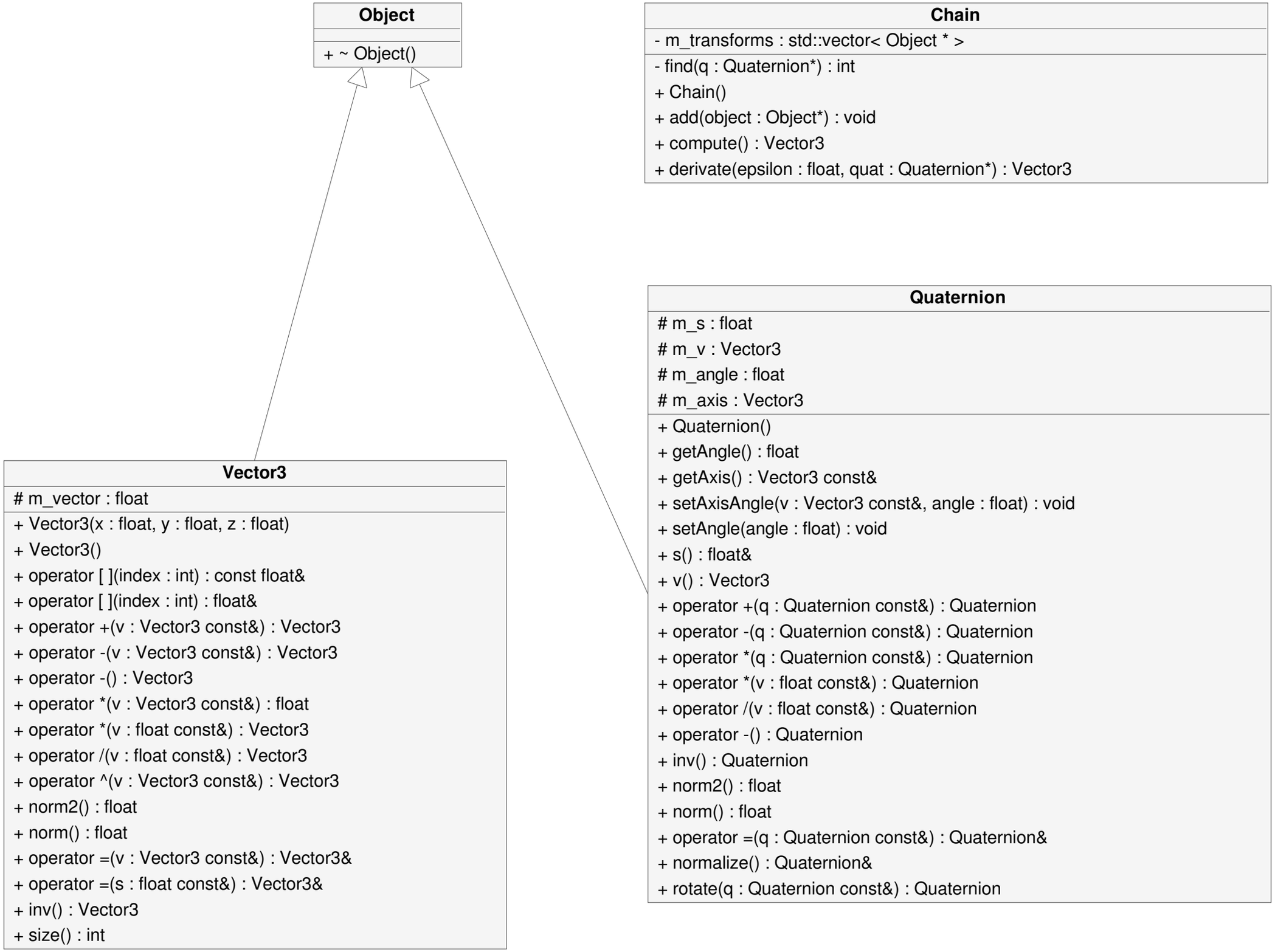
Object
+ ~ Object()
Chain
- m_transforms : std::vector< Object * >
- find(q : Quaternion*) : int
+ Chain()
+ add(object : Object*) : void
+ compute() : Vector3
+ derivate(epsilon : float, quat : Quaternion*) : Vector3
Quaternion
m_s : float
m_v : Vector3
m_angle : float
m_axis : Vector3
+ Quaternion()
+ getAngle() : float
+ getAxis() : Vector3 const&
+ setAxisAngle(v : Vector3 const&, angle : float) : void
+ setAngle(angle : float) : void
+ s() : float&
+ v() : Vector3
+ operator +(q : Quaternion const&) : Quaternion
+ operator -(q : Quaternion const&) : Quaternion
+ operator *(q : Quaternion const&) : Quaternion
+ operator *(v : float const&) : Quaternion
+ operator /(v : float const&) : Quaternion
+ operator -() : Quaternion
+ inv() : Quaternion
+ norm2() : float
+ norm() : float
+ operator =(q : Quaternion const&) : Quaternion&
+ normalize() : Quaternion&
+ rotate(q : Quaternion const&) : Quaternion
Vector3
m_vector : float
+ Vector3(x : float, y : float, z : float)
+ Vector3()
+ operator [ ](index : int) : const float&
+ operator [ ](index : int) : float&
+ operator +(v : Vector3 const&) : Vector3
+ operator -(v : Vector3 const&) : Vector3
+ operator -() : Vector3
+ operator *(v : Vector3 const&) : float
+ operator *(v : float const&) : Vector3
+ operator /(v : float const&) : Vector3
+ operator ^(v : Vector3 const&) : Vector3
+ norm2() : float
+ norm() : float
+ operator =(v : Vector3 const&) : Vector3&
+ operator =(s : float const&) : Vector3&
+ inv() : Vector3
+ size() : int