

1- Algorithmes

2- Algorithmes BFGS

3- Interface graphique
définition

4 - Interface graphique

5 - Interface graphiques -
panneaux

6- Outils mathématiques

7- Communication

8- renderer

9- Exécuteur

10-Ressources externes

11- Scene

12 - Définition des formes
géométriques

13-Simulation

14-Outils

15-Outils communication

1.1 BFGSOptimization
2.1 2.2 2.3 3.8 4.1 6.5 6.14 8.2 11.5
13.5 13.8 14.5

acousticfield3d.algorithms
1

1.8 SliceCalculation
6.5 6.12 6.14 6.15 13.5 13.8

1.2 CachedPointFieldCalc
3.8 4.5 6.5 6.14 6.15 8.2

1.3 CalcField
3.8 6.5 6.14 6.15 13.5 13.8

1.4 DivTransFocus
3.8 6.5 6.14 11.5 13.8

1.5 Knotforms
3.8 6.5 6.14 6.15 11.5 13.8 14.5

1.6 SimpleIB
3.8 6.5 6.14 6.15 13.5 13.8 11.5

7.1 ArduinoMEGA64
3.8 6.5 13.2 13.7 13.8 14.1 14.16

acousticfield3d.protocols 7

7.6 DeviceConnection
13.2 13.8 15.3

7.2 ArduinoMEGA64_Anim
3.8 6.5 13.2 13.7 13.8 14.16

7.3 ArduinoNano
3.8 13 13.2 14 16

7.4 ArduinoNano16
7.3

7.5 ChainedFPGA
13.8

7.7 SimpleFPGA
7.6 13.8

7.8 SimpleFPGA_128
3.8 7.8 13.2 13.8 14 16

6.1 BoundingBox
11.3

6.2 BoundingSphere
14.3

6.3 Frustum
11.3

6.4 Intersection
14.3

6.5 M
14.3

6.6 Matrix3f
14.3

6.7 Matrix4f
14.3

6.8 Plane
14.3

6.9 Quaternion
14.3

6.10 Ray
14.3

acousticfield3d.math 6

6.11 TempVars
14.3

6.12 Vector0f
14.3

6.13 Transform
14.3

6.14 Vector3f
6.5

6.15 Vector2f
14.3

6.16 Vector4f
14.3

acousticfield3d.algorithms.bfgs
2

2.1 BFGS

2.3 IFunction

2.2 BFGSProgressListener

2.4 LineSearch

3.1 ApplyTransformForm

3.2 AddTransducersForm

3.3 AssignTransducers

3.4 CameraMoveFrame

3.5 Gradients
6.5

3.10 SimulationConfigForm

3.9 TransducersOffsetForm

3.6 HoloPatternsForm

3.11 TransformForm

3.8 MainForm

3.7 ImportTransducersFromObjForm

acousticfield3d.gui
3

4.1 AlgorithmsForm

4.2 AmpLinePlot

4.3 BowlsForm

4.4 ExportPotsForm

4.5 ForcePotsFrame

4.6 GenerateComplexAnimations

4.7 ImportExportPhasesMatlabForm

4.8 ImportPhasesAmpForm

4.9 MoveOnTimeForm

4.10 RandPointsExpFrame

4.11 ScatterObjectForm

4.12 ShapePointsFrame

4.13 SliceExperiments

4.14 SliderPanel
6.5

4.15 StructuralStiffnessForm

4.16 SwitchTimer

4.16 UDPRemoteControl

acousticfield3d.gui.misc 4

14.1 ArrayUtils

14.2 BufferAllocator

14.3 BufferUtils

14.4 BufferedImageView

14.5 Color

14.6 DialogUtils

14.7 ExtensionFilter

14.8 FileDropTransferHandler

14.9 FileUtils

14.10 GenericListModel

14.11 GenericTableModel

14.12 GenericTableModelElement

14.13 Parse

14.14 PrimitiveAllocator

14.15 StringFormats

14.16 TextFrame

14.17 VarConv

14.18 TimerUtil

14.19 StringUtils

14.20 SimpleGUIPersistence

14.21 ReflectionAllocator

acousticfield3d.utils 14

9.1 PlayerThread

15.1 Network

15.2 NetworkInterface

15.3 SerialComms

acousticfield3d.utils.uartComm
15

acousticfield3d.workers 9

5.1 AnimPanel

5.2 ControlPanel

5.3 DomainPanel

5.4 MiscPanel

5.5 MovePanel

5.6 RLSlicePanel

5.7 TransControlPanel

5.8 TransducersPanel

5.9 TrapsPanel

acousticfield3d.gui.panels 5

11.1 Behaviour

11.2 BehaviourThread
3.8

11.3 Camera
6.5 6.7 6.13

11.4 Light

11.5 Entity
6.3 6.8 6.13 8.1 13.5 14.5

11.6 MeshEntity
6.3 6.10 6.13 8.7 12.4

11.7 Resources
8.3 8.4 8.5 8.6 12.1 12.3 12.4 12.5

11.8 Scene
6.3 6.5 6.7 6.9 6.10 6.13 13.5 14.0

11.9 SceneObjExport
3.8 6.7 6.14 8.1 12.4 14.5 14.9

acousticfield3d.scene 11

8.1 Material
6.5 6.13 14.3

8.2 Renderer
3.8 6.5 6.7 6.11 6.13 11.6 11.7 11.8
11.8 13.5 13.8 14.3

8.3 Shader
6.7 6.13 11.5 11.6 11.7 12.4 13.5 14.3

8.4 ShaderTransducers
6.7 11.6 11.8 13.5

8.5 ShaderRTShader
6.7 11.6 11.7 11.8 13.4 13.5 14.5

8.6 ShaderRTShader
6.7 11.6 11.7 11.8 13.4 13.5 14.5

8.7 Texture

8.8 ShaderRTQuickAmpShader
6.7 6.13 11.6 11.8 13.4 13.5 14.5

acousticfield3d.renderer 8

13.1 Animation
6.5 6.14 11.5 11.6

13.2 AnimKeyFrame
6.5 6.14 11.5

13.3 ControlPoint
8.7 11.5 11.6 11.7

13.4 FieldSource
14.10

13.5 Simulation
6.5 6.9 6.13 6.14 11.5 11.6 11.8

13.6 Slice
6.5 6.9 6.13 6.14 14.10 11.5 11.6
11.8

13.7 Transducer
3.5 6.5 6.14 11.6 11.7 14.5

13.8 Trap
1.7 4.13 6.5 6.13

13.9 TransState
6.5 6.13

acousticfield3d.simulation
13

10.1 ColorDiff.fsh

10.2 ColorPlain.fsh

10.3 ColorSpec.fsh

10.4 ColorDiff.vsh

10.5 ColorPlain.vsh

10.6 ColorSpec.vsh

10.7 Colouring.gsl

10.8 FieldCalcStencil.gsl

10.9 MatteMask.fsh

10.10 MatteMask.vsh

10.11 SliceRTQuickAmp_F.gsl

10.12 SliceRT_F.gsl

10.13 SliceRT_V.gsl

acousticfield3d.resources 10