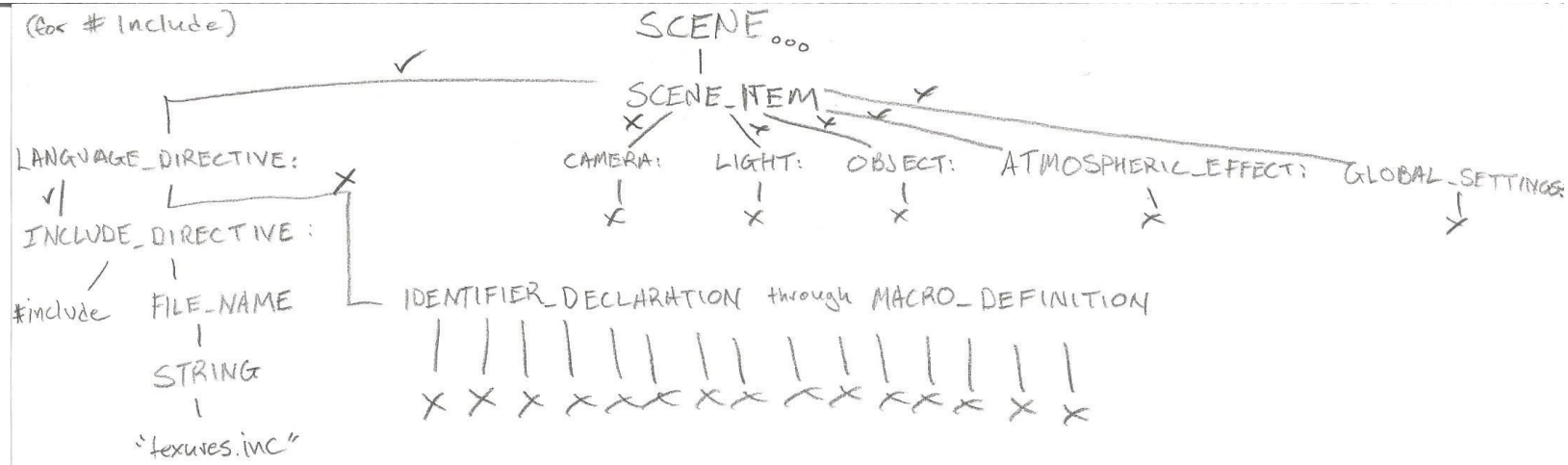
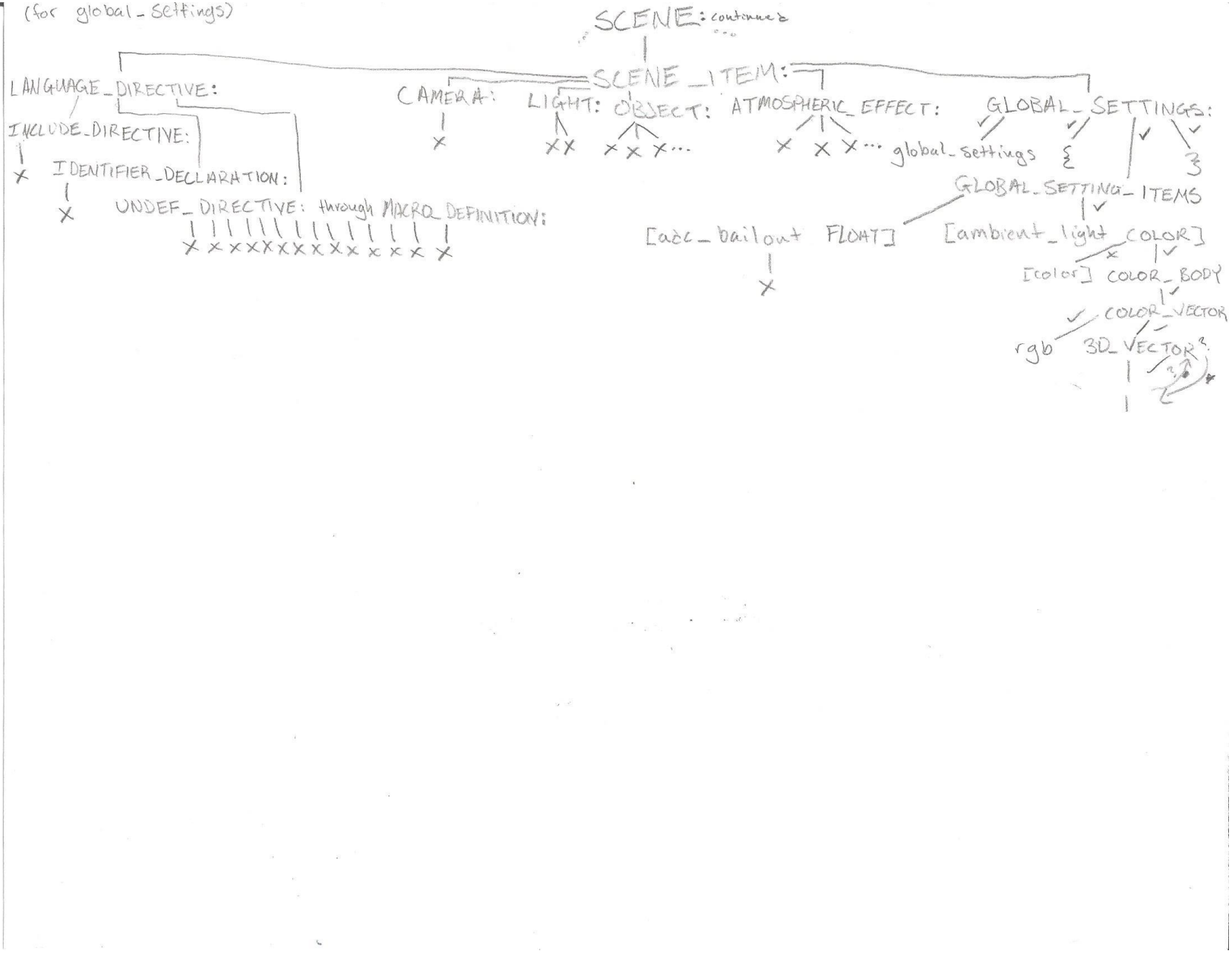
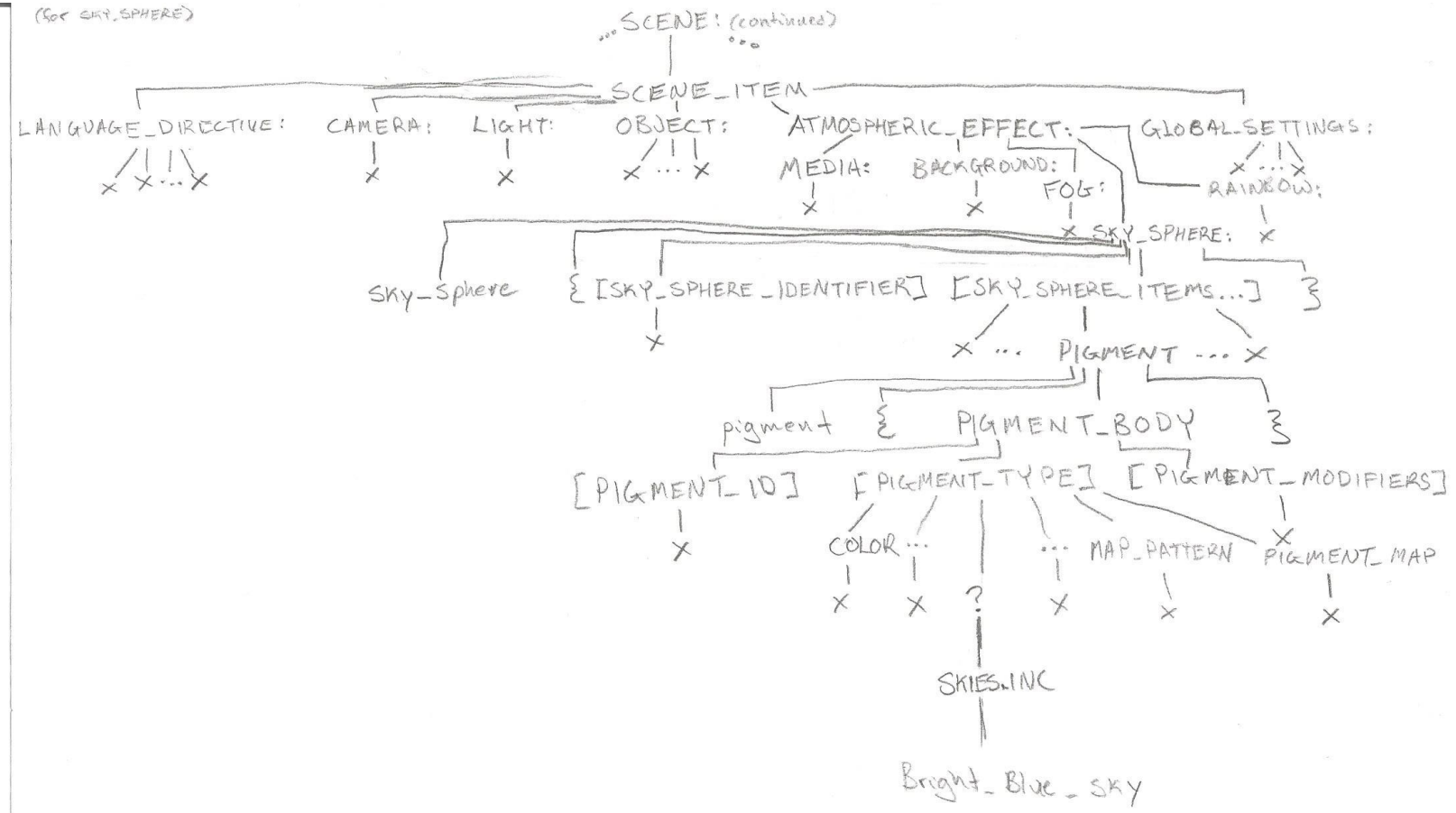
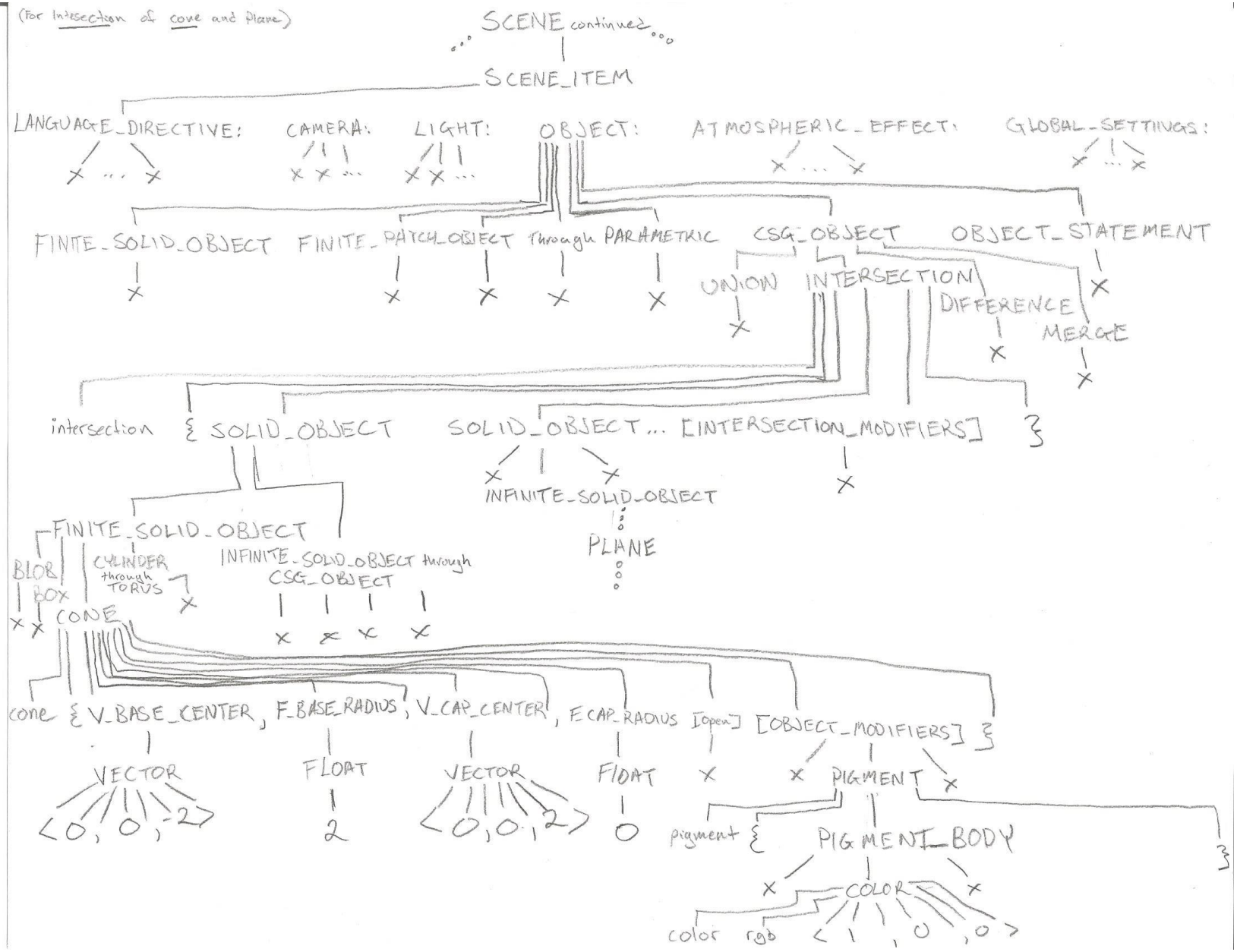
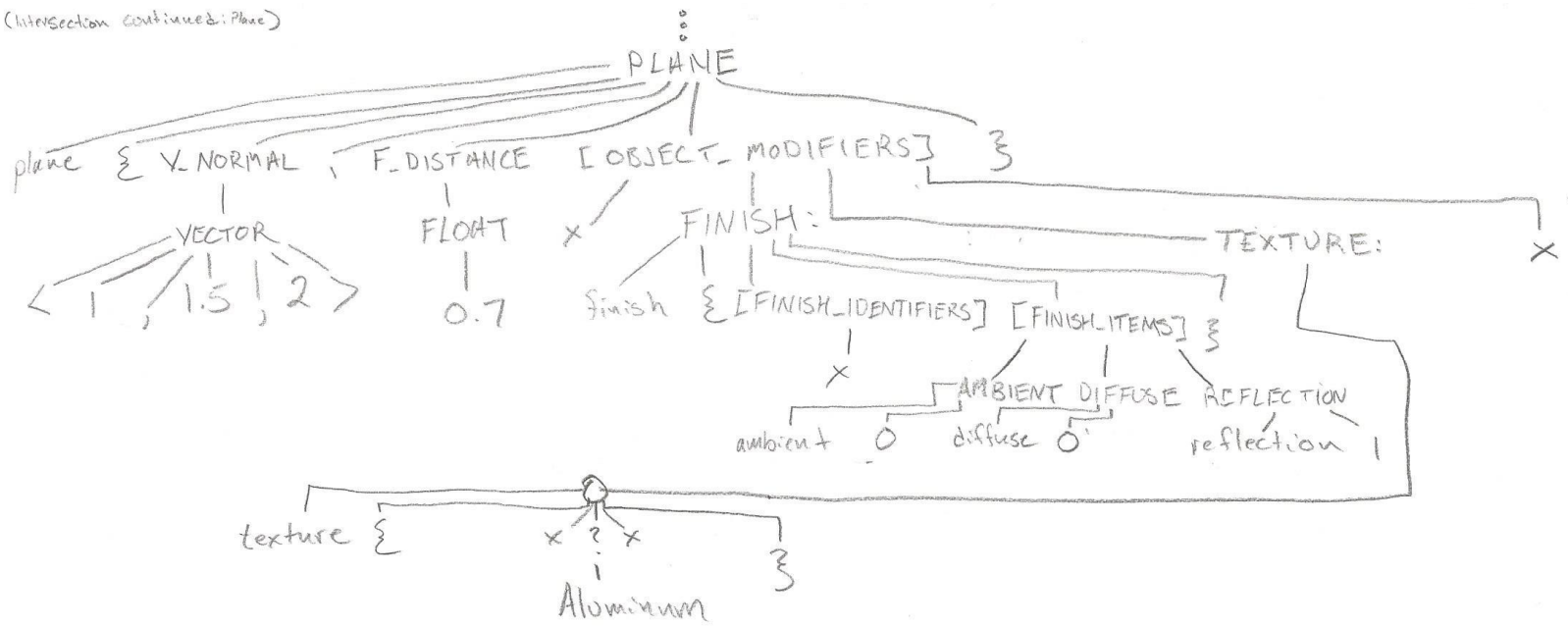

(for #Include)
SCENE...
SCENE_ITEM
LANGUAGE_DIRECTIVE:
CAMERA:
LIGHT:
OBJECT:
ATMOSPHERIC_EFFECT:
GLOBAL_SETTINGS
INCLUDE_DIRECTIVE:
#include
FILE_NAME
STRING
"textures.inc"
IDENTIFIER_DECLARATION through MACRO_DEFINITION


(for global_settings)
SCENE: continues
SCENE_ITEM:
LANGUAGE_DIRECTIVE:
INCLUDE_DIRECTIVE:
IDENTIFIER_DECLARATION:
UNDEF_DIRECTIVE: through MACRO_DEFINITION:
CAMERA:
LIGHT:
OBJECT:
ATMOSPHERIC_EFFECT:
GLOBAL_SETTINGS:
global_settings
{
}
GLOBAL_SETTING_ITEMS
[adc_bailout FLOAT]
[ambient_light COLOR]
[color]
COLOR_BODY
COLOR_VECTOR
rgb
3D_VECTOR


(for SKY_SPHERE)
... SCENE: (continued) ...
SCENE_ITEM
LANGUAGE_DIRECTIVE:
CAMERA:
LIGHT:
OBJECT:
ATMOSPHERIC_EFFECT:
GLOBAL_SETTINGS:
MEDIA:
BACKGROUND:
FOG:
RAINBOW:
SKY_SPHERE:
sky_sphere
{ [SKY_SPHERE_IDENTIFIER]
[SKY_SPHERE_ITEMS...] }
PIGMENT
pigment { PIGMENT_BODY }
[PIGMENT_ID]
[PIGMENT_TYPE]
[PIGMENT_MODIFIERS]
COLOR
MAP_PATTERN
PIGMENT_MAP
?
SKIES.INC
Bright_Blue_sky


(For Intersection of cone and Plane)
... SCENE continued ...
SCENE_ITEM
LANGUAGE_DIRECTIVE:
CAMERA:
LIGHT:
OBJECT:
ATMOSPHERIC_EFFECT:
GLOBAL_SETTINGS:
FINITE_SOLID_OBJECT
FINITE_PATCH_OBJECT through PARAMETRIC
CSG_OBJECT
OBJECT_STATEMENT
UNION
INTERSECTION
DIFFERENCE
MERGE
intersection
{ SOLID_OBJECT
SOLID_OBJECT ... [INTERSECTION_MODIFIERS]
}
INFINITE_SOLID_OBJECT
PLANE
FINITE_SOLID_OBJECT
BLOB
BOX
CONE
CYLINDER through TORUS
INFINITE_SOLID_OBJECT through CSG_OBJECT
cone { V_BASE_CENTER, F_BASE_RADIUS, V_CAP_CENTER, F_CAP_RADIUS [open] [OBJECT_MODIFIERS] }
VECTOR
FLOAT
VECTOR
FLOAT
PIGMENT
<0, 0, -2>
2
<0, 0, 2>
0
pigment { PIGMENT_BODY }
COLOR
color rgb <1, 0, 0>

(Intersection continued: Plane)