

Graphical vocabulary

Visual::Coverage::Type

+ OPAQUE: int
+ TRANSPARENT: int

Visual::Lighting::Type

+ UNLIT: int
+ FLAT: int

Visual::Material

+ ambient: Visual::Color
+ diffuse: Visual::Color
+ specular: Visual::Color
+ coverage: Visual::Coverage::Type
+ lighting: Visual::Lighting::Type

Visual primitives

Visual::Point

+ material: Visual::Material

Visual::Segment

+ material: Visual::Material

Visual::Triangle

+ material: Visual::Material

Signals and slots for visual events

<<Interface>>

Visual::IGeometryObserver

+ SlotRegisterPoint_2(Point_2, int): void
+ SlotPushVisualPoint_2(Point_2, Visual::Point, int): void
+ SlotPushVisualSegment_2(Segment_2, Visual::Segment, int): void
+ SlotPushVisualTriangle_2(Triangle_2, Visual::Triangle, int): void
+ [Corresponding pop methods]
+ [Push/pop methods for 3 dimensional primitives]

<<Interface>>

Visual::IObservableGeometry

+ AddObserver(IGeometryObserver*): void
+ SigRegisterPoint_2(Point_2, int): void
+ SigPushVisualPoint_2(Point_2, Visual::Point, int): void
+ SigPushVisualSegment_2(Segment_2, Visual::Segment, int): void
+ SigPushVisualTriangle_2(Triangle_2, Visual::Triangle, int): void
+ [Corresponding pop methods]
+ [Push/pop methods for 3 dimensional primitives]

Visual::Geometry

+ observers: vector<IGeometryObserver>

+ [IGeometryObserver implementations]
+ [IObservableGeometry implementations]